

**La Crosse
Broomball League**

**2017
BROOMBALL**



**ADULT CO-REC LEAGUE
GUIDE & RULE BOOK**

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Not sponsored by the City of La Crosse

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2017 LA CROSSE BROOMBALL LEAGUE GUIDE & RULE BOOK

I. GENERAL INFORMATION

The regulations and rules contained in this guide/rule book are not intended to restrict play, but rather to promote fairness, safety, and a more enjoyable sports experience for all participants. Representatives selected by La Crosse Broomball League (team managers) are empowered to apply the policies found herein and render decisions in situations not specifically covered by any rules.

II. REGISTRATION & LEAGUE PROCEDURES

- A. **TEAM REGISTRATION:** Entry fees: \$60.00 (new balls, facility, lights, awards). Roster forms and rules will be given to managers at the time of registration. Schedules will be sent to Managers in late December.
- B. **TEAM ROSTERS:** limited to 20 players/team. All initial Team rosters must be turned in at the Copeland Rink prior to the first game. **PARTICIPANTS MUST BE AT LEAST 18 YEARS OF AGE.**
1. Players (men or women) must be at least 18 years of age and be out of High School. Must be on the team roster (with all information and fees complete) at least 24 hours before playing in a game.
- C. **TOURNAMENTS:** Winter Rec-Fest Broomball Tournaments, January 20-21, 2017. Co-Rec Division will be offered. Details and fees \$TBA. For more information, contact the La Crosse Park & Recreation Dept. at (608) 789-7533.
1. **STANDINGS:** *See schedule for standings criteria.
 2. **TIED TEAMS FOR PLACES:** Criteria 1) Point System (Win/Loss record) Head to Head results 3) Tied teams: Points scored/allowed ratio, between tied teams 4) Points scored/allowed ratio, in all games 5) Flip of coin.
- D. **PLAY-OFFS:** At the completion of the regular season a play-off tournament will be scheduled. Details, number of teams qualifying, and format will be determined by organizers after team sign-up has been finalized. Play-off format and dates will be printed on the league schedules. No extra fee required, included in entry fee.
- E. **CANCELLATION/RESCHEDULING POLICY:**
1. 1 - Games will only be cancelled and rescheduled for a later date if: Weather conditions are deemed potentially unsafe for travel/play.
 2. 2 - IN MOST CASES, if all games for the night are cancelled, team managers will be notified prior to 4:00 PM (game night).

BROOMBALL LEAGUE RULES

I. RULE 1 THE GAME, RINK, AND EQUIPMENT

A. THE GAME

1. Broomball is played with an inflated ball by two teams of six players on each, on a sheet of ice (200'x 85'). Points are scored when a ball entering from the front passes between the cage posts and goes completely across the goal line.

B. GOAL POSTS, NETS, AND AREA

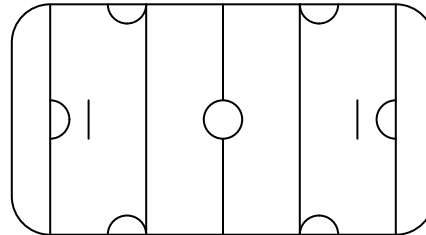
1. Goal posts shall be set 10 feet from each end of the rink and in the center of the goal line. The "goal line" is a two-inch red line, which is drawn completely across the width of the ice and continued vertically up the sides of the boards.
2. The four goal posts shall extend vertically six feet above the surface of the ice. They shall be eight feet wide, measured from the inside of the posts. Two cross bars of the same material, as the goal posts shall extend across the top of the posts. The goal cage shall be three feet in depth measured at the bottom and two feet in depth measured at the top. The goals should be painted red.

C. GOAL CREASE

1. A semi-circle nine feet in radius, using the center of the goal line as the center point, shall be marked on the ice in front of each goal by a two-inch wide red line. It and the space above it shall be known as the "goal crease." It is recommended that the entire goal crease be painted blue.

D. DIVISION OF THE ICE SURFACE

1. The ice area between the two goals shall be divided into three parts by two 12-inch wide blue lines drawn 60 feet from the goal lines and extending completely across the rink, parallel with the goal lines, and continuing vertically up the sides of the boards.
2. A center red line, 12 inches wide, shall be drawn exactly across the center of the rink and extend completely across the rink parallel with the blue lines and continuing vertically up the sides of the boards.
3. The "defending zone" of a team is that portion of the ice surface between the opponent's blue line and the end boards in which a team's goal is situated.
4. The "center zone" is that portion of the ice between the two blue lines.
5. The "attacking zone" of a team is that portion of the ice between the team's own goal-side blue line and the end-board that is farthest from the defended goal.



E. BROOMBALL RINK DIMENSIONS & DIAGRAM

1. CREASE: 9' foot radius.
2. CENTER ICE: 18' foot diameter.
3. INBOUNDING ZONES: 9' foot radius
4. FREE SHOT LINE: 24' feet from goal line.

