

CINCINNATI SPORTS LEAGUES COED BROOMBALL  
LEAGUE Official Rules – 2022

Updated 11/30/22

TO ALL PLAYERS AND TEAMS

Cincinnati Sports Leagues manages Broomball League as a safe and fun recreational activity for all involved, including players, referees, announcers, staff members, and spectators. It is essential that all participants understand and accept their responsibilities, which include:

- 1) All players and/or teams are responsible and accountable for their actions and conduct. The players must control themselves during the game and not rely on the officials for control. The on and off ice officials are there to facilitate the games.
- 2) Poor language, negative attitudes, dishonesty, physical violence and arrogance directed toward members of the ice rink staff and other participants or spectators cannot be tolerated. Again, all participants are accountable and responsible for their conduct.
- 3) All players and/or teams are responsible and accountable for the "pre-game check-in" and use of legal players only. Our objective is to provide a fair, safe, recreational program. The team is responsible to follow the established rules and procedures.
- 4) Ignorance of any rules is not an adequate defense or excuse.
- 5) **Composition of Teams**
  - a) Each team **may have up to 12 players max on a roster**. Normal on-ice team for Co-Rec competition includes 4 men and 2 women.
    - i) Any of the six may be the goalie. Should a team lose players due to injury and/or penalties, they may continue to play with fewer than 6 players. If a female gets a penalty or is injured, the team plays down one female, if a male gets a penalty or is injured, the team plays down one male, etc.
  - b) Teams may have no more than 3 men on the ice at a time.
  - c) Broomball games may begin with a minimum of 5 players (see forfeit procedures). Should a team lose players due to injury or
    - i) Penalties, they may continue play provided the team can put at least 4 players total (3+goalie or 4+no goalie) on the ice. After play begins, if at any time due to injuries or stacked penalties a team cannot put 3 players on the ice to play, the game will immediately be forfeited, with the winning team given the option of taking the existing score, or the 5-0 forfeit score.
  - d) When a goal is scored, decisions on who can come out of the penalty box is based on the number of players that a team has the right to put on the ice, **not** how many they actually can put on the ice.
  - e) A substitute (any player not on the roster) must play in at least one regular season game to be eligible to play on that team during playoffs.

6) **Time of Match**

The game consists of two 12-minute running time halves, with a 1-minute halftime and a 5-minute changeover between games. There shall be no time-outs except for injury or official time-outs.

- 7) **Injuries** If there is an injury that requires our First Aider to go onto the ice, the clock will stop. However, in case of serious injury, when a player cannot be moved, based on the scheduled time of the next game, the current game may be shortened or not completed. For example, if there is 12 minutes on the clock, but after the delay, there are only 5 minutes until the next game, the teams will only play 5 minutes. If the game cannot be completed, the score will stand.

8) **9-Goal Parity Rule (Mercy Rule)**

At any point in a game, if the winning team leads by 9 goals, the game is declared complete with the winning team leaving the ice (if loser wishes), allowing the rest of the ice to be used by the losing team for practice or scrimmage. This rule is in effect during the regular season **and** all playoff games. Referees will keep officiating, if requested. The spirit of this rule is for the contest to maintain integrity and not to embarrass the opponent. Scoring goals "in your own net" etc., will result in a 2-minute minor penalty. All goals against must be legitimate.

9) **Forfeit Procedures**

- a) Teams must have at least 5 players present to start a game. If a team has fewer than 5 players at 5 minutes past the scheduled start time
    - i) That team forfeits.
  - b) Forfeits will be recorded as a 5-0 loss for the team that forfeited.
  - c) There will be no rescheduling or schedule changes.
  - d) The team not forfeiting may use the vacant ice for team practice until 10 minutes before the next scheduled game start time.
- 10) Those on the ice must leave at the scheduled time, regardless of what time is on the clock.
- 11) Players making contact with an official shall be barred from all FSBL activities and the game shall be forfeited immediately. The team may be removed from the League.
- 12) Players or teams who verbally abuse an official or who constantly whine or complain risk individual penalties and suspensions, along with forfeiture of the game and potential team suspensions.

