

Oswego State

Campus Recreation – Intramural Sports

6 vs. 6 Broomball Rules

I. General Rules & Regulations

Pre-Game:

All Players must present a valid SUNY Oswego ID to be eligible to play.

1. The Rink:

- A. All games will be played at Campus Center Ice Rink across the ice.
- B. Team area: All players and captains not immediately involved in play must stay on their team's respective team areas.
- C. All spectators must sit in the designated spectator area: **NO EXCEPTIONS**

2. Players:

- A. Six (6) players constitute a team, which include the goalie. 5 team members must be present to start a game. If the number of players drops below 5 during the game (due to injury, ejection, etc.) that team will be forced to accept a loss.
- B. For Co-Rec. teams, at least half of the players on the ice must be women. If a team can not meet this stipulation at the beginning of the game, then the game will be declared a forfeit. If during the game a team can not longer meet this rule, then the game will be declared a loss by default.
 - i) For teams utilizing 5 players, a combination of 3 women and 2 men is acceptable not 3 men and 2 women. In the event a female is injured after the start of the game and team started with 3 females the team will be permitted to finish the game with 5 players 3 men and 2 female.
- C. *Team Captains:* Each team shall designate a team captain. The team captain will be the designated speaker for his/her team. If the team captain is absent, the team will designate a spokesperson.

3. Period:

- A. Each game consists of three 12-minute periods of **running time**. There is a two-minute break between each period. The clock will stop on all whistled stoppages **within the last one-minute of the third period only**.
- B. A coin-toss will determine which goal will be defended by which team.

4. **Forfeits:** Any team not ready to play at game time will receive a forfeit unless the opposing team captain approves a 10 minute extension and shortened game time.

5. **Time Outs:** Each team is entitled to one (1) time-out per game, a team can call a time-out during a dead ball or when they have possession of the ball. Following a time-out an indirect shot or face off will take place from the spot where the time-out was called. A time-out shall not exceed 1.5 minutes. **Time-Out Continue:** If either team is not ready to play within the allotted time a one-minute delay of game penalty will be enforced.

6. **Tie Game:** A five (5) minute period of sudden death will only be played during the playoffs. Each team will play with 4 players, (2 female 2 male,) neither team will provide a goalie, and no player may enter the crease during over time. There shall never be more than one male player than female player during overtime. A player who stops a shot on goal after it has crossed the goal crease will result in a legal goal scored. If the game is still tied after the first sudden death period, then a new 5-minute period will be played with one less player than the previous period.

7. **Substitutions:** Are allowed either “on the fly” behind the ball or at any time when the ball is dead. Each substitute shall be in uniform, with proper equipment, ready to play. Games must not be delayed by substitutions. **A minor delay of game penalty will be issued in this case. If a team plays with more than 6 players or more than 3 males in Co-Rec, a bench minor penalty shall be assessed to the offending team.**

8. **Official’s Decisions:**
 - A. ALL DECISIONS OF THE OFFICIALS ARE FINAL

 - B. Players who are asked to leave the ice due to a penalty have no more than 15 seconds. Failure to do leave the ice in 15 seconds or less will result in an additional one-minute of penalty time for the player or possible ejection.

 - C. Arguing with the officials or other unsportsmanlike conduct will result in penalty or a possible ejection from the game.

9. **Movement of Ball:**
 - A. The game ball must be projected by a broomball stick, except as specified in Rule II, section 2b. **It is illegal to advance the ball whether by hand pass or kick. Failure to comply with this rule will result in an indirect shot at the spot of the foul.**

 - B. It is permissible for a player to stop the broomball with one or both feet, but the player must then be projected the broomball with their stick.

 - C. All balls going out of play will be put back in play by an indirect hit. If the ball is put out of play by simultaneous force from each team, then a face-off will occur at center ice.