F. THE BALL

1. The ball shall be a size 2.5 with a lace-less molded cover of 32 or more panels. The ball shall be made of leather, synthetic leather, or rubber. It shall measure approximately 47cm. in circumference with a weight of 275 grams when inflated. (Baden 332)

G. SECTION 7. REQUIRED PLAYER EQUIPMENT

1. All players shall wear jerseys, which are of similar color to those of their teammates, or wear pinnies provided by the league.
2. Shoes shall be worn by all players and shall be either commercially produced broomball shoes or other commercially produced shoes or overshoes. Socks are permitted over shoes.
3. BROOMS: Will be provided by the Park & Rec. Dept. Players may use any official broomball broom provided the officials approve it.
4. The broom specifications will be stated as follows:
 - a) The broom shall consist of a wooden handle or aluminum handle (with a maximum circumference of 4") that is commercially produced for broomball.
 - b) The distance from the tip of the broom to the end of the handle shall not exceed 53".
 - c) The head of the broom shall measure between 7" and 9" in height, measured from the handle or last wire.
 - d) The head of the broom shall measure between 4" and 5" in width with a minimum of 2" at the tip.
 - e) The base of the broom shall have a minimum width of 3".
 - f) The head of the broom may be of molded rubber, straw covered with rubber, or may be wound in tape.
 - g) The minimum broom length shall be determined by measuring from the ice surface to the player's wrist as s/he stands with arms resting at his/her sides.
 - h) The maximum broom weight shall be 32 ounces.
 - i) NOTE: The officials shall remove any broom they consider dangerous.

5. PROTECTIVE HELMETS: MUST BE WORN BY ALL PLAYERS ON THE ICE AT ALL TIMES. Helmets (hockey preferred, but not mandatory, must be commercially produced is mandatory. The officials must approve helmets. Participants will not be allowed to play unless helmets are worn. OFFICIALS NOTE: If a helmet falls off during play, OFFICIALS will verbally warn players that they MUST put their helmet back on before resuming or continuing play of the ball.

PENALTY - OFFICIALS BEST JUDGEMENT CONCERNING SITUATION (Stop play, change of possession, or possibly penalty shots in certain situations).

H. RECOMMENDED PLAYER EQUIPMENT

1. Playing gloves which are commercially produced for hockey, golf, handball, or any player may wear winter wear.
2. Mouth protectors are recommended for use by all players.
3. All players should use hockey helmets that are commercially produced. The helmet may have a face shield or wire birdcage type protector attached. Helmet straps must be fastened.
4. Pads that are recommended include those for the elbows, knees, and shins. If worn, elbow and knee pads must have a soft protective covering or insulation of sponge rubber or a similar pliable material at least one-half inch thick. If worn, shin pads must be worn beneath the clothing.
5. Recommended goalkeeper's equipment includes:
 - a) **Shoulder, chest, and shin pads worn beneath the clothing;**
 - b) **A helmet (mandatory) which is produced for hockey, football, softball, baseball, or other recognized sports (crash helmets are legal);**
 - c) **A face protector (mandatory) which is commercially produced for hockey, football, softball, baseball, or other recognized sports.**

I. ILLEGAL EQUIPMENT

1. Any player may not wear illegal equipment. This applies to any equipment that in the opinion of the officials is dangerous or confusing. Types of equipment which shall always be declared illegal include:
 - a) **Shoes which have been physically altered by the attachment of abrasives, spikes, metal, or foreign objects of any kind;**
 - b) **Hockey-type goalkeeper's leg pads;**
 - c) **Basket-type hockey or catching gloves;**
 - d) **Brooms without a taped or plastic safety knob a minimum of one-fourth inch in thickness attached to the end of the handle;**
 - e) **Projecting metal or other hard substance on clothes, gloves, or person.**

II. RULE 2 OFFICIALS AND THEIR DUTIES SECTION

A. AUTHORIZED OFFICIALS (*League is officiated by players, see schedule for assignments.*)

1. Either one or two officials administer the game. The league supervisor may also act as an official and has authority to render decisions (conduct/rule interpretations/etc.).

B. OFFICIAL UNIFORM

1. The official uniform shall consist of:
 - a) **A finger (pealess) whistle.**
 - b) **Hockey skates, or broomball shoes (Only due to staff restrictions, skates are preferred).**
 - c) **Black and white vertically striped shirt, jacket or pinnie.**

C. REFEREES

1. The referees shall have sole authority and control of the game. The decisions of the referees shall be final and there shall be no appeal. The referees shall enforce all rules and shall rule on situations not specifically covered in this rulebook. The referees may increase any penalty, especially for deliberate or repeated infringement of the rules.
2. The referee should skate/run along one sideboard and the other referee should run along side the opposite sideboard. One should primarily watch the play of the ball while it is being advanced toward one end of the rink and should follow the play if necessary to a point even with the crease. The other should be concerned with play not directly connected with the play of the ball and should float between the red and blue line of the attaching zone. When the ball is being advanced toward the opposite end of the rink, the special attention of the officials should be reversed. Each official should call any infraction, which he/she sees regardless of its location or of the location or direction of the ball.
3. The referees shall:
 - a) **Before the game-**
 - (1) See that the markings and cages conform to the rules.
 - (2) See that the players are properly dressed and equipped.
 - (3) See that timer and scorekeeper are ready.
 - b) **During the game-**
 - (1) Start play, even when a player who is attempting to delay the game is not ready.
 - (2) **Stop play whenever necessary. Including when there is an injury to a player or referee. When the ball goes outside the playing area. When ineligible persons interfere with the ball, when the ball is struck with a high broom, when the goal post is displaced, and when there is an infringement of the rules. Except for a foul committed to prevent a goal, play shall not be stopped until the offending team gains possession and control of the ball.**
 - (3) Point to the player and the offending team's end of the rink whenever there is an infringement of the rules, which calls for a penalty.
 - (4) Control the timekeeper.
 - (5) Keep the score.
4. At the center face-off for the start of each period and after goals, one referee shall conduct the face-off by sounding the whistle while facing the timekeeper and standing within five feet of the sideboards. The other referee shall stand within five feet of the sideboards on the opposite side of the ice. The direction of the ball shall determine the positioning of the official. The official to whose right side the ball is directed shall go with the direction of the ball. The other official shall adjust accordingly.

