



CHARM CITY 2020 BROOMBALL TOURNAMENT RULES

CHARM CITY BROOMBALL (CCBT) FOLLOWS THE USA BROOMBALL THIRD EDITION [OFFICIAL RULE BOOK FOR USA BROOMBALL COMPETITION](http://usabroomball.com/broomball_rules.cfm). [HTTP://USABROOMBALL.COM/BROOMBALL RULES.CFM](http://usabroomball.com/broomball_rules.cfm)

Below are highlights from the rule book and CCBT tournament definitions to outline the rules of play. Any variations between what is written below and the official USA Broomball rule book will defer to the CCBT guidelines set forth.

THE BASICS

SECTION 1 THE GAME

Art. 1: Broomball is played with an inflated ball by two teams of six players each on a sheet of ice. Goals are scored when the ball enters the goal from the front, passing between the goal posts and going completely across the goal line.

SECTION 24 RULES GOVERNING THE GAME OF BROOMBALL

Art. 31 Start of Game and Halves: The game shall be started at the scheduled start time at the center ice face-off location. Teams shall defend the goal furthest from their team bench to start the game and defend the closest goal to their bench to start the second half.

Art. 33 Time of Play: All games shall be played by two, 20 minute running clock halves. A one minute intermission shall be given between halves.

Art. 33A Mercy Rule: If the goal differential between two teams is six goals in the second half the game will be over. If the game has already reached a six goal differential in the first half the second half will still begin. The team with the six goal lead will need to score one more point in order for the game to terminate. Example; 7-1 lead at the conclusion of the first half, the second half begins play, the leading team must score another point in order for the game to end. If the trailing team for example scores making it 7-2, the leading team still only has to score one point.

Art. 34 Time-outs: Each team shall be allowed one time-out per game during regulation that is no more than one minute in length.

CCBT Tournament Rule: No overtime in pool play.

SECTION 12 TEAMS



Art. 1: Each team shall be composed of six players on the ice surface. A normal lineup consists of one goaltender, two defenseman, two wingers and one centerman.

CCBT Tournament Rule: At least two women must be on the ice at all times. This ratio will never be less than two women on the ice during game play, which does not include goalies, except for the following; a woman is involved in a penalty then the team can play with only one woman on the ice during the penalty kill.

SECTION 15 CHANGING OF PLAYERS

Art. 1: Players may be changed from the team bench at any time, so long as player(s) leaving the ice surface shall always be within a stick length of the team bench. The number of times a player can be substituted during a game is unlimited.

Art. 2: If, during the course of the substitution, any player entering or leaving the game deliberately plays the ball in any manner or makes contact with any opponent while the player retiring is still on the ice, a bench minor {penalty} shall be assessed for too many players on the ice. (NOTE: If either the player entering or leaving is accidentally struck by the ball, play will not be stopped and no penalty will be assessed.)

Art. 3: A goalkeeper may be substituted for another player at any time. The official closest to the goalkeeper who is changing is responsible to make sure the change was legal and without premature departure of the substitute from the team bench. When a goaltender has been pulled they may not return with goaltender privileges until a stoppage of play occurs. If such is the case and the offending team has possession of the ball, the official shall immediately blow the play dead and the resulting face off shall be at center ice. If the non-offending team has possession, the referee will delay his whistle until the offending team has possession of the ball. If play was stopped in the offending team's defensive zone. The face-off shall take place at the closest end zone face off spot.

Art. 4: If a goaltender is substituted for another goaltender, the team must notify the referee of such change.

SECTION 7 GOAL CREASE

Art. 3: All defending players are allowed to be in the goal crease before the ball and may make a save regardless of the position of the goaltender.

Art. 4: No defensive player shall cover the ball in the crease other than the goaltender.

Art. 5: CCBT does not recognize the crease violation rule.

SECTION 24 RULES GOVERNING THE GAME OF BROOMBALL

Art. 14 Scoring: The official is responsible for awarding goals and assists, and their decision is final. A goal is scored when the ball legally passes from the front of the goal between the goalposts and crossbar and completely crosses the goal line.



A goal shall be scored if the ball is put in the goal in any way by the defending team, except if the attacking team has illegally propelled the ball in any manner and the ball deflects off a defender or goalkeeper into the goal.

A goal shall be scored if the ball is unintentionally deflected by the attacking team. A goal shall be scored if while a goaltender is making a save their momentum carries them across the goal line or a team member of the goaltender pushes the goaltender across the goal line.

