

# BROOMBALL RULES

as issued by The Moscow Broomball League

**2016-2017 Season**

## **1. TEAM SIZE**

- 1.1. Teams may have as many members as desired. However, during play no more than 6 players may be on the ice at any one time.
- 1.2. There must be at least 4 fully equipped players on the ice for the start of a game.
- 1.3. A team with less than 6 players for a game may borrow up to 2 players from any other team in the league subject to approval by the opposing team captain. The borrowed players **MUST** be replaced if and when team members arrive. A team may borrow the same player more than once in a season provided there are no objections from the opposing captain. In the event that, at the scheduled start time of the match, there are less than four fully equipped players on the ice, but there remain players in the dressing room (or not on the ice but at the grounds), the game shall start as scheduled (including the 10 minute “grace” period). The players may join the game when ready. If there are 3 or less fully equipped players and there is no indication of players soon to join the game (i.e. in the dressing room), then that team shall forfeit the game.

## **2. ELIGIBILITY**

- 2.1. Players must be at least 16 years of age. Players between 16 and 18 years of age must have written permission from their parents. All players must fill in and provide a disclaimer to the league/embassy.
- 2.2. Up to, and not more than 4 players in all from Russia or a CIS country may play on a team. This includes spouses/partners of players. Not more than 2 Russian players can be on the field at the same time. They must understand English and speak some. They must be submitted on the team roster at the start of the season. It is primarily up to the Captain of each team to enforce this, but should issues arise, the Captains Committee will make a final decision.

## **3. THE FIELD**

- 3.1. The goal area is a half circle, defined by a line established one meter from the middle of the goal line. It should be clearly marked on the ice.
- 3.2. The unrestricted zone (for Goalie limits) runs parallel to the side of the court, from the back of the court, at a point one - quarter distance from the side and half way to the centre of the ice. See Appendix one.

## **4. THE GAME**

- 4.1. A game consists of three 20 - minute periods. The third period will be 2 parts of 10

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minutes. The game clock will run continuously during each period and part period. If the ball travels over the fence or any other long disruptions to the play, the game clock will be stopped at the discretion of the referee.

- 4.2. There will be a 5-minute break between each period and a 2-minute break in the middle of the third period. During these breaks the teams will change ends.
- 4.3. A team which delays a game more than 15 minutes will automatically forfeit the game unless the opposing team's captain agrees to postpone the start, and only if the postponement will not delay a following game. Please note that this time includes the 10 minute "grace" time. See 1.3 concerning fewer than 4 fully equipped players on the ice.

## 5. RULES OF PLAY

- 5.1. Each period will start with an ice hockey style face -off at centre ice.
- 5.2. After each goal is scored the ball shall be returned to centre ice and the referee shall whistle, for the team against which the goal was scored, to restart the game.
- 5.3. A field player may only strike the ball with her/his broom. The field player may however also stop the ball with her/his feet. (see 5.14.0. for goalie)
- 5.4. Body contact and tackles are legal and will hereinafter be referred to as checking.
- 5.5. Anyone playing, attempting to play or in possession of the ball is eligible to be checked, but only to attempt to separate the player from the ball, or while attempting to play the ball. Nobody else can be checked, including a player chasing the ball. Only the trunk (body hips to shoulders) shall be used to check. Checks can only be delivered from directly in front or the side. Checks cannot be for the purpose of intimidating or punishment without intent to play the ball.
- 5.6. Dangerous body checks and sliding tackles are illegal (e.g. physically attacking a player at speed, checking from behind, tripping, holding or blatantly checking an opposing player with no attempt to play the ball, or knocking someone off their feet with a sliding tackle).
  - 5.6.1 When playing at an arena or venue where there are surrounding boards, additional care must be taken with checks. A player cannot commit any infraction, including checking, for the purpose of intimidating or punishment that causes the opponent to go violently or excessively into the boards. Any boarding or slamming of a player into the boards shall be considered dangerous and will result in an automatic 2 minute penalty.
    - Accelerating through the check to a player who is in a vulnerable position off of the boards that causes them to go violently into the boards.
    - Driving an opponent excessively into the boards with no focus on or intent to play the puck.

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- Any other infraction (tripping, cross-checking, charging etc.) that causes the opponent to go violently and excessively into the boards.
- Any check that is sufficiently hard or takes a player off their feet. This does not prevent the playing for the ball along the boards, provided there is no hard check involved.