13) **Equipment**

- A. Shorts or short pants are not permitted for broomball. A player is required to have clothing which covers the player from the waist to the ankle. No portion of the leg can be exposed.
- 14) Skates are not allowed in broomball. Any type of shoes, boots or sneakers, except those with cleats or alterations or additions to the sole, may be worn. No alterations may be made to the bottom of any shoes.
- 15) The League will supply brooms and balls. Players may use their own sticks, provided that the stick is legal and has no exposed screws on the broom/head portion or shaft. An illegal stick is considered one with a shaft longer than 40 inches, a significantly altered broom/head portion, or a stick that provides a significant advantage to the player because of alteration. The final decision rests with the League Manager.
- 16) All participants must wear legal helmets. The League will supply helmets, or players may wear their own. If League helmets are used, the chinstrap must be used. **Penalty:** 1st offense - Warning; 2nd offense - Minor for delay of game

- 17) Players may wear additional protective equipment as they wish. Kneepads, elbow pads, groin protection and gloves are strongly suggested.
- 18) Goalies may wear one catcher or blocker glove and one regular glove. Chest protectors and arm pads are also allowed. Leg pads and goalie-specific hockey pants are not allowed.
- 19) It is the responsibility of each participant to select a properly fitting helmet.
- 20) Players wearing glasses must wear protectors or shatterproof lenses.
- 21) Equipment use is a privilege. Each participant, and ultimately the team manager, is responsible for broken, missing, or abused equipment.
- 22) Please, no face painting. It gets all over our equipment and the opponent.

### 23) **Standings and Officiating**

- a) The League will provide at least one referee and one supervisor. Their decisions are final.
- b) Team records will be recorded in W-L-T format.
- c) There will be no overtime during regular season play.
- d) It is the Team Manager's responsibility to inform the League Manager of any perceived standings errors in a TIMELY manner. It is also the Team Manager's responsibility to check and know the team's playoff game times and communicate this to team members

### 24) **General Playing Rules**

- a) The object of the game is to advance the ball down the rink and into the goal of the opposing team.
- b) Movement, Advancement and Shooting:
  - i) The ball may be advanced by the use of the broom or by kicking the ball.
  - ii) A player may only use his/her hand(s) to knock down or catch an airborne ball that must be immediately dropped with no advancement or directional placement. The hand cannot bat the ball to a teammate. If a player bats the ball to a teammate anywhere on the ice, a face-off will occur at the closest approved face-off spot.
  - iii) Only shooting or deflecting with the broom may take a shot. Shots which unintentionally bounce off a player and into the goal shall be legal scores.
  - iv) Goals will not be counted if:
    - (1) An offensive player intentionally kicks the ball into the net, or if the ball is kicked by an offensive player off an opponent and into the net. For violation: face-off.
    - (2) The ball is batted in with the hand, or of it is batted off an opponent and into the net. For violation: face-off. The offensive player may not "direct" the deflection into the goal. Accidental deflections off arms, legs, etc., are legal goals. The discretion of the referee rules.
    - (3) An attacking player is in the goal crease when the ball enters the net. (See goal crease play, 1.) For violation: face-off.
- c) **Face-Offs** will be used to begin each period of play and to resume play after any stoppage. On the Fountain Square rink, which is a public skating rink with no blue lines, centerline or dots, face-offs will occur at center ice.
  - i) During a face-off all players must be on their defensive side of the circle. The attacking player puts their stick down first.
  - ii) All players except the two facing-off shall be 10 feet away from the face-off spot. They may not move until the ball is dropped.