III. RULE 3 TEAMS, PLAYERS, AND SUBSTITUTES

A. TEAMS

1. NUMBER OF PLAYERS/POSITIONS: Six (6) players (on the ice): 1-Goalie (goal to defensive blue line), 2-Defensive Guards (usually remain in "DEFENDING ZONE" - own goal-side to opponents blue line), 2-Forwards (usually remain in "ATTACKING ZONE" - opponents goal-side to own blue line), and 1-Center (may roam entire rink). Non-goalie players may switch positions at any time, but teams can only have 3 non-goalie players in "OFF. /DEF. ZONE" at any time. * Exception: Overtime period or if a team has "pulled their goalie", in which a team may have 4 non-goalie players in "the zone"

PENALTY - More than 6 players on the ice. (CHANGE OF POSSESSION AT CENTER ICE)

PENALTY - Too many offensive/defensive players in the off/def zone. 1st TWO (2) infractions: (CHANGE OF POSSESSION AT NEAREST INBOUNDING ZONE)

PENALTY - Too many offensive/defensive players in the off/def zone. Repeated, 3 + infractions: (FREE SHOT ON GOAL WITH GOALIE)

***NOTE OFFICIALS:** Play should not be stopped due to a penalty if a team is in a possible scoring position and the penalty is against the opposing team. A DELAYED PENALTY should be called. RAISE YOUR ARM AND KEEP IT RAISED v---signaling to **teams** that you have identified the penalty) UNTIL THE PLAY HAS BEEN COMPLETED AND THE DEFENSIVE TEAM HAS GAINED CONTROL OF THE BALL. (EXAMPLES: Defense has too many players in the zone, defensive high stick to avoid a shot on goal, non-goalie defensive player in the crease.)

2. **TO START A GAME:** Minimum of five (5) players is needed, or a FORFEIT will be declared. Officials WILL NOT work forfeit games, NO EXCEPTIONS. This time may be used for practice. Teams MAY continue playing if reduced to fewer than five players after the start of the game.
3. A maximum of 20 players, may be on the roster and play in games.
4. CO-REC LEAGUE/TOURNAMENT:
 - a) At least ONE (1) woman must be on the ice at all times.
 - b) If reduced to less than one woman due to injury, your team can continue playing but must play shorthanded and not have a man take a woman's spot.

PENALTY - More than 6 players 6 on the ice. (CHANGE OF POSSESSION AT CENTER ICE)

5. Teams shall be on the ice ready to play promptly at the beginning of each period.

PENALTY - Play shall be immediately started, even though the players are not ready.

B. SUBSTITUTES

1. **SUBSTITUTIONS:** Unlimited, provided the player coming off the ice shall be within 10 feet of the bench and out of play before the substitute enters onto the ice. ONLY GOALIES must notify an official of a substitution.
2. If at any time a team plays too many players, it shall immediately send the extra players off the ice.

PENALTY - More than 6 players on the ice. (CHANGE OF POSSESSION AT CENTER ICE)

3. If an extra player from the bench or on the ice prevents, or tries to prevent, a breakaway attempt at a goal, there shall be a delayed whistle.

PENALTY - FREE SHOT ON GOAL WITH GOALIE, POSSIBLY NO GOALIE, AND POSSIBLE EJECTION (Determined by severity by officials).

IV. PERIODS AND INTERMISSIONS

A. LENGTH OF PERIODS AND INTERMISSIONS

1. **GAME LENGTH:** 40 minutes. Two (2), 20 minute periods with continuous run time. The clock will stop on all whistles the last 2 minutes of the game (2nd period only). 5 minute pre-game warm-up. 5 Minute halftime. **GAME TIME IS FORFEIT TIME.**

PENALTY - (Game will be forfeited if not ready with at least five players on the ice at the scheduled game start time.)

2. **TIME OUTS:** One 30 second time out per period. Time outs can only be called if: 1) Team has possession of the ball, or 2) Officials have stopped play.
3. **TIED GAMES:** 5 minute overtime period will be played. Four players (3 roamers, 1 goalie)-All players may roam (can have 4 in off./def. zone) both ends of the ice.
4. **TIED GAMES AFTER OVERTIME PERIOD,**
 - a) **LEAGUE GAMES: will be recorded as a TIE.**
 - b) **EXCEPTION-TOURNAMENTS/PLAY-OFFS, "Shoot Out" one on one against goalie. Five different players from each team are given 1 shot on goal. Player can advance the ball from the goal-side blue line (no rebounds). Most goals out of 5 shots win. Flip of coin determines which team shoots first. STILL TIED, repeat "Shoot Out" until a team gains a goal advantage.**

B. CHOICE AND CHANGE OF ENDS

1. Unless previously agreed upon, the referee shall toss a coin before the game, the winner of the toss shall have the choice of the end that player's team shall defend during the first period. In the event of a tie score at the end of regulation playing time, a coin toss shall occur to determine end choice for sudden death play.
2. Teams shall change ends at the beginning of each period.

V. RULE 5 PUTTING THE BALL IN PLAY

A. FACE-OFF

1. Periods start with a face-off at center ice. The ball shall be put in play by a face-off. The two players participating in the face-off shall stand with both their feet and body squarely facing their opponent's end of the rink with the tips of their brooms on the ice and approximately 2 feet apart. The ball will be placed on the spot between the two brooms. The tip of the broom must be entirely on the same side of the ball as each player's own goal. The brooms shall be in a line parallel to the sideboards. Play shall commence when the official sounds the whistle.
2. All other players shall at the time of a face-off, be standing so that their bodies and brooms are no closer than 3 feet from an opponent and they shall be on their own goal-side of the red line. All players other than those facing-off shall be at least 15 feet from the ball.
3. If a player facing-off fails to take proper position immediately when directed by the official, the official may order him/her replaced for that face-off by any teammate on the ice.
4. A player facing-off shall not strike at or make a motion toward or contact the ball prior to the officials whistle.

