

Each player must present their own, valid LAKER ID Card before each contest to be eligible to participate.

1. Any player caught attempting to use another person's ID Card will be ejected and ineligible for participation in any Intramural Sports for a minimum of four-months from the date that they meet with the Assistant Director for Intramural Sports.
2. Students, faculty, and staff who have paid their Recreation & Wellness fees and have a valid LAKER ID are eligible to participate.

NO EXCEPTIONS!

Students, faculty, and staff who are eligible for entrance into the Student Activity Center: Fitness Center are eligible to participate. Intramural Sports are **FREE** for all participants.

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Health Care Center before participating in Intramural Sports.

Game time is forfeit time, however the team that is present shall choose to accept the 10 minute grace period before games are forfeited.

The officiating will be done by officials who are in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a technical foul, ejection or forfeiture of the game. Spectators must also remain in the area designated by the officials. The official shall have the power to make decisions on any matters or questions not specifically covered in the rules.

I. Equipment

- 1.1 All game equipment will be provided except shoes.
- 1.2 Only soft-soled athletic shoes may and must be worn to play broomball. Hiking or any other style of boot is illegal. Also illegal are any type of cleated shoes, such as rubber cleated turf shoes. Broomball shoes are allowed. Penalty: Players wearing illegal shoes shall not participate in the game.
- 1.3 All brooms specially made for broomball are legal. Goalies must use a standard length broom and not a short "club" type broom.
- 1.4 Other types of protective equipment are highly recommended. Participants may use hockey gloves, pads, and other hockey protective equipment (except goalie chest pads, goalie leg pads, goalie blocker, and goalie trapper. Baseball gloves are legal).
- 1.5 Casts are illegal.
- 1.6 Clothing which has blood on it must be removed before the player may continue competition. A substitute player should enter the game to allow the player with blood to remove the soiled clothing.
- 1.7 Shorts are legal.
Note: The referee and on-site supervisor will be the final authority as to the legality of all equipment.

II. Players

- 2.1 The game is played by two teams consisting of six (6) players.
- 2.2 Each team will be assigned a team bench area where substitutes must stand. A neutral penalty box area will be used to retain those players serving penalties.
- 2.3 Only players listed on the roster and wearing proper equipment will be allowed on the court. Failure to comply will result in a delay of game penalty.
- 2.4 A team may have at maximum, two coaches/non players that will be allowed onto the court,

III. Teams, Captains, and Substitutes

3.1 Teams

- 3.1.1 Each team may have a maximum of six (6) players on the court at one time
- 3.1.2 A minimum of four (4) players are required to start and finish a game.
- 3.1.3 EXCEPTION: Serving penalty minutes is the only time a team may drop below the required number of four players on the court.
- 3.1.4 Each player must wear a numbered jersey of a color the same as his/her team and different from the jersey color of the opposing team.

3.2 Captains

- 3.2.1** Each team will select a captain who will represent the team.
- 3.2.2** Only a Captain may address the referee, and then, may only do so in an appropriate manner.

3.3 Substitutes

- 3.3.1** All players not on the court are considered substitutes.
- 3.3.2** Substitutions may take place for any player on the court on the "fly."
- 3.3.3** A penalized player may not be substituted for.

IV. Officials

- 4.1** Two on-court official(s) will administer the rules of the game. All decisions of the referee, including judgment calls, are final and cannot be protested. The official has the authority to penalize and/or eject any player, coach, or spectator. The official has the power to make the necessary decisions concerning situations not directly covered by these rules.

V. Periods and Intermissions

5.1 Length of Game

- 5.1.1** A game consists of two periods of fifteen (15) minutes each.
- 5.1.2** The clock runs continuously for the duration of each half.
- 5.1.3** Half time will be three (3) minutes.
- 5.1.4** A coin toss may determine which team gets to choose the end which they wish to defend.
- 5.1.5** Teams will change ends at half-time. If a team is up by 10 goals at halftime or 5 goals with 2 minutes remaining, the game will end due to Mercy Rule.

5.2 Tie Games

- 5.2.1** During a tie game the following procedure will be used:
- 5.2.2** A three minute "sudden-death" overtime period will be played.
- 5.2.3** Each team will have four players on the court, one of which is allowed to play the goalkeeper position.
- 5.2.4** In the event neither team scores during the initial 3 minute OT period, the goalies will then be removed and teams will resume play 5 on 5.
- 5.2.5** No goalkeeper means no player may be in the crease unless the ball precedes the player in the crease.
- 5.2.6** Shots that are blocked by defending players that are within the crease will be counted as a goal to the opposing team
- 5.2.7** Penalties will be enforced as normal in the overtime period. A team may continue with less than four (or three) players due to penalties.
- 5.2.8** A free pass because of penalty or other infraction will be taken at center court.
- 5.2.9** There is no time limit after the initial 3 minute OT. The team which scores the first goal shall win the game.