- d) Normal icing and offside violations do not apply to Fountain Square broomball.
  - e) Free substitution (**except when shorthanded**) shall be allowed at all times provided that the player coming off the ice is arm's length from the dasher board before a substitute enters the game. For violation, a bench minor penalty will be imposed.
  - f) **\*IMPORTANT\***: To avoid teams delaying when shorthanded, a shorthanded team cannot change players at any stoppages. Player changes may occur "on the fly only." Injuries will stop the clock. Fake injuries will bring an unsportsmanlike conduct minor.
  - g) There will be no spectators allowed on the rink at any time. Any interference will result in a face-off. Teams can be penalized for the inappropriate behavior of their spectators.
  - h) Most conventional USA Amateur Hockey penalties will be in effect, along with the revisions unique to our broomball program. All minors are two minutes in length, and majors 5 minutes. When a player receives a minor penalty, and his/her team gives up a shorthand goal, that player may leave the penalty box with the team returning to full strength. Major penalties must be served; no substitutions will be allowed when a shorthanded goal is scored.
  - i) No co-incident penalty rules will be in effect, except in the case of majors.
  - j) **Strange Delayed Penalty Situation** Team A has a power play then there is a delayed penalty on Team B. If Team A scores, the first penalty wipes out and the delayed (2nd) penalty must be served at two or five minutes.
  - k) Suspensions: A three (3) game suspension is minimum. Based on the situation, conduct, type of penalty and severity of the incident, greater suspensions are at the discretion of the League Manager.
  - l) Any bench minor or delay-of-game penalties may be served by either a male or female.
  - m) **Goaltender Penalties**: All minor penalties assessed to the goalie may be served by another *on ice* player. That "short player" must be the **SAME** sex as the goaltender.
  - n) **Ball Leaving Playing Surface** If the ball leaves the playing surface for any reason; the clock will not stop unless the delay exceeds 30 seconds.
- 25) **Crease Play** – With no markings on the rink, the crease is defined as a 5-foot-radius semicircle in front of the goal. Referee discretion applies.
- a) No attacking player shall enter or allow their stick to enter the goal crease whenever the ball is outside the crease. Should the ball enter the goal crease, the attacking player and his/her stick may momentarily enter the crease so as not to risk danger to the goaltender. **Violation**: Whistle and face-off. **Minor** if action unnecessarily endangers the goaltender
  - b) For defensive players standing in the crease (other than the goalie), a 3-second basketball rule will be in affect (anti- defending). **Violation**: 1st occurrence is a warning; occurrence is 2 minutes for Anti-Defensing.
  - c) Goalies are allowed to freeze the ball without penalty providing that the goalie has a body part touching the crease when freezing the ball. Should a goaltender cause a stoppage of play outside the crease, a minor penalty (2 min.) will be imposed on him/her for delay of game.
  - d) Goaltenders may catch, grab, or stop the ball, but for no more than 3 seconds (whistle and a face off). Goalies **CANNOT** "bowl" or "slap" the ball in a forward direction. Goalies must either roll the ball behind the goal line, or place it on the ground and play it with their stick or feet. (No drop-kicking allowed) **Violation**: face-off; minor if goalie does this too often after a warning.

- e) No player may make contact with his/her stick upon the goalie when the goalie is in possession of and in the process of "freezing" the ball (before or after the whistle).

**\*Penalty:** Automatic minor/major for slashing.

Any retaliation by the goalie or other players must result in a minor penalty at minimum. **\*Penalty:** Roughing/Slashing after the whistle.

- f) Players may not put "their stick in the goalies face" when he/she has possession of the ball. The goalie must be provided the "opportunity" to move the ball. Penalty: Goalie Interference (minor)

26) **Penalties** – There are 5 types of penalty classifications:

- a) **Minor penalty** – two minutes in length. Sometimes double minors are assessed which are two, two-minute penalties.
- b) **Major penalty** – five minutes, with no substitution. Majors may be co-incidental.
- c) **A 10-minute Misconduct and Gross Misconduct** - This is assessed to an individual for verbal or other type of misconduct. The team does not play short-handed. This penalty is always preceded by an unsportsmanlike conduct minor. In the most severe cases, a Gross Misconduct is assessed, which brings with it a game disqualification. Increased use of rude or profane language, arrogance or dishonesty may bring a Gross Misconduct and a minimum 3-game suspension.
- d) **Fouling Out** - Any player accumulating a total of three penalties (not to include serving a penalty for the "bench" or a teammate) in the same game will sit out the rest of the game.