PENALTY - (CHANGE OF POSSESSION AT CENTER ICE)

B. FACE-OFF AREAS

1. The ball shall be faced-off at the center of the rink:
 - a) **At the start of each period and sudden death play and after a goal is scored.**
 - b) **After a successful penalty shot.**
 - c) **When the referee accidentally signals play to stop (no team with control of the ball).**
 - d) **Both teams commit fouls at the same time.**
 - e) **The ball leaves the rink after being simultaneously touched by two opponents.**

C. INBOUNDING ZONE

1. The team given possession of the ball after being knocked out of bounds, after a penalty, or change of possession will be given the ball in an "inbounding zone or center ice. A team has 5 seconds (count starts after the official blows the whistle to begin play again) to inbound the ball by passing it with a broom or running it out of the inbounding zone or center ice. Inbounding team players may enter the inbounding zone or center ice, the OPPOSING TEAM MAY NOT.

PENALTY - (CHANGE OF POSSESSION AT NEAREST INBOUNDING ZONE)

D. TURNOVERS

1. The ball shall be turned over to the opposing team in the following instances:
 - a) **A player commits a foul.**
 - b) **The ball leaves the rink.**
 - c) **The ball strikes an overhead obstruction.**
 - d) **The ball enters the cage but the goal is not allowed.**
 - e) **The goalkeeper freezes the ball by holding it longer than the three-second time limit.**
 - f) **High-sticking is called.**

PENALTY - (CHANGE OF POSSESSION AT NEAREST INBOUNDING ZONE)

VI. RULE 6 PLAYING THE BALL

A. USE OF THE BROOM

1. BROOM USE:

- a) If the ball is above the waist it **MAY NOT** be played or attempted to be played with any part of the broom.
- b) The broom may not go above the shoulders at any time (back swing or follow through).
- c) While a player is on his knees, he may not play or attempt to play a ball that is above his shoulders.

PENALTY - HIGHSTICKING: Broom above shoulders, or playing ball above the waist. **CHANGE OF POSSESSION AT NEAREST INBOUNDING ZONE)**

2. No player shall kick, push, hold, or knock an opponent's broom for the purpose of keeping it from the possession of an opponent.

PENALTY - (CHANGE OF POSSESSION AT CENTER ICE)

3. **THROWING A BROOM:** No player shall intentionally throw a broom at any time. Includes playing the ball, throwing opponents broom after being dropped, for emotional reasons (anger), or etc.

PENALTY - Intentionally throwing the broom. (FREE SHOT ON GOAL WITH GOALIE)

Or possibly...

PENALTY - UNSPORTSMANLIKE CONDUCT: (FREE SHOT ON GOAL WITH GOALIE, POSSIBLE EJECTION)

B. USE OF HAND AND FOOT

1. **PLAYING THE BALL:** The ball can be stopped and controlled with the foot or hand, but **CAN NOT BE PASSED** by the hand or foot to another teammate. It may be stopped with any part of the body, but **MAY NOT** be carried or held.

PENALTY - Non-goalie picking-up, throwing, covering, holding, or trapping ball, intentionally kick or hand passing ball. (CHANGE OF POSSESSION AT NEAREST INBOUNDING ZONE)

NOTE: In preparation for a shot or pass, the ball may be stopped while on the ice with a hand or foot.

2. The ball shall not be batted and/or kicked more than twice in succession with any body part.

PENALTY - (CHANGE OF POSSESSION AT NEAREST INBOUNDING ZONE)

3. If the ball, after being propelled by a body part, is first touched by an unintentional deflection to a teammate, all players are eligible and play is not stopped.

C. DIVING FOR, AND TRAPPING THE BALL

1. **NO PLAYERS SHALL:** other than the goalie exercising his/her privileges pick-up, roll, cover, or trap the ball with hands or body (EXCEPTION - GOALIE WITHIN THE CREESE).

PENALTY - Non-goalie picking-up, throwing, covering, holding, or trapping ball, intentionally kick or hand passing ball. (CHANGE OF POSSESSION AT NEAREST INBOUNDING ZONE)

Or...

PENALTY - Defensive player (non-goalie) traps or holds the ball in the crease. (FREE SHOT ON GOAL WITH GOALIE)

2. A player who leaves his/her feet to play the ball shall not initiate contact with an opponent.
3. **SLIDING: Intentional sliding into another player (to take them out of the play, into the boards, or at the ball (unless it is an attempt to block a shot on goal) is PROHIBITED.**

PENALTY - Unsportsmanlike Conduct: FREE SHOT ON GOAL WITH GOALIE, AND POSSIBLE EJECTION)

NOTE: This article is intended to restrict the diving, rolling, or sliding type of body block. It is not intended to restrict a player from going down on one or both knees to play the ball or block a shot.

D. ZONE PLAY

1. **NUMBER OF PLAYERS/POSITIONS:** Six (6) players (on the ice): 1-Goalie (goal to defensive blue line), 2-Defensive Guards (usually remain in "DEFENDING ZONE" - own goal-side to opponents blue line), 2-Forwards (usually remain in "ATTACKING ZONE" - opponents goal-side to own blue line), and 1-Center (may roam entire rink). **Non-goalie players may switch** positions at any time, but **teams can only** have three non-goalie **players** in "OFF. /DEF. ZONE" at any time. ***Exceptions:** **Overtime period** or if a team **has "pulled their goalie", in which a team may have** four non-goalie players in "the zone".

