

RULEBOOK

IRHC BROOMBALL 2022-2023

www.broomball.mtu.edu

SECTION 1 – THE LEAGUE

UNIVERSITY RULES AND REGULATION

All participants (players, fans, game officials, and staff) of IRHC Broomball are expected to follow university regulations set forth in the Students' Rights and Responsibilities Handbook. Please refer to the student affairs website for full descriptions and definitions of student conduct relating to IRHC

Broomball infractions: <http://www.sa.mtu.edu/dean/judicial/policies/code/>

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SECTION 1 – THE LEAGUE

KEY DEFINITIONS

ACTIVE – Used to refer to a designated goalie that has any part of their body or held broom over the area of their own goal box.

BALL DROP – Used to put the ball into play by dropping it between two opposing players at center ice.

BALL PLACEMENT – The primary way of putting the ball back into play following a penalty. Ball placements are always granted to the innocent team.

BALL PLACEMENT ZONE – An imaginary area on the ice where the ball is placed when a ball placement is granted to a team.

BROOM/STICK – Broom and stick are used interchangeably in this rulebook.

CHANGE OF POSSESSION PENALTY – An illegal act that is punished only by awarding the ball to the innocent team in a ball placement zone.

FORFEIT – The termination of a game either before or during due to the lack of eligible players on one or both of the teams involved in the game.

GAME MISCONDUCT PENALTY – A recorded penalty that is punished by 5 minutes of penalty time and an ejection from the remainder of the game.

GOALIE BALL – A brief stoppage in play that occurs when an active goalie grabs the ball. The goalie puts the ball back into play by passing it outside of their own goal arc.

GOALIE/GOALTENDER – Goalie and goaltender are used interchangeably in this rulebook.

GUILTY – Used to refer to a player or team that just committed a penalty.

INACTIVE – Used to refer to a designated goalie that does not have any part of their body or held broom over the area of their own goal box.

INNOCENT – Used to refer to a player or team that did not just commit a penalty.

MAJOR PENALTY – A recorded penalty that is punished by 5 minutes of penalty time.

MINOR PENALTY – A recorded penalty that is punished by 2 minutes of penalty time.

PENALTY SHOT – A free shot on goal granted to the innocent team when a recorded penalty is committed during the last minute of the second half, or that takes away an immediate scoring chance. Also used during the shootout.

PERIOD/HALF – Period and half are used interchangeably in this rulebook.

RECORDED PENALTY – An illegal act that is punished by serving time in the penalty box. These penalties are recorded on the game sheet.

THE COMMITTEE – Used to refer to the IRHC Broomball Committee, the governing body of broomball at Michigan Tech.

TOUCHING – A player is considered to be touching something when it makes contact with any part of their body or equipment, including the broom if the player is holding it.

SECTION 1 – THE LEAGUE

RULE 101 | League Conferences

- a) IRHC Broomball shall have 9 conferences, as follows:
 1. East Wads Conference
 2. West Wads Conference
 3. McNair Conference
 4. DHH & Apartments Conference
 5. Competitive Off-Campus Conference — Agate
 6. Competitive Off-Campus Conference — Copper
 7. Non-Competitive Off-Campus Conference — Beginner
 8. Non-Competitive Off-Campus Conference — Advanced
 9. Women’s Conference
- b) Each season, the Committee shall decide how many divisions will be in each conference. Each season, the Committee shall decide how many teams will be in each division. Teams shall be placed into these limited spaces on a first-come, first-served basis.
- c) A prospective team’s captain shall indicate the conference they wish to be placed in upon registration, taking into account the team eligibility requirements outlined in **Rule 205**.
- d) The Committee shall have ultimate discretion on team placement. A team may be placed into a different conference than the one they registered for and still be considered eligible as if they had been placed into their desired conference.
- e) Team placement shall not be changed after the schedule has been released.

RULE 102 | Game Scheduling

- a) A regular season schedule shall be generated by the Committee and posted at least one week prior to the start of the regular season. No preferential treatment shall be granted to any team in the scheduling process.
- b) All teams shall be scheduled to play one game against each other team within their division. The Committee shall have ultimate authority on restricting teams to fewer games due to cancellations or other complications.
- c) The Committee shall have the authority to cancel or reschedule games when rink or weather conditions are deemed unsuitable for play.
- d) Teams may request a game be rescheduled by the Committee by submitting a rescheduling request at (<http://www.broomball.mtu.edu>) no less than 96 hours before the scheduled start time of the game in question. During playoffs, rescheduling requests shall be made by emailing the Vice Chair with the request as soon as possible. Playoff rescheduling requests shall be handled on a case-by-case basis. A legitimate reason must be provided for a rescheduling request. The legitimacy of the reason, and whether to reschedule, shall be determined by the Committee. The captains of both teams shall be contacted before the game is officially rescheduled.

SECTION 1 – THE LEAGUE

RULE 103 | Points & Standings

- a) A team shall be credited with 2 points in their division standings for every game they win, and 1 point for every game they lose during overtime or a shootout. No points shall be awarded for a regulation loss.
- b) The teams within each conference shall be ranked based on their points earned. Teams with more points earned shall be ranked higher.
- c) Should two teams have the same amount of points, the following tiebreakers shall be applied sequentially, and the first one yielding an untied result shall be used to determine which team is ranked higher:
 1. The team with more total wins
 2. The team that won in a head-to-head game
 3. The team that has scored the most goals averaged across the number of games they have played
 4. The team that has had the fewest goals scored against them averaged across the number of games they have played
 5. The winner of a tiebreaker determined by the Committee

RULE 104 | Playoffs

- a) Normal IRHC Broomball Playoffs shall consist of a 64-team single-elimination tournament. Due to weather or other constraints, the Committee reserves the right to limit the number of teams allowed into the playoffs, and to shorten or completely cancel playoffs.
- b) Teams shall qualify for playoffs as follows:
 1. The teams ranked 1 and 2 in every division except for the Non-Competitive conferences
 2. A number of the remaining highest ranked “Wild Card” teams in every conference; This number shall be determined by the Committee based on conference size
 3. A team that does not have a minimum of five resident players that attended at least 50% of their regular season games shall not be eligible to participate in the playoffs.
- c) If a player is on two or three teams which make it to the final eight round of playoffs, prior to the start of this round, the player will email the Broomball Chair (bbchair@mtu.edu) with which team that player will be a member of. For the remainder of the chosen team’s time in the playoffs, that player will only be a member of that team and will be considered an illegal player on the other team. If the chosen team is eliminated from the playoffs, the player then becomes an eligible player on another team in the playoffs at that next team’s current point in the series. This process repeats each time a player is on is eliminated until none of the teams the player is on is in the playoffs.
 1. Should a player be on a team that makes it to the championship game, they are **not eligible** to play in the consolation game, even if another one of their teams makes it to that point.

SECTION 1 – THE LEAGUE

RULE 105 | Fines

- a) Helmets shall be worn on the ice at all times. Any person that is on the ice without a properly secured legal helmet at any time shall be subject to a \$20 fine at the discretion of the referees. Facemasks shall also remain fully fastened while on the ice. This includes non-players.
- b) Any person that is found to have damaged or stolen any property of IRHC Broomball including, but not limited to helmets, jerseys, and rink boards, shall be fined an amount deemed appropriate by the Committee to repair or replace the item(s) in question.
- c) Fines levied against a team shall be paid by that team's captain.
- d) Fines may be appealed through the judicial appeal process stated in **Rule 108** by emailing the Head Ref (bbref@mtu.edu).
- e) Fines shall be paid on Banweb. Failure to pay a fine shall make a player illegal (*see Rule 202*).
- f) Unpaid fines shall carry over into subsequent seasons and shall disqualify players from participation in post-graduate IRHC Broomball (such as the Alumni Tournament) if left unpaid after graduation.

RULE 106 | The Judicial Board

- a) The Judicial Board represents the Committee in all Broomball related judicial actions against players or fans.
- b) The Judicial Board shall be led by the Vice Chair and shall include the Referee Manager and a third representative from the Committee. The Broomball Chair shall be ineligible to serve on the Judicial Board.
- c) Judicial Board Hearings shall be held in the Broomball Office (G24W Wadsworth Hall) twice a week during the regular season and daily during the playoffs. Specific times shall be determined by the Judicial Board and communicated via email to people that must attend Judicial Hearings.
- d) Any Judicial Hearing cases that are unresolved at the end of any given season shall be carried over into the following season.
- e) The Committee and Judicial Board reserve the right to take further action when deemed necessary.

