



Broomball - Classroom Training
Ferris State Intramural Sports

General Rules

- 3 twelve minute periods (1-2 min between)
- Clock does not stop until last 2 minutes...
- Whistles, made goals, TO, and injuries
- Mercy Rule: up by 10 at 2 minutes



General Rules

- 1 timeout per period.
Don't carry over
- Regular Season Games and ties
- Playoffs = Overtime
- 5 minute/Golden Goal.
Clock runs like first period.
Stops for TOs or injury.
- Still tied, Shootout!
5 players from each team
alternate shots
(Male, Female) until one team
misses.



General Rules

- Corec Only
- 6v6 (4 players needed to avoid forfeit)
- CoRec: Legal ratios of male-female are:
 - 3 men & 3 female;
 - or 3 men & 2 female;
 - or 2 men & 3 female;
 - or 2 men & 2 female.No more than 3 of the same gender on the ice at one time



Required Player Equipment

- Players must wear pants (no shorts) Must have lower extremities covered. Especially knees!
- Helmet is provided and is mandatory!!! By players and refs!!!
- Stick is provided and must be used. No hockey or lacrosse sticks
- Shoes: each player must wear CLEAN soled shoes with no metal on them.
- No Jewelry
- Gloves, shin pads and elbow pads are not provided, but are highly recommended.



Goalie Rules

- Goalies are allowed to pick up and/or freeze the ball in the crease area (defined as with one stick length of the crease).
- Once in possession of the ball, a goalie has 5 sec to put the ball back in play. (Penalty: Minor for delay of game)
- When the goalie throws, or rolls the ball, it must hit another player on their team or the ice before crossing the half-line.
- If it does cross the half-line before a player touches it or touches the ice, blow the ball dead and give it to the opposing goalkeeper (does not apply when the keeper uses their stick).
- Goalies are free to venture to all parts of the ice. However, the goalie relinquishes all goalie privileges and must play the ball like other players

Required Goalie Equipment



**No
Jewelry
Allowed**

Substitutions

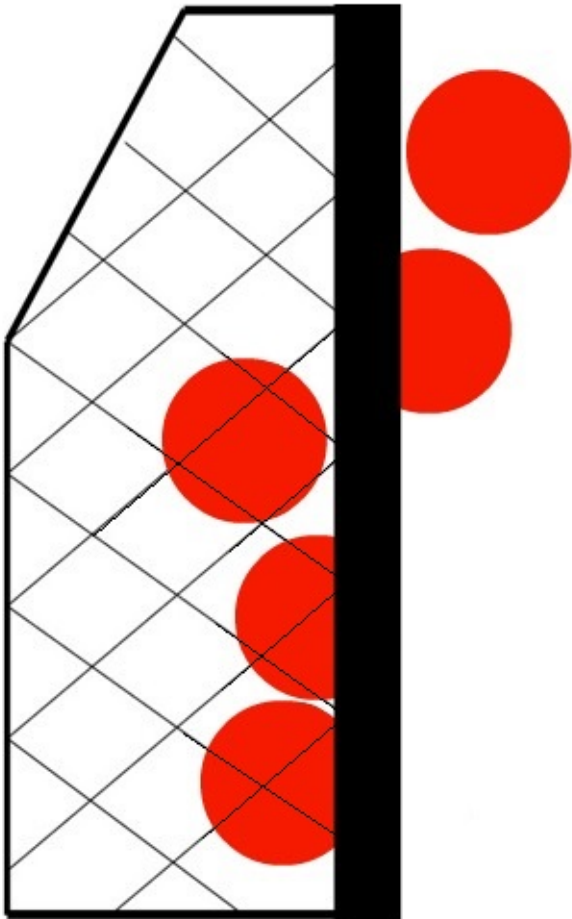
- **Substitutions are conducted on-the-fly.**
 - Make sure the substituting team gains no offensive or defensive advantage.
 - Penalty:
 - 1st: A warning
 - 2nd: A penalty shot against the violating team
 - **If offensive team and a goal is scored**: disallow goal (def penalty shot)
 - If defensive team and a goal is scored: **allow the goal and penalty shot**
- **Pulling a goalie**
- **Anytime**
- Team relinquishes all of their goalie rights.
- Defensive players may enter the crease to stop a shot on goal but they may not freeze the ball. If a defensive player freezes the ball, the result will be a minor foul and a penalty shot will be awarded to the other team.

