UNIVERSITY OF MASSACHUSETTS
INTRAMURAL SPORTS

BROOMBALL RULES

The current NIRSA Broomball Rules will govern play with intramural modifications.

Each player must present his/her valid UMass UCard to participate in each and every intramural contest.

For the full list of intramural policies and procedures, please read the Intramural Participants Guide.

Team captains are responsible for the conduct and eligibility of their teams and adherence to the rules governing play.

I. TEAM
A. A team consists of four players (2 men, 2 women).
B. A game may begin with a team of three players consisting of either 2 males and 1 female or 2 females and 1 male.
C. No gender combination other than 2 males/2 females, 1 male/2 females or 2 males/1 female is permitted.

II. EQUIPMENT
A. Footwear permitted – tennis or basketball-type shoes (no spikes, cleats, or other metal attachments affixed to the shoes). Street shoes, boots, or broomball shoes are not permitted.
B. Helmets with full face mask - chin straps are mandatory and must be worn with the helmet.
C. Gloves, shin pads, elbow pads, knee pads, mouthguards are optional, but strongly recommended (plastic ice hockey shin guards not permitted).
D. Campus Recreation provides brooms, balls and helmets.
E. The official shall not permit any player to wear equipment that, in his or her judgment, is dangerous to other players. Jewelry, including rings, bracelets, necklaces, watches and earrings, is illegal. Taping of earrings and other jewelry is not permitted regardless of the reason. Medical emergency bracelets may be worn but must be taped to the body.

III. GAMEPLAY
A. Play begins with a face-off at center ice. This also occurs after a goal is scored.
B. The ball must be passed from player to player using the broom. NO KICKING!
C. To score, the ball must be hit with the broom into the goal. The entire ball must cross the goal line.
D. There is no offside penalty.
E. A player may not catch the ball. He/she may knock it down using the hand, but must be the first to play it before it touches or is played by a team member.
F. The broom may not be swung above waist height. HIGH BROOMING!
G. A ball knocked out-of-play (off ice) will be put back in play with a face-off nearest to where the ball went out.
H. A ball knocked out-of-bounds simultaneously by opposing players will be put back in play with a face-off at the spot where the ball was last touched in bounds.
I. A ball knocked out-of-bounds (over the blue line) will be passed back into play by the opponent at the blue line nearest to where the ball went out.
J. Free substitutions – the player coming onto the ice must wait for the player going off to have at least one leg over the boards.
K. Broomball is a non-contact activity. Play the ball and not the person!

IV. TIMING
A. A game is two, 12-minute halves of running time with one minute between halves.
B. Teams will switch ends after one half of play.
C. Each team is permitted two, 30-second timeouts per game. Timeouts may only be taken after a stoppage in play.
D. If the score is tied at the end of the game during the regular season, the game will be recorded as a tie.
E. If the score is tied at the end of the game during the playoffs, sudden death open-net shots will be taken from center ice.
1. Teams will alternate shots towards the same goal they shot at during the second half. Each team will rotate players by alternating gender until a winner is declared. That is, one team has scored one more goal than its opponent.
2. Only players on the ice at the end of regulation will be eligible to participate in sudden death shots.
3. Players cannot raise the broom above the waist when taking an open net shot or the shot will be disallowed and that team will lose that shot.
4. A player in the penalty box at the end of regulation is not permitted to participate in sudden death shots.

V. NO GOALIES PERMITTED (Due to the smaller size of the goal, scoring would be difficult with a goalie in net)
A. A defender is not permitted within five feet of his/her own goal unless that defender is making a play on the ball.
B. A defender cannot wait in front of his/her goal for play to approach. A defender is permitted to pass through the goal area without stopping in order to get to another part of the ice.

VI. PENALTIES
A. POI - POINT OF INFRACTION - TURN BALL OVER TO OPPONENT
   1. Broom over waist = POI
   2. Knocking ball down with hand to another team member = POI
   3. Catching the ball = POI
   4. Kicking the ball to another team member (feet may be used to control ball only) = POI
   5. Dangerous Play (Trying to play the ball from the ice) = POI
   6. Sliding with no players in vicinity = POI
B. TWO MINUTE PENALTIES
   1. Too many players on the ice
   2. Throwing a broom or headgear
   3. Headgear and chin strap not worn properly and/or fastened
   4. Sliding to attack the ball
   5. Sliding and taking the body out at the same time
   6. Minor slashing
   7. Holding
   8. Pushing
   9. Checking
   10. Elbowing
   11. Tripping
   12. Use of forearms or any part of the body to create space
   13. Delay of game
   14. Profanity
C. PENALTY SHOTS (from 25 feet, open net)
   1. Defensive player takes a position within five feet of his/her own goal without making a play on the ball
   2. Defensive player interferes with an offensive player’s obvious breakaway by throwing an object, including his/her body, causing the offensive player to lose control
   3. Defensive player catches up to an offensive player from behind and plays the body and not the ball

V. PLAYER CONDUCT
A. Players are required to act in a civil manner toward other players and officials. Any player “mouthing off” shall be ejected from the game. Taunting and “trash talking” will not be tolerated. Captains may ask for a rule interpretation if it is done in a courteous manner. Further, two players ejected for the same reason will cause their team to forfeit the game.
   1. It is up to the discretion of the official(s) if a substitute shall be permitted to replace the ejected player.
   2. An ejected player, and her/his team, shall be suspended from further play until he/she meets with the Campus Recreation staff.

Rationale: This rule seeks to prevent players from baiting and taunting each other and/or berating game officials and staff. Such behavior could create bad feelings and lead to potentially explosive situations. This is an attempt to prevent players from committing unsportsmanlike acts toward each other and/or the officials.

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