A goal shall be disallowed if any of the following occur: the ball is contacted above shoulder level; the ball is kicked, thrown or illegally directed into the crease or goal by an attacking player; the attacking team has committed a foul or penalty which assisted in the making of the goal; the attacking team has too many players on the ice; the ball hit an official and goes directly into the goal; the attacking player carries the ball on their body into the goal; the attacking player interferes with the goalkeeper including pushing the goalkeeper in to the goal while in possession of the ball; or the goal is scored with an illegal broom that is discovered before the next face-off.

Art. 25 Off-Sides: Players of the attacking team shall not precede the ball carrier into the offensive zone. Also, the ball carrier is not allowed to precede the ball into the offensive zone. For violation of this rule, an off-sides face-off shall result at the off-side face-off location. The position of the player's shoes and not the broom shall be the determining factor in deciding if the play is off-sides. Contact with the blue line is necessary with at least a part of one shoe to be considered on-side.

Once the offensive zone is gained, the offensive zone shall extend back to the red center line and the ball must be cleared past that point for the offensive zone to be lost.

If a player precedes the ball into the offensive zone and the defensive team clears the zone and then brings the ball back into their defending zone, the off-sides shall be nullified if the defender was not pressured to return to his defending zone.

If during a delayed off-sides, the attacking team clears the zone, they may then proceed back into the offensive zone. If the attacking team makes no attempt to clear the zone during a delayed off-side, play shall be blown dead and the resulting face-off shall take place at the off-side face-off location nearest their defending blue line.

Any shot directly on the goal by the attacking team during a delayed off-side shall result in an immediate whistle and the face off shall be held at the offending team's defensive blue line.

See the picture below for a visual of the broomball rink and how the team on the right would look at the defensive/offensive zones.

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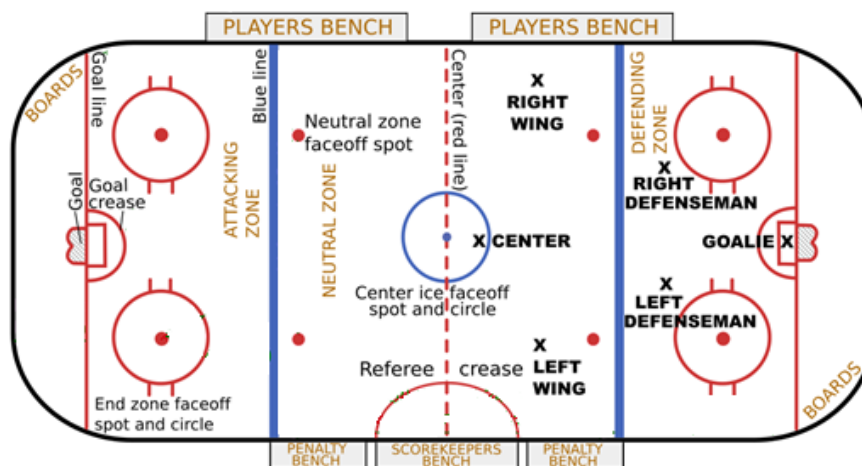


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Art. 15 Handling the Ball with Hands: The ball may be stopped and controlled by the hand, but may not be carried or held to the body of the player. Hand passes are allowed by the defensive team in their defensive zone. The hand pass must initiate and be completed behind the defensive blue line. Any hand pass outside of a team's defensive zone shall be blown dead unless next touched by the opposing team or considered to be an unintentional deflection or blocking of the ball. The goaltender may only play the ball by hand to the side or backwards while in the crease. When out of the crease the goaltender may hand pass in any direction as long as it does not violate normal hand pass rules.

Art. 20 Icing the Ball: Icing shall be called on the defensive team if from behind their defensive blue line they shoot, pass, kick or bat the ball intentionally beyond the goal line extended of the opposing team. Icing shall be called immediately when the ball crosses the goal line extended. If a goalie attempts to/makes a play, icing is waived off.

Icing shall be nullified and play shall continue if: a player of the team icing the ball touches, deflects or tips the ball before it crosses the goal line extended; the shot is made from the face-off; the ball touches an opposing player or any part of their equipment before crossing the goal line extended; the opposing team, in the opinion of the official, was capable of playing the ball before it crossed the goal line extended, the ball is played by the goaltender or the goaltender makes a move to attempt to play the ball; the ball enters the goal and scores; or the offending team is able to reach the ball before it crosses the goal line extended.

Art. 23 Kicking the Ball: A player or goaltender may kick the ball in any direction while the ball is on the ice. If the attacking team kicks the ball into the opposing team's goal crease, an immediate whistle will occur. No player or goaltender shall "punt" or "drop kick" a ball at any time, if this violation occurs, a minor penalty shall be assessed.

PENALTIES DURING PLAY



If a player commits a minor or major penalty or is selected to serve a bench minor penalty, he/she must sit or stand inside the penalty box for the duration of the penalty. Once the penalty has expired, the player must be changed by way of the returning to the ice first, then changing at his/her respective bench. All penalties carry over into subsequent periods of play, including overtime.