27) **Minor Penalties**

- a) **Interference** - You cannot "impede the progress" of an opponent with picks, kicking away the opponent's stick, knocking the stick out of an opponent's hand, etc. However, it is legal to "stick check," which means lifting an opponent's stick from below, as long as it is not determined by the referee to be roughing.
- b) **Tripping** - Occurs by using one's leg, stick, arm, etc. If, when a player intentionally leaves his/her feet to play the ball, and the opponent falls over the player that left his/her feet (regardless of whether the ball is hit) a minor for tripping must be assessed. (See I below.)
- c) **Holding** - Of any part of the opponent's body or broomball stick.
- d) **Hooking** - Using the stick to slow down the opponent.
- e) **Unsportsmanlike Conduct** - The initial penalty assessed for language or any unsportsmanlike conduct. A player who drops his/her stick with the intent to fight or to instigate a fight but is prevented by the officials will receive this minor as a minimum.
- f) **Verbal Abuse from Bench**
  - i) Any abuse from a non-playing bench person: penalty - bench minor then gross misconduct.
  - ii) Abuse from identifiable player: penalty - unsportsmanlike minor, 10 min. misconduct, gross misconduct.
  - iii) Abuse from unidentifiable player: penalty - bench minor, another bench minor, forfeiture.
  - iv) **\*\*Bench minors may be served by anyone on the team.**
- g) **Delay of Game**
  - i) Because of the running time periods, a team who intentionally delays the game will receive a two-minute penalty. Should a delay-of-game penalty be called with under two minutes remaining in the game, the clock will stop at the time of the delay.

- ii) Falling on the ball - a minor penalty shall be imposed on any player other than the goalkeeper in the crease who deliberately falls on or gathers the ball into his/her body.
- iii) A minor penalty shall be imposed on any player or goalkeeper who holds or freezes the ball with his broom, feet or body along the boards in such a manner as to cause a stoppage of play.
- iv) Minor if a team is not ready to start the game.
- v) Repeatedly kicking or shooting/clearing the ball out of the playing surface after at least ONE warning.
- vi) Accidentally displacing the goal by a defensive player in an obvious scoring situation.
- vii) A prone player not making an effort to stand when the ball is close to him/her (see #19 J).
- h) **Roughing** - Any contact with the gloves and an opponent's facemask or upper torso is an automatic roughing penalty. "Pushing" an opponent is also roughing. (May be a single or double minor.)
- i) **Intentionally Leaving Your Feet** - A minor penalty (2 minutes) for "tripping" will be assessed if a player intentionally leaves his/her feet, and intentionally or accidentally trips or causes an opponent to fall. A player can leave their feet to shoot or block a shot provided no opponent is upended. (See B above) In other words, if you slide and hit someone and they fall, it's a penalty. If you slide and hit someone and they don't fall, it's not a penalty.
- j) Should a team play with too many males on the ice, a double minor penalty will be assessed, served by a male.