SECTION 1 – THE LEAGUE

RULE 107 | Judicial Offenses

- a) The following offenses shall require the offending person and that person's team captain (if applicable) to attend a Judicial Hearing:
 1. A player that meets or exceeds nine penalty minutes in the regular season and playoffs combined (totaled across all teams the player is a member of)
 2. Each subsequent penalty after a player has met or exceeded 9 penalty minutes in the regular season and playoffs combined (totaled across all teams the player is a member of).
 3. Any game misconduct penalty
 4. Any person found to be in violation of a Judicial Board ruling

RULE 108 | Judicial Appeals

- a) **Level 1 Appeal** – Broomball Committee: An appeal may be requested by any person who disagrees with the ruling made against them by the Judicial Board. Requests are to be made to the Broomball Chair who will decide whether the Committee shall review the case. In the event of a Committee hearing, only the involved player(s)/fan(s) and offending team captain may attend to give statements. Referee and witness statements will be requested as deemed necessary by the Broomball Chair. The Committee can overturn a ruling by the Judicial Board with a two-thirds majority vote.
- b) **Level 2 Appeal** – Inter Residence Housing Council (IRHC): Any suspension approved by the Broomball Committee or appeal denied by the Broomball Committee may be appealed to the IRHC. An appeal request for a ruling of the Broomball Committee is to be made to the IRHC Vice President. Once the appeal has been requested, the IRHC shall hear the case. All decisions made by the IRHC are final; there are no more appeal options.

RULE 109 | Suspensions & Bans

- a) Any **Level 1 Appeal** ruling that involves a suspension of four games or more shall be approved by a two-thirds majority vote of the Committee.
- b) A suspension shall make a person or team illegal for a certain number of games, or even an entire season.
- c) A Permanent Ban shall make a person ineligible to participate in IRHC Broomball in any capacity indefinitely. Permanent Bans shall be approved by a unanimous vote of the Committee and shall never be rescinded.
- d) Any person that involves themselves in a fight, or otherwise acts with intent to injure another person, shall receive a minimum of a four-game suspension, pending Judicial Review.

SECTION 2 – THE TEAM

RULE 201 | Player Eligibility

- a) To be considered eligible, a player shall meet all of the following requirements. If they do not meet all of these requirements, they shall be considered ineligible.
 1. The player shall be either a student currently enrolled in classes at Michigan Tech, a Michigan Tech faculty member, or a full-time staff member (Recent graduates who are working 40 hours for the university their first semester after graduation shall NOT be considered full time staff).
 2. The player shall not be listed as a member of two teams within the same conference. For this rule, the four Off-Campus Conferences—Agate and Copper (Compete) and Beginner and Advanced (Non-Compete)—are each treated as separate conferences.
 3. The player shall not be listed as a member of more than three IRHC Broomball teams. The exception to this is if the player is a member of a single free agent team as this is organized solely by IRHC with no input from the players beyond signing-up.
- b) Any player that is ineligible at 11:59 PM on any day shall be considered ineligible for the next day, even if they meet the requirements.

RULE 202 | Player Legality

- a) To be considered legal, a player shall meet all of the following requirements. If they do not meet all of these requirements, they shall be considered illegal.
 1. The player shall be considered eligible.
 2. The player shall have their waiver signed.
 3. The player shall be listed on the official roster for the team they are playing with.
 4. The player shall not have any unpaid fines.
 5. The player shall not currently be suspended or banned from IRHC Broomball.
 6. The player shall not be awaiting a hearing by the IRHC Broomball Judicial Board.
- b) Any player that is illegal at 11:59 PM on any day shall be considered illegal for the next day, even if they meet the requirements.

RULE 203 | Illegal Players

- a) A team that uses illegal players during any one of its games or attempts to check in illegal players using improper identification, shall immediately forfeit that game. This rule may be applied retroactively if the use of illegal players is discovered after the game's completion.
- b) All illegal players, the team's captain, and any players that provided their IDs to illegal players shall be fined a minimum of \$20 with possible further action being taken pending judicial review. Multiple offenses may result in a team being suspended for the remainder of the season. See **Rule 105** for details about fines.
- c) The team shall not be allowed to play until the illegal players and captain of the team have attended a judicial review and all fines have been paid.

SECTION 2 – THE TEAM

RULE 204 | Player Residency

- a) Each October 1, residency is set by address for the next regular season as follows:
 1. A player living in East or West McNair is a resident of the McNair Conference.
 2. A player living in Douglass Houghton Hall, Daniel Heights, the Hillside Apartment Building, Vivian House, Ruppe House, Sustainability House, the Franklin Square Inn, or overflow hotel housing is a resident of the DHH & Apartments Conference.
 3. A player living in West Wadsworth Hall is a resident of the West Wads Conference.
 4. A player living in East Wadsworth Hall or the North Wadsworth Hall Suites is a resident of the East Wads Conference.
 5. A player that is living off-campus or is inactive in the fall semester is a resident of both the Competitive and Non-Competitive Off-Campus Conferences.
 6. In addition to whatever other conference they are a resident of, a female player is also a resident of the Women's Conference.

RULE 205 | Team Eligibility

- a) A team shall be considered eligible if its official roster contains all of the following:
 1. A designated team captain
 2. An eligible team member who attended the Pre-Season Captain's Meeting
 3. A minimum of six eligible players
 4. A minimum of five eligible players who are residents of the team's conference
 5. A maximum of five eligible players who are not residents of the team's conference
 6. No more than three players in common with any other team
- b) A team shall be considered ineligible if it fails to meet all of the requirements listed above.
- c) Both of the Off-campus Non-Compete Conferences are exempt from the residency points 4 and 5 of **Rule 205-a**.
- d) Ineligible teams shall forfeit each of their games automatically at 11:59 PM on the day before the game.

RULE 206 | Team Names

- a) A team's captain shall provide a name for their team upon registration.
- b) The team's name shall not contain any obscene or vulgar language, reference to alcohol or other drugs, or discriminatory references including but not limited to race, religion, color, national origin, age, sex, sexual orientation, height, weight, marital status, disability, or veteran status.
- c) If the Committee finds any team in violation of the team naming requirements, the team in violation shall be asked to rename their team. If the team is unable to provide an acceptable alternative name, a generic name shall be selected for the team by the Committee. Names selected by the Committee are final.