PENALTY - Too many offensive/defensive players in the off./def. zone. 1st TWO (2) infractions: (CHANGE OF POSSESSION AT NEAREST INBOUNDING ZONE)

or...

PENALTY - Too many offensive/defensive players in the off. /def. zone. Repeated, 3 + infractions: (FREE SHOT ON GOAL WITH GOALIE)

*NOTE OFFICIALS: Play should not be stopped due to a penalty if a team is in a possible scoring position and the penalty is against the opposing team. A **DELAYED PENALTY** should be called.

OFFICIALS: RAISE YOUR ARM AND KEEP IT RAISED (signaling to teams that you have identified the penalty) UNTIL THE PLAY HAS BEEN COMPLETED AND THE DEFENSIVE TEAM HAS GAINED CONTROL OF THE BALL.
(EXAMPLES: Defense has too many players in the zone, defensive high stick to avoid a shot on goal, non-goalie defensive player in the crease.)

2. A player is offside when both shoes are completely over the outer edge of the blue line. The position of the player's shoes and not that of the broom shall be the determining factor in all instances in deciding and "offside".

E. CREASE RULE

1. A PLAYER IS CONSIDERED TO BE IN THE CREASE IF: Any part of their person or equipment/broom is on the ice in the crease or if the complete tip of the broom is in the air across the perpendicular extension of the crease. **NO PLAYER SHALL BE IN THE CREASE WHEN THE BALL IS NOT IN THE CREASE**, with the exception of the goalie.
2. PLAYERS MAY ONLY BE IN THE CREASE IF: The ball is in the crease, and the goalie HAS NOT SECURED the ball.
3. No player of the attacking or defending team shall be stationary in the goal crease when the ball is outside the crease. Players CANNOT run through the crease area at any time, unless the ball is free within the crease.

NOTE OFFICIALS: Unintentional sliding into the crease that DOES NOT affect play IN ANY WAY will be overlooked by the officials.
PENALTY - Offensive player INTENTIONALLY IN THE CREASE when ball is outside of crease. **(CHANGE OF POSSESSION AT NEAREST INBOUNDING ZONE)**

or.

PENALTY - Non-goalie defensive player UN-INTENTIONALLY IN THE CREASE when the ball is outside of crease.
(CHANGE OF POSSESSION AT NEAREST INBOUNDING ZONE)

or...

PENALTY - Non-goalie defensive player INTENTIONALLY STATIONARY IN THE CREASE when the ball is outside of crease.
(FREE SHOT ON GOAL WITH GOALIE)

OFFICIALS: Your judgment will determine which penalty should be called based on the offensive teams threat of scoring at the time of the infraction of the "in the crease" rule by a non-goalie defensive player, if they attempt to stop a shot on goal and are stationary in the crease, the call should be FREE SHOT ON GOAL WITH GOALIE. Example: if goalie has been pulled or goalie is out of the crease area.).

4. NON-GOALIE PLAYERS MUST LEAVE THE CREASE WHEN THE GOALIE HAS SECURED (picked-up or trapped) THE BALL AND IS PREPARING TO CLEAR THE BALL. (Give the goalie some room for safety reasons.)

PENALTY - Off. player not leaving crease when goalie has secured the ball.
(DEFENSIVE TEAMS BALL AT CENTER ICE)

OFFICIALS: *Offensive players must clear out of the crease if the goalie has secured the ball. **IF NOT**, the official will blow the whistle and stop play, clear non-goalie players out of the crease, then blow the whistle to start play again and begin a 3 second count in which the goalie must pass the ball.

FOR FLAGRANT OR REPEATED OFFENSES...

PENALTY - Offensive player not leaving crease when goalie has secured the ball. (DEFENSIVE TEAMS BALL AT CENTER ICE)

F. DELAYING GAME OR INTENTIONALLY CAUSING THE BALL TO LEAVE THE RINK

1. No player shall deliberately hold (freeze) the ball against the boards, cage, or ice with a broom, foot, or any other part of the body for the purpose of delaying the game.

PENALTY - (CHANGE OF POSSESSION AT NEAREST INBOUNDING ZONE)

OFFICIALS NOTE: This rule does not apply to a stalled ball between two players, but it does apply when a player, obviously alone, deliberately stalls the ball. A stalled ball between two players at the boards calls for a fast whistle.

2. No players shall delay the game by unnecessarily adjusting equipment or clothing, tying shoes, or any other act for the obvious purpose of stalling.
3. BALL LEAVING RINK: No player shall intentionally cause the ball to leave the rink for the obvious reason of stopping play.

PENALTY - Delay of game. (CHANGE OF POSSESSION AT NEAREST INBOUNDING ZONE) or...

PENALTY - Delay of game in last 2 minutes of game or delay due to flagrant actions. (FREE SHOT ON GOAL WITH GOALIE)

NOTE: The clock will run continuous with the only exceptions of timeouts, injuries, or the last two minutes of the second period when the clock stops on all whistles. If the ball leaves the rink, THE CLOCK WILL CONTINUE TO RUN, so players must hustle after the ball and return it to the officials as soon as possible. Intentional delays by teams for the obvious reason of running time off the clock may result in penalty shots by the opposing team.

G. INTERFERENCE

1. Interference with an opponent not playing the ball, in the sense of making interference or protection for a teammate by personal contact, is not permitted anywhere under any circumstances.

PENALTY - (CHANGE OF POSSESSION AT NEAREST INBOUNDING ZONE)

2. Waving of arms in front of a goalkeeper by an opponent is interference.

PENALTY - (CHANGE OF POSSESSION AT NEAREST INBOUNDING ZONE)

3. A player, whether in the act of covering or being covered, may never crosscheck, hook, hold, shove, push, or charge an opponent. A player may, however, guard, cover, or maintain position against an opponent not playing the ball by standing in front of that player, even touching the opponent with some part of the body.

