



**United States
Broomball Association
Official Rulebook**

First Edition



FORWARD

Message from the Board of Directors

The rules contained in this book were written with the intent to provide an atmosphere of sportsmanship, fair play, and safety for all players. If there is any difficulty in the interpretation of a rule, please reach out to the United States Broomball Association for a clarification. We encourage the distribution and posting of this rulebook.

Email: contact@usbabroomball.org

Website: <https://usbabroomball.org/>

MISSION

The United States Broomball Association (USBA) is a non-profit 501(c)(3) dedicated to providing players, organizations, and communities with resources, support, education, competition, and programming in order to further the success and foster the growth of broomball.

VISION

- To be the national governing body of the sport of broomball in the United States, by representing the interests of the sport and the interests of all players while exercising exclusive jurisdiction over all matters pertaining to the participation of the United States in the sport of broomball.
- Maintain the managerial and financial competence and capability to establish national goals for athletic activities related to the sport of broomball and encourage the attainment of those goals, and to execute its obligations as the national governing body for the sport of broomball;
- Protect the right of opportunity, without discrimination on the basis of race, color, religion, age, gender, sexual orientation, national origin or disability of an athlete, coach, manager, administrator or official to participate in broomball;
- Coordinate and develop athletic activity and competition in the United States relating to the sport of broomball and promote participation and the development of athletes' skills at all levels through programs for players, coaches, administrators and officials;
- Honor individuals, past and present, who by their deeds as players, coaches, officials and/or contributors to the sport of broomball, and by the example of their lives, personify the spirit of sportsmanship and the highest levels of competition and to enshrine such persons in the United States Broomball Association Hall of Fame.

GOALS

- Develop interest and expand participation in broomball throughout the United States;
- Keep members informed of organizational policy matters and reasonably reflect the views of members in policy decisions;
- Provide and coordinate technical information on physical training, equipment design, coaching, and performance analysis while encouraging and supporting research, development, and dissemination of information in the areas of sports medicine and sports safety.
- Establish rules regarding eligibility, participation, and competition of United States Broomball Association members on a local, regional, and national level by the applicable rules and any updates to such rules governed by the United States Broomball Association in a timely manner.



Contents

Section 1 – The Game	5
Section 2 – The Rink Playing Surface	5
Section 3 – Division of the Rink Surface	7
Section 4 – Broomball Players	9
Section 5A – Broomball Player Equipment (Legal)	12
Section 5B – Broomball Player Equipment (Illegal)	13
Section 6 – Governing Rules of Broomball: Structure of Penalties	13
Section 7 – Governing Rules of Broomball	17
Article 7.1 Attempt to Injure	17
Article 7.2 Ball Out of Sight	17
Article 7.3 Ball Striking an Official	18
Article 7.4 Body Contact / Checking	18
Article 7.5 Boarding	18
Article 7.6 Broken Broom / Possession of Multiple Brooms	18
Article 7.7 Butt-Ending	18
Article 7.8 Charging	19
Article 7.9 Checking From Behind	19
Article 7.10 Cross-Checking	19
Article 7.11 Delay of Game	19
Article 7.12 Elbowing	19
Article 7.13 Fighting or Fisticuffs	19
Article 7.14 Freezing the Ball	20
Article 7.15 Handling the Ball	20
Article 7.16 Head Contact	21
Article 7.17 High Broom / High Sticking	21
Article 7.18 Holding / Holding the Stick	21
Article 7.19 Hooking	21
Article 7.20 Icing the Ball	21
Article 7.21 Interference	22
Article 7.22 Kicking a Player	22
Article 7.23 Kicking the Ball	22
Article 7.24 Kneeing	22
Article 7.25 Leaving the Players’ Bench or Penalty Bench	23
Article 7.26 Off-Sides	23



Article 7.27	Refusing to Start Play	24
Article 7.28	Roughing.....	24
Article 7.29	Slashing.....	24
Article 7.30	Spearing	24
Article 7.31	Start of Game and Halves	24
Article 7.32	Throwing the Broom.....	24
Article 7.33	Time-Outs	25
Article 7.34	Time of Play and Overtime	25
Article 7.35	Tripping.....	25
Article 7.36	Unsportsmanlike Conduct.....	26
Section 8	– Official Duties and Responsibilities	26
Section 9	– Face-offs.....	29
Section 10	– Co-rec Modifications	30
Appendix I	– Penalty and Referee Signals.....	31
Appendix II	– Rink Diagrams.....	35
Appendix III	– Net Dimensions	37



Section 1 – The Game

- Article 1.1 **Game Definition:** Broomball is played with an inflated ball by two teams of 6 players each (including 1 goaltender) on a sheet of ice. Goals are scored when the ball enters the goal cage from the front, passing between the goal posts and going completely over the goal line.
- Article 1.2 **Broomball “Ball”:** Broomball is played with an inflated hard rubber ball that shall be inflated to diameter of approximately 5.5 in. and weigh roughly 9 oz. “Preferred” balls are manufactured by Acacia®, Blue Ox®, D-Gel®, Hagan®, and Forest Ice®.
- Article 1.2.1 **Official Tournaments:** Currently, the preferred manufactured version for all state/local tournaments is the Acacia 21-500.
- Article 1.2.2 **Indoor:** The orange, non-stitched version of the official manufactured ball is meant for use in all indoor games.
- Article 1.2.3 **Outdoor:** The orange-stitched, blue-stitched (or non-stitched) version of the official manufactured ball is meant for use in all outdoor games.
- Article 1.2.4 **Team Provided Game Broomballs:** Individual tournaments or tournament directors may ask team captains to provide a minimum of 2 game-approved broomballs. In this event, on-ice officials are tasked with providing each team captain an opportunity to inspect said game balls during the pre-game activities/warm-ups. Once approved, team provided game balls become tournament official.

Section 2 – The Rink Playing Surface

- Article 2.1 **Full Dimensions:** The rink should approximately be 200 ft long and 84 ft. wide. The rounded corners should have a radius of at least 20 ft.
- Article 2.2 **Goal Lines:** Red lines 2 in. wide shall be marked on the ice parallel to each end board 12 ft from each end of the rink. In rinks over 200 ft in length, the red line may extend up to 15 ft from each end of the rink. Each line, known as the “goal line”, shall extend across the ice surface and continue vertically onto the boards.
- Article 2.3 **Blue Lines:** Blue lines 12 in. wide shall be marked on the ice parallel to the goal lines, positioned such that they divide the area between the goal lines into three equal parts. Each line, known as the “blue line,” shall extend across the ice surface and continue vertically onto the boards.



- Article 2.4 Red Line: A red line 12 in. wide shall be marked on the ice parallel to the goal lines, positioned such that the line will bisect the rink exactly between the two end boards. This line, known as the “red-line”, shall extend across the ice surface and continue vertically onto the boards.
- Article 2.5 Rink Netting: Often, playing surfaces are surrounded with protective netting. Balls that strike this netting behind the goal line and drop to the playing surface will remain in-play. (Note: Individual leagues and/or tournaments are strongly encouraged to define the rules regarding nets in their local rules before play begins.)
- Article 2.6 Face-Off Circles / Spots: Five (5) face-off circles shall be marked upon the ice surface and two (2) face-off dots shall be marked upon the ice. Each circle shall have a radius of at least 15 ft. and each spot should be marked with a circle 12 in. in diameter.
- Article 2.6.1 Center-Ice Face-Off Circle: The exact center of the ice playing surface shall be marked with 15 ft radius face-off circle and a 12 in. diameter “spot” at its origin.
- Article 2.6.2 End Zone Face-Off Circles: Two face-off circles shall be marked within each end-zone. End-zone circles must be 20 ft from each goal line and 22 ft apart on each side of a straight line bisecting the rink from end boards to end boards.
- Article 2.6.3 Neutral Zone Face-Off Spots: The location of neutral zone face-off spots shall be located 6 ft from each corresponding blue line and equidistant from the side boards
- Article 2.7 Team Benches: Benches shall be provided for the use of team players and personnel. The bench must be able to accommodate at least 15 persons, be adjacent to the ice surface, and have two doors with at least one of those doors having ice access to the neutral zone.
- Article 2.7.1 Legal Bench Occupants: Only players and other team personnel (e.g. managers, coaches, or team trainers) who are listed on the official roster shall be permitted to occupy their respective team benches. Players not participating due to injury are permitted on the bench.
- Article 2.7.2 Illegal Bench Occupants: Beyond unauthorized occupants, players or authorized team personnel that have been ‘ejected’ or ‘suspended’ are not allowed to be within or near the team bench area. Players who received game misconduct or match penalties will be expected to leave the team bench area immediately and in -



progress games will not continue until those players or personnel observe the above conditions.

Article 2.8 Penalty Boxes: Two penalty boxes with seats able to accommodate at least 4 players per team shall be provided. Penalty boxes will be designated one per team and should be separate from each other and, when possible, disconnected from and placed across the ice surface from team benches.