SECTION 3 – THE RINK

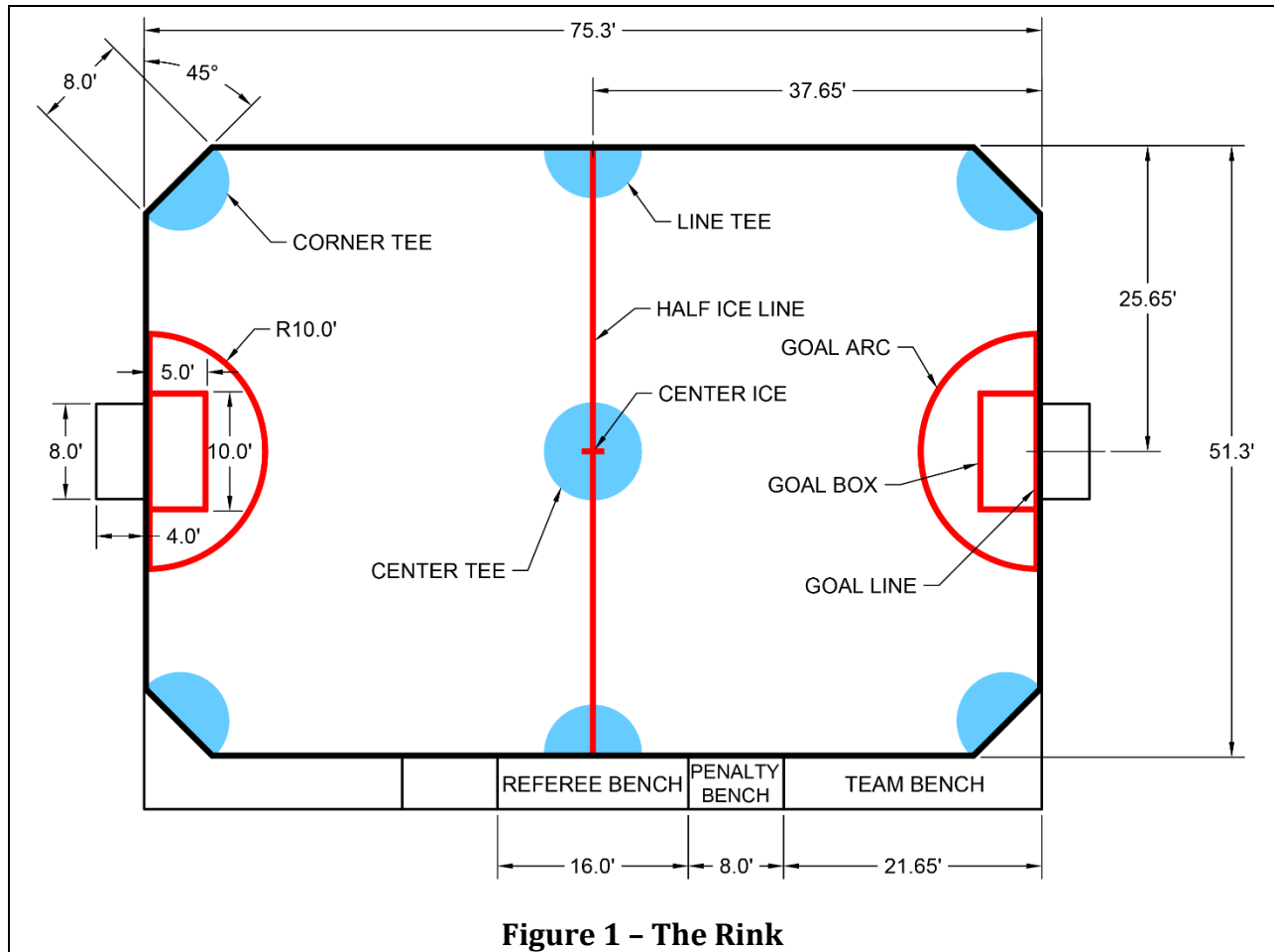


Figure 1 – The Rink

RULE 301 | The Broomball Grounds

- The Broomball Grounds shall be defined as all the area within an imaginary box having DHH as the border to the north, Fisher Hall as the border to the west, Wadsworth Hall as the border to the south, and the Walker Arts Building as the border to the east.
- The Broomball Rinks shall be defined as all the area on Walker Lawn immediately surrounding the three ice sheets.
- Smoking and vaping is not permitted on the campus of Michigan Technological University, including the Broomball Grounds.

RULE 302 | The Playing Area

- All rink dimensions are shown in Figure 1 above. The height of the boards measured from the ground is four feet. Rink dimensions and ice thickness may vary due to weather conditions or other complications.
- Spectator netting shall be installed at each end of the rink and secured in a way as to keep it from obstructing the boards or goal opening.

SECTION 3 – THE RINK

RULE 303 | Rink Markings

- a) All lines on the rink shall be marked and maintained throughout the season.
- b) The lines marking the goal box and goal arc shall be considered within the goal box and goal arc respectively.
- c) Should play occur without lines, or with poorly visible lines, their location shall be estimated and enforced at the referees' discretion.
- d) During periods of snow, referees shall attempt to clear snow off the lines when possible.

RULE 304 | Ball Placement Zones (Zones)

- a) Ball Placement Zones shall be imaginary unmarked areas on the ice that are used when putting the ball back into play following a penalty.
- b) There shall be 7 Zones on the rink. One in each corner, one on each end of the half ice line, and one at center ice. The locations of these zones are shown in blue in Figure 1.

SECTION 4 – EQUIPMENT

RULE 401 | The Broom

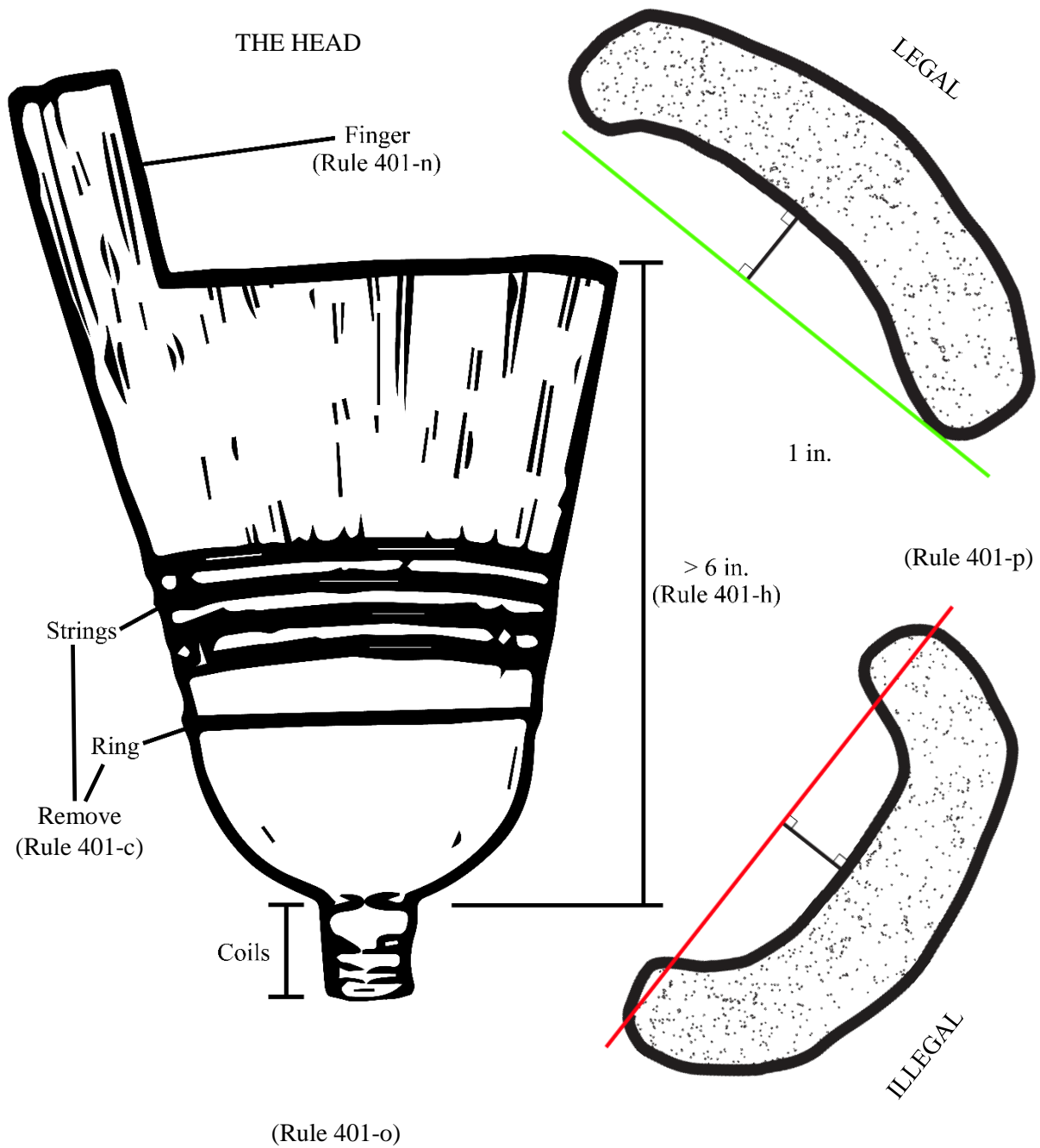
THE BROOM

- a) Each player shall be allowed to use a **single** broom while on the ice.
- b) A player's broom shall be composed of a corn broom with a wooden handle.
- c) All external metal rings and twine strings shall be removed from the bristles, but the metal coils holding the bristles to the broom handle shall not be removed.
- d) No physical modification to the wood handle shall be allowed, except cutting down the length.
- e) The only allowed materials on the broom shall be duct tape, electrical tape, and hockey tape (or another type of similar athletic tape). No transparent tape or rubber grips of any kind shall be allowed.
- f) Any broom that is deemed illegal at any time by the referees shall be confiscated and held until the end of the game unless the problem with the broom is immediately fixable. The broom shall be returned at the end of the game unless the reason for the broom's illegality is unrepairable. Brooms with broken handles shall not be returned.
- g) The broom handle length for players cannot be shorter than 35" no matter if it's cut or from a factory and there is no max length. Goalie broom handles cannot be shorter than 12" there is no max length for goalie or player handles.

THE HEAD

- h) A minimum of six inches of bristle shall extend from the bottom of the broom's coils to the shortest part of the head's bristles.
- i) The broom head shall flex under ordinary pressure applied by the hands.
- j) With the exception of the broom's shoulder, which shall be no wider than it was upon purchase of the broom, no part of the head of the broom shall extend outside an imaginary cone created by rotating a 30-degree angle around the axis of the handle. The apex of this cone shall be located at the top of the broom's coils.
- k) Absolutely no bristles shall be visible.
- l) The head of the broom shall be one piece. No loose bristles or tape—used for “packing”—or interchangeable—screw-off—heads shall be allowed.
- m) No tape shall be used as netting or webbing to create a “lacrosse” style broom.
- n) One “finger” shall be allowed on the head of a broom. If present, this finger shall be curved no more than the 30-degree limit.
- o) Except for one “finger”, the head of the broom shall have no noticeable protrusions; the head shall be one smooth piece without bumps or lips.
- p) The concavity of the broom shall be restricted in a way such that any imaginary line drawn 1 inch above and parallel to the front face of the broom's head at any point shall not intersect the head of the broom, not including the “finger”, more than once.