PENALTY - Holding: (CHANGE OF POSSESSION AT CENTER ICE, OR NEAREST INBOUNDING ZONE, WHICH EVER IS MOST ADVANTAGEOUS TO THE NON-PENALIZED TEAM) or...

PENALTY - Unsportsmanlike Conduct: Intentional body checking, slashing, hooking, flagrant high sticking, fighting, & foul/abusive language or actions. (FREE SHOT ON GOAL WITH GOALIE, AND POSSIBLE EJECTION)

NOTE: Officials should bear in mind that an attacking player as well as the defending player might be guilty of body-checking, crosschecking, or other personal fouls.

H. GOALKEEPER PLAY OF THE BALL

1. Team shall have only one goalkeeper or player with goalkeeper's equipment and privileges on the ice at any one time. In case a player substitutes for the goalkeeper, s/he must report to the referees as a goalkeeper.

1. **GOALIES MAY:** Pick-up, roll underhand (ball must stay in contact with ice), cover, trap, catch, or bat the ball with their hands, body, or brooms. **THESE RULES APPLY ONLY WITHIN THE CREASE, OUTSIDE OF THE CREASE THE GOALIE MUST ABIDE BY NON-GOALIE RULES OF PLAY.**

PENALTY - Goalie freezing ball, throwing, or illegally clearing the ball. (CHANGE OF POSSESSION AT NEAREST INBOUNDING ZONE)

2. **MAY PICK-UP THE BALL:** Only in the crease (for safety reasons). Goalie **CANNOT** hold the ball for more than 3 seconds.

PENALTY - Goalie freezing ball, throwing, or illegally clearing the ball. (CHANGE OF POSSESSION AT NEAREST INBOUNDING ZONE)

NOTE: *Offensive players must clear out of the crease if the goalie has secured the ball. IF NOT, the referee will blow the whistle and stop play, clear non-goalie players out of the crease, then blow the whistle to start play again and begin a 3 second count in which the goalie must pass the ball.

FLAGRANT OR REPEATED OFFENSES:

PENALTY - Offensive player not leaving crease when goalie has secured the ball. (DEFENSIVE TEAMS BALL AT CENTER ICE)

3. **CLEARING THE BALL:** The ball must come into contact with a player or the sideboards before crossing the centerline. (The ball must stay in contact with the ice when rolled - NOT THROWN.)

PENALTY - Goalie freezing ball, throwing, or illegally clearing the ball. (CHANGE OF POSSESSION AT NEAREST INBOUNDING ZONE)

4. **GOALIE MUST STAY:** On goal-side of defensive blue line.

PENALTY - (CHANGE OF POSS. AT NEAREST INBOUNDING ZONE) or... (3 or more infractions, FREE SHOT ON GOAL WITH GOALIE)

5. **GOALIE EQUIPMENT:** Must wear a protective helmet & mask provided by the Park & Recreation Dept., or one that is approved by the officials.

6. **TEAMS MUST DESIGNATE A GOALIE:** Before the start of the game and report any changes to an official.

PENALTY - Goalie pulled or changed without notifying official. (CHANGE OF POSSESSION AT CENTER ICE)

7. **"PULLING" A GOALIE:** May be done ONLY in the last two minutes of the second half and is allowed to roam both ends of the rink. Referee MUST be notified if a team "pulls" its goalie.

PENALTY - Goalie pulled or changed without notifying official. (CHANGE OF POSSESSION AT CENTER ICE)

***NOTE:** You may have four players in the offensive/defensive zone (only if your team has "pulled its goalie"), but no one can be in the crease unless the ball is in the crease.

PENALTY - Non-goalie defensive player INTENTIONALLY STATIONARY IN THE CREASE when the ball is outside of crease. (FREE SHOT ON GOAL WITH GOALIE)

or...

PENALTY - Defensive player (non-goalie) traps or holds the ball in the crease. (FREE SHOT ON GOAL WITH GOALIE)

VII. RULE 7 SCORING

A. GOALS

1. A goal is scored when the ball:
 - a) Entering from the front passes between the cage posts, below the top of the net, and completely across the goal line.
 - b) Is last touched by a defending player before it crosses the goal line. The goal is allowed regardless of the manner in which the ball was caused to cross the goal line, except that when an attacking player has propelled the ball other than with his broom, or illegally with his broom and it bounds or deflects off the person or equipment of the goalkeeper or any other defensive player, the goal shall not be allowed.
 - c) Is deflected into the goal from the shot of an attacking player by striking any part of the person of the same team. The player who deflected the ball shall be credited the goal.
2. A goal shall be disallowed when:
 - a) The ball is contacted while it is at a height entirely above the waist level.
 - b) The ball is kicked, thrown, or otherwise deliberately directed into the goal by an attacking player with any means other than the broom.
 - c) The attacking team has committed a foul which assisted in the making of a goal.
 - d) The attacking team has too many players on the ice at the time the goal was made.
 - e) The ball hits an official and goes directly into the net.
 - f) Any member of the attacking team, other than the player in possession of the ball, was in or running through the goal crease when the goal was made from outside the crease. (If the goalkeeper was outside the crease when the play was made, the goal is allowed.)
 - g) An attacking player carries the ball into the cage while it is resting upon any part of his/her body.
 - h) The ball is between the goalkeeper's pads or lodged in his/her equipment and is carried over the goal line by an opponent pushing the goalkeeper into the cage. If it is so carried by a teammate pushing the goalkeeper, or if the goalkeeper himself propels it over the goal line, the goal is allowed.
 - i) A goal is made after a referee or timekeeper has signaled play to stop.
 - j) A goal is made with a broom which, before the ensuing face-off, is found to be illegal.

