University of Minnesota Intramurals

The following set of rules addresses gameplay for 8 on 8 broomball. Additionally, the intramural handbook addresses intramural policies that apply to all sports and should be read prior to registering an intramural team. The Intramural Handbook can be found online.

I.D. Check-in-Policy and Procedure

1. All students, staff and faculty MUST present a valid U of M identification card to participate in any Intramural activity.
2. There will be no exceptions to this policy. If participants do not present a valid U of M identification card they will NOT be allowed to participate in the Intramural activity.
3. Penalty for attempting or using a false identification card will be suspension from the league. Suspended individuals MUST meet with the Intramural Director for possible reinstatement into the Program.

Adding Players to Your Roster

All players must be on your roster (this includes accepting their invitation) by 2 PM the day of the scheduled match for the player(s) to be eligible. For matches scheduled on Sundays, players must have been accepted to the roster by 2 PM on the Friday.

Visit http://www.recwell.umn.edu/intramurals/

Adding Players as a Captain

- Click on "My Teams" in the upper right hand corner of your IMLeagues screen.
- Click "Invite Members to Your Team".
- Enter the invitees' email addresses separated by a comma.
- Once the invitee receives an invite and accepts your invitation, they will be added to your team.
- IMPORTANT: If you do not see a player on your roster, they have not accepted your invitation and are ineligible to participate.

Adding Yourself to a Friend's Team

- First, create your IMLeagues account.
- Click "Player Signup" on the upper right hand side of your screen.
- Find the team that you would like to join.
- Click "Join Team".
- Fill out the waiver.
- Once the captain has accepted your request, you will be added to the team.
- IMPORTANT: You will not be added to the roster until the captain accepts your request.
8v8 Broomball Rules

Postings: Schedules, league updates, game results, and playoff brackets will be posted on IMLeagues as that information becomes available. Team captains should check the site regularly to check for changes.

Pre-Game: All players must check in at the table with their U-cards. There are no exceptions to this rule. Using another student’s U-card is grounds for suspension from intramural sports.

Player Eligibility: A Participant may only play on one co-rec and one non co-rec team in each sport. Players playing for more than one team will lose their eligibility and cause forfeiture for their team’s games.

A player is eligible if s/he plays on:
- 1 co-rec and 1 open team
- 1 co-rec and 1 women’s team

A player is not eligible if s/he plays on:
- 1 open A and 1 open B team
- 1 open and 1 women’s team

Players must play in one regular season game to be eligible for playoffs.

Uniforms: All uniforms must follow the Recreation and Wellness Center Dress code. All teams should bring a t-shirt of the same color and a white alternate shirt in case of a conflict.

Participants are recommended to wear athletic clothing for intramural broomball. Broomball shoes are recommended, however any athletic, closed toed shoes may be worn.

Each participant must wear a hockey helmet with a full strapped cage. Helmets are provided by the intramural department, but participants may bring their own. The intramural department will also provide broomball sticks.

Participants may wear additional safety equipment to protect against injury so long as the equipment does not put other players in danger. The on-site supervisor will have the decision to approve or deny certain equipment from being worn.

Forfeits: Game time is forfeit time. If a team has no players check in with legal equipment at game time, the game will be declared a forfeit, and the team will be disqualified from playoffs. Additionally, if a game must be ended due to major sportsmanship issues, the result will be a forfeit.

1st Forfeit: Team is no longer eligible for playoffs.
A team that has 2 forfeits, 2 defaults, or 1 of each will be removed from the league without a refund.

**Defaults:**

Teams must have at least 5 players checked in with legal uniforms at game time in order to avoid a default. For co-rec games, teams must have at least 2 players of each gender and still meet the minimum of 5 players. A default will result in a 2.5 sportsmanship rating.

If at game time, a team has at least one player checked in but is short the minimum number of players, that team will have five minutes to get all checked in and ready to play.

If the game begins late because of one team’s lack of players, that team can get no higher than a 2.5 sportsmanship rating for that game. Additionally, that team will start down one goal for every 2 minutes they are late. After five minutes, the game will be called as a default.

Team captains may call the intramural office by 4pm on the day of the game or 4pm on Friday for weekend games to default the game ahead of time. In this case, the team will receive the loss, but will not need anyone to show up at game time.

1st Default: Recorded as a loss for the team and a 2.5 sportsmanship rating, however the team is still eligible for the playoffs.

If a team has one player arrive at the game or calls the Intramural Office to inform them of the inability to play by the default time, the game is a DEFAULT.

If no one shows up for a team and there is no contact with the Office prior to the game the game is a FORFEIT.

**Timing:**

A game consists of two 12 minute halves with a 3 minute halftime. The clock does not stop for any reason. Additionally, there are no timeouts in 5v5 broomball.

**Overtime:**

During league play there is no overtime. The game will end in a tie.

In playoffs, if a team is tied at the end of regulation, there will be a 5-minute sudden death overtime period. The game is reduced to 5 on 5 with no goalie. In co-rec, there still must be 2 players of each gender on the ice. If after the first overtime, the game is still tied, the teams will be reduced to 4 on 4, and another overtime period will be played.

During all overtime periods, players may not be in the crease unless preceded by the ball. Additionally, all penalties must be served and will leave the offending team shorthanded.

**Teams:**

For open leagues, teams should consist of 8 total players, including the goalie. There are not gender requirements for open leagues.
For co-rec leagues, teams should consist of 4 male players and 4 female players, including the goalie. A team may play with fewer players, but no more than 4 players of either gender should be on the ice at any time.