SECTION 4 - EQUIPMENT



Pictures are shown with bristles exposed, but all bristles must be covered by tape.
(Rule 401-j)

SECTION 4 – EQUIPMENT

RULE 402 | The Helmet

- a) Each player shall be required to wear a properly fitting hockey or lacrosse helmet while on the ice. No other type of helmet shall be allowed. The helmet shall be required to have a full face mask.
- b) No player (except for a designated goalie) shall be allowed to use a hockey goalie mask.
- c) IRHC Broomball shall provide a limited number of helmets for use. It is strongly encouraged that players purchase their own helmets.
- d) Helmets shall be worn on the ice at all times by anyone on the ice, including non-players. Any person that is on the ice without a properly secured legal helmet at any time shall be subject to a \$20 fine at the discretion of the referees. Facemasks shall also remain fully fastened while on the ice. See **Rule 105** for details about fines.

RULE 403 | Shoes

- a) Each player shall be required to wear a pair of closed-toed shoes while on the ice.
- b) Official broomball shoes, “five-finger”/toe style shoes, or shoes specifically designed to give extra traction (such as cleats or spiked shoes) shall not be allowed.
- c) No modifications shall be made to give shoes more traction.

RULE 404 | Not Found

- a) This rule is literally just in the rulebook to make sure our refs read it. Move along...

RULE 405 | Attire

- a) All content on a player’s uniform shall follow the guidelines set forth by Michigan Technological University, including but not limited to:
 - 1. Absolutely no obscene or vulgar language
 - 2. Absolutely no references to alcohol or drugs
 - 3. Absolutely no discriminatory references, including but not limited to discrimination against race, religion, color, national origin, age, sex, sexual orientation, height, weight, marital status, disability, or veteran status.
- b) Each player shall be required to wear clothing suitable for the climate.
- c) Any person the referees deem to be in violation of **Rule 405** shall not be allowed to play or remain at the broomball grounds unless they correct the problem with their attire.
- d) IRHC Broomball shall not be held responsible for name content, inappropriate jerseys, or other equipment content. If desired, the Committee shall pre-approve jersey designs before they are printed to ensure they are appropriate. Please report offensive equipment to referees.

SECTION 4 – EQUIPMENT

RULE 406 | Other Protective Equipment

- a) Each player shall be allowed the use of the following:
 1. One pair of normal hockey gloves
 2. One pair of shin or knee guards
 3. One pair of protective pants (such as hockey pants or football girdle)
 4. One protective athletic cup
 5. One pair of elbow pads
- b) Each player (except for a designated goalie) shall be prohibited the use of the following:
 1. Any type of torso protection (such as shoulder pads or a chest protector); See **Rule 407-c** for goaltender torso protection limitations.
 2. Any type of baseball or softball type glove
- c) Each player shall be prohibited the use of all types of hockey goaltender gear, except the helmet, which may be used by a designated goalie.

RULE 407 | Goaltender Equipment

A designated goalie's equipment shall be governed by **Rules 401-406**, with the following exceptions:

- a) A designated goalie shall be allowed to use a hockey goalie helmet.
 1. However, the dangling plastic neck guard is not allowed to be worn.
- b) A designated goalie shall be allowed to use torso protection in the form of baseball catcher chest protectors and hockey **player** shoulder pads (not goalie pads). The torso protection shall add no significant blocking area to the goalie's body. This rule shall be enforced at the discretion of the referees.
- c) A designated goalie shall be allowed to use of one baseball or softball type glove.
- d) A designated goalie shall be prohibited use of any equipment or uniform attire that would unfairly increase the blocking area of their body. This includes, but is not limited to, anything that covers the area between the goalie's limbs, such as a dress or wingsuit.

A summary of this rule and those referenced within, can also be found in **Rule 901**.

RULE 408 | Referee Discretion

- a) Any equipment not covered in Section 4 shall not be allowed, unless it is acceptable at the discretion of the referees.
- b) Any equipment deemed by the referees to be offensive, dangerous to players, or potentially damaging to the rink shall be prohibited from use.

SECTION 5 – GAME FLOW

RULE 501 | Referees and Referee Supervisors

- a) Referees and Referee Supervisors shall have ultimate discretion over the game and shall apply these rules as they see fit. Each referee shall have the authority to rule on any point not specifically covered in these rules. What referees decide shall be final.
- b) There shall be two referees scheduled to work any broomball game and one “wandering” supervisor. All referees shall be equally able to make any calls during the game. Any game that would only have one referee shall be rescheduled, unless the single referee is the supervisor or a committee member.
- c) Referees may call official timeouts at any time to discuss a play and overturn or uphold a call on the ice. No video review shall be allowed. During an official timeout, no player or spectator shall be allowed to speak with the referees, unless called upon by the referees.
- d) Only a team’s designated acting captain shall be allowed to speak to a referee about a call. Acting captains shall remain respectful and calm while discussing calls with referees or be subject to an unsportsmanlike conduct penalty (*see Rule 801*).
- e) IRHC Broomball referees are classified as university officials and may issue official requests for fans or players to leave the Broomball Grounds as a result of inappropriate conduct.

RULE 502 | Check-In

- a) Prior to the start of a game, and before any players shall be allowed to get on the ice, every player to participate in the game shall check in by presenting their Michigan Tech Student ID or valid state-issued photo ID to a referee. Upon confirmation that the player presenting their ID is, in fact, the player on the ID and the game sheet, the referee shall return the ID to the player. If a player cannot supply a valid photo ID, they shall be prohibited from play.
- b) Each player that checks in shall inform the referees whether they will be borrowing an IRHC Broomball helmet. If a player decides to borrow a helmet, they shall locate the helmet hut and provide your ID to the helmet hut worker and you will be provided a helmet. If helmets are not properly returned by the end of the game fines will be issued according to *Rule 105*, (*see Rule 515 for Check Out procedure*).
- c) Any player that arrives after the start of the game shall be required to wait until half time or a timeout to check in. They shall also then go through an equipment check as in *Rule 505*.

SECTION 5 – GAME FLOW

RULE 503 | Forfeit

- a) A team shall forfeit the game if they are unable to check in at least five legal players by five minutes after the scheduled start time of the game. The team that did not forfeit shall be credited with a win in the standings. The score of the game shall be recorded as 1-0.
- b) If both teams would forfeit a game, the game shall be marked as a loss for both teams.
- c) If a team is going to forfeit due to not meeting the minimum player requirements, both teams have the option to agree on **waiving the forfeit** and proceed to play and record the game as an official game.
 1. Before the start of the game, both captains must sign the game sheet in agreement that the game will be played and recorded.
 2. By signing the game sheet, the decision to play and record the game is final.
 3. If the non-forfeiting team does not want to waive the forfeit, they will be awarded a win based on the regular forfeit procedure (**Rule 503-a**).
 4. The minimum amount of 3 eligible players needed to qualify for a waived forfeit.
- d) If a team decides to forfeit mid-game for any reason, the game is concluded at that point.
 1. The forfeiting team will receive 0 points. The other team shall be considered the winner and be awarded the points earned no less than one.
 2. Captains **must sign** to be awarded points otherwise the previous score stands. If a signature is forgotten, the teams shall have one week to sign to officialize the forfeit.
- e) A forfeited game's rink shall become a practice rink for the scheduled teams for the remainder of that game's time slot.

RULE 504 | Captain's Meeting

- a) A Captain's Meeting shall be held before the start of each game. Each team's captain shall attend the Captain's Meeting. If a team's captain is not present for the game, the team shall designate an acting captain from their team and send that player to the Captain's Meeting.
- b) During the Captain's Meeting, each team's acting captain shall designate one of the players on their team to be their designated goaltender.
- c) Referees will determine the current ice conditions and will tell the captains. Based upon these ice conditions, slick, not slick, etc. the referees will officiate the game to their discretion, especially in the case of **Rule 813**.
- d) During the Captain's Meeting, the referees shall determine whether any players shall be required to wear generic IRHC jerseys. Should both teams be wearing similar uniforms, the away team or the team with fewer players shall be required to wear generic IRHC jerseys to better differentiate the teams.
- e) Referees shall mark the number of jerseys borrowed by each team on the game sheet.