VIII. RULE 8 CONDUCT

A. PLAYER CONTROL/PERSONAL FOULS

1. UNSPORTSMANLIKE CONDUCT:

- a) No player shall use foul or abusive language, gestures, or actions to officials, players, or others.
- b) A player shall not act in a way designated to incite an opponent into incurring a penalty (threatening or abusive language or gestures or banging brooms on ice or boards).

PENALTY - Unsportsmanlike Conduct: Intentional body checking, spearing, slashing, hooking, malicious use of the broom, kicking, head butting, fighting (mandatory ejection), intimidation, foul/abusive language or actions, any other act which deliberately injures or attempts to injure or flagrantly disrupts the integrity of the game. (FREE SHOT ON GOAL WITH GOALIE, AND POSSIBLE EJECTION)

2. BODY CONTROL/CHECKING: NO PLAYER SHALL BODY CHECK AN OPPONENT OR USE UNNECESSARY ROUGHNESS AT ANY TIME OR IN ANY MANNER. This includes pushing, shoving, tripping, elbowing, holding (flagrant), hooking (flagrant), slashing (swinging broom with unnecessary force), charging, jumping at/or playing the body in any manner.

PENALTY - Unsportsmanlike Conduct: Intentional body checking, slashing, hooking, flagrant high sticking, fighting, & foul/abusive language or actions. (FREE SHOT ON GOAL WITH GOALIE, AND POSSIBLE EJECTION)

3. SLIDING: Intentional sliding into another player (to take them out of the play or into the boards, or at the ball (unless it is an attempt to block a shot on goal) is PROHIBITED.

PENALTY - Intentional sliding or diving at a player or at the ball that is not a shot on goal. (FREE SHOT ON GOAL WITH GOALIE, AND POSSIBLE EJECTION)

4. HOLDING: There shall be no holding of an opponent, or an opponent's broom, with the hand, arm, leg, broom, or otherwise, except that it shall be permissible for a player to lift the broom of an opponent who is playing or attempting to play the ball. Such lifting up or pressing down of the opponent's broom shall be only momentary and only for the purpose of obtaining the ball or preventing the opponent from playing it. This does not permit lifting or raising neat the handle of an opponent's broom or with the broom across and against the opponent's body, or the raising of the opponent's broom so high that the player's progress is stopped.

PENALTY - (CHANGE OF POSSESSION AT CENTER ICE, OR NEAREST INBOUNDING ZONE) WHICH EVER IS MOST ADVANTAGEOUS TO THE NON-PENALIZED TEAM.

5. DISPLACING CAGE:

- a) No player shall deliberately displace a cage.

PENALTY - (CHANGE OF POSSESSION AT NEAREST INBOUNDING ZONE)

- b) If to prevent a goal.

PENALTY - (FREE SHOT ON GOAL WITH GOALIE)

B. FIGHTING

1. No fighting will be tolerated. Any punch/swing deemed intentional will be considered fighting. Any intent to injure a player (flagrant slashing, boarding, cross checking, etc.) will be penalized to the maximum degree. Game officials are provided a wide latitude in the penalties which they may impose concerning fighting. This is done intentionally to enable officials to differentiate between the obvious degrees of responsibility of the participants either for starting the fighting or persisting in continuing the fighting. The penalties for fighting will be as follows:
2. PENALTY - (FREE SHOT ON GOAL WITH GOALIE AND EJECTION)
 - a) **Person(s) cited as starting an actual fight will be ejected from the game at hand and WILL BE DECLARED INELIGIBLE FROM ANY FURTHER PLAY DURING THAT DESIGNATED SEASON.**
 - b) **Person(s) cited as fighting in "retaliation"- after having been struck shall be suspended for a 3 GAME PERIOD.**
 - c) **IF GAME OFFICIALS CANNOT DETERMINE THE INDIVIDUAL(S) WHO INITIATED THE FIGHT... All persons involved in the actual fighting will be suspended for at least a three GAME PERIOD, POSSIBLY THE REST OF THE SEASON.**
 - d) **Even if AN INTENTIONAL swing/punch or act to injure is made, without making physical contact to another participant's person, the minimum penalty will be a three GAME SUSPENSION.**
 - e) **Any person previously suspended will automatically become ineligible for the remainder of the season upon the next fight citation.**
 - f) **If the required penalties can not be served within the designated season, the following "carry-over rule" will be administered: -Person(s) serving suspensions will not be eligible for play in the following season until the appropriate number of "penalty games are served, and possibly carrying over into other recreation programs (softball, etc). Area recreation departments will honor conduct suspensions for other organizations.**
 - g) **In all cases concerning persons removed from any further play due to fighting, the player(s) in question must submit a written request to the League Managers before ANY eligibility can be reinstated.**
 - h) **NO PLAYER/TEAM REFUNDS OF PROGRAM FEES WILL BE ISSUED DUE TO INELIGIBILITY AND/OR PENALTIES IMPOSED.**

IX. RULE 9 PENALTIES

A. PENALTY SHOTS

1. The fouled player shall take the penalty shot. If no player has been fouled, any player of the non-offending side may take the shot. If the player awarded the penalty shot is injured, the try may be taken by any teammate.
2. **All** players shall move to the sides of the rink and remain quiet until the shot has been completed. If a player other than the defending goalkeeper causes the penalty by another to fail, a second attempt shall be awarded.
3. The ball will be placed directly in front of the goal at a distance of 15 feet from the goal line.
4. The player attempting the shot may stand stationary or run up to the ball and shoot. He may not contact the ball until he contacts it for the actual shot. Once the official places the ball, the official shall sound his whistle to indicate readiness for play. The player then has five seconds in which to contact the ball. The player may not fake or feign a shot nor adjust the ball in any way before the actual shot. The rebound may not be played.