**Substitution:**

*Substitutions are allowed on the fly for position players.* The on ice player must be off the ice before the substitute can enter. The goalie may be substituted for on all dead balls so long as the official is notified and allows the substitution.

There are no substitutions for a player serving a penalty. The player serving the penalty must first return to the ice, and then he/she may go to the bench for a substitute.

**Faceoffs:**

First, the ball is place on the ice at the faceoff spot. Then, one player from each team will stand onside opposite of each other, with all other players onside and at least 15 feet from the ball. The faceoff players begin play on the referee’s whistle.

A faceoff will be used to put the ball in play in these situations:

1. At the beginning of each half or overtime.
2. If the ball goes out of play and the referee cannot determine which team forced the ball out of play.
3. If each team commits a penalty simultaneously.
4. After a goal is scored.

**Drawbacks:**

First, the ball is placed on the ice at the drawback spot. The player taking the drawback will line up behind the ball. All other players must be onside. The drawback can be passed only backwards or parallel. A drawback that is hit forward first will be whistle and the opposing team will be awarded the drawback.

A drawback will be awarded to the opposing team in these situations:

1. A goalie covers the ball in his/her own crease (from the faceoff spot)
2. A penalty or infraction occurs (from the spot of the infraction)
3. A team causes the ball to leave play (from the spot where the ball leaves play)

**The Crease:**

The goalie may leave the crease at any time, however, he/she may only cover the ball while within the crease area, which is defined as one stick length from the crease.

Only the goalie may be in the crease area unless the ball has preceded the position player into that area. A player is considered to be in the crease if any part of his body or stick is in the crease.

If the goalie freezes the ball outside of the crease area, the goalie shall be issued a minor for delay of game.
**Scoring:**
A goal is awarded when the entire ball crosses the entire line from the front of the goal between the posts and under the crossbar. The team with the most goals at the end of the game will be the winner. Each goal is worth 1 in open leagues. In co-rec leagues, female goals are worth 2, while male goals are worth 1.

Goals may be disallowed for the following reasons:
1. The ball is contacted above shoulder level by the offense prior to crossing the goal line.
2. The ball is kicked, thrown, or propelled in an illegal manner.
3. The scoring team commits an infraction at the time the goal was scored.
4. The goalie freezes the ball and is pushed across the goal line.
5. The ball is whistled dead prior to the goal for any reason.

**Broom Use:**
Players should carry and use their broom in a safe manner. Players should not carry the broom above his/her shoulders or play a ball with the broom above his/her waist. High sticking may be called in either case.

Additionally, players may not intentionally throw their broom nor can they intentionally move an opponent’s broom that has been dropped. Depending on the severity of the offense, a minor, major, or ejection can be issued.

Players who drop their brooms must retrieve it immediately before continuing to play. Otherwise, a minor for unsportsmanlike conduct may be issued.

**Hands/Feet Use:**
Players may use their hands and feet to stop or control the ball. However, they may not kick, push, throw, or bat the ball to a teammate. Additionally, they cannot shoot the ball into the goal intentionally with anything aside from their broom. This will result in a loss of possession.

**Offside:**
A floating blue line will be used for offside. That is, the ball must cross a team’s offensive blue line, before any player of that team may enter the zone.

Once the ball has entered the zone legally, the zone extends back to the red line at center ice. Thus, the ball is considered still in the zone until it crosses center ice.

Once the ball crosses the red line, the offensive team must exit the offensive zone (now the blue line to the goal) until the ball is put back into the zone.

**Simply put, the determining line is the blue line when entering and the red line when exiting.**

**Icing:**
Occurs when a team hits the ball from behind their blue line past their offensive goal line without it being touched. Icing may be waved off if the official determines that the non-offending team did not attempt to play the ball.

**Contact:**
There is no checking or contact in intramural broomball. Players should attempt to avoid contact by any means necessary. Unintentional contact may be
called a penalty if the player initiating the contact was too out of control to avoid the contact. This may be a major or minor penalty.

**Delay of Game:**

No players shall intentionally hold the ball against the boards, goal, or ice with their hands, feet, stick, or body for purpose of delaying the game. Delay of game is a minor penalty.

Additionally, it is delay of game if the goalie covers the ball outside of the crease area.

**Minor Penalties:**

The offending player will serve two minutes in the box and his/her team will play shorthanded. The minor penalty with the least amount of time remaining will expire should the team playing shorthanded allow a goal. The following are minor penalties.

1. Holding
2. Interference
3. Tripping
4. Slashing
5. Checking
6. Roughing
7. Elbowing
8. High Sticking
9. Delay of game
10. Too many players on the ice
11. Illegal use of equipment
12. Unsportsmanlike conduct/Misconduct

Any minor penalties can become major penalties if in the opinion of the referee the act was intentional. If it was intentional and an attempt to injure, the official will call a major penalty and eject the player from the game. *Any player's second unsportsmanlike conduct or misconduct penalty (any combination of the two) is a mandatory major penalty and ejection.*

**Major Penalties:**

The offending player will serve five minutes. Major penalties will not expire when a goal is scored. If blatant, the player is ejected, and the team must remain shorthanded for the duration of the penalty. However, a player does not need to be sent to the box. Below are the major penalties:

1. Fighting
2. Spearing
3. Butt ending
4. Kicking
5. Throwing the broom
6. Check from behind
7. Contact to the head