SECTION 5 – GAME FLOW

RULE 505 | Equipment Check

- a) Before the start of the game, all players shall have all their equipment checked by the referees to ensure it complies with the rules in Section 4. This shall include a thorough check of all brooms and shoes that are to be used in the game.
- b) Players that attempt to check in illegal equipment may be penalized or fined at the discretion of the referees.
- c) If a piece of equipment is found to have been illegal later in the game, the player shall be assessed with an illegal equipment penalty. Equipment can be ruled as illegal at any point in the game.

RULE 506 | Ball Drops

- a) One player from each team shall stand on their feet to either side of the center ice marking to take the ball drop. No designated goalies shall be allowed to take the ball drop.
- b) Players from each team shall line up on their respective sides of the ice. No players shall be allowed to have any part of their body or stick over their opponent's side of the ice, and no players except for the two designated to take the ball drop shall be within ten feet of the center ice marking.
- c) The referee shall drop the ball directly down towards the center ice marking when both players taking the drop are ready.
 - 1. If the game clock is not running, the referee shall check to make sure each goalie is ready to play and check that the bench referee is ready to start the game clock before dropping the ball.
 - 2. If the game clock is running, the referee has the discretion to drop the ball if a team is intentionally trying to delay the game.
- d) The ball shall be considered in play once it touches the ice. If a player should touch the ball before it hits the ice, the ball shall be re-dropped.

RULE 507 | Regulation Game Timing

- a) An IRHC Broomball game shall consist of two 15-minute periods and a one-minute halftime intermission.
- b) Teams shall switch sides in between periods, including switching team benches.
- c) Each period shall start with a ball drop at center ice. The first ball drop of the game shall signify the start of the game.
- d) The team scoring the greatest number of goals during regulation time shall be credited with a win in the standings. In the event that the score is tied at the end of regulation time, an overtime period shall be played to determine the winner (*see Rule 508*).

SECTION 5 – GAME FLOW

RULE 508 | Overtime

- a) Overtime periods shall be sudden death; the first team to score shall be credited with a win in the standings, and the losing team shall be credited with an overtime loss.
- b) In the regular season, overtime shall consist of one five-minute period.
- c) In the regular season, teams shall not switch sides before an overtime period.
- d) There shall be no team timeouts in any overtime period.
- e) If neither team has scored by the end of the overtime period, a shootout shall be conducted to determine the winner (*see Rule 509*).
- f) **PLAYOFFS** – In the postseason, there shall be as many 15-minute overtime periods as necessary to determine a winner. There shall be no shootout. The home team shall decide which side of the ice they shall start the first overtime period on. Between periods there shall be a one-minute intermission and teams shall switch sides.

RULE 509 | Shootout

- a) If a game goes to a shootout, the winner of a game shall be the team that scores the most goals in the shootout. This team shall be credited with a win in the standings, and the losing team shall be credited with an overtime loss. The winning team shall have one goal added to their regulation score.
- b) Teams shall not switch sides before a shootout.
- c) Before the shootout begins, the acting captain of the home team shall decide and announce to referees whether they desire to shoot first or second. Each team shall then clear the ice and position the three shooters they intend to use at a location determined by the referees. When the first shooter starts their shot, these shooters shall not be changed.
- d) Teams shall take penalty shots as outlined in **Rule 610**, alternating shooters through three rounds, until all designated shooters have been used. After each time a shooter takes their shot, they shall proceed to the side of the ice opposite the benches and stand along the boards.
- e) If after three rounds of shooting, the score of the shootout is tied, players from each team bench shall be allowed to shoot one at a time. These further rounds shall be sudden death; if one team leads at the end of any round, that team will win the game.
- f) If at the end of a round, all the non-goalie players from one team have shot, all the players from both teams that have already shot shall return to their bench and become eligible to shoot again.
- g) Designated goalies shall not be allowed to shoot in the shootout.
- h) Teams shall always be allowed an equal amount of shot attempts, unless further attempts would have no effect on the outcome of the shootout.
- i) Games in the Non-Competitive Conferences shall end in a tie game if the score remains tied after the first three rounds of the shootout.

SECTION 5 – GAME FLOW

RULE 510 | Goals

- a) A goal shall be scored when the ball has been put through the goal opening below the crossbar and has completely crossed the plane created by the boards, goal line (if present), and cross bar on the end of the rink.
- b) A goal shall be credited to the team that is on the side opposite the goal scored on.
- c) A goal shall be disallowed when the ball is **intentionally** hit by the hands, arms, legs, or feet of an attacking player into the goal, either directly or off deflections.
- d) A ball drop shall be held at center ice following a goal.

RULE 511 | Goalie Balls

- a) A designated goalie shall be considered **ACTIVE** if any part of their body is within the area of their team's goal box.
 1. The player first in the goal box as goalie at the start of the game shall be considered the designated goalie for that team. See **Rule 513** for goalie substitutions.
- b) If a goalie is not active they shall be considered **INACTIVE**.
- c) A goalie ball shall go into effect when an **ACTIVE** goalie covers, grabs, or otherwise traps the ball using their hands or body.
- d) Referees shall loudly declare "goalie ball" and wait for attacking players to completely clear the defending goal arc.
- e) A goalie ball shall be in effect whether the referee has vocalized it or not, for the safety of the goalie.
- f) When all attacking players have cleared the defending goal arc, the referee shall begin counting down from 5. While the referee is counting, no player on the attacking team shall be allowed within the defending goal arc. If such a player enters the arc, the referee shall stop the count, wait for the player to step back, and then restart the count from five.
- g) The ball shall be required to completely leave the defending goal arc before the referee's count reaches zero. If it does not, the goalie's opponents shall be awarded a ball placement from a corner zone (*see Rule 602*). The goalie ball shall no longer be in effect once the ball leaves the arc.
- h) If during the countdown the goalie places the ball down and uncovers/releases it within the arc or box then the count will stop and play is active for the other players.
 1. The goalie may not pick the ball back up after its been released from their hand before another player touches the ball. This will result in a controlling the ball penalty for the goalie.
 2. If the goalie and player on their team uses this to take time off the clock, then a delay of game penalty will be assessed.
 - i. This shall be up to the referee's discretion based on the opposing team's actions.

SECTION 5 – GAME FLOW

RULE 512 | Player Substitutions

- a) A team shall be allowed 6 players on the ice during play, including the designated goalie. This number may lower due to penalties.
- b) Players may legally substitute at any time during the game but should be careful to not commit a too many players or illegal substitution penalty (*see Rules 803 & 804*).
- c) A designated goalie may substitute with another player from their team's bench. This does not make the new player the designated goalie. To change the designated goalie, see *Rule 513*.

RULE 513 | Goalie Substitutions

- a) A team shall only be allowed to designate a new goalie during a halftime or any non-official timeout. In the playoffs, teams shall also be allowed to designate a new goaltender during overtime intermissions.
- b) To designate a new goalie, a player shall inform a referee of the change. If a goaltender substitution occurs without informing a referee, an illegal substitution penalty will be given.

RULE 514 | Timeouts

- a) Each team shall be given a single one-minute timeout per period (not including overtime periods).
- b) There will be no player timeouts in overtime periods. However, referees may call timeouts if necessary.
- c) When a timeout is called, play shall cease, the ball shall remain where it is and the game clock shall be stopped for the one-minute duration of the timeout.
- d) A timeout may be called by:
 - 1. A team in possession of a goalie ball
 - 2. The innocent team after a penalty before the ball has been put back into play
 - 3. Either team after a goal is scored and before the ball has been put back into play
 - 4. A referee at any time (official timeout)
- e) Play shall resume in a timely manner from where it left off after the referee checks to make sure each goalie is ready to play and checks that the bench referee is ready to restart the game clock.

RULE 515 | Check-Out

- a) Following the end of any game, all players shall shake hands and leave the ice in a timely manner before unfastening and removing their helmets.
- b) All players that have borrowed IRHC Broomball helmets shall return their helmet to the helmet hut. Any player that does not return their helmet shall be fined.

SECTION 5 – GAME FLOW

- c) All players that have borrowed IRHC Broomball jerseys shall remove their jersey and return it to the referees. Any team that does not return the full number of jerseys borrowed shall be fined. See **Rule 105** for more information on fines.
- d) After all helmets and jerseys have been returned, each team's acting captain shall sign the game sheet to signify the information on the sheet to be correct. If an acting captain should dispute the game sheet, they shall inform the referees of any discrepancies. If the referees believe these changes correctly represent the game, they shall inform both acting captains. The signing process shall then be repeated with the corrected game sheet.
- e) Once both acting captains sign the game sheet, it shall become the official record of the game.
- f) If an acting captain refuses to sign a game sheet, they shall be required to email the Head Referee within 24 hours detailing the reason they refused to sign the sheet. If the Captain does not contact the Head Referee, the game sheet shall become the official record of the game.
- g) The Head Referee shall have full discretion in ruling on unsigned game sheets.

