



# StoweStyle Broomball

## Broomball Rules

### GENERAL RULES:

1. **Jewelry is not allowed to be worn by any participant during a StoweStyle Broomball event.** Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.
2. There is a **ZERO TOLERANCE** policy for any unsportsmanlike behavior directed towards players, officials, and staff. Three unsportsmanlike behavior incidents will result in your dismissal from the league. Any fighting, both players will be ejected for the remainder of the game for that day.
3. The supervisor on duty reserves the right to remove any player from competition who has violated any Stowe Arena Policy or Rule and/or endangered any player or staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from the StoweStyle Broomball program. Supervisors also have the authority to end a game.
4. Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Stowe arena staff will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.

### THE GAME AND PLAYING SURFACE:

1. **LOCATION:** All games will be played at the Stowe Arena on the half sheet.
2. **GAME LENGTH:** The game will consist of 55 minutes of playing time and a 5 minute warm up. The game may be shortened at the discretion of the Supervisor. A face-off is used to initiate play.
3. **FACE-OFFS.** A StoweStyle face-off is used to initiate play. Face-offs will take the form of a soccer-style kick off. The initial Faceoff will be decided by a best of three "Rock Paper Scissor" competition prior to the game. Just like in soccer, the ball must travel forward over the center line to begin play. Just like soccer, all players must be on their respective sides, and defenders cannot be in the center circle for the FaceOff. Only another player from the FaceOff team may help with the initial movement of the ball.
4. There will be no stoppage of play for goalies making a save. Goalies can use their hands to freeze the ball. The goalie can then play the ball from the net in order to resume play. No defender can interfere with the goalie when they are getting the ball back into play.
5. **GOALS.** When a goal is scored, a center ice free hit will be awarded to the scored-on team to resume play (another soccer feature)

6. **PENALTIES:** Tripping, Slashing, Interference, Delay of game or any other rule breaking (see player rules), will result in a soccer style “free kick” or “**Free Hit**” from the spot of infraction. Defending players must move to be 5 feet back from the free hit location. In the case of a penalty shot... it must be a clear violation of a player on a breakaway, or an illegal attempt of keeping the ball out of the net (non-goalies using hands) or an infraction inside the 10-foot goalie crease. That will result in a penalty shot taken from the top of the crease.
7. **OFFSIDE RULE: The StoweStyle offside rule** is the same as for roller hockey. The ball must be carried over the center line. It cannot be passed over. Players can be stationed in the zone ahead of the ball. An offside call occurs when the ball is **passed** over the center line and caught by the same team. Play would continue if the offending team does not touch the ball. An offside infraction will result with a free hit on the center ice line, on the side of the infraction.
8. **ICING: The StoweStyle Icing rule** is just like in hockey, if the ball is shot down the end of the ice from the far side of the red line. If a defender does not try to get to the ball, icing can be waived off and the play continues. An icing infraction will result with a free hit on the center ice line, on the side of the infraction.
9. **TIES:** All ties at the end of regulation will be ties. Tough Break.
10. a. **ROSTER:** A full team will consist of no more than 9 players. 8 runners and 1 goalie. There will be 5 runners on the ice to play, one goalie and three subs maximum. The bare minimum number of players required to avoid a forfeit is 6 players; 6 Players (5 runners and a goalie).
10. b. **COED:** A full COED team will consist of no more than 9 players. 8 runners and 1 goalie. There will be 5 runners on the ice to play, one goalie and three subs maximum. There must be 2 women on the ice at all times. The bare minimum number of players required to avoid a forfeit is 6 players; 6 Players (5 runners and a goalie where two runners must be women).
11. **EQUIPMENT:** Players must wear hockey helmets **AT ALL TIMES** (including scrimmages after a forfeit). The supervisor or rink staff will provide helmets, if necessary. Gloves, shin pads and elbow pads are not provided, but are **highly recommended**. Footwear must have a smooth surface. Running, basketball, and/or tennis shoes are recommended. No street shoes or boots will be allowed on the ice. It is recommended that goalies have a glove and leg pads (No hockey goalie pads are allowed). The Kellian or rink staff will supply broomball sticks. *Jeans, cargo pants and khakis are not allowed to be worn by any player. Players must be in athletic attire.* Helmets can be hockey, lacrosse, skiing or biking. Cages or half visors are not required, but highly... I mean highly recommended. Any player under the age of 18 must have a full cage on their helmets regardless of position. Goalies **MUST** have a full cage on their faces. **No exceptions.**
12. Exchanging equipment is only permitted on the sidelines. Players lacking proper equipment will not be allowed to participate.

## **PLAYER RULES:**

1. **SUBSTITUTIONS:** Players may sub at any time. These substitutions must be an even switch on the sideline. In the last 2 minutes, if a team is down by two (2) or less goals, the goalie may be pulled, but this player loses all rights of the goalie. If the goalie is pulled, the Goalie sub may not sub as long as the goalie is out.
2. **GOALIES:**
- a. Goalies are allowed to pick up the ball in the area in a 10-foot radius around his/her net.
  - b. Goalies are not allowed to cross over the half line.
  - d. Goalies may not high stick when shooting or passing the ball.
  - e. Goalies may use their feet to kick the ball to resume game play.
  - f. Goalies are allowed to wear hockey shin pads, a goalie glove and/or baseball mitt.

- g. Goalies **MUST WEAR A FACE MASK** on their helmet. **No exceptions.**
- h. Goalie pads and goalie blocker gloves are illegal.
- i. Goalies may only sub in between periods unless the goalie is ejected or suffers an injury.

3. **HAND PASSES/KICK PASSES:** A hand-pass or kick-pass to a teammate will result in a change of possession. This infraction will result in the ball being placed where the pass originated... just like in soccer. The non-offending team will earn a “free hit” from that spot. All free hits are indirect (after the free hit is taken, another same-team player must touch the ball in order for a goal to result). Any infraction or penalty occurring within the 10-foot goalie radius will result in a penalty shot.

4. **JUGGLING:** Players cannot carry or "bobble" the ball with their stick. The ball will be given to the opposing team at the sight of infraction for a “free hit” ..

5. **There is NO BODY CHECKING.**

- a. **Players cannot** use excessive body contact to gain a competitive advantage.
- b. Players may, at the officials’ discretion, be warned and/ or ejected for excessive physical contact.
- c. Any player playing in a dangerous or reckless manner can be warned, penalized, and/or ejected.

6. **HIGH STICKING:** **Sticks should be kept below the level of your waist at all times.** There is no high-sticking at any time during play. This includes penalty shots and passing/shooting from the sidelines. Goalies are also required to adhere to this rule and will be penalized if they raise their stick above the crossbar. An infraction of this rule will result in a “free hit” against the offending team’s goalie. If the defending team gets a high sticking penalty inside the goal crease, a penalty shot will be awarded.

7. **NO SLIDING:** Players may not intentionally slide. Players that in the official's judgement slide will be assessed a warning and the opposing team will be granted a free hit. If the defending team gets a sliding penalty inside the goal crease, a penalty shot will be awarded

8. **PENALTY SHOTS.** Penalty shots are taken from the top of the goalie crease. Players not shooting must remain behind the ball and outside the crease until the shot has been taken. All penalty shots are live balls after the shot has been taken, unless there are penalty shots on both teams.