SECTION 22A MINOR PENALTIES

Art. 1: A “MINOR PENALTY” shall result in the offending player to serve two minutes during which no substitute shall be allowed. Goaltender minor penalties shall be served by a team member on the ice at the time of penalty.

Art. 2: A “BENCH MINOR PENALTY” shall result in a two minute penalty to be served by any non-penalized player, except the goaltender, who was on the ice at the time of the infraction. The designated player to serve the penalty shall be the course of the captain.

Art. 3: If the opposing team scores a goal while a team is shorthanded by one or more players, the minor penalty with the least amount of time shall terminate.

SECTION 22B MAJOR PENALTIES

Art. 1: For the first “MAJOR PENALTY” assessed to any player in the game, they shall be ruled off the ice for five minutes during which no substitute shall be allowed. If the major penalty is on the goaltender, the goaltender must serve the major and a substitute goaltender is allowed.

Art. 3: No major penalty shall terminate on a goal scored. All penalty time for a major penalty will be served in its duration.

SECTION 24 RULES GOVERNING THE GAME OF BROOMBALL

Art. 17 High Broom: The playing of the ball above standing shoulder height. A minor penalty shall be assessed to any player who makes contact with the ball above standing shoulder height. A minor or major penalty shall be assessed to any player who commits a high broom penalty by contacting another player while carrying the broom above shoulder height. A major plus a game misconduct shall be assessed if a player injures an opponent by use of a high broom.

A goaltender may play the ball while in the crease with a high broom providing that the play is not ruled dangerous or that the goaltender does not contact another player. If contact occurs or dangerous play is deemed by the official, a minor or major penalty shall be assessed.

CCBT Explanation on High Broom: A player is permitted accidental contact on the opposing player who is bent over during the course of a face-off. A wild swing at a bouncing ball would not be considered a normal wind-up or follow through and any contact to an opponent above the height of the shoulders shall be penalized accordingly.



Checking: When a player contacts an opponent, by using their hip or body from the front, diagonally from the front or straight from the side. If incidental contact occurs while players are attempting to play the ball, the incidental contact shall be ignored. (The referee's discretion is the final determination of a checking call, incidental contact or other circumstance)

Art. 2 Board Checking: A minor or major penalty shall be assessed by the official based on the degree of violence of the impact in which a player checks, cross-checks, elbows, charges or trips an opponent in such a manner that causes the opponent to be violently thrown into the boards.

Art. 5 Checking from Behind/Hitting from Behind: A minor plus a misconduct penalty shall be assessed to any player who body checks or pushes an opponent from behind. A major penalty plus a game misconduct shall be assessed to any player who injures an opponent as a result of a check from behind or who checks or pushes an opponent from behind head first into the boards or goal frame.

Art. 21 Interference: A player who interferes or impedes with the progress of an opponent who is not in possession of the ball, or who intentionally knocks a broom out of an opponent's hand or prevents a player who dropped their broom or another piece of equipment from retrieving possession of it shall be assessed a minor penalty. Contact is not necessary for interference to occur. Waving arms in front of a goaltender shall be assessed a minor penalty. Players may guard or shadow another player, but cannot deny any player the right to move into an open space on the ice.

Any player physically making contact with the goaltender while in the crease shall be assessed an interference minor penalty, unless the ball is in the crease first and the player is attempting to play the ball.

No player shall create a "pick" to afford a teammate protection from a defender at any time. A minor penalty shall be assessed for said violation. A defender has the right to occupy the space that they have established without penalty.

Art. 29 Slashing: When a player slashes or attempts to slash another player, they shall be assessed a minor or major penalty. A major plus a game misconduct shall be assessed to any player causing injury to another player by means of slashing.

CCBT Tournament Explanation on Slashing: Slashing is swinging your stick on top of the stick of an opposing player. or contact with the player directly.

Art. 35 Tripping: A minor or major penalty shall be imposed on any player who shall place their broom, foot, arm, hand, elbow, or leg extended in such a manner to cause their opponent to trip or fall from the front, side or behind. Any player that leaves their feet and contacts an opponent and causes them to fall shall be assessed a minor penalty. A player who causes injury to an opponent by means of leg tripping (extending the leg) shall be assessed a major penalty plus a game misconduct. A player shall be assessed a minor penalty for tripping if they leave their feet, dive, or recklessly swing their broom and cause the ball carrier to trip or fall. A major plus a game misconduct shall be assessed if the act causes injury. (NOTE: Depending upon the level of play, contacting the ball first does not automatically negate this rule. The referee's discretion is the final determination)

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ADMINISTRATIVE TEAM RESPONSIBILITIES

Teams will be asked if they can provide (a) player(s) to volunteer with running the clock, stats, and video.