SECTION 6 – PENALTIES

RULE 601 | Penalties

- a) A **PENALTY** is defined as an illegal act that results in a temporary stoppage in play. All penalties shall result in the use of a ball placement zone or a drop ball as determined by the referees.
- b) The game clock shall continue to run during such a stoppage in play.
- c) A team's allowed number of players on the ice is reduced by one for each player serving penalty time.
- d) When a penalty has been assessed by a referee, the penalized player shall take their place in the penalty bench promptly or be subject to additional delay of game penalties at the referee's discretion (*see Rule 802*).
- e) If a team should ever have less than two players on the ice at a time because of penalties, that team will forfeit the game and will receive a loss to the game.

RULE 602 | Ball Placement

- a) **BALL PLACEMENT** is the primary method to put the ball back into play following a penalty. A ball placement occurs in a Ball Placement Zone (Zone) and are awarded to the innocent team.
- b) After a penalty has been assessed, the ball shall be placed in the nearest Zone in between where the penalty occurred and the guilty team's goal. A ball shall be considered "in" a Zone when any part of it is over the area of the zone.
- c) Once the ball has been placed in the proper Zone, any penalized players have left the ice, and all the players on the guilty team are at least ten feet away from the ball, the referee shall raise their arm and begin counting down from five to signal that the ball placement is ready.
- d) A player from the innocent team may put the ball back into play by hitting it out of the Zone. When the ball completely leaves the Zone, the referee shall stop the count, lower their arm, and regular play shall resume.
- e) If a player comes within ten feet of the ball, the referee shall stop the count, wait for the player to step back, and then restart the count from five.
- f) If the innocent player that puts the ball back into play touches the ball outside of the zone before the ball comes into contact with any other player on the ice, or the referee counting down reaches zero, the ball shall remain in the same zone and a ball placement shall be awarded to the guilty team.
- g) While putting the ball back into play, if the ball goes directly from the Zone into the guilty team's goal without touching anyone other than the guilty team's **ACTIVE** goalie, the goal shall be disallowed, and a goalie ball awarded to the guilty team.

SECTION 6 – PENALTIES

RULE 603 | Calling Penalties (Advantage)

- a) If the innocent team has a reasonable immediate scoring chance when a penalty occurs, the referees shall, at their discretion, raise their arm, and let play continue until said scoring chance has ended. They shall then whistle the play dead and assess the penalty. Referees may also, at their discretion, whistle play dead immediately to prevent a penalty from escalating to a more dangerous situation.
- b) If a goal is scored by the innocent team while a referee has their arm raised for advantage, the penalty shall still be given to and served by the guilty player unless it is a change of possession penalty.
- c) If the innocent team has no scoring chance when a penalty occurs, the referee shall whistle the play dead immediately and assess the penalty.

RULE 604 | Serving Penalty Time

- a) A player's penalty time shall begin when the ball is put back into play after the penalty.
- b) Play shall not resume until all penalized players have left the ice and taken their position in their team's penalty bench.
 - 1. A delay of game penalty may also be assessed if the penalized players do not promptly exit the rink to the penalty box.
- c) Penalty time shall be carried over from one period into another, including from the second half into overtime and between overtimes in playoffs. If a penalty would carry over past the end of a regular season overtime, the penalized player shall be ineligible to participate in the shootout.
- d) Upon termination of a penalty's time, the penalized player shall re-enter the ice directly from the penalty bench or be subject to an illegal substitution penalty.
- e) When the un-penalized team scores a goal on the penalized team, the remainder of the time for a **MINOR** penalty that is currently being served shall be terminated. If multiple penalties are currently being served, the penalty with the least amount of time remaining is terminated.

RULE 605 | Simultaneous Penalties

- a) If a single player is assessed more than one penalty at the same time, the penalties shall be served sequentially, with minor penalties always being served before major penalties. **Rule 607-c** shall only affect penalties that are currently being served.
- b) If both teams are assessed penalties at the same time, all penalized players shall be required to serve their incurred penalty time as normal.
- c) If both teams are assessed penalties at the same time, no ball placement shall be awarded, and the referees shall conduct a ball drop at center ice.

SECTION 6 – PENALTIES

RULE 606 | Change of Possession Penalties

- a) A **CHANGE OF POSSESSION PENALTY** is defined as a penalty that incurs no recordable penalty time but awards the innocent team with the ball (*see Rule 602*).
- b) Change of possession penalties result in the use of Ball Placement Zones or Goalie Balls.

RULE 607 | Minor Penalties

- a) A **MINOR PENALTY** is defined as a recorded penalty that results in two minutes of penalty time and awards the innocent team a ball placement.
- b) A designated goaltender shall not be required to serve minor penalties. A teammate on the ice at the time of the penalty shall be chosen by the team's acting captain to serve the penalty for the goalie.
- c) The remainder of the time for a minor penalty that is currently being served shall be terminated when the un-penalized team scores a goal on the penalized team. If multiple penalties are currently being served, the penalty with the least amount of time remaining is terminated.
- d) If both teams have the same number of players serving penalty time, goals shall not terminate a penalty.

RULE 608 | Major Penalties

- a) A **MAJOR PENALTY** is defined as a recorded penalty that results in five minutes of penalty time.
- b) Major penalties shall not be terminated when a goal is scored; players must serve the entire penalty.
- c) Designated goalies must serve major penalties that are assessed to them. The guilty team's acting captain shall immediately designate a new goalie. The team shall not be allowed to use any timeouts for the rest of the period as it will have been spent for the substitution.
 - 1. After the time has been served, the goalie shall return directly to their respective bench and will require a substitution per *Rule 513* to be put back into the game. Keeping in mind that no timeouts may be called by the team with the guilty goalie for the rest of the period, this substitution can only take place during the following events (in order of possible occurrence):
 - i. A timeout called by the other team.
 - ii. The next 1-minute intermission between periods.
 - iii. The next period should the game still be ongoing.

SECTION 6 – PENALTIES

RULE 609 | Game Misconduct Penalties

- a) A **GAME MISCONDUCT PENALTY** is defined as a recorded penalty that results in a player being ejected from the game. A game misconduct penalty also automatically results in five minutes of penalty time. A player receiving a game misconduct penalty shall undergo Judicial Review before being allowed to play again.
- b) A player assessed a game misconduct penalty shall promptly leave the Broomball Grounds or be subject to additional delay of game penalties at the referee's discretion.
- c) Any penalty time assessed to a player that has also been assessed a game misconduct penalty shall be served by any other teammate chosen by the team's acting captain.
- d) If a team's acting captain be assessed a game misconduct penalty, that team shall immediately designate a new acting captain.
- e) If a team's designated goalie be assessed a game misconduct penalty, that team's acting captain shall immediately designate a new goalie. The team shall not be allowed to use any timeouts for the rest of the period.

RULE 610 | Penalty Shots

- a) In situations in which a penalty takes away an imminent scoring opportunity, at the discretion of the referees, an official timeout shall be called, and a penalty shot awarded to the innocent team.
- b) If a penalty that incurs a penalty shot is a minor penalty, the penalty time shall be marked on the game sheet, but the player shall not be required to serve the penalty time.
- c) If a penalty that incurs a penalty shot is a major penalty or game misconduct penalty, the penalty time assessed for that penalty shall be served in addition to the penalty shot.
- d) The innocent team's acting captain shall designate one of their players that was on the ice at the time of the penalty to take the penalty shot. All players except the designated shooter and guilty team's designated goalie shall leave the ice surface or stand along the boards on the bench side of the rink.
- e) The following procedure shall be used for the penalty shot:
 - 1. The ball shall be placed at center ice and once the goalie and shooter are ready, the referee shall blow their whistle to signal the start of the shot attempt. The shooter shall then play the ball from there and attempt to score on the goalkeeper.
 - 2. A goal shall automatically be credited to the shooter if the goalie completely leaves the goal arc or commits any penalty or infraction.
 - 3. No goal shall be allowed if the ball stops making forward progress towards the goal or the shooter commits any penalty. No goal can be scored on a rebound of any kind unless the goalie puts the ball into their own goal.
- f) The ball shall be put back into play at center ice (*see Rule 602*) after the penalty shot attempt, regardless of whether a goal was scored or not.