PENALTY - Penalty shot is no good, but team shooting penalty shot retains possession of the ball at nearest inbound zone and play resumes.

5. During the penalty shot, the goalkeeper shall remain completely inside the goal crease. If a foul is committed by the goalie during the try, another penalty shot is awarded.
6. If a penalty shot is awarded at a time when the offending team has pulled their goalie, their regular goalie may return to the ice to defend against the shot.

NOTE: One official should concentrate on the ball and shooter and the other official should concentrate on the goal cage and goalie.

7. Team shooting penalty shot, receives ball at nearest zone after shot is attempted if missed. Face-offs at center ice if a goal is made.

B. SECTION 2. DELAYED WHISTLE

1. If one team commits a foul while the other is in possession of the ball, the stoppage of play shall be delayed until the offending team has possession and control of the ball.
2. The offending team may not score a goal while a delayed whistle is in effect. NOTE: It is possible for the offending or defending team to score a goal against themselves.
3. During a delayed whistle, play shall only be stopped when:
 - a) **The goal cage is displaced.**
 - b) **The ball strikes an overhead obstruction.**
 - c) **An official's whistle stops play.**
 - d) **An injury occurs.**
 - e) **The ball leaves the rink.**
 - f) **A goal is scored.**
 - g) **A second penalty is called which places both teams in a penalty situation.**

C. PENALTY SUMMARY

1. FREE SHOT ON GOAL WITH GOALIE, AND POSSIBLE EJECTION shall be assessed when:
 - a) **Unsportsmanlike Conduct:** Intentional body checking, spearing, slashing, hooking, malicious use of the broom, kicking, head butting, fighting (mandatory ejection), intimidation, foul/abusive language or actions, any other act which deliberately injures or attempts to injure or flagrantly disrupts the integrity of the game.
 - b) Intentionally throwing the broom.
 - c) Intentional sliding or diving at a player, boards or at the ball that is not a shot on goal.
 - d) Delay of game in last 2 minutes of game or delay due to flagrant actions.
 - e) Extra player from the bench or on the ice prevents, or tries to prevent, a breakaway attempt at a goal.**POSSIBLY NO GOALIE PENALTY SHOT**

2. FREE SHOT ON GOAL WITH GOALIE shall be assessed when:
 - a) Defensive player (non-goalie) Traps or holds the ball in the crease.
 - b) Non-goalie defensive player **INTENTIONALLY STATIONARY IN THE CREASE** when the ball is outside of crease.
 - c) Repeated offenses of "too many offensive/defensive players in the off. /def. zone". (3 or more infractions of the rule)
 - d) Displacing cage to prevent a goal.

3. CHANGE OF POSSESSION AT CENTER ICE OR NEAREST INBOUNDING ZONE (which ever is advantageous) shall be assessed when:
 - a) Goalie pulled or changed without notifying official.
 - b) More than six players on the ice.
 - c) Holding or Hooking
 - d) Players kick, push, hold, or knock an opponent's broom for the purpose of keeping it from the possession of an opponent.

4. GIVEN POSSESSION AT CENTER ICE, NO FACE-OFF shall be assessed when:
 - a) A player facing-off shall not strike at or make a motion toward or contact the ball prior to the officials' whistle.

5. CHANGE OF POSSESSION AT NEAREST INBOUNDING ZONE shall be assessed when:
 - a) Delay of game.
 - b) Non-goalie picking-up, throwing, covering, holding or trapping ball, intentionally kick or hand passing ball.
 - c) The ball shall not be batted and/or kicked more than twice in succession with any body part.
 - d) Offensive player **INTENTIONALLY IN THE CREASE** when ball is outside of the crease.
 - e) Non-goalie defensive player **INTENTIONALLY IN THE CREASE** when the ball is outside of crease.
 - f) Goalie freezing ball, throwing, or illegally clearing the ball.
 - g) Too many offensive/defensive players in the off./def. zone. (1st two infractions)
 - h) **HIGHSTICKING:** Broom above shoulders, or playing ball above the waist.
 - i) Inbounding zone rule violations.
 - j) Interference
 - k) No player shall deliberately displace a cage.

6. DEFENSIVE TEAMS BALL AT CENTER ICE shall be assessed when:
 - a) Offensive player not leaving crease when goalie has secured the ball.

7. FACE OFF AT CENTER ICE shall be assessed when:
 - a) Dual infractions by both teams.
 - b) Officials cannot determine initial infractions.
 - c) After a successful penalty shot.
 - d) When the referee accidentally signals play to stop (no team with control of the ball).
 - e) The ball leaves the rink after being simultaneously touched by two opponents.

8. FORFEIT THE GAME shall be assessed when:
 - a) Teams do not have five players to start a game.
 - b) Excessive fighting or abusive language that disrupts the integrity of the game.
 - c) Ejected players not leaving the rink area when told to by the officials.

9. OFFICIALS BEST JUDGEMENT shall be used when:
 - a) Any actions or situations that may occur that are not covered in rules.
 - b) *The officials MAY INCREASE THE PENALTY (SEVERITY) or EJECT A PLAYER for flagrant or repeated infractions or any other conduct that substantially disrupts the game or endangers the safety of the contestants.
 - c) Player's helmet falls off and she/he does not immediately put it back on after being warned by an official.