## 5.7.0. GROUNDS FOR LOSS OF POSSESSION

- a.) High Sticking (if a player strikes or tries to strike the ball above her/his shoulders at any time or if a player hits an opposing player, with her/his broom, above the shoulders)
- b.) Dangerous play that was accidental. (ie., accidentally knocking a player off their feet without control, hitting a person accidentally with the stick, below shoulders, etc.). Intentional dangerous play should be assessed by the Referee with a penalty.
- c.) If a field player handles the ball with her/his arms or hands, or plays, controls or keeps possession off the ball with her/his feet.
- d.) Offside (occurs when at a face-off, a player is located in the opposing team's half of the ice).
- e.) Icing (occurs when, at a goalie throw-out, the ball crosses the centre line without being touched by a player from either team).
- f.) If the ball is trapped under a player for more than 3 seconds.
- g.) If the ball travels over the side fence, restart from the side of the court. If the ball travels over the end fence after having last been touched by an offensive player, goalie ball, otherwise restart in the corner. Note that the goalie is considered a defensive player with respect to the loss of possession.
- h.) If the goalie holds, controls or keeps possession of the ball with her/his hands and/or feet outside the unrestricted zone.
- i.) If the goalie is checked. **THE GOALIE MAY NOT BE CHECKED.**
- j.) If an attacking player enters the goal area while the ball is in play and interferes with the game.

5.7.1 At loss of possession, as described in **a-h** above, the opposing team will restart the game at the side of the court.

5.7.2. At loss of possession, as described in above sections **i-j** above, the goalie will be given possession.

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- 5.8. If the ball goes behind or on top of the goal box possession is awarded to the goalie.
- 5.9. An attacking player may strike a loose ball, in the goal area, provided she/he is NOT in the goal area.
- 5.10. If the ball is buried in a snow bank for more than 3 seconds play should stopped and re-started with a drop ball by the referee at the place of the stoppage. If the ball is continually getting buried in snow banks another rule may be agree upon by the opposing captains

## 5.10.0. SUBSTITUTIONS

- 5.10.1. Changes can be made by both teams only under the following circumstances:  
Either when the goalie has possession of the ball, and that teams calls a change (in which case the goalie shall not hold the ball for more than 15 seconds before starting play); or after a goal has been scored.

Flying changes are not allowed.

- 5.10.3. Changes are not allowed during the final 2 minutes of the game or during a penalty by the team serving the penalty.
- 5.10.4. If a team delays the game unnecessarily it shall be viewed, by the referee, as unsportsmanlike behaviour.

## 5.11.0. SCORING

- 5.11.1. A goal is scored when the entire ball crosses the goal line as a result of a hit or a deflection from a hit.
- 5.11.2. It is also considered a goal if the ball crosses the goal line as a result of the goalie dropping the ball, or passing the ball, into the goal.
- 5.11.3. It is not considered a goal if the ball crosses the goal line as a result of the goalie sliding into the goal with the ball if, she/he was pushed by an opposing player.

## 5.12.0. PENALTIES

- 5.12.1. Penalties lasting 2 minutes will be assessed for:
  - a.) More than 6 players on the ice during play after restart.
  - b.) Continuous unsportsmanlike behaviour (e.g. arguing with the referee, unnecessary delays, etc.)
  - c.) A player intentionally throwing her/his broom
  - d.) Dangerous checking (clause 5.6.) or dangerous play.

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- 5.12.2. If a goal is scored against the team serving a 2-minute penalty the team automatically returns to full strength.
- 5.12.3. Penalties lasting 5 minutes will be assessed for intentionally attempting to injure an opposing player or clearly violent play
- 5.12.4. A team serving a 5 -minute penalty has to serve the full penalty and will not return to full strength if a goal is scored. The 5 minute penalty is enforced in full, regardless.
- 5.12.5. Removal from the remainder of the game will be assessed for:
- a.) Fighting and/or hitting, kicking or spitting at another player
  - b.) Any violence, physical or verbal, against a referee.
  - c.) Second 5-minute violation. (this also is a mandatory notification to the Captains Committee).
- 5.12.6. If a player is removed from the remainder of the game her/his team will serve a 5-minute penalty in full and then return to full strength.
- 5.12.7. If a 5 min penalty has not been fully served at the end of a period, it must be completed in the following period, provided it is not the end of the game.
- 5.12.8. A player who is sent off twice (not including clause 5.12.1. a) during the season will be subject to disciplinary discussion to a captains meeting with a minimum of a two match suspension. The suspended games will be the first two games immediately after Captains discussion has been done.
- 5.12.9. A player who receives three or more minor (2 min) penalties in one game is automatically subject for disciplinary discussion at the captains meeting.
- 5.12.10. All penalties must be recorded on the scoresheet. Any repeat offenders may be subject to suspension. (referred to Captains Committee).

## **5.13.0. DISPUTES**

- 5.13.1. Only the Captain or Vice-Captain of a team may protest to the referee. All other players are to stay clear. If a Captain has an issue, the Referees must pause and take note.
- 5.13.2. Any team may file a complaint/protest, to be discussed at the following captains meeting.

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## 5.14.0. THE GOALIE

- 5.14.1. The goalie must be on her/his knees or lying down whenever in contact with the ball.
- 5.14.2. The goalie may play, hold, control and keep possession of the ball with her/his hands and feet in the unrestricted zone.
- 5.14.3. Outside the unrestricted zone the goalie is considered a field player.
- 5.14.4. The goalie must be in the unrestricted area for a throw out. She/he may return to the goal area on foot.
- 5.14.5. Goalies are not permitted a stick of any description, goalkeeper pads of any type or gloves with specialised catching attachments between fingers. Only gloves of personal hand size are permitted. Hockey players' gloves are permitted for Goalies.