VI. Putting the Ball into Play

6.1 Face-Off

- 6.1.1** A face-off will take place at the beginning of each half or overtime and/or if the ball leaves the playing area and the referee cannot determine which team last touched it.
- 6.1.2** Teams do not need to be on-side at a face-off, but must be fifteen (15) feet away from the ball.

6.2 Loss of Possession

- 6.2.1** Whenever a team loses possession of the ball by causing the ball to go out of play, by a hand pass, a foot pass, or by their goalie freezing the ball, the opponents will take possession at a designated spot in the play area and be awarded a free pass.
- 6.2.2** A whistle by the referee will indicate a loss of possession.

6.3 Free Pass

- 6.3.1** Following any loss of possession, the opponents will be awarded a free pass to any member of their team.
- 6.3.2** The defending team must give the passer at least fifteen (15) feet of open space in all directions.
- 6.3.3** A goal may NOT be scored directly from a free pass. To score a goal, the ball must touch another player besides the shooter and the goaltender.
- 6.3.4** The passing team will have five (5) seconds to make the pass following the referee's signal. Failure to pass within five seconds will result in a turn-over.
- 6.3.5** Once the passer contacts the ball, play resumes as usual. However, after the passer contacts the ball, the passer cannot be the first player to touch the ball. If that occurs, the opposing team will be awarded a free pass.

VII. Playing the Ball

7.1 Use of the Broom

- 7.1.1** Players may not play the ball above the height of their waist (approximately 3 1/2 feet). Players may bring the broom slightly higher when taking a shot if no opposing player is within 4 feet. The referee shall make a judgment to the legality of a shot. Penalty: Minor for high sticking.
- 7.1.2** If a player loses the broom, they may continue to play, but cannot pass the ball
- 7.1.3** Opponents may not deliberately touch the lost broom of an opponent. Penalty: Minor for unsportsmanlike conduct.
- 7.1.4** Players shall never throw their brooms. Penalty: Major, possible ejection based on the severity of the act.
- 7.1.5** Equipment that is damaged or broken as a result of unsportsmanlike conduct will not be tolerated. Penalty: Major for unsportsmanlike conduct as well as a possible ejection.

7.2 Use of the Hands and Feet

- 7.2.1** Players may use their hands and/or feet to stop and control the ball, but cannot kick, push, throw, or bat the ball to a teammate. Players may not advance the ball to themselves with their feet or hands. Players may only stop the ball or drop it to themselves. Penalty: Loss of possession. Opposing team is awarded a free pass.
- 7.2.2** Deliberately holding the ball with the hands or feet to prevent the opponents access to it is illegal. Penalty: Minor for delay of game.
- 7.2.3** Sliding in any form which results in contact with and impedes the motion of an opponent is illegal. Penalty: Minor or possible Major for interference.

7.3 Goal Crease Restrictions

- 7.3.1** An unmarked semi-circle six feet in radius in front of each goal. The center of the goal line should be used as the center point to measure the goal crease. This area inside this semi-circle shall be known as the "goal crease."
- 7.3.2** No offensive player other than the designated goalie may be inside the crease unless the ball has preceded them. A player is considered to be in the crease if any part of their body or equipment is in, on, or inside the crease boundary line. Offensive players may not pass through the crease deliberately. They may do so only to avoid contact with the goalie or another player. Penalty: Minor for a crease violation.

7.4 Stalling or Delaying the Game

- 7.4.1** No player shall deliberately hold the ball against the boards, goal, or court with their hands, feet, stick, or other part of the body for the purpose of delaying the game. Penalty: Minor for delay of game.
- 7.4.2** If any player deliberately hits the ball out of play, over the glass, out of the rink, or into the fitness center to waste time a delay of game penalty will be called.
- 7.4.3** If players attempt to stall the game by adjusting their equipment, talking to the referee or coach, or continuing a celebration after a goal, for example, the referee will start play even if they are not ready.