Article 2.8.1 Penalty Box Occupants: The penalty boxes are for the exclusive use of the on-ice officials and penalized players. No other person shall be allowed in the penalty boxes.

Article 2.9 On-Ice Referee's Crease: A semi-circle red line 2 in. wide, with a radius of ten (10) feet shall be marked on the ice immediately in front of the scorer's table. The enclosed area, including the line, shall be known as the "on-ice referee's crease". No player shall be allowed to enter in the referee's crease without the permission of the referee.

Article 2.10 Goal Posts and Nets: Goal posts shall be set at the center of the "goal line" (Article 2.2), midway between the side boards. Goal posts and nets shall be placed with posts resting on the goal line. Goal nets may be either free moving or stabilized by the use of acceptable anchors. Anchors are strongly encouraged and must remain easily movable from their initial position when minimal force is applied.

Article 2.10.1 Goal Posts Dimensions: The goal posts shall extend vertically 6 ft. above the ice surface, measured from inside the cross-bar, and shall be 8 ft. wide, measured from inside the goal posts. The cross-bar will extend across the top of both posts. The goal cage should be 2 ft. in depth at the cross-bar and between 30-36 in. in depth at the base. (NOTE: When 6'x 8' nets are not available, 5'x 7' nets are acceptable. All other dimensions should remain the same.)

Article 2.10.2 Goal Post Appearance: The goal posts and cross-bar should be composed of the same material and painted red in color.

Article 2.10.3 Goal Nets: A net shall be attached to the back of the goal posts and cross-bar. The net should not contain any tears or holes that would permit a broomball to pass through the netting.

Section 3 – Division of the Rink Surface

Article 3.1 Blue Lines: The ice surface between the two goals shall be divided into three parts by two, 12 in. wide blue lines drawn completely across the ice parallel to the goal line which extend up the side boards and being 60 ft. from each goal line.



- Article 3.2 Center Line: A center 12 in. wide red line shall be drawn across the exact center of the ice surface equidistant from each blue line.
- Article 3.3 Goal Lines: Two 2 in. wide red goal lines will be marked 12 ft. from, and parallel, to the end boards. The goal lines shall extend vertically up each side board.
- Article 3.4 Defending / Attacking Zone: The “Defending” Zone is determined by the team’s goaltender actively defending his/her goal. The “Attacking” Zone is determined by the zone farthest from the teams defended goal.
- Article 3.4.1 “Floating” Blue Line: Once an attacking player completely carries or passes the broomball over the blue line before any player, including themselves, completely crosses the blue line, the center red line instantly becomes the designated off-sides line and the role of the blue line disappears.
- Article 3.5 Goal Crease: A 2-in. wide semi-circle, 4-feet in radius shall be marked on the ice surface in front of each goal. The center of each goal line should be used as the center point from which to establish the radius of the goal crease. This area within this semicircle shall be known as the “goal crease”. The entire goal crease area should be shaded in a distinct color, ideally blue.
- Article 3.5.1 Protected Area: The goal crease area includes all the space outlined by the semi-circular crease lines and extends vertically to the height of the goal net crossbar. (NOTE: The 2 in. red crease lines are included within the area of the goal crease.)
- Article 3.5.2 Defending Players Within the Crease: All defending players are allowed to be within the goal crease before the ball and may make a “save” regardless of the position of the goaltender. ONLY the goaltender is allowed to cover the ball within the goal crease to stop play. If a non-goaltender, defensive player is determined by the official to have purposely covered the ball within the goal crease to stop play. If this occurs during:
- Regulation Time: The attacking team captain will be given the option for a penalty shot or minor penalty for delay of game may to the offending team.
 - Overtime: A goal will be awarded to the attacking team.
- Article 3.5.3 Attacking Players Within the Crease: A “crease violation” shall be called on any attacking player that has broken the plane of the goal crease and is actively present within the goal crease when the ball enters the crease area.
- Article 3.5.4 Goaltender Protections Within the Crease: A goaltender shall be protected from interference within the crease area at all times. Goaltenders are NOT allowed to intentionally interfere with



opposing players who move through their crease on a forecheck. If deemed intentional, a goaltender will be assessed a minor penalty for interference. Once outside the crease, a goaltender shall be treated as a defensive player and their crease protections are nullified.

Section 4 – Broomball Players

Article 4.1 Teams: Each team shall be composed of six players on the ice surface. A typical lineup consists of one goaltender, two defensemen, two wingers and one center.

Article 4.1.1 Starting Lineup: A team must have five players to start a game. If, after the start of the game, a team is reduced to fewer than 5 players, the game will continue unless the decrease in players was due to a player ejection. In which case, the game will be forfeited immediately. If a team is ever reduced to less than four players due to penalty OR injury, the game will be forfeited immediately. (NOTE: Extenuating Circumstances - in extenuating, unforeseen circumstances (i.e. weather) this rule may be adapted by the local officials or the tournament director.)

Article 4.1.2 Forfeits: In the event of a forfeit, if the opposing team is leading, the score shall be recorded as is. However, in the event the game is tied or the non-forfeiting team is losing, the score shall be recorded as 1-0.

Article 4.2 Captains: Each team shall appoint one Captain and no more than two Alternate Captains before the start of the game. These players should be designated with the letter “C” or “A” on their jersey/sweater. Arm bands with the attached letters are acceptable to designate team captains and/or alternate captains, if the letters are not present upon the players jersey/sweater.

Article 4.2.1 Captain Privileges—Rule Discussions: Only one designated captain at a time shall have the privilege of asking an official for a rule interpretation. If the designated captain is already on the ice, no other captain may leave the bench to discuss a rule interpretation. It is the captain’s responsibility to promptly ask for a rule interpretation. A minor penalty for delay of game will be imposed to any captain who fails to abide.

Article 4.2.2 Captain Penalties: If a Captain or Alternate Captain receives a penalty, their individual captain privileges shall be immediate revoked and continue throughout the duration of their penalty.

Article 4.2.3 Goaltenders as Captains: Goaltenders may be designated as Captains or Alternate Captains, but goaltenders shall NOT be entitled to exercise the privileges of captain rule discussions.



Article 4.3 Player Jerseys: In terms of color, all players of each team shall be dressed uniformly. Each player and goaltender on the game roster shall wear a visible, individually identifying number which can ONLY be inclusive, whole numbers of 0-99).

Article 4.4 Player Rosters: At the beginning of each game, the Coach or Manager of each team shall present an official “lineup” to the referee which lists all eligible players who may participate in the game. If a player, who is not listed on the official “lineup” due to a clerical error shows up after the start of the game, he/she may be added at the next stoppage; however, the offending team will receive a bench minor penalty.

Article 4.5 Player Changes: Players may be changed from the team bench at any time, so long as player(s) leaving the ice surface shall always be at the team bench and out of the play before a change is made. The number of times a player may be substituted for during the course of a game is unlimited.

Article 4.5.1 Start of Period Player Changes: Teams shall be on the ice and ready to play promptly at the beginning of each period. Failure to do so after a verbal warning from the referee shall result in a bench minor penalty for delay of game.

Article 4.5.2 Line Changes: During in-game face-offs, team line changes will occur in the order of the visiting team changing prior to the home team. The home team will always be provided last change on any face-off.

Article 4.5.3 Player Penalty Substitutions: A player serving a penalty in the penalty bench may return directly to the ice and enter play OR may be substituted for by way of the penalized player returning to the ice and then changing at their respective team bench.

Article 4.5.4 Too Many Players: If, during the course of the substitution, any player entering or leaving the game deliberately plays the ball in any manner, or make contact with any opponent while the player being substituted for is still on the ice, a bench minor penalty shall be assessed for too many players on the ice. (NOTE: If either the player entering or leaving is accidentally struck by the ball, play will continue and no penalty assessed.)

Article 4.5.5 Goaltender Substitutions: A goaltender may be substituted for another goaltender with full goaltender privileges during a stop page in play. The team making a goaltender change MUST inform an on-ice official of the substitution. Once the goaltender has been replaced by a substitute, the original goaltender may not re-enter



play until the next stoppage. Any violation of this rule will result in a bench minor penalty for illegal substitution.

Article 4.5.6 Pulling the Goaltender: A goaltender may be substituted for another player at any time. The official closest to the goaltender is responsible for ensuring that the substitution is legal and without premature departure of the substitute from the team bench. If such case occurs, the offending team will be assessed a bench minor penalty.

Article 4.5.7 Goaltenders to Attacking Player: A goaltender can become an attacking player, but the player assigned as goaltender must completely enter the bench area, remove their blocker and replace their goalie mask with approved head gear before returning to the ice surface.

Article 4.5.8 Goaltenders / Center Red Line: While designated as the goaltender, a player may not cross the center red line unless making a substitution on a delayed penalty. If they do, that player shall be assessed and serve a minor penalty for unsportsmanlike conduct.