## 6. REFEREES

- 6.1. Three referees are required for each game. One will be the central referee, the two other to be positioned at opposite corners of the court. The central referee must be an experienced player. If less than three referees are available for a game the game can be played provided the two opposing captains are in agreement. In the event of the opposing captains not agreeing, the refereeing team will be penalised according to clause 6.8. If a team cannot provide an experienced player for central referee, the League and Captains must be notified at least a day in advance.
- 6.2. A referee MUST inspect all brooms before the start of play.
- 6.3. All referees are responsible for stopping play in the event of a rule violation or **noticeable injury** of a player anywhere on the field.
- 6.4. The decision of the referees is final.
- 6.5. In any dispute the central referee will have the final decision.
- 6.6. Referees MUST announce last change prior to the final two minutes of the game.
- 6.7. Referees will be provided according to the game schedule.
- 6.8. If the scheduled referees fail to show for a match, the offending team will be penalised 2 points in their overall league standings. Refereeing no-shows by the end of the first period count towards the three no-shows rule (9.3.). At least one referee from the scheduled team should be present by the start of the 2nd period of play, in order to avoid a 2 point penalty. In addition, if any scheduled team provides less than three referees for a match, by the start of the 2nd period, then the offending team shall be penalised one point in the overall standings. It is very

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important that the names of the referees are indicated on the scoresheet and the captains indicate that the required number of referees was present. Note that in the event of make-up games or games which the teams agree to play at temperatures below -20 (see 9.6) then the scheduled refereeing team is NOT required to provide referees

- 6.9. Each team must provide their referees with a copy of the rules, three whistles, a stopwatch and a scoresheet. The scoresheet must be completed during the game and returned to the league scorer by the first Monday noon following the game.
- 6.10. In case of bad refereeing a complaint should be made to the broomball committee. If two complaints are made about one team during one season the team is subject to a committee meeting and if the committee decides, the team can be penalised two points.

## 7. EQUIPMENT

- 7.1. Brooms may only contain venik (i. e. straw), tape and string and must show bristles at both ends. Nothing else is allowed.
- 7.2. Soaking and freezing of the broom is illegal.
- 7.3. Tape or spikes on shoes is not allowed.
- 7.4. The wearing of a helmet with a mesh faceguard and proper straps is compulsory. Partial face guards are unsafe as they do not protect the jaw in the event of a forwards fall. Any player whose helmet comes off during play MUST leave the ice until the helmet is again safe.
- 7.5. Shoulder pads are permitted for both the men's and women's league.
- 7.6. All brooms must be fitted with a strap (which MUST be used) on the handle to secure them to the player's wrist. Brooms without the strap attachment MUST not be permitted to be used.

## 8. LEAGUE STANDINGS

- 8.1. For the league standings a win is awarded 2 points and a tie 1 point each. A forfeit is a loss.
- 8.2. If teams are tied for 1st, 2nd or third place at the end of the season, position will be determined by one play-off game. Should the game end in a tie the game will go into sudden death overtime, played over 10 minute periods.

## 9. GENERAL POINTS

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- 9.1. If a team is genuinely unable to play on the scheduled date the captain may contact the opposing team captain to arrange an alternative date.

The cancelling team is responsible for finding alternative ice time within 7 days of the original game. The non-cancelling team shall be reasonable in accepting offered game dates to ensure game play. If no amicable agreement can be reached, the broomball committee -at the convenience of the NON-CANCELLING TEAM - will set a time. The cancelling team must accept this date or forfeit.

- 9.2. A game is automatically a forfeit if the cancelling captain fails to notify the opposing team captain, the scheduled referee and the relevant ice coordinator by:
- 1400 on FRIDAY for a SATURDAY game
  - 1600 on TUESDAY for a WEDNESDAY gam

- 9.3. Teams which fail to show to play or referee a game three times without notifying the relevant teams (opposing and/or refereeing/ice coordinator) will be expelled from the league and all games that team has played will be annulled.

- 9.4. It is contrary to the spirit of the game to reschedule because your team in not at full strength.

- 9.5. There should be an agreed ice coordinator for each ice. This is the only person allowed to call off play because of an unsuitable surface.

- 9.6. The temperature limit is  $-20^{\circ}\text{C}$ . The temperature is measured for Wednesday games the same day at 12.00 and for Saturday games the same day at 08.00. However, if both teams and the referee present agree, they game may be played despite the temperature limit. Note that the refereeing teams in this case are NOT obliged to provide referees.

## 10. COURT PREPARATION

- 10.1. The goal area (half circle), box for goalie limit, and centre line should be clearly marked.

- 10.2. Snowbanks on all sides of the court should be kept to a minimum.

- 10.3. Goal boxes should be positioned as close as possible to the back fence. (in the case of boards, if possible the goal should be secured by tape or ties to the boards to limit movement on the ice.)

- 10.4. Snow should be cleared from inside the goal.

- 10.5 Goals should be of equal size and height, with mesh netting small enough to prevent the ball passing thru.

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Broomball Court Layout