Timekeeper/Scorekeeper: Start and stop the game clock. Clarification: Time clock during pool play will remain running except for half time, and timeouts. The clock continues to run, for example when penalties occur, goals are scored, and other “stoppages” of play. The time/scorekeepers are also responsible for recording scores and penalties.

Referee: The referee has the discretion to eject players for conduct not befitting the tournament. They also have the discretion to eject players for the tournament entirely.

RULES OF THE KNOCKOUT ROUND

CCBT will administer a “ONE AND DONE” playoffs following the conclusion of pool play.

EIGHT TEAM PLAYOFF	
A1 vs. B4	B1 vs. A4
A3 vs. B2	B3 vs. A2
Winner A1/B4 vs. Winner A3/B2	Winner B3/A2 vs. Winner A4/B1
Championship: Winner of A1/B4 vs. A3/B2 & B3/A2 vs. A4/B1	

SECTION 24 RULES GOVERNING THE GAME OF BROOMBALL

Art. 33: The first overtime period shall be sudden death 4 on 4, 5 minute running time with a goaltender (still gender-less). There must be at least one woman runner on the ice. If a tie exists after the first overtime period then sudden death, 4 on 4 shall be played with no goaltenders allowed. Gender rule for the second overtime is the same as the first. If at the end of the second overtime the game remains tied then it will remain 3 on 3 with 1 female, no goalies, first team to score wins; no clock, no timeouts.

For a goal to be scored, the attacking player must have the ball totally across the red center line; it is possible for the defensive team to score on themselves from anywhere on the ice; a defensive player shall be allowed in the crease but with no goalie privileges; and penalties shall be called in the same manner as in regulation play.

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Art. 34: In the event of overtime, an additional thirty second time-out shall be given to each team. (NOTE: No team can have more than one time-out during overtime. If a team did not use their time-out during regulation play, they are allow the one time-out in overtime [i.e., no banking of time-outs from regulation to overtime is allowed.]

CCBT Rule: Running clock will remain in effect for the tournament until the semi-finals/final. At that point the clock will stop during stoppage of play in the final five minutes if the game is within one goal. If the game increases to a two or more goal differential the clock will resume running; if the game reverts back to a one goal differential the clock will pause during stoppage of play.

CCBT Rule: For the knockout round; In the interest in maintaining a fair standard of play, and due to the clock continuing to run, the referees have the discretion to cause a delay of game penalty starting in the second half. That delay of play is as follows; a player/team deliberately shoots the ball out of play with the intent of running time off of the clock, or a player takes the ball from the offensive zone back into their defensive zone with the intent of running time off of the clock. The referees have the discretion to issue a warning for the first offense, or enforce a two minute delay of game penalty on the player who "intentionally" sent the ball from the field of play. If another instance deemed intentional delay of game from the same team, regardless of player, that team will finish the game a man down. The player(s) guilty of the offense are able to continue playing. Two women must remain on the ice regardless of the gender that caused the delay in game penalty.

CCBT Rule: Tie breakers are as follows:

1. Winning Percentage
2. Head to Head
3. Head to Head Differential
4. Total Goals For
5. Total Goals Against
6. Total Goals Differential
7. Coin Toss

MISC. PATTERSON PARK RULES

1. There will be no alcoholic beverages allowed.
2. It is at the discretion of the rink, tournament committee, and the referees to eject someone from the rink, and subsequently for the entire tournament for unruly behavior. This may include but is not limited to vulgar language, being intoxicated, yelling at the officials, fighting, stealing, taunting, etc...
3. Only the captains or in the event the captain has been ejected, the assistant captain may ask for a conference with the referee. It will be up to the referee if a clock stoppage will be allowed. If the team requesting the conference has a timeout remaining they may be charged with it in the event the clock is stopped.

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4. All captains must submit their rosters by February 17, 2020. Should a change in the roster occur after that date please get in touch with your point of contact, AJ Bolyard with your substitutions. All teams are encouraged but it is not mandatory to provide an assistant captain in case the captain is not on the ice for whatever reason, be it injury, or ejection.
5. All players in the tournament must sign a waiver. This may be provided in advance, or at the rink the day of the tournament. All players must sign before their first game.
6. All teams must have their players wear the same color jersey/shirt.
7. All players must have a number on the back of their jerseys/shirts to help referees identify individuals (permanent markings only, taped on markings will not be permitted).
8. All players must have their own equipment. This equipment includes helmets, broomball shoes, knee/shin pads, elbow pads, and sticks.
9. Each team is responsible for providing their own warm-up balls.