Article 4.5.9 Injured / Penalized Goaltenders: In the case where a team has no substitutes in goaltender equipment, and a substitution becomes necessary due to injury or penalty, a reasonable length of time shall be allowed for the substitute to change into proper protective equipment and that player shall be permitted one minute of warm-up time, if requested.

Article 4.6 Injured Players: When a player is injured during the game, an immediate substitution for that player may be made. If the injury is on the goaltender, reasonable time shall be allowed for them to recover before as substitute is required.

Article 4.6.1 Injured Goaltenders: When a goaltender is injured, a maximum of 3 minutes will be allowed for recovery, if the captain so requests and the referee deems it appropriate. All players should return to their respective bench areas during said recovery period.

Article 4.6.2 Injured Penalized Players: When a penalized player has been injured, they may go to the dressing room and have a substitute take their place in the penalty bench if they are unable to immediately continue playing. If the penalized player returns from the dressing room before the expiration of their penalty, they may take their spot in the penalty bench at the next stoppage of play. A violation of this rule will result in a bench minor penalty for an illegal substitution.



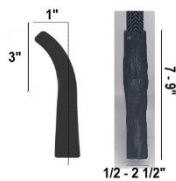
Article 4.6.3 Stoppages for Injuries: If a player is injured and cannot make it to their team bench, play shall not be stopped until the injured player's team secures possession of the ball, unless their team is within the attacking zone and in a scoring position. If the injured player's team is in possession of the ball in either the neutral or defensive zone when an injury occurs, an immediate whistle will be blown. (NOTE: In the event that an official deems the injury is serious, play should be stopped immediately!)

Article 4.6.4 Blood / Bleeding Players: If any player or goaltender is obviously bleeding, they shall be removed from the ice immediately at any time during a stoppage in play. If it is observed during the course of play that a player is bleeding, play shall be stopped immediately and the player shall be ruled off the ice. No player shall be allowed to return to play until bleeding has stopped or until it is properly covered. It is further required that any affected equipment or uniform will be properly decontaminated and/or changed.

Article 4.6.5 Injured / Bleeding Official: If an on-ice official is injured or bleeding, play shall be halted long enough to tend to the injury or bleeding. In the event an official cannot continue their officiating duties, a substitute referee can be employed.

Section 5A – Broomball Player Equipment (Legal)

Article 5.1 Broomball Sticks: Brooms shall be those commercially produced specifically for broomball. The broom may not be altered except by alterations permitted by rule:



- The blade end may be coated or treated by the manufacturer ONLY.
- The shaft of the broom must be made of carbon fiber, wood, aluminum, scandium or graphite composite ONLY.
- Including the shaft and head, maximum broom length may not exceed 53 in. and must contain a safety knob of at least 1/4 in. at the end of the shaft.
- Broom heads must be between 7-9 inches in total height, must be between 4-6 inches in width and between 1/2-2 1/2 inches in depth.
- Broom heads may be curved from the center of their base up to a to 1 in. horizontally and 3 in. vertically.
- Broom shafts may be taped providing no plastic or elastic tape is used, and no more than three layers of tape are used anywhere except over the safety knob.

Article 5.2 Broomball Shoes: Commercially produced broomball shoes must be worn by ALL players.

Article 5.3 Broomball Gloves: Playing gloves which are commercially produced for broomball, hockey, handball, lacrosse, football, soccer or winter wear may be



worn by any players. A goaltender may use a blocker glove but not a catching glove.

Article 5.4 Broomball Helmets: All players are required to wear a HECC approved hockey or a commercially produced hockey helmet with a strap properly fastened. It is recommended that players wear a face mask or visor as a form of additional protection. If a player should lose their helmet during play, they are to immediately replace said helmet or proceed directly to their team bench.

Article 5.5 Other Recommended Equipment: Players are strongly encouraged to wear mouth protectors, elbow pads and shin/knee pads that are specifically produced for broomball, ice hockey or lacrosse. All protective pads other than helmets, gloves and goaltender breezers are required to be covered by the player's uniform.

Article 5.6 Goaltender Equipment: Goaltender equipment which is deemed legal includes: shoulder/chest protector, shin pads, breezers, ice/inline hockey blocking glove, soccer/football/lacrosse/batting gloves and throat protectors. Only commercially produced equipment is to be considered legal.

Section 5B – Broomball Player Equipment (Illegal)

Article 5.7 Illegal Equipment: Any equipment that an official deems dangerous shall be considered illegal. Equipment that is in question should be brought to the on-ice official for approval. Hinged knee braces are legal if properly covered and no metal is protruding. Other illegal equipment includes:

- Any shoes which are not commercially produced for broomball or have been altered by attaching abrasives, spikes, metal, or foreign objects are to be considered illegal.
- Broom shafts that are cracked or bent and considered to be of danger to others shall be deemed illegal. Tape may not be used to cover cracked shafts.
- Broom heads that have been worn down beyond the legal dimensional parameters or have been covered with more than 3 layers of tape shall be considered illegal.

Section 6 – Governing Rules of Broomball: Structure of Penalties

Article 6.1 Goals Scored: A goal is scored when the entirety of the broomball has entered the goal AND has completely crossed the goal line by means of:

- Shot or Deflection from a broomball stick head or shaft.
- Unintentional Deflection off a legal player or their equipment.
- In overtime, a non-goaltender freezes/covers the bail in the crease.
- In overtime, a defending player commits a minor or major penalty on a player with a clear breakaway attempt.

Article 6.2 No Goal Scenarios: A goal shall not be awarded in the instances of:



- Any part of the players body is completely within the crease prior to the ball arriving (Note—in these instances, the broomball stick is NOT considered part of the players body.)
- An attacking player interferes with a goaltender's ability to make a save while within their crease. (Note—in these instances, the broomball stick CAN be used for interfere.)
- A ball is intentionally directed into the net by means of hand or a distinct kicking motion of the feet or leg.
- A ball strikes an illegal player or illegal equipment prior to entering the goal.

Article 6.3 Types of Penalties: Penalties can fall under the following classifications:

- Minor / Bench Minor Penalties (2 PIM)
- Major Penalties (5 PIM)
- Misconduct Penalties (10 PIM)
- Game Misconduct Penalties (10 PIM)
- Match Penalties (5 PIM + Player Ejection)
- Penalty Shot

Article 6.4a Minor Penalties: A “minor penalty” shall result in the offending player serving two-minutes during which substitution for the infracting player shall not be allowed. Goaltender minor penalties shall be served by any other team member on the ice at the time of the infraction.

Article 6.4b Bench Minor Penalties: A “bench minor penalty” shall result in a two-minute penalty to be served by any non-penalized player, except the goaltender, who was on the ice at the time of the infraction. The designated player to serve the penalty shall be the choice of the manager/coach or the captain.

Article 6.4c Double Minor: A double minor penalty (4 PIMs) will automatically be assessed if the offending player draws blood from their infraction.

Article 6.4d Multiple Minor Infractions: When a team has two minor penalties that shall expire at the same time, the captain of the team shall designate which player's penalty shall terminate first in case of a power play goal.

Article 6.4e Minor Plus Major Infractions: Major penalties shall always be served first when a player receives both a major and minor penalty at the same time.

Article 6.4f Goals During Delayed Penalties: If a delayed minor penalty is signaled and the attacking team scores a goal on a delayed whistle, the penalty shall not be assessed.



- Article 6.4g Power Play Goal Scored: If the opposing team scores a goal while a team is shorthanded by one or more players, the minor penalty with the least amount of time shall terminate.
- Article 6.4h Minor Infractions while Shorthanded: If a delayed penalty is signaled while a team is shorthanded and a goal is scored on the delayed whistle, the penalty with the least amount of time that is being served shall be terminated and the delayed penalty will be assessed.
- Article 6.5 Major Penalties: A “major penalty” shall result in the offending player serving five-minutes during which substitution for the infracting player shall not be allowed. Goaltender major penalties shall be served by the offending goaltender and a substitute goaltender is allowed.
- Article 6.5.1 Multiple Major Infractions: Any second major penalty assessed to any player or goaltender in the same game shall result in an automatic game misconduct being assessed. The offending player shall be removed from play and another player from the bench must serve the second major penalty.
- Article 6.5.2 Power Play Goals: No major penalty shall terminate on a goal scored. All penalty time for a major penalty will be served in to its completion.
- Article 6.6 Misconduct Penalties: A “misconduct penalty” shall result in the removal of that player, including the goaltender, from the game for a period of ten minutes. There shall be no termination of a misconduct penalty by way of goal. The offending team is allowed an immediate substitution for the penalized player. The penalized player shall remain in the penalty box until the first whistle after the expiration of the misconduct.
- Article 6.6.1 Minor / Major Plus Misconduct Penalties: If a minor or major penalty is assessed along with a misconduct penalty, the minor or major penalty time shall be served first and then the misconduct shall start at the termination of the minor or major penalty. The offending team MUST place another player in the penalty bench to serve the minor or major penalty incurred by the player who received the misconduct.
- Article 6.7 Game Misconduct Penalties: A “game misconduct penalty” involves the immediate removal of a player or team official for the remainder of the game. A substitution will be allowed to replace the offending player. Failure to leave upon the official’s direction shall result in an additional bench minor penalty for delay of game.
- Article 6.7.1 Subsequent Discipline: Any player or team official who incurs a game misconduct penalty may not sit near the team bench or their



team and in all game misconduct cases, the incident shall be reported to the designated authorities who will have full power to impose further suspensions. (NOTE: Further specifics are referenced within the USBA Code of Conduct.)

