



FULL ICE BROOMBALL RULES

Charm City Sports/Charm City Broomball (CCBB) FOLLOWS THE USA BROOMBALL THIRD EDITION [OFFICIAL RULE BOOK FOR USABROOMBALL 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 BCRP league definitions to outline the league's rules of play.

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, 18 minute halves. A one minute intermission shall be given between halves.

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.

CCBB League Rule: No overtime in regular season games.

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 defense men, two wings and one center.

CCBB League Rule: The designation of gender ratios on the ice will be determined by the gender ratio in the draft and agreed upon by the captains. This ratio will never be less than at least one woman on the ice during game play and excludes goalies.

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 at the team bench and out of the play before a change is made. 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 during regulation time 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: A crease violation shall be called on any attacking player who breaks the plane of the goal crease with their body or broom while their team is in possession of the ball.

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 cross bar 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; a member of the attacking team was in the goal crease before the ball entered the crease area; 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.

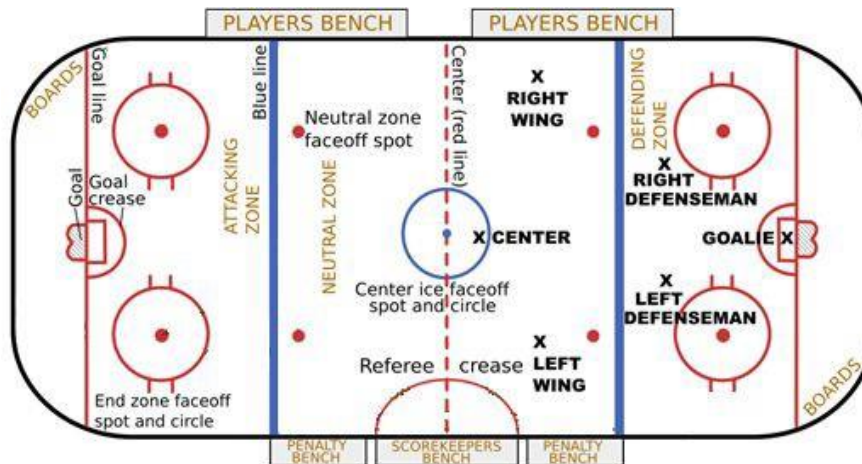
Once the offensive zone is gained, the offensive zone shall extend back to the red center line and the ball must be cleared past that point for the offensive zone to be lost.

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.



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 waved 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 contract occurs or dangerous play is deemed by the official, a minor or major penalty shall be assessed.

CCBB League Explanation on High Broom: A player is permitted accidental contact on an opponent if the act is committed as a normal windup or follow through of a shooting motion, or accidental contact on the opposing center who is bent over during the course of a face-off. A wild swing at a bouncing ball would not be considered a normal windup 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.

CCBB League Explanation on Slashing: Slashing is swinging your stick on top of the stick of an opposing player.

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)

ADMINISTRATIVE TEAM RESPONSIBILITIES

Teams will be asked at the start of the season to submit their names for volunteer duties their team is assigned for the duration of the season. These duties include: timekeeper/scorekeeper, ball chaser and volunteer referee. The captain is responsible for submitting the volunteer duty roster prior to the second game of the season.

Timekeeper/Scorekeeper: Start and stop the game clock at the referee whistle. Record scores and penalties.

Ball Chaser: BCRP ice rinks do not have nets around the ice surface. Chase the ball down when it goes out of bounds.

Referee: BCRP utilizes one paid referee and one volunteer referee. Referee shirts will be provided at the rink for use during your shift. Contact John Kirk at BCRP if you are interested in being a referee on a semi-regular or regular basis.

RULES OF THE POSTSEASON

BCRP will administer a one night playoff following the conclusion of regular season play.

FOUR TEAM PLAYOFF	
1 st seed vs. 4 th seed	2 nd seed vs. 3 rd seed
Championship: Winner of (1 st vs. 4 th) vs. Winner of (2 nd vs. 3 rd)	

SECTION 24 RULES GOVERNING THE GAME OF BROOMBALL

Art. 33: The first overtime period shall be sudden death 4 on 4, 5 minute stop time with a goaltender. If a tie exists after the first overtime period then sudden death, 4 on 4 shall be played with no goaltenders allowed.

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.

Art. 34: In the event of overtime, an additional one minute 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.