7.5 Goalie Play

- 7.5.1** Goalies are free to venture to all parts of the court. However, the goalie may freeze the ball only in the crease. Penalty: Turnover or possible Minor for delay of game.
- 7.5.2** When the goalie is outside the crease they are subject to the same rules as all other players. Goalies may not interfere with an opponent playing the ball. Penalty: Minor for interference.
- 7.5.3** A goalie may not pass the ball with his/her hand past 'center' court to a player on his/her team. Penalty: Possession awarded to opponents where ball crossed center court. Opposing team is awarded a free pass.
- 7.5.4** The goalie must have his/her stick in his/her hand in order to touch the ball. A goalie stopping the ball without possession of his/her stick will result in a loss of possession.
- 7.5.5** Once play begins, the goaltender at the start of the play must be the goaltender throughout the play. Only on a dead ball may a goaltender switch take place. If any player other than the goaltender stops the ball in crease a penalty shot will be awarded to the opposing team.

NOTE: Penalties assessed to goalies will be served by a player on the court at the time of the penalty.

VIII. Scoring Legal Goal

- 8.1** A legal goal is scored when the ball passes completely over the goal line, below the cross bar, and between the up rights.
- 8.2** Illegal Goal: A goal will NOT be awarded in the following cases:
- 8.1.1** The ball is struck by the offense above the mid-torso.
 - 8.1.2** The ball is kicked, thrown, or otherwise illegally propelled into the net.
 - 8.1.3** The offensive team was guilty of a crease violation.
 - 8.1.4** The goalie had frozen the ball, and it is pushed over the line by the offense.
 - 8.1.5** The ball strikes the official and goes directly into the goal.
 - 8.1.6** The ball is whistled dead prior to the goal.

IX. Penalties

9.1 Types and Duration

- 9.1.1** Minor. This is a two (2) minute penalty, and the guilty player will remain in the penalty box until the penalty time expires, or the opponents score a goal.
- 9.1.2** Major. This is a five (5) minute penalty, and the guilty player will remain in the penalty box for the entire five minutes, regardless of the number of goals scored by the opponent. The team of the player serving the major penalty will play short for the duration of the penalty. Any player who flagrantly slashes another player will receive a 5 minute major penalty, a game misconduct.
- 9.1.3** Game Misconduct. A player receiving a game misconduct penalty will be ejected from the game and is required to leave the vicinity of the playing area. The team of the player ejected must choose a player from their game roster to serve a five minute major for the ejected player, and the team will play short for the duration of the penalty.

9.2 Penalty Enforcement

- 9.2.1** Penalty time begins from the point where the game is restarted following the penalty. If, for example, a player is issued a minor with 4:00 minutes remaining on the clock and the game resumes with 3:45 remaining, the player's penalty will begin at 3:45 and will expire at 1:45.
- 9.2.2** Serving penalty minutes is the only time a team may drop below the required number of three players on the court.

9.3 Penalty Types-Examples

- 9.3.1** Minor Penalties: Elbowing, charging, checking, interference, hooking, holding, slashing, roughing, stalling, delay of game, high sticking, tripping, too many players on the court, illegal substitution, and crease violations.
- 9.3.2** Major Penalties: Throwing the stick, playing the ball above the shoulders with the stick, other major penalties done in a flagrant manner. Any action viewed by the official viewed to be malicious or reckless will be a major penalty.
- 9.3.3** Game Misconduct: Knowingly using illegal and/or dangerous equipment, failure to report directly to the penalty box, use of foul and/or abusive language, deliberately injuring or attempting to injure another player, gross disrespect for the official, or any other action deemed flagrant by the official. Players will be ejected when they receive their fourth minor, a combination of two minors and a major, two majors, or two non-power play penalties

X. Co-Rec Modifications

10.1 Teams

- 10.1.1** Each team may have a maximum of five (5) players on the court at one time. Three (3) players are required to start and continue a game.
- 10.1.2** Either gender may have a majority, however not greater than one.
- 10.1.3** Possible combinations include:
 - i. 3 Males, 2 Females
 - ii. 2 Males, 3 Females
 - iii. 2 Males, 2 Females
 - iv. 2 Males, 1 Female
 - v. 1 Male, 2 Females
- 10.4** The only exception to this alignment is when a team has a player serving a time penalty. After removal of the penalized player, the ratio of males-females remaining on the court shall continue for the duration of the penalty.
- 10.5** The goaltender may be any one of the players as stated above. Official goaltender changes can only be made during a dead ball period.
- 10.6** Female Goals counts as two (2) points. A goal is scored by a female if the last offensive touch was by a female, either by shot or deflection.