Article 6.8 Match Penalties: A “match penalty” will result in an automatically assessed major penalty and the immediate removal of the player or team official for the remainder of the game. The offending team shall place any non-offending player in the penalty box to serve the major penalty time and any additional minor penalties that may have been assessed in conjunction with the original penalty.

Article 6.8.1 Subsequent Discipline: Any player or team official who incurs a match penalty may not sit near the team bench or their team and in all match penalty cases, the incident shall be reported to the designated authorities and, a mandatory hearing between the offending player and designated representatives shall be held within 30 days to determine any further discipline. (NOTE: Further specifics are referenced within the USBA Code of Conduct.)

Article 6.9 Penalty Shots: A “penalty shot” can be awarded if, in the judgment of an on-ice official, an infractioned player had a clear, unimpeded scoring chance on the opposing goaltender. After signaling the penalty shot, the non-offending team will be given the option to choose a minor penalty or penalty shot.

Article 6.9.1 Penalty Shot Format: A penalty shot can be taken in one of two ways: (In both cases, only the goaltender can defend against a penalty shot.)

- Breakaway Penalty Shot: A “breakaway” style penalty shot shall start at center ice. Upon the command of the official, the player shall proceed with the ball toward to opposing goal. The ball must always move forward during the penalty shot attempt and no rebound shots may be attempted after the initial shot.
- Stationary Penalty Shot: A “stationary” style penalty shot allows a player, without moving forward AND when signaled by the on-ice official, to take shot from a point on the ice that is either 25 feet from the center of the net and directly perpendicular to the goal line depending upon the goal dimensions.

Article 6.9.2 Successful / Unsuccessful Penalty Shots: If the penalty shot is successful, a goal will be awarded and the subsequent face-off shall take place at center ice. If unsuccessful, the next face-off shall take place at the nearest end-zone face-off location.

Article 6.9.3 Delayed Penalty Goals: If the non-offending team scores a goal during the delayed penalty time, no penalty shot shall be awarded.



Article 6.9.4 Penalty Shot + Additional Penalties: If the penalty also calls for a major or any time of misconduct penalty, that penalty shall be served in addition to the penalty shot being awarded.

Article 6.9.5 Injured Player: If the fouled player is injured on the play, a substitute on the ice at the time of the penalty may be chosen by the captain or coach/manager to take a penalty shot.

Article 6.9.6 Retaliatory/Subsequent Penalty: If the fouled player commits a penalty in connection with the play, that player shall be allowed to take the penalty shot before being sent to serve their penalty.

Article 6.10 Coincidental Penalties: Coincidental penalties shall result in no immediate substitution for the penalized players. (Example: At even strength coincidental penalties shall result in 4 on 4 play, or 3 on 3 play. If one team is short-handed and coincidental penalties occur, play shall resume as 4 on 3.)

Article 6.11 Penalty Carryover: All penalty time shall carryover to subsequent periods or overtime.

Article 6.12a Multiple Infractions (Regulation): During regulation play, no team shall be reduced to fewer than 4 players, including the goaltender. If two players are penalized at the same time for the same team and a third player is assessed a penalty, they shall proceed directly to the penalty box and their penalty shall not begin until one of the two previous penalties has expired.

Article 6.12b Multiple Infractions (Overtime): During overtime, no team shall be reduced to fewer than three players, including the goaltender. If two players are penalized at the same time for the same team in overtime and a third player is assessed a penalty, they shall proceed to the penalty box and their penalty time shall not begin until one of the two previous penalties has expired.

Section 7 – Governing Rules of Broomball

Article 7.1 Attempt to Injure: A match penalty and a five-minute major penalty shall be imposed to any player who deliberately injures or attempts to injure an opponent, team official or game official in any manner. Any player wearing tape or any other foreign material on their hands that cuts or injures an opponent during an altercation or any player who “head-butts” or forcibly kicks another player shall be considered in violation of this rule and also be assessed a major penalty.

Article 7.2 Ball Out of Sight: If at any time, an on-ice official loses sight of the ball, a whistle and a face-off shall occur at the nearest face-off location.



Article 7.3 Ball Striking an Official: Play shall not be stopped if the ball strikes an official unless the ball goes directly into the goal. In that case, a face-off shall occur at the nearest face-off location.

Article 7.4 Body Contact / Checking: Unless otherwise permitted by specific leagues or tournaments, no player shall purposely body check an opponent at any time. A minor penalty shall be assessed to any player violating this rule. If a body check causes injury, a major plus a game misconduct shall be assessed.

Article 7.5 Boarding: A minor or major penalty shall be assessed if, in the judgment of the on-ice official, the degree of violence of the impact in which a player checks, cross-checks, elbows, charges or trips an opponent into the boards with sufficient force to warrant such a penalty. When a player is injured as a result of boarding, the official is required to assess a major plus a game misconduct penalty on the offending player.

Article 7.6 Broken Broom / Possession of Multiple Brooms: A player may participate without a broom. In the event that a player breaks their broom, they must immediately drop the broom. Failure to do so shall result in a minor penalty for unsportsmanlike conduct. A replacement broom may be obtained from another player or from the team bench as long as the broom is handed to the player. Another player may slide, but not throw, their broom to another player on the ice as long as the broom doesn't interfere with play.

Players may be in possession of two brooms at one time, but may not participate in play while possessing more than one broom. Any violation shall result in a minor penalty for unsportsmanlike conduct, except where the player is accidentally struck by the ball while in possession of more than one broom.

If the broom is thrown, a misconduct penalty shall be assessed. If deemed dangerous by the on-ice official, a major plus a misconduct penalty may be assessed. If injury is caused by a thrown broom, a major plus a match penalty shall be assessed. If a broom that is slid interferes with another player, a minor penalty shall be assessed for interference. If a thrown broom interferes with play, an optional penalty shot/minor penalty plus a misconduct penalty shall be assessed. If a goal is imminent and a thrown or slid broom prevents the goal, a goal shall be automatically awarded and the infracting player shall be assessed a misconduct penalty.

Article 7.7 Butt-Ending: Butt-ending is the action whereby a player uses the shaft of the stick above the upper hand, to check or jab an opposing player. A major plus a game misconduct shall be assessed to any player who butt-ends, or attempts to butt-end an opponent. A major plus a match penalty shall be assessed, if in the judgment of an on-ice official, the infracting player was deliberately attempting to injure an opponent.



- Article 7.8 Charging: A minor or major penalty shall be assessed to any player, including the goaltender, who forcibly charges or jumps into an opponent. Charging shall be defined as taking three or more steps before contact occurs. A minor or major penalty shall be assessed to any player who charges or checks a goaltender within the goal crease. If a player injures an opponent by way of charging, the player shall be assessed a major plus a game misconduct penalty.
- Article 7.9 Checking From Behind: A minor plus a misconduct penalty shall be assessed to any player who forcibly body checks or pushes an opponent from behind. A major penalty plus a game misconduct shall be assessed to any player who injures an opponent as a result of a check from behind or from forcibly pushing an opponent head first into the boards of goal frame.
- Article 7.10 Cross-Checking: A minor or major penalty shall be assessed to any player who cross-checks an opponent. A cross-check is one in which a player delivers a broom check with both hands on the broom, extends their arms and the head of the broom is off the ice. A major plus a game misconduct penalty shall be assessed to any player who injures a player by means of cross-checking.
- Article 7.11 Delay of Game: A minor penalty shall be assessed to any player or team that intentionally attempts to delay that game via the following:
- A player that intentionally shoots or bats a ball out of play. This shall include shooting the ball out of play during a stoppage.
 - A player that deliberately delays the game by trapping the ball along the boards or illegally covers the ball.
 - A player who causes a continual delay in a face-off after being warned by an on-ice official.
 - A goaltender who illegally covers the ball outside the crease area when warned by an official to keep the play moving.
 - A goaltender who deliberately displaces the goal cage to cause a stoppage of play. If, in the opinion of the on-ice official, a reasonable scoring chance existed, a penalty shot shall be awarded. If any player dislodges the goal cage and a goal is imminent, the goal shall be automatically awarded.
- Article 7.12 Elbowing: A minor or major penalty for elbowing shall be assessed to any player who uses their elbow to forcibly disrupt an opponent in any way. A major plus a game misconduct shall be assessed to any player who injures an opponent as a result of elbowing.
- Article 7.13 Fighting or Fisticuffs: A major penalty and a game misconduct shall be imposed on any player who engages in fisticuffs before, during or after a game. An



additional minor penalty for instigation shall be imposed to any player who starts a fight/fisticuffs.