II. Equipment

1. **Game Ball, Jerseys, & Playing Equipment:** Campus Recreation will supply the game ball, pennies, broomball sticks, helmets, and goalkeeping equipment for each team. Each player will check out equipment from the supervisor at the arena. A valid SUNY Oswego ID will be required for each player to check out his/her own equipment (i.e. stick, helmet, etc.). All equipment must be checked in with the Intramural Supervisor immediately following the game.
2. **Shoes & Long Pants:** Clean Soft, rubber-soled sneakers are the only footwear permitted on the ice. All players must carry an extra pair of sneakers to the ice area, because it is important that mud and dirt not be tracked onto the ice. If this policy is not followed, players will not be permitted to play. All players must wear pants or leggings. Shorts with high socks are NOT acceptable.
3. **Padding:** Elbow and knee pads are recommended, but are not required. Soft pliable knee or elbow pads or hockey shin guards are allowed in the appropriate location. Hockey gloves may be worn. Goalies may use a baseball or softball glove as their catching glove. All goalies must wear approved goalkeeping equipment. No goal keepers may wear padding that extends further beyond their body than the intramural issued equipment. Under no circumstances will a player wearing a cast or splint be allowed to play intramural broomball.
4. **Glasses:** All glasses worn should be unbreakable and all players are responsible for the safety of their own glasses.
5. **Jewelry:** Wristwatches, bracelets, rings, large or loop earrings or any item deemed to be dangerous by the officials may not be worn.

III. Infractions

**Following all infractions that do not award a penalty shot or a goal the opposing team will be awarded an indirect hit.

1. **Offsides:**
 - A. Games will be played across the ice. The ice will be divided into two zones (attacking zone & defensive zone) by an imaginary line marked by a cone on the blue line. Goals may be scored by either zone. Each 6 player teams must have at least 1 player in their attacking zone and 2 players (one plus the goalie) in their defensive zone AT ALL TIMES. Likewise, no team shall have more than 4 players in their attacking zone and no more than 5 (4 players plus the goalie) in their defensive zone. **Offsides** is called when any team violates this rule and an indirect hit is awarded at center ice.
 - B. In overtime, the offside rule shall still apply. During 4 on 4 play, no more than three players are allowed in the offensive zone and one player must remain in the defensive zone at all times.

2. **Crease Play:**

- A. The goalie must stay within an 8-foot area around the goal and is the only player allowed in the goalie crease. The goal crease is an area the width of the goal and extends three feet from the goal. Offensive crease violations result in an indirect hit for the defense from the top of the face off circle in front of their own goal. Defensive crease violations result in an indirect hit for the offense from the top of the face off circle in front of the goal. If, in the officials judgment, the defense illegally prevented the ball from entering the goal at the same time as a crease violation then the offense is awarded a penalty shot from the opposite face off circle on an open goal.
- B. If the goalie traps or catches the ball, he/she must release it within 3 seconds. If the goalie throws the ball it must be released to the side and no further than center ice. Violation will result in indirect hit from center ice by the opposing team.
- C. Overtime Crease Violations: If a defensive player stops a shot on goal after it has crossed the goal crease will result in a legal goal scored. If an offensive player contacts the ball while the ball is in the goal crease the score will be disallowed and put in play by an indirect shot by the opposing team.

IV. Penalties

Minor Penalty: penalized player removed for 2 minutes during which time no substitute is permitted unless the penalized team is scored on. Penalties carry over from one period to another including overtime.

Major Penalty: penalized player removed for 5 minutes during which time no substitute is permitted, not even if the penalized team is scored on. (Two major penalties in the same game by one player results in an ejection) The team must serve the five minute penalty before a substitute can enter the game.

Game Penalty/Ejection: Player must meet with the Coordinator of Campus Recreation or designee before being reinstated and the team must serve the five minute man down penalty.

1. **High Sticking:**

- A. Brooms cannot be raised above the waist either on the backswing, or follow through. **Result: 2-minute penalty and *indirect shot from the spot of the foul.***
- B. Brooms cannot be used in any way to injure or strike another player. Failure to abide by this rule will result in an automatic ejection from the game and an indirect hit for the opposing team.

2. **Body Checking/Illegal Contact:**

- A. Any body-checking, hacking, elbowing, tripping, holding or other contact deemed severe by the official(s) and/or supervisor will result in a five minute penalty and possible ejection and/or suspension. **(Result: *indirect shot from the top of the face off circle in the offended team's attack zone.*)**

- B. Any player charged with fighting or striking any official or participant will be automatically suspended from the league and must meet with the Director of Campus Recreation and/or Judicial Affairs before being reinstated to any Intramural activities. In addition, the replacement player must sit for a five-minute penalty before entering the game.

3. Dangerous Plays

- A. Any maneuver that jeopardizes the safety of any player or official shall be deemed a dangerous play and will result in a minor or major penalty. This includes but is not limited to: diving, dropping to both knees in a shot blocking effort, jumping over the back of the net along the boards, and throwing equipment.

**For “delay of game” and “too many players on the ice” penalties, the Team Captain must assign which player will serve the penalty.

Rules are subject to modification during the season as needed.