SECTION 7 – CHANGE OF POSSESSION PENALTIES

RULE 701 | Change of Possession Penalties

- a) A **CHANGE OF POSSESSION PENALTY** is defined as a penalty that incurs no recordable penalty time but awards the innocent team with the ball (*see Rule 602*).
- b) Change of possession penalties result in the use of Ball Placement Zones or Goalie Balls.

RULE 702 | Ball Out of Play

- a) A **Ball Out of Play Penalty** shall be assessed to the last player to touch the ball before it leaves play, whether intentional or not.
- b) If referees are unable to tell which player was the last to touch the ball, they may hold a ball drop at center ice instead of awarding a ball placement.

RULE 703 | Broom Handle

- a) A **Broom Handle Penalty** shall be assessed to any player that intentionally plays the ball using the handle end of their broom.
- b) This penalty shall not be enforced when the player is holding their broom in a normal manner.

RULE 704 | Controlling the Ball

- a) A **Controlling the Ball Penalty** shall be assessed to:
 - 1. Any player that carries the ball
 - 2. Any player that cradles the ball on their stick
 - 3. Any player that covers the ball with their stick
 - 4. Any player that throws the ball
 - 5. Any player that uses their hands to control the ball while it is on the ice
 - 6. An **INACTIVE** goalie that covers a ball within their own goal arc
- b) If the ball is in the air and not within a team's defending goal arc, the player shall be allowed to use their hands to control the ball with a single hit without closing their hand around it.
- c) An **ACTIVE** goalie does not get assessed this penalty unless it falls under the criteria for *Rule 511-h*, but an **INACTIVE** goalie may be.

RULE 705 | Goal Box

- a) A **Goal Box Penalty** shall be assessed to any player that is inside of their opponent's goal box when the ball enters the goal box.
- b) A player may go through or stand in the opposing team's goal box, but this penalty shall be assessed as soon as the ball also enters the box.

SECTION 7 – CHANGE OF POSSESSION PENALTIES

- c) A player is considered in the goal box if any part of their body or equipment, including the broom, is directly above the goal box.
- d) The ball is considered inside the goal box if any part of it is directly above the goal box.

RULE 706 | Icing (Half Ice)

- a) An **Icing (Half Ice) Penalty** shall be assessed to a goalie that, with a goalie ball in effect, passes the ball completely past the half ice line without any other player touching it.
- b) This penalty is considered to have occurred at the guilty team's goal.
 - a. When the ball crosses the half-ice line whichever side it crosses determines what corner it's to be played out of.
 - b. If the refs could not tell where it crossed they shall determine the corner it's to be played from.
- c) The goalie is allowed to kick/hit the ball past the half-ice line as long as **Rule 511-h** is followed

RULE 707 | Hand Pass & Kick Pass

- a) A **Hand Pass Penalty** or **Kick Pass Penalty** shall be assessed to any player that intentionally directs the ball to one of their teammates using their hand or foot, respectively.
- b) This penalty shall only be assessed if the ball goes from the passing player to the receiving teammate without touching any player on the opposing team.
- c) This penalty shall be assessed when the receiving player touches the ball.
- d) This penalty shall not be assessed on a pass to or from an **ACTIVE** goalie, as long as that pass is within the team's defending half of the ice.
- e) This penalty is considered to have occurred at the location of the initial pass.

RULE 708 | High Stick

- a) A **High Stick Penalty** shall be assessed to any player that raises the head of their broom above the height of their waist (when standing) while making an attempt to play the ball within "close proximity" to any other player(s) on the ice—regardless of team association. This includes the backswing and follow-through of a shot.
 - 1. "Close proximity" is defined as being within two broom lengths of another player but is also up to referee discretion.
 - 2. **Any** attempt to play the ball with the head of the broom rising over the player's shoulders is an automatic high stick regardless of whether or not they are in close proximity to other players.
- b) The player does not need to be successful in their attempt to play the ball to assess this penalty.

SECTION 7 – CHANGE OF POSSESSION PENALTIES

- c) If a player causes a high stick by lifting another player's stick, the penalty will be assessed to the player that caused the high stick.
- d) A **High Stick Penalty** shall not be called in cases, up to referee discretion, in which
 1. a player does not exhibit intent to play the ball.
 2. A player is more than two broom lengths away (distance up to the referee's discretion) from all other players, in which the wind-up and follow through may be **no-higher** than the players shoulders.
- e) An **ACTIVE** goalie may not be assessed a high stick penalty so long **both** of the following conditions are met:
 1. The goalie is using a broom with a handle shorter than 35" (brooms used with handles slightly shorter than 35" are up to the discretion of the referee for the call).
 2. Playing the ball from a position other than standing—kneeling, sitting, laying etc.

RULE 709 | Overhand Pass

- a) An **Overhand Pass Penalty** shall be assessed to any goalie that passes the ball with an overhand throwing motion.

SECTION 8 – RECORDED PENALTIES

RULE 801 | Unsportsmanlike Conduct

- a) **Unsportsmanlike Conduct** – The act of a person exhibiting behavior that is excessive, distasteful, or not in the spirit of the game. Referees shall enforce this rule at their own discretion. This includes, but is not limited to:
 1. Swearing
 2. Harassing Comments (racial, sexual, etc.)
 3. Inappropriate Gestures
 4. Harassing or Abusing the referees in any way
 5. Instigation
 6. Embellishment
 7. Hitting or slashing an **active** goalie in possession of the ball.
- b) A **MINOR, MAJOR** or **GAME MISCONDUCT** penalty shall be assessed at the discretion of the referee based on the severity of the offense.
- c) Unsportsmanlike conduct penalties may also be assessed to the acting captain of a team for unruly conduct of their fans. For the first offense, the acting captain shall be assessed a minor penalty. For the second offense, the acting captain shall be assessed a major penalty. For the third offense, all present persons may be subject to fines and/or suspensions, pending Judicial Review. See **Rule 105** for details about fines.
- d) Unsportsmanlike conduct penalties may be assessed before or after the game as well as during the game.

RULE 802 | Delay of Game

- a) **Delay of Game** – The act of a player hindering normal gameplay. This includes, but is not limited to, shooting the ball out of play intentionally, trapping or covering the ball to keep the other team from playing it, not allowing the ball to be put back into play, and failing to enter the penalty bench in a timely fashion.
- b) A **MINOR** penalty shall be assessed to a player guilty of this offense.
- c) A goalie covering a ball that is **within their own goal arc** shall not be assessed with a delay of game penalty unless they are **inactive**, and the referees deem the delay of game to be intentional.

SECTION 8 – RECORDED PENALTIES

RULE 803 | Too Many Players

- a) **Too Many Players** – The act of a team having more than their allowed number of players on the ice during active play.
- b) A **MINOR** penalty shall be assessed to a team guilty of this offense.
- c) The acting captain of the penalized team shall choose a player from their team that was on the ice at the time of the penalty to serve the penalty time.
- d) This penalty is not assessed to any one particular player, and shall not count towards anyone's accumulated penalty time.
- e) Players who are within five feet of the player bench and are in the process of substituting shall not be considered "on the ice" within the application of this rule, unless they intentionally play the ball.

RULE 804 | Illegal Substitution

- a) **Illegal Substitution** – The act of a player substituting outside of their team's player bench, failing to re-enter the ice correctly after serving a penalty, or interfering with play while not fully on the ice.
- b) A **MINOR** penalty shall be assessed to a team guilty of this offense.
- c) The acting captain of the penalized team shall choose a player from their team that was on the ice at the time of the penalty to serve the penalty time.
- d) This penalty is not assessed to any one particular player, and shall not count towards anyone's accumulated penalty time.

RULE 805 | Interference

- a) **Interference** – The act of a player, while making no effort to play the ball, attempting to impede the progress of an opponent.
- b) This shall include interfering with the goaltender being able to reasonably play their position.
- c) A **MINOR** penalty shall be assessed at the discretion of the referee based on the severity of the offense.
- d) The assessment of this penalty, regardless of the degree of severity, shall cancel a goal (if one is scored as a result), and a goalie ball shall be awarded to the innocent team.

RULE 806 | Throwing the Broom

- a) **Throwing the Broom** – The act of a player intentionally throwing their broom for any reason, whether they are on the ice or not.
- b) A **MINOR** or **MAJOR** penalty shall be assessed at the discretion of the referee based on the severity of the offense.

SECTION 8 – RECORDED PENALTIES

RULE 807 | Tripping

- a) **Tripping** – The act of a player tripping an opponent using any part of their body or stick. This includes players that slide along the ice and run into an opponent, causing them to lose their footing.
- b) A **MINOR** or **MAJOR** penalty shall be assessed at the discretion of the referee based on the severity of the offense.