A further game misconduct penalty shall be imposed on any player who forcibly intervenes or joins in fisticuffs already in progress. Any player who intervenes in an attempt to try and prevent a fight by way of non-threatening action shall be assessed a minor penalty for entering the fight. (Note: The on-ice officials are provided a wide latitude to interpret the severity of penalties assessed under this rule.)

Article 7.14 Freezing the Ball: The goaltender is the only player who is allowed to cover or freeze the ball while part of their body is in contact, or the ball is within the crease. In the event that an attempted save by the goaltender causes their body to leave the goal crease area and the goaltender freezes the ball, a quick whistle shall occur to protect the goaltender and no penalty shall be assessed. No penalty shall be imposed on a player who attempts to block a shot and the ball becomes lodged within a player's equipment. Any other situation shall be assessed a minor penalty for delay of game.

Article 7.15 Handling the Ball: The ball may be stopped and controlled by the hand or stick, but may not be carried or held to the body of the player. If unintentional, play shall be blown dead and a face-off will occur at the nearest face-off location. If, in the judgment of the official, the player gains a distinct advantage by carrying or handling the ball, a minor penalty may be assessed for unsportsmanlike conduct.

Article 7.15.1 Hand Passes: Hand passes are allowed by the defensive team if started and completed while behind their defensive zone blue line. Any hand pass beyond a team's defensive zone blue line shall be blown dead unless next touched by the opposing team OR considered to be an unintentional deflection or blocking of the ball. "Intention" shall be defined as a purposeful redirection in any direction (primarily laterally or forward) of the ball, through the use of a player's hands.

Article 7.15.2 Goaltender Hand Passes: While within the goal crease, a goaltender may only direct a ball with his hand in a lateral or backward fashion. When outside the goal crease, the goaltender may hand pass the ball in any direction as long as it does not violate the normal hand pass rules.

Article 7.15.3 Picking Up the Ball: No player shall be able to pick up the ball from the ice, except a goaltender who is in the act of freezing the ball within the goal crease. Any defensive player, except the goaltender, that picks up the ball, or freezes the ball within the goal crease, shall result in a penalty shot/optional minor penalty shall be awarded to the attacking team.



Article 7.15.4 Air Dribbling of the Ball: Players are allowed to bounce (air dribble) the ball with their broom for a total of 3 bounces. The third bounce must be a broomball move (shot or pass) or result in the ball contacting the ice.

Article 7.16 Head Contact: At the discretion of the on-ice official, any player who intentionally contacts a player in the head with their broom, hand, elbow or by any other illegal body contact may be assessed a minor, major or major plus a game misconduct penalty. A major plus a game misconduct shall be assessed if a player injures another player by way of head contact.

Article 7.17 High Broom / High Sticking: In an attempt to play the ball, if a player makes contact with a ball above standing shoulder height, a minor penalty shall be assessed for high broom or high sticking. A minor or a major penalty shall be assessed to any player who commits a high broom penalty by contacting another player while carrying the broom above shoulder height. A major plus a game misconduct shall be assessed if a player injures an opponent by use of a high broom.

A goaltender may play the ball with a high broom while within his/her goal crease AND the attempt to play the ball is not rule dangerous by an on-ice official. If the attempt results in contact with another player or is deemed dangerous, a minor or major penalty shall be assessed.

Article 7.18 Holding / Holding the Stick: A minor or major penalty for holding shall be assessed on any player who holds any part of an opponent or an opponent's broom. A major plus a game misconduct shall be assessed to any player who grabs or holds the face mask of an opponent.

Article 7.19 Hooking: A minor or major penalty for hooking shall be assessed when a player, by way of angling their broom, impedes or attempts to impede the progress of an opponent. A major plus a game misconduct shall be assessed to any player who injures a player by hooking.

Article 7.20 Icing the Ball: Icing shall be called if the defensive team, from behind their defensive blue line, shoot, pass, kick or bat the ball intentionally beyond the goal line extended of the opposing team. Icing shall be called when the ball immediately and completely crosses the goal line extended. For the purpose of this rule, the point of last contact with the ball by the team in possession shall be used to determine whether icing has occurred or not.

Icing shall be nullified and play shall continue if: a player of the team icing the ball touches, deflects, or tips the ball before it crosses the goal line extended; the ball began from a defensive zone face-off; the ball touches an opposing player or



any part of their equipment before crossing the goal line extended; the opposing team, in the opinion of the official, was capable of playing the ball before it crossed the goal line extended; the ball is played by the goaltender or the goaltender makes an obvious movement with intent to play the ball; the ball enters the goal and scores; the opposing team is shorthanded due to an assessed penalty, or the opposing team is able to reach the ball before it crosses the goal line extended.

Article 7.21 Interference: A player who purposely impedes or interferes with the progress of an opponent who is not in possession of the ball, or who intentionally knocks a broom out of an opponent's hand or prevents a player from retrieving possession of a dropped broom or other equipment shall be assessed a minor penalty for interference. Contact is NOT necessary for interference to occur. Waving arms or a broom in front of a goaltender shall be penalized for interference. Players are entitled to their position on the ice and may guard/shadow another player, but cannot deny any player the right to move into an open space on the ice.

No player shall create a "pick" to afford a teammate protection from a defender at any time. A minor penalty shall be assessed for interference; however, a defender has the right to occupy the space on the ice that they have established without penalty.

Article 7.21.1 Goaltender Interference: Any player physically making contact with the goaltender while in the crease shall be assessed an interference minor penalty, unless the ball is in the crease first and the player is attempting to play the ball.

A goaltender, within or outside of their goal crease, may not interfere with a player without possession of the ball. Any violation shall result in a minor penalty for interference.

Article 7.22 Kicking a Player: At the discretion of the official, a major plus a game misconduct or a match penalty shall be assessed to any player who intentionally kicks or attempts to kick another player. (Note: The on-ice official has latitude on the degree of violence exerted to call either a roughing or a kicking penalty.)

Article 7.23 Kicking the Ball: A player or goaltender may kick the ball in any direction while the ball is on the ice. If the attacking team kicks the ball into the defending teams goal crease or "on net", an immediate whistle will occur and a face-off shall occur outside the defensive zone blue line. No player or goaltender shall "punt" or "drop kick" a ball at any time. If this violation occurs, a minor penalty for unsportsmanlike conduct will be assessed.

Article 7.24 Kneeing: A minor or major penalty for kneeling shall be assessed to any player who uses their knee to disrupt an opponent in any way. A major plus a game



misconduct shall be assessed to any player who injures an opponent as a result of kneeling.

Article 7.25 Leaving the Players' Bench or Penalty Bench: At no time may a player leave the team bench or penalty bench during an altercation. Players substituted before an altercation shall not be penalized. For violation of this rule, a major plus a game misconduct shall be assessed to the player.

If a player leaves the penalty bench before the expiration of their penalty, an additional minor penalty shall be assessed. If the player leaves the penalty bench before the expiration of a penalty due to an error of the score/timekeeper, that player will not be assessed an additional penalty, but shall return to serve the remainder of the original penalty time.

If too many players from a team are occupying the ice before a legal substitution is made, a bench minor penalty of "too many players shall be assessed on the player that came on to the ice illegally.

If a team official comes onto the ice at any time after the game has started other than at the end of the half or at the end of the game, a bench minor penalty shall be assessed.

Article 7.26 Off-Sides: Players of the attacking team shall not precede the entirety of the ball crossing the offensive zone blue line. In addition, the ball carrier is not allowed to precede the ball when gaining the offensive zone. The position of the player's shoes and not the broom shall be the determining factor in deciding if the play is off-sides. Contact with the offensive zone blue line is necessary with at least a part of one shoe to be considered inside. For violation of this rule, an off-sides face-off shall result at the off-side face-off location.

Article 7.26.1 "Floating" Blue Line: Once the offensive zone is gained, the offensive zone shall extend back to the red center line and the ball must be cleared past that point for the offensive zone to be lost.

Article 7.26.2 Delayed Off-Sides: If a player precedes the ball into the offensive zone and the defensive team gains possession without the offensive team making contact with the ball, a delayed off-sides will be signaled by the official. If during a delayed off-sides, the attacking team clears the zone by returning beyond the offensive blue line, the delayed off-sides will be nullified. If the attacking team makes no attempt to clear the zone during a delayed off-side, play shall be blown dead and the resulting face-off shall take place at the off-side, face-off location nearest the defending blue line.