## 28) Stick Penalties

- a) Stick penalties are very severe. Broomball sticks are not weapons. Deliberate use of a stick in an attempt to injure an opponent brings a **major and possible game disqualification**. Contact does not have to be made. Reckless use of the stick may be a **minor, double minor or major penalty**.
- b) A stick penalty, which results in the drawing of blood but without the intent to injure, is a double minor. (Referee discretion applies.)
- c) All players are accountable and responsible for the use of their stick. Reckless use of the stick will not be tolerated. No contact is necessary for a severe penalty.
- d) A Minor, Double Minor, or Major at the discretion of the officials will be assessed for high-sticking, cross-checking, or slashing.
- e) Any contact (accidental or otherwise) of a stick with a standing opponent's helmet or upper torso brings an automatic penalty (D above).
- f) **Slashing the Goalie** - No player may make contact with his/her stick upon the goalie or wave it in his/her face when the goalie is in possession of and freezing the ball (before or after the whistle). Penalty - automatic minor, or major for slashing. Any retaliation by the goalie or other players must result in minimum minor penalties as well: (Roughing (after whistle), slashing, etc.).
- g) If the ball is in the air above a player's waist and the player reaches for it with or without contact with the "head" of the broom in traffic, a high sticking penalty is automatically imposed. If there is no traffic, then it is an automatic whistle and a face-off (referee discretion).
- h) High Sticking- You must meet both criterion for High Sticking to be enforced:
  - The stick must be above the waist
  - The player has to be 'In Traffic'

“In Traffic” is defined as a player within one stick length of the player with the ball. This applies to both forehand and backhand shots. Violation: 2-minute penalty. A shot does not have to be taken to constitute a high sticking penalty. Keep the sticks down.

- i) Slap Shot – A slap shot is constituted by the head of the broom, on its backward or forward motion, being raised over waist height. Slap shots are legal as long as a player is not ‘In Traffic’. If a player is determined to be ‘In Traffic’, the High Stick rule will apply.
- j) Often, players end up prone near the ball. That does not give license to the offending player to "accidentally" hurt the prone player. **\*Rule\*** If, in the opinion of the Official, the offending player is too violent and injures the prone player, a minor or major may be assessed for slashing. However, when prone, that player must make an effort to get up and ignore the playing of the ball. (Penalty: minor for delay of game.)

### 29) **Checking Penalties**

- a) There is no deliberate body checking of any type. Any hit/contact not perceived, as incidental will bring a minor, double minor, or gross misconduct at the discretion of the referee.
  - 1. Minor - Contact, but not dangerous.
  - 2. Double Minor - Dangerous contact, but not vicious.
  - 3. Gross Misconduct - Dangerous, vicious contact with intent.
- b) Checking penalties include the traditional penalties called boarding, elbowing, charging, and checking from behind.
- c) Checking can be called even if the player making contact is on his/her knees and slides into an opponent.

### 30) **Other Major Penalties**

- a) Kicking an opponent, kicking at an opponent, grabbing the helmet, head butting.
- b) Fighting. Fighting includes punching or wrestling.
- c) 3rd/4th person in an altercation.
  - i) There is no peacemaker rule. Should any type of altercation/confrontation occur, no player may intervene from the ice or from off the bench. You cannot even grab your own player. This adds fuel to a potential fire. An altercation is defined as any situation where at least one minor or major is called.
- d) Players may not come off the bench (or penalty box) during an altercation. Any player coming off the bench during an altercation, whether getting involved or not, will receive a major penalty and possible suspension.
  - (1) If enough players leave the bench and there are not enough for the game to continue, the game will end. In this case, the score will be recorded as it was when the game was stopped, unless the winning team clearly instigates the altercation or cleared the bench first. In that case, the game will be a double forfeit. For having players leave the bench, the teams may also face additional penalties.

- 31) **Empty Net** - Should the goalie be pulled or the net be totally empty and the opponent has a clear opportunity to score on the empty net, but is fouled or a thrown stick prohibits the goal, the goal will be awarded.

### 32) **Goalie Rules**

- a) Goalies may freeze the ball by covering or picking it up (must be in the crease).
- b) To put the ball back in play, a goalie may:
  - i) Place, roll, or throw the ball behind the net,

- ii) Place the ball on the ice and use the broom to send it in any direction, or c) place the ball on the ice and kick it in any direction.
- iii) Goalies may not roll or throw the ball in a forward or lateral direction, and they may not drop kick the ball.
- c) The goalie must either hold the broom in his/her hand or place it back of the goal line so as not to interfere with play. First offense warning, second offense minor penalty for interference; can be called at official's discretion.
- d) Should a goalie leave his/her crease to participate in play outside the crease, the goalie loses "goalie privileges" and no one else can assume those privileges. Upon re-entering the crease, the goalie regains the privileges. \*To change goalies & privileges there must be a stoppage in play and notification to the referee.
- e) No goalie (or any other player) may reach through the net with their stick or hand to play the ball: Penalty: Minor for illegal use of stick/hand.
- f) Violation: First offense: Warning and goalie plays the ball again from his own net. Second offense: goalie plays it again from his own net and one player on the ice serves a 2-minute delay-of-game penalty.