Scoring

- Goals scored by males = 1 point
- Goals scored by females = 2 points
- All Overtime and Shootout = All goals equal 1 pt



A Goal is SCORED when...



- The whole ball crosses the goal line, entering from the front of the net.

Goals **NOT** allowed

- Ball contacted by offense above shoulder level
- Ball kicked, thrown, or propelled in an illegal manner
- Goalie carries ball across goal line while putting ball back into play
- The offensive team committed a penalty at the time of the goal



Putting the ball in play

- Face off
- Beginning of period
- Overtime
- After goals
- After injury

Make sure...

- Teams onside
- Alternate
Male match-up
Female match-up



Putting the ball in play...

- **Drawbacks:**

- After goalie freezes
(opponent will receive)

- After penalty or infractions by one team

- Ball is hit out of play

- **Guidelines for Drawbacks:**

- Teams must be onside

- All players at least 10 feet away

- Broom used to put ball in play

- Ball must be hit backwards or parallel

- If hit forward on first contact, other team gets a drawback

- Drawbacks are administered from the centerline

- **Similar to soccer...**

- Keeps game moving instead of face-offs



Violations

- **Players may USE their hands to stop and control the ball.**
- **Players CANNOT kick, push, throw, or bat the ball to a teammate.**
- **Players may not bobble, juggle or carry the ball with their sticks.**
- **Violations will result in possession being awarded to the non-offending team**
 - **If a player hand/kick passes:**
 - 1st: Blow the ball dead
 - 2nd: Administer a drawback from the center line

Sliding

- **There is absolutely no sliding (purposeful sliding)**
 - **A player sliding for the first time will be awarded a Minor Penalty**
 - **A player sliding for the second time will be disqualified for the remainder of the game. (no ejection form needed).**
 - **A player that purposely slides and in your judgement did so to cause harm to another player will be ejected from the game and forms need to be filled out.**

Contact Penalties

- There is **NO CHECKING** in Broomball.
- **Players must play the ball and not the person.**
 - Players cannot use excessive body contact to gain a competitive advantage.
 - Players may, at the officials' discretion, be warned, issued a UC and/ or ejected for excessive physical contact.
 - Any player playing in a dangerous or reckless manner must be penalized, and/or ejected.
 - By keeping a tight call on the game, we can avoid any major injuries.
 - Number one goal?

High Sticking Penalties

■ Proper use of the broom

- A player may not carry the broom above his/her shoulders
- A player may not bring their broom above the goal crossbar at anytime
- This includes penalty shots and passing/shooting from sidelines.
- This rule applies to goal keepers as well
- An infraction of this rule will result in a **LOSS OF POSSESSION** if action was not around any other players.
A Major Penalty will be assessed if the action is within range of other players.
- A player may not THROW his/her broom. **Penalty is a Major, and an ejection, depending on the severity.**
- A player may not kick, push, or throw an opponent's broom that has been dropped. **Penalty is a UC and a Minor.**

Minor Penalties

- Offending player serves 2 minutes in the penalty box (by score table)
- Penalty expires when time is up or a goal is scored by opponent before the time is up.
- Holding
- Interference
- Delay of Game
- Too many players on the Ice
- Illegal use of Equipment
- Sliding
- UC (second UC is Major Penalty and Ejection)

Major Penalties

(due to injury or intent to injure)

- Offending player serves 5 minutes in the penalty box (by score table)
- Penalty DOES NOT expire when a goal is scored by opponent before time is up.
- If offending player is ejected, the offending team must remain shorthanded for 5 minutes (don't need to select a player to serve)
- Tripping
- Slashing
- Checking
- Roughing
- High Sticking
- Contact to the Head
- UC

Major Penalties (Auto Ejection)

- Fighting
- Spearing
- Kicking
- Throwing broom at another player
- Checking

- **UC that is:**
 - Disrespect to an official
 - Using profanity
 - Abuse of equipment or facility
 - Actions that incite a fight.