If a player precedes the ball into the offensive zone and the defensive team clears the zone and then brings the ball back into



their defending zone the offsides shall be nullified if the defender was not pressured to return to his defending zone.

A shot directly on the goal by an attacking team during a delayed off-side shall result in an immediate whistle and the face-off shall be held at the offending team's defensive blue line.

- Article 7.27 Refusing to Start Play: All teams shall be ready to start play when prompted to do so by the official. The first offense shall result in a warning and every offense thereafter shall result in a minor penalty for delay of game.
- Article 7.28 Roughing: A minor or double minor penalty shall be assessed to any player guilty of unnecessary roughness. The severity of the penalty is at the discretion of the on-ice official. Any action deemed worthy of a major penalty shall be assessed under the fighting rule or a more appropriate rule that carries a major penalty.
- Article 7.29 Slashing: When a player slashes or attempts to slash another player, they shall be assessed a minor or major penalty. A major plus a game misconduct shall be assessed to any player causing injury to another player by means of slashing. A minor penalty shall also be assessed to any player who slashes a goaltender who has covered the ball while in their crease. Any player who swings their broom at another player in the course of any altercation shall be assessed a major plus game misconduct or match penalty.
- Article 7.30 Spearing: A major plus a game misconduct shall be assessed to any player who spears or attempts to spear another player with this broomball stick. Spearing involves a stabbing motion with the head of the broom. A major plus a match penalty is also to be assessed if the official deems that the player was deliberately attempting to injure an opponent.
- Article 7.31 Start of Game and Halves: The game shall be started at the scheduled start time with a center-ice face-off. No delay shall be permitted. If a team is not ready for play and the delay is deemed egregious by an on-ice official, a bench minor for delay of game may be assessed. At game start, teams shall defend the goal furthest from their team bench and defend the closest goal to the team bench to start the second half.
- Article 7.32 Throwing the Broom: No player of the defending team shall deliberately throw or shoot a broom toward a ball at any time. Any violation of this rule shall result in an optional penalty shot or minor penalty for unsportsmanlike conduct. Throwing a broom out onto the ice surface shall result in a misconduct penalty. If the offense is in protest of a call by an official, a game misconduct penalty shall be assessed. If a thrown broom prevents an imminent goal from being scored, the goal shall be awarded.



Article 7.33 Time-Outs: Each team shall be allowed one time-out per game during regulation that is no more than one minute in length. In the event of overtime, an additional one-minute time-out shall be granted to each team. (Note: No team can have more than one time-out during overtime. i.e. No team can bank time-outs from regulation to overtime.)

Article 7.34 Time of Play and Overtime: In tournament play, all games shall be played by two, 15-minute stop time halves. A one-minute intermission shall be given between halves and overtime. State and local rules can modify the time of halves and intermission for league play.

Article 7.34.1 Goal Differential / Mercy Rule: All time in the first half shall be played in its entirety. If at any point during the second half, the goal differential is four or more, running time shall be instituted. The mercy rule is a six-goal differential in the second half. Again, state and local rules can modify this for league play.

Article 7.34.2 Rules for Overtime: In tournament play, the first overtime period shall be sudden death, 4-on-4, 5-minute stop time with a goaltender. If a tie still exists after the first overtime period then each sequential overtime period shall be sudden death, 4-on-4, 15-minute running time without goaltenders allowed and teams will change ends. At the beginning of the first overtime period, each team will change ends. State and local rules can modify this for league play.

Article 7.34.3 Overtime Goals: For a goal to be scored in overtime, the attacking player must have the ball completely across the center red line; it is possible for the defensive team to score on themselves from anywhere on the ice; any defensive player shall be allowed in the crease but with no goalie privileges; no offensive player may be present in the goal crease when the ball enters unless the ball was already in the crease when the offensive player entered; and penalties/violations shall be called in the same manner as in regulation play.

Article 7.35 Tripping: A minor or major penalty shall be assessed to any player who shall place their broom, foot, arm, hand, elbow, or leg extended in such a manner to cause their opponent to fall to the ice surface. The action which causes the trip can originate from the front, side or behind. Any player that leaves their feet and contacts an opponent and causes them to fall to the ice shall be assessed a minor penalty for tripping. A player who intentionally causes an injury to an opponent by means of tripping shall be assessed a major penalty plus a game misconduct penalty.

- Contacting the ball first does NOT necessarily negate a tripping penalty.



- When the inflected player jumps or leaves their feet to avoid a tripping penalty, that does NOT necessarily negate a penalty from being called.

When a player in control of the ball is beyond the center red line, and no other opponent is defending between the attacking player and the goaltender, is tripped or otherwise fouled from behind and prevented a reasonable scoring opportunity, a penalty shot/optional minor penalty shall be awarded to the non-offending team. (Note: The intention of this rule is to restore a scoring opportunity that has been lost when the foul from behind was committed within the attacking or neutral zone.)

If, when the opposing goaltender has been pulled, or in an overtime period that goaltenders are not allowed, a player in control of the ball is beyond the defensive zone blue line and is fouled from behind with no opposition between themselves and the opposing goal which creates an imminent scoring opportunity, the official shall immediately stop play and award a goal.

Article 7.36 Unsportsmanlike Conduct: Unsportsmanlike conduct is minor penalty that violates the accepted rules of sportsmanship and participant conduct. Examples include: insinuation or simulation of a penalty; verbal abuse of an opponent or official; taunting in any form; throwing a broom or other equipment; feigning injury; and/or excessive celebration following a scoring play. A minor or major penalty for unsportsmanlike conduct, at the discretion of the official, shall be assessed on any player who makes threatening physical contact with an opponent after the whistle has been blown. If, in the opinion of the official, the player had a reasonable time to avoid such contact. If the opponent is injured by way of such action, a major plus a game misconduct penalty shall be assessed.

Section 8 – Official Duties and Responsibilities

Article 8.1 Number of Officials: Broomball is typically officiated using the two-referee system; however, some local modifications can be used based upon resources available. All tournament games shall be officiated by two officials and at least one scorekeeper.

Article 8.2 Official Uniform: All on-ice officials shall wear black pants, an official striped sweater, a black helmet made for hockey, and be equipped with a metal whistle. An undershirt is permitted and should be solid black (or grey) in color. Gloves are allowed if black in color. A red/orange arm band shall be worn on the left arm to serve as a penalty indicator.

Article 8.3 Official Responsibilities: All officials are to officiate the game as set forth by the rules provided in this book and use proper mechanics provided to them in the official's manual. From the point upon which officials take the ice, on-ice officials shall have general supervision of the game and shall have full control of all other officials/timekeepers, players and team officials until they leave the ice surface



after teams have returned to their dressing rooms. Judgment decisions of the on-ice officials shall be final and there are no appeal allowed during the course of a game.

Article 8.4 Timekeeper Responsibilities: A timekeeper/scorer is to be used for all tournament games. Their duties shall include: keep game time, keep score, keep penalty timing and ensure that penalized players serve the proper duration of their penalties, and have control of extra game balls. When required, the timekeeper/scorer shall record all awarded goals, assists and penalty infractions on an official game sheet. Also, timekeepers/scorers will keep time for all timeouts and intermissions.

Article 8.5 Rules for Penalty Calling: Either on-ice official has the ability to assess penalties at any time before, during or after the game.

Should an infraction of the rules be committed by a player of the team in possession of the ball, an official shall immediately stop play and assess the penalty(s) to the offending player(s). Should an infraction be committed by a player of a team NOT in possession of the ball the official shall signal a delayed penalty. Play will be stopped immediately when the offending team gains possession of the ball and the penalty(s) assessed to the offending player(s). (Note: A deflection, accidental tip or a rebound off the goaltender doesn't warrant possession and control.)

Article 8.6 Scoring on a Delayed Penalty: If the non-offending team scores during a delayed minor penalty, the delayed penalty will not be assessed. This rule ONLY applies to minor penalties. A major penalty shall always be assessed. If a team has more than one delayed minor penalty that will be assessed, the first minor penalty will be omitted and all others will be assessed as normal. If a team has a delayed major and then a delayed minor penalty, the major penalty will be enforced and the minor penalty will not.

If during a delayed penalty in which the offending team is already shorthanded and a goal is scored on them, the penalty that was previously assessed shall terminate, if it was a minor penalty, and the new delayed penalty shall be assessed.

If the ball enters the non-offending team's goal by an action of the non-offending team, the goal shall count if the whistle has not yet been blown. Then the delayed penalty shall be assessed on the offending team. It is possible for the offending team to score on a delayed penalty if the above action is caused by a deflection or accidental tip as deemed by the official that would not cause a stoppage during the delayed penalty.



Article 8.7 Abuse of Officials and Other Verbal/Physical Misconducts: Verbal, physical, or other unsportsmanlike actions can result in minor penalties that can immediately escalate to misconducts without warning.