### 33) **Penalty Shots**

- a) All penalty shots may be "declined" and a 2 minute minor accepted.
- b) If the opposing team accepts the penalty shot, nobody goes to the penalty box.
- c) A penalty shot is called for the following reasons:
- d) Defensive player falls on ball in crease. (Other than the goalie.)
  - 2. Throwing a stick anywhere on the ice if it interferes with an opponent's scoring opportunity.
  - 3. Deliberate goal displacement at any time.
  - 4. Player fouled from behind on breakaway (must meet other criteria).

### 34) **Playoff Selection**

Playoff selection will be determined by:

- (1) Head-to-head (best won-lost-tied percentage in games between the clubs)
- (2) Best won-lost-tied percentage in games played within the division
- (3) Best won-lost-tied percentage in games played within the conference
- (4) 4. Most goals for
- (5) Least goals against
- (6) Flip a coin

### 35) **Playoff Tie-Breaker**

In a playoff, if the game is tied at the end of regulation time, a five-minute overtime period shall be played immediately after an intermission of three minutes. The teams will defend the same goals as in the second period. The game will end when the five minutes has expired or when a goal is scored; the scoring team will be declared the winner. If no goal is scored in the overtime period then the Game Winning Shots Procedure will apply:

Game Winning Shots Procedure

- 1. All shots will be held at only one end of the ice surface. The Referee will be responsible to decide which end of the ice rink will be used for this purpose.
- 2. The procedure will begin with three different shooters from each team taking alternate shots. The players do not need to be named beforehand.
- 3. The Referee will call the two captains and flip a coin to determine which team takes the first shot. The winner



of the coin toss will have the choice whether his team will shoot first or second.

4. The goalkeepers from each team cannot be changed.

5. The players of both teams will take the shots alternately until a decisive goal is scored.

6. If the result is still tied after 3 shots by each team the procedure shall repeat.

7. If a team declines to participate in the game winning shots procedure the game will be declared as a loss for that team and the other team will be awarded a win. If a player declines to take a shot it will be declared "no score" for his team.

- 36) **Officials/Supervisors Authority** If, at any time, the officials or league management feels that the game or players are out of hand (regardless of a lopsided score), they have the right to cancel the game at that point. Should a game have to end prematurely because of an injury, altercation, etc., the score will be recorded as it was when the game was stopped, unless the winning team clearly instigated an altercation. (See #21 D or #9)
- 37) **Weather Cancellation & Make-Ups** - Should games be cancelled due to weather, games will be made up on the next available make-up date. If games cannot be made up, the team's winning percentage will be used for determining playoff selection. The decision to cancel a game or games and to choose a make-up date rests with league management.
- 38) **Alcohol** Any player who, in the opinion of the officials, is under the influence of alcohol or drugs will be suspended from play and the team risks a forfeit or suspension. Teams risk suspension from the League, as the team is responsible for the players.
- 39) **Smoking/Chewing Tobacco** - There is no smoking or chewing of tobacco anywhere on the ice rink or surrounding platform.
- 40) **Scoreboard** – The scoreboard is for entertainment purposes only. During regular season and the playoffs, the scoreboard will not be used to change on ice calls. All calls on the ice are final. During championship games and at the sole discretion of the on-ice official and/or league management, the scoreboard may be used for on-ice play review. At no time may teams request scoreboard review. The right is reserved solely for the on-ice official and/or league management.