RULE 808 | Holding

- a) **Holding** – The act of a player attempting to use their arms, hands, legs, or broom to restrain an opponent or the opponent’s broom.
- b) This shall include “hooking” an opponent with the broom and holding an opponent’s broom in any way.
- c) A **MINOR** or **MAJOR** penalty shall be assessed at the discretion of the referee based on the severity of the offense.

RULE 809 | Roughing

- a) **Roughing** – The act of a player making violent contact with an opponent using their limbs. This includes, but is not limited to:
 - 1. Pushing/Shoving with the hands
 - 2. Elbowing
 - 3. Head Butting
 - 4. Kicking
 - 5. Kneeing
 - 6. Body Checking
- b) A **MINOR** or **MAJOR** penalty shall be assessed at the discretion of the referee based on the severity of the offense.

RULE 810 | Cross Checking

- a) **Cross Checking** – The act of a player using the shaft of their broom between their two hands to forcefully check an opponent.
- b) A **MINOR** or **MAJOR** penalty shall be assessed at the discretion of the referee based on the severity of the offense.

SECTION 8 – RECORDED PENALTIES

RULE 811 | Contact to the Helmet

- a) **Contact to the Helmet** – The act of a player making violent contact with an opponent’s head, including contact from the broom.
- b) This penalty shall not be assessed if, at the discretion of the referee, the victim put themselves into a dangerous position, and the contact was unintentional.
- c) A **MINOR** or **MAJOR** penalty shall be assessed at the discretion of the referee based on the severity of the offense.

RULE 812 | Slashing

- a) **Slashing** – The act of a player using their broom in a swinging motion to make excessive contact with an opponent’s body or stick.
- b) A **MINOR** or **MAJOR** penalty shall be assessed at the discretion of the referee based on the severity of the offense.

RULE 813 | Boarding

- a) **Boarding** – The act of a player checking or otherwise forcing an opponent violently into the boards.
- b) A **MINOR** or **MAJOR** penalty shall be assessed at the discretion of the referee based on the severity of the offense.

RULE 814 | Illegal Equipment

- a) **Illegal Equipment** – The act of a player using any type of illegal equipment after the beginning of the game.
- b) A **MINOR** or **GAME MISCONDUCT** penalty shall be assessed at the discretion of the referee based on the severity of the offense.

RULE 815 | Checking from Behind

- a) **Checking from Behind** – The act of a player checking an opponent from behind, whether intentional or not.
- b) A **MAJOR** penalty shall be assessed to a player guilty of this offense.

RULE 816 | Spearing

- a) **Spearing** – The act of a player using either end of their broom to strike an opponent with a stabbing motion.
- b) A **MAJOR** penalty shall be assessed to a player guilty of this offense.

SECTION 8 – RECORDED PENALTIES

RULE 817 | Excessive Penalty Time

- a) **Excessive Penalty Time** – The act of a player accumulating nine or more penalty minutes in a single game.
- b) A **GAME MISCONDUCT** penalty shall be assessed to any player guilty of this offense.

RULE 818 | Intent to Injure

- a) **Intent to Injure** – The act of a player that, in the referee’s judgement, displays an intent to injure an opponent, whether successful or not.
- b) A **GAME MISCONDUCT** penalty shall be assessed to any player guilty of this offense.
- c) The proper **MAJOR** penalty will be assessed along with the **GAME MISCONDUCT** penalty.

RULE 819 | Fighting

IRHC Broomball has a zero-tolerance policy for fighting.

- a) Any participant (player, fan, game official, or staff) of IRHC Broomball involved in a fight will be referred to the Director of Student Judicial Affairs for action as set forth in the Michigan Tech Students’ Rights and Responsibilities Handbook. Public Safety will be called if a fight occurs.
- b) Any player that provokes or becomes involved in a fight shall be assessed a **GAME MISCONDUCT** penalty, a minimum of a five-game suspension, and possible fines pending Judicial Review. This shall include any person that joins a fight in progress. The referees, at their discretion, may decide to end a game in a dual-forfeit following a fight.
- c) A team that involves more than one player in a fight, or clears their bench during a fight, shall be subject to a minimum of a season suspension.

SECTION 9 – GOAL-EZ REFERENCE GUIDE

All the rules found below are summarized points of rules found elsewhere in the rulebook. The “goal” is for this to be a quick reference guide for the exceptions in the rules pertaining to goalies.

Please see the full rule for additional details.

RULE 901 | Goalie Equipment Exceptions

- a) This is a summary of the following rules:
 - 1. 401-g
 - 2. 402-b
 - 3. 406-b
 - 4. 406-c
 - 5. 407

- b) These rules—especially **Rule 407**—deal with permitted goalie equipment that is the exception to the standard equipment allowed for the rest of the players. Specifically, goaltenders are allowed the following equipment so long as a part of their person is within the confines of the goal box:
 - 1. A broom with a minimum handle length of 12”
 - 2. A hockey goalie helmet/mask sans dangling plastic neck guard
 - 3. A single glove of either baseball or softball type
 - 4. Pads such as baseball catcher pads or hockey **player** shoulder pads but none that unfairly increase the blocking ability of the goalie’s body

RULE 902 | Goaltending and Game Flow

- a) This is a summary of the following rules:
 - 1. 509-g
 - 2. 510
 - 3. 511
 - 4. 512-c
 - 5. 513

- b) **Rule 510** defines what constitutes a goal

- c) The other listed rules discuss the abilities/legal actions of the goaltender in the course of a game.

- d) Note that **Rule 511-h** is referenced by **Rule 706** and if followed, allows for an **active** ball to be hit or kicked by the goalie to anywhere on the rink to anyone without drawing a penalty.

SECTION 9 – GOAL-EZ REFERENCE GUIDE

RULE 903 | Goaltending and Penalties – Overview

- a) This is a summary of the following rules:
 - 1. 602-g
 - 2. 607-b
 - 3. 608-c
- b) **Rule 602-g** states that a goal made on a goalie by a shot taken from a ball placement zone by the opposing team does not count if only the guilty team's **ACTIVE** goalie touches it over the course of the shot.
- c) **Rules 607-b & 608-c** deal with the serving of minor and major (respectively) penalty minutes given to goalies.

RULE 904 | Goaltending and Penalties – Change of Possession

- a) This is a summary of the following rules:
 - 1. 705
 - 2. 706
 - 3. 707-d
 - 4. 708-e
 - 5. 709
- b) **Rule 705** states that no players from the opposing team—including any part of their equipment—may be in the goal box before the ball enters the goal box, regardless of whether they are playing the ball or not.
- c) **Rules 706 & 707-d** are goalie specific exceptions to the general rules of icing/half ice and kicking/hand passing the ball. Note that **Rule 706** references **Rule 511-h**.
- d) **Rule 708-e** defines what constitutes what plays would be considered high sticking for an **ACTIVE** goalie.
- e) **Rule 709** is the overhand pass penalty. No goalie may pass the ball via an overhand motion.

RULE 905 | Goaltending and Penalties – Recorded

- a) This is a summary of the following rules:
 - 1. 802-c
 - 2. 805-b
- b) **Rule 802-c** deals with the delay of game penalty in the case of what are deemed deliberate attempts by the goaltender to delay the game
- c) **Rule 805-b** deals with the interference of other players on the goaltender which prevent them from playing their position.

SECTION 9 – GOAL-EZ REFERENCE GUIDE

RULE 906 | So You Made it, Eh?

This rule concludes the standard rules of broomball rulebook to be used during the season. Congratulations on making it through the past 37 pages. You are now ready to hit the ice. Enjoy the season.

SECTION 10 – COVID REGULATIONS

RULE 1001 | COVID Protocols

All of the following rules will overturn any rules stated previously stated in the Broomball rule book.

- a) Everyone must be properly wearing a mask when on and around the broomball rinks
- b) For social distancing purposes team will only have a max of 7 players with games to be played 4v4
- c) GAME CHANGES FOR THE SEASON
 - 1. 5 Games per team *tentative
 - 2. 10 minute halves
 - 3. Staggered game start
 - 4. Teams check in at once
 - 5. Can't arrive more than 10 mins before game start
 - 6. No spectators will be allowed on the rinks this season
- d) You agree to inform IRHC Broomball if I test positive for COVID-19 after having played in a match within the last 14 days.
 - 1. If I test positive for COVID-19 after having played in a match within the last 14 days and I agree to be tested within 3 days if selected for surveillance testing during the IRHC Broomball season.
 - 2. If a member of a Broomball Team has tested positive all members of both teams will be considered close contacts and will be quarantined.