Article 8.7.1 Minor Penalties (2-PIM):

- a) Any player that intentionally shoots a ball after whistle, either at a player or out of play.
- b) Use of foul or abusive language toward any player or official.
- c) Throwing an object on the ice during play or at any stoppage.

Article 8.7.2 Misconduct Penalties (10-PIM):

- a. Use of foul or abusive language toward any person before, during or after the game who is on or anywhere in the rink area.
- b. Intentionally hitting or throwing the ball away from an official who is attempting to retrieve it.
- c. A player who intentionally throws their stick or another piece of equipment at another player or official on the ice.
- d. Failing to report directly to the penalty box or dressing room when so ordered by an official.
- e. Any player entering into the official's crease while they are conferring with any on or off-ice official, except to enter the penalty box.
- f. Any player interfering in a non-physical manner with any game official or on-ice official that keeps them from performing their responsibilities.
- g. Intentionally banging the boards or excessive slamming of any doors in protest to an official's call.

Article 8.7.3 Game Misconduct Penalties (10-PIM and player ejection):

- a. Touching or grabbing any game officials with his/her hand or broom.
- b. Continuing to persist in any action where the player was already assessed a misconduct, OR to keep an altercation or fight going after being ordered to stop by an official.
- c. Any offensive gestures, racial or ethnic remarks that occur at any time or anywhere in the arena before, during or after the game.

Article 8.7.4 Match Penalties (5 PIM served by team and player ejection):

- a. Intentionally inflicting any physical harm to any game official in any manner, attempting to do so, or any verbal threats to an official.
- b. Intentionally injuring or attempting to do so to any opposing team member.
- c. Intentionally spitting at any official, opponent or spectator.



Section 9 – Face-offs

Article 9.1 Face-Offs: Play shall be initiated from any stoppage with a face-off where an on-ice official drops the ball from waist height onto the ice between the brooms of two opposing players taking the “face-off”. The opposing players are to be square to each other from a distance of 36 inches and have their brooms stationary before the ball is dropped.

All other players shall be 15 ft. from the face-off location and the area between the hashes shall be free of any players. A legal face occurs when no player makes a false encroachment and the ball hits the ice before either player plays the ball.

Article 9.1.1 False Start / Encroachment: If a face-off doesn’t meet the standards of a legal face-off, a warning shall be issued to the offending team and the face-off process will be restarted. If there is a second violation or false start on the same team, the player taking the face-off will be removed and a minor penalty will be assessed for delay of game.

Article 9.2 Face-Offs Location: Under most circumstances, the face-off shall be moved back one zone to the nearest face-off location when the attacking player has caused the stoppage including penalties, injuries, or putting the ball out of play. When a penalty stops play, the face-off shall always be in the penalized team’s defensive zone.

Article 9.3 Center-Ice Face-Offs: The ball shall be faced off at center ice:

- At the start of each half. After a goal, or penalty shot goal, is scored.
- When an error in icing or any other inadvertent whistle by an official.
- When coincidental minors are called.

Article 9.4 Neutral Zone Face-Offs (Farthest Defensive Zone Blue Line): The ball shall be faced-off at the neutral zone off-sides face-off locations when:

- An attacking player causes a stoppage by putting the ball out of play after crossing the center red line.
- A crease violation by the attacking team that does not result in a minor penalty for goaltender interference.
- Any hand pass initiated outside of the team’s defensive zone.
- Any attacking player that shoots the ball directly on the opposing goal while a team member is unintentionally off-sides.
- When an attacking player displaces the goal cage in the attacking zone.

Article 9.5 End Zone Face-Offs: The ball shall be faced-off at the nearest end zone face-off spot when:

- Both teams stall the play of the ball.
- A penalty is assessed on the defending team. A penalty supersedes all other reasons for a stoppage.
- When the ball is lodged in the outside of the goal cage.



- d. The goaltender freezes the ball.
- e. The official loses sight of the ball while the goaltender is executing a save.
- f. The goaltender loses their helmet.
- g. The ball goes out of play off a defensive player or any part of the goal cage.
- h. Icing shall result in a face-off in the defensive zone from where the ball was shot.
- i. Intentional off-sides shall return to the offending team's defensive zone.
- j. Any hand pass initiated in the defensive zone and completed beyond the defending blue line.
- k. A defensive player unintentionally causes the ball to leave the rink before they have crossed the center red line.
- l. Defensive player displaces the goal cage in their defensive zone.

Article 9.6 Neutral Zone Face-Offs (Nearest Defensive Zone Blue Line): The ball shall be faced-off at the neutral zone off-sides face-off locations ONLY when an unintentional off-sides is called.

Section 10 – Co-rec Modifications

Article 10.1 On-Ice Players (Regulation): In co-rec tournament play, there must be two female and two male players on the ice to start the game. There must be a minimum of three females on the ice throughout regulation, unless reduced by penalty.










Article 10.2 On-Ice Players (Overtime): In co-rec tournament play, teams shall play with two males and two females on the ice, without goaltenders (in the first overtime period), sudden death.

Article 10.3 Goaltender Rules: The goaltender can be either male or female. If a goaltender is pulled or substituted for any reason, their substitute must be of the same gender.










Article 10.4 Penalties: A team shall play one player short of the particular gender in which the penalty was assessed. Bench minors can be served by any gender of player that was on the ice.



Appendix I – Penalty and Referee Signals

		
<p>Boarding - Striking the open ball of one hand with the fist of the other in front of the chest.</p>	<p>Butt Ending - A cross motion of the forearms, one palm open, the other a fist, moving under one other.</p>	<p>Charging - Rotating clenched fists around one another in front of the chest.</p>
		
<p>Cross-checking - A forward motion which extends both arms, with palms open and facing away from the body.</p>	<p>Elbowing - Bend one arm at the elbow and then tap that elbow with the opposite hand.</p>	<p>Goal Scored - With an outstretched arm, point directly at the goal in which the ball legally entered and blow whistle.</p>
		
<p>Head Contact - With an open palm, pat against the side (or back) of the head with the non-whistle hand.</p>	<p>High Broom - Holding both first clenched, one immediately above the other at a height above the shoulder/forehead.</p>	<p>Holding - Clasp either wrist with the palm of your other hand in front of the chest.</p>



		
<p>Hooking - A tugging motion with both arms as if pulling something from in front of the body to the stomach.</p>	<p>Interference - Arms crossed in a stationary manner in front of the chest.</p>	<p>Match Penalty - Pat the top of the head with an open palm.</p>
		
<p>Misconduct - Bend arms and place both hands on hips.</p>	<p>Penalty Shot - Arms crossed over the head. (Signal is given at the next stoppage of play.)</p>	<p>Roughing - Fist clenched and arm outstretched to the front or to the side of the body.</p>
		
<p>Slashing - Perform a chopping motion with the edge of one hand across the opposite forearm.</p>	<p>Spearing - Clasp both hands together and make a sharp jabbing motion away from the body.</p>	<p>Unsportsmanlike Conduct - Use both hands to form a "T" in front of the chest.</p>





Delayed Off-sides - Non-whistle arm fully extended above the head. Once nullified, the arm is dropped and returned to the side.



Goal Scored - With an outstretched arm, point directly at the goal in which the ball legally entered and blow whistle.



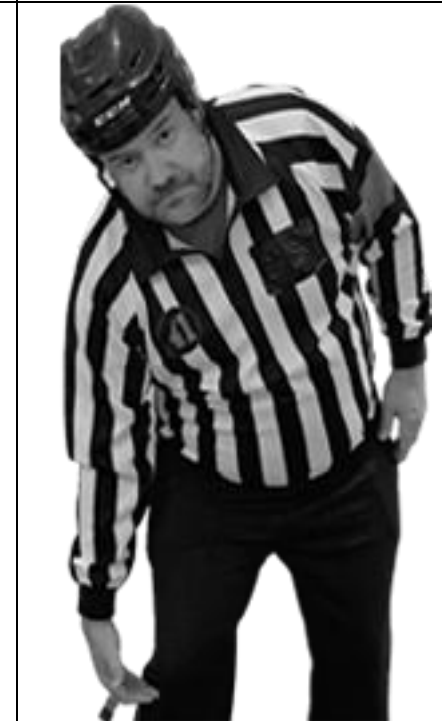
Icing - The back on-ice referee signals a possible icing by extending either arm over their head until icing is "washed-out".



Kneeing - With an outstretched arm, point directly along the blue line that was crossed illegally and blow whistle.



Off-sides - With an outstretched arm, point directly along the blue line that was crossed illegally and blow whistle.



