INTRAMURAL SPORTS BROOMBALL RULES

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

Each player must present their 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 teammates, spectators 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 men and 1 woman or 2 women and 1 man.
C. No gender combination other than 2 men/2 women, 1 man/2 women or 2 men/1 woman 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 shinguards not permitted).
D. Campus Recreation provides brooms, balls and helmets.
E. The official shall not permit any player to wear equipment that, in their 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. They 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 (2), 12-minute halves of running time with one (1) minute between halves.
B. Teams will switch ends for the start of the second half.
C. Each team is permitted two (2), 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
A. A defender is not permitted within five feet of their own goal unless that defender is making a play on the ball.
B. A defender cannot wait in front of their own 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. SPORTSMANSHIP
A. In order to promote a fun and safe playing environment, participants and spectators are expected to be civil towards one another and staff.
B. Any conduct judged by an intramural staff member to be detrimental to the participants, program, or any particular intramural activity may result in removal from a contest and/or further sanctions.
C. A detailed outline of the Intramural Sports Sportsmanship Policy can be found [here](#).

VII. 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. Kicking the ball into the goal = POI
   6. Dangerous Play (Trying to play the ball from the ice) = POI
   7. Sliding on purpose (off feet) 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 their 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 their 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

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