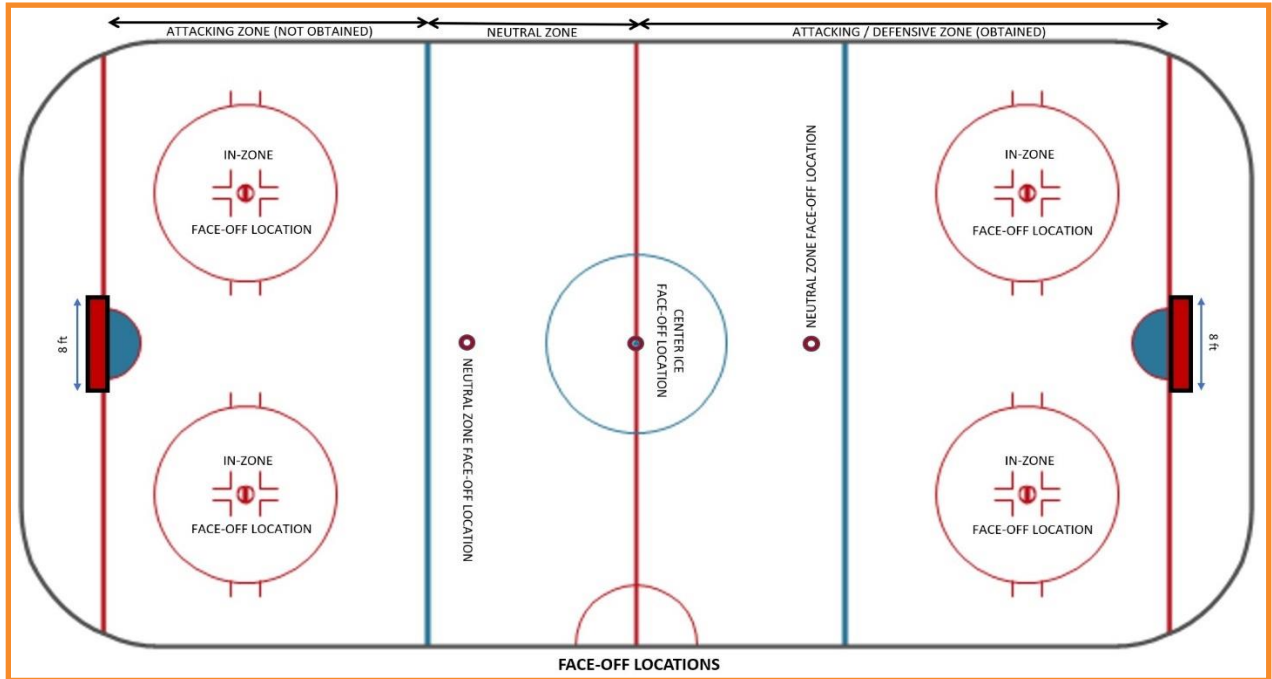
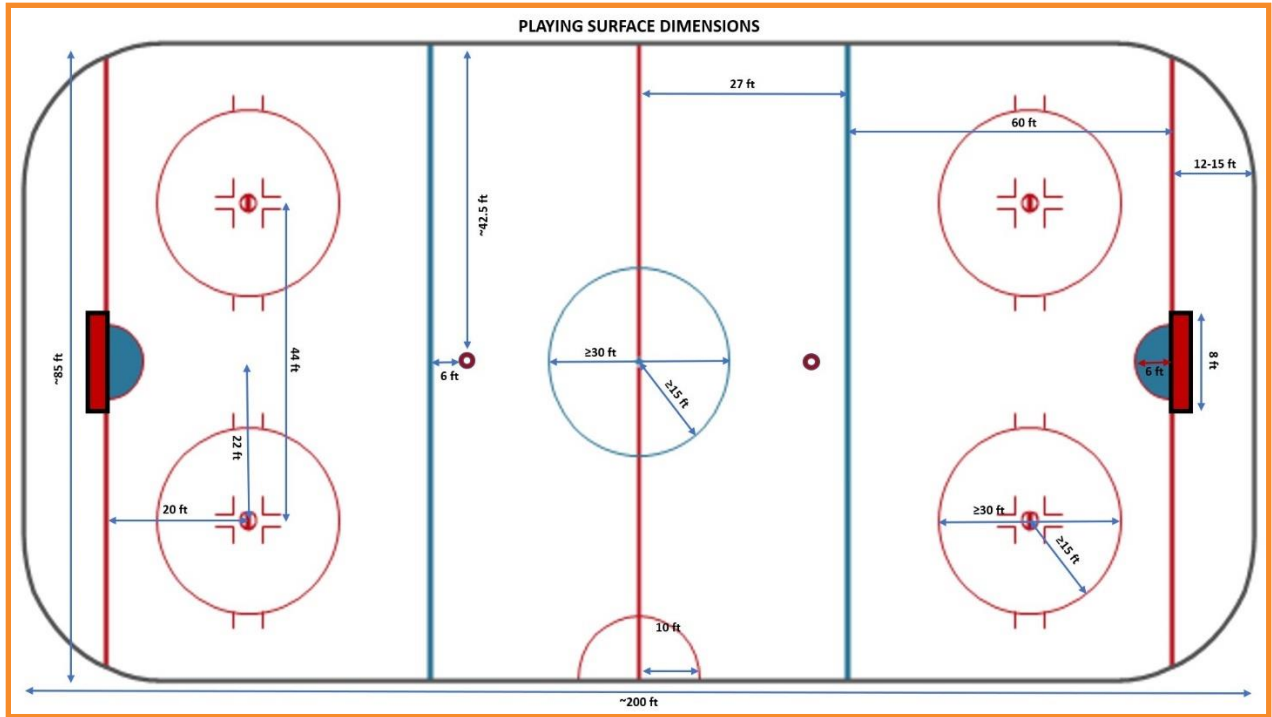
Tripping - Bending at the waist, strike the leg below the knee with either hand.

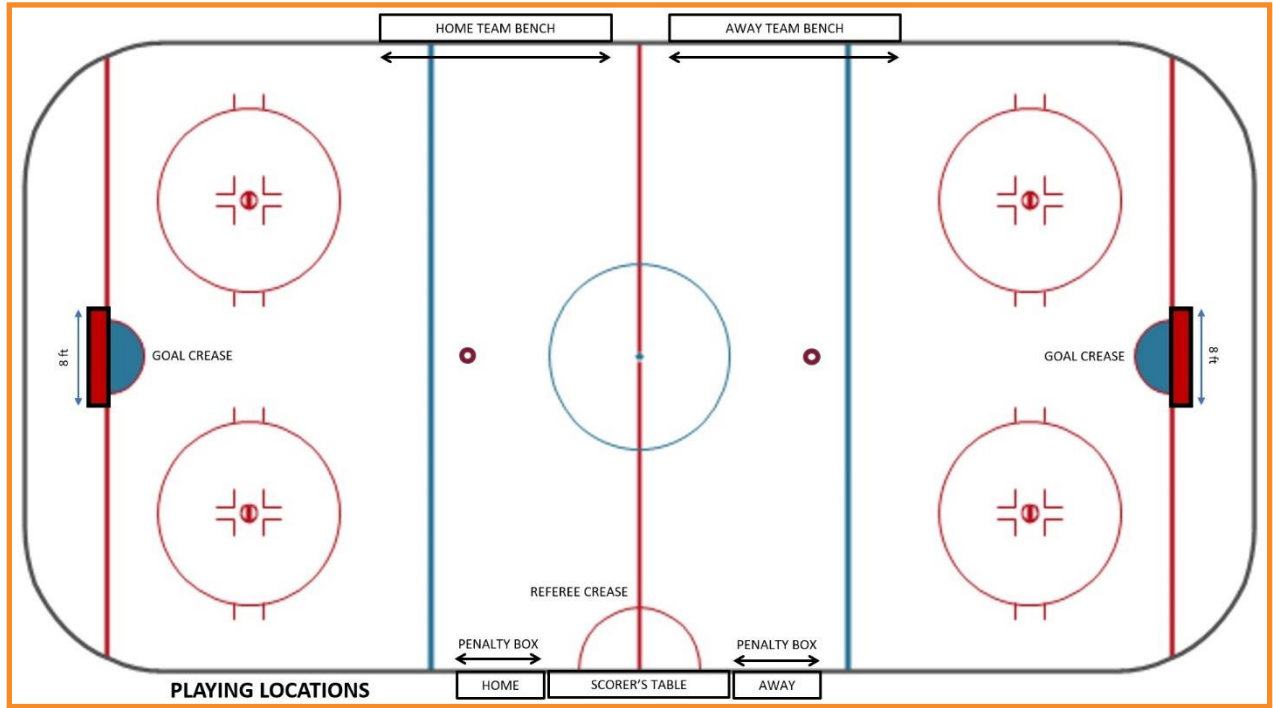




Washout - Sweeping both arms outward and horizontally from the front of the body, at shoulder level. Palms should be open and facing down toward the ice surface.

Appendix II – Rink Diagrams





Appendix III – Net Dimensions

