

**WESTERN New York CO-ED BROOMBALL  
LEAGUE RULES**  
(Last revised 9/1/1990)

**League Philosophy:** The purpose of the WNY Co-ed Broomball League is to have a great time in a sportsman like and fun atmosphere. We always welcome your suggestions for improvement of the league. The League's rules have been established to benefit the players and improve the sport overall. These rules may be changed from time to time, as decided upon by Leisure Rink and the League's Commissioner. Further, it is the Referee's responsibility to interpret the rules during a game. A team's Captain (and only the Captain may discuss/dispute calls made by the referee and it is the team captain's responsibility to ensure that all team players know the rules.

- 1) **Roster Rule:** Each team must submit a complete team roster and helmet waiver form prior to their third game of the season. Rosters may have up to 22 players. A player may not play on more than one team in any division. Only players on the roster prior to the seventh game of the season are eligible to play in the play-offs. Players may be added to your roster by completing a "Roster Change " form and having that change approved by the commissioner. A copy of the form is included in Appendix A.
- 2) **Experienced Player Rule:** An experienced player is any player who has played a game in a higher division than the one in which they are currently playing. If a player is on more than one team, their experience level is that of the highest division. Further, taking any number of seasons off does not reduce a player's experience level. Players will always retain that experience level unless the league commissioner deems otherwise. A team is allowed to have a maximum of two players of higher division experience participating in a game. Remember: Level of experience is determined according to the highest division a player has ever played in, even if it is for only one game or as a substitute player.
- 3) **Scoring:** Women's goals count as two points. Men's goals count as one point. If it is unclear if it was a man or a woman that scored the goal, only one point will be awarded. If the ball is deflected into the net, the number of points will be determined according to the last player from the scoring team that clearly touched the ball.
- 4) **Game Time:** Games are three periods of 18 minutes running time each. The clock will only stop if a player is injured and unable to make it off the ice without assistance. Stoppage of play occurs on both games on that rink. For their own safety, injured players must be removed to the stands rather than the team's bench.
- 5) **Players On Ice:** There can never be more than three male players on the ice at one time one time (the goalie does not count and may be male or female). A team must have three female players on the ice. A female player may substitute for a male player but a male is not allowed to substitute for a female. If there are less than the required number of players, the other team can agree to play the game as is or take the forfeit win. There must be a minimum of a goalie and two players each, male and female.
- 6) **Player Changes:** Teams may change at random during a game but when changing, the player leaving the ice must be on the bench before a new player can step on the ice. Players may change freely after the stoppage of play. Too many players on the ice will result in an automatic penalty shot.
- 7) **Players On The Bench:** Only players are allowed on the bench. Spectators are not allowed on the bench. Absolutely no alcoholic beverages are permitted on the bench, whether open or unopened. Referees may eject any player from the game that they deem too inebriated to play safely. Failure to dismiss spectators or remove alcoholic beverages from the

bench, ice, or even the rink at a referee's request is grounds for penalty shots or stoppage of the game and forfeiture. The referees will decide the course of action.

8) **Late Arrival Rule:** Teams may play shorthanded, providing they have the minimum numbers required to start the game. If a team is not ready to play at the scheduled time, they will be penalized as follows: 1 goal awarded at starting time and an additional goal awarded for each five minutes they are late. If a team does not show up or does not have enough players at the end of the first period, the opponent will receive a forfeit win. In order to receive a forfeit win the team must have the minimum number of players and remain ready to play until the end of the first period.

In the event of a forfeit the score of the game will be determined as follows:

Winning team's score (for standings) - 1 to 0 win

Losing team's score (for standings) - their average goals against, at the time of the forfeit will be used

In the best interest of the league, it is our main concern to see that games are played as scheduled. Team captains will have the final decision on whether to play or not when the opposing team is shorthanded by more than the acceptable limits. A team can accept the forfeit win and still scrimmage, and are encouraged to do so because the referees and ice time are available and it will give both teams the opportunity to play that week. The team captain can elect to let the other team play shorthanded and the outcome will be decided solely by the score of the game. If you choose to do so, advise the referee so that the game can start promptly

**Late Players:** Players arriving late must check in with the referee. The referee will notify the opposing team's captain. They are eligible to enter the game at the first whistle after they have been checked in. (Captains note: if you wish to protest a late player, you must notify the referee when that player is checked in.) The referee will note the protest and inform the other captain. Also, any player that shows up after the start of the third period will not be allowed to enter the game. In order to play, the late player must check in with the referee prior to the start of the third period.

9) **Equipment**

**Jerseys:** All teams are required to have matching jerseys or t-shirts by their third game. Players without the proper jersey cannot participate in the game. Teams may be subject to a forfeit if not properly attired.

**Pads:** Players are required to wear elbow and knee pads. Helmets and gloves are not required, but to play without a helmet, the player must sign a helmet waiver.

**Shoes:** Players may wear sneakers, rubbers, street shoes, or broomball sneakers during a game.

**Spikes or any protruding/foreign substance on the bottom of the footwear, providing an unfair advantage of traction on the ice, is strictly prohibited.**

**Brooms:** Only regular corn brooms are allowed. Players may use any type of tape but adding anything else to the broom is strictly prohibited. Players may not have foreign objects in or on the broom (such as shellac). Players may not cut the broom's bristle. The only alterations to a broom that are allowed are cutting the string binding from off the bristles, taping the broom, and shortening the handle.

Penalties for Equipment Violations (based on the referee's call):

1<sup>st</sup> violation- Team warning (only one warning given)

2<sup>nd</sup> violation- Penalty shot

3<sup>rd</sup> violation- added penalty shots and/or a game misconduct to the player in violation.

10) **Playing the Ball:** The ball cannot be kicked or touched by a player's hands. Players cannot intentionally use their feet to play the ball (intentional use is determined by the referee). The ball may be directed using the head or torso, but cannot be directed with the

hands, arms, or legs. If the ball deflects off a player's hands or legs the referee will decide whether or not a violation occurred.

11) **Contact:** The league is NON-CONTACT! Players should make a consistent effort to avoid body contact. No body checking, tripping, elbowing, slashing an opponent with a broom, or intentional sliding is allowed. Also, stick (broom) checking is prohibited. Players are permitted to drop to their knees to block a shot, but must drop straight down. Sliding forward or sticking your arms or legs out to the side is prohibited.

Normal violations will result in a change of possession at the point of the infraction. If the referee determines that a flagrant violation (i.e. unnecessary roughness or slashing) of the rules above has occurred, a variety of penalties may be awarded depending on the severity of the infraction. A penalty shot, misconduct penalty, or game misconduct penalty can be assessed. Any instance where a player checks another player into the boards from behind (boarding), where the referee deems that no effort was made to avoid contact will result in an immediate 10 minute misconduct penalty.

12) **High Sticking:** Sticks (brooms) cannot be raised above the player's shoulders at any time. Even if the player drops to their knees or is prone on the ice, high sticking is based on the player's shoulder level. The penalty for a high sticking infraction is a free shot, awarded to the opposing team, from the point of the infraction.

13) **Broken Broom:** If a player breaks their broom, they must drop it immediately. Any attempt to carry any part of it off the ice or throwing the broken stick will automatically result in a penalty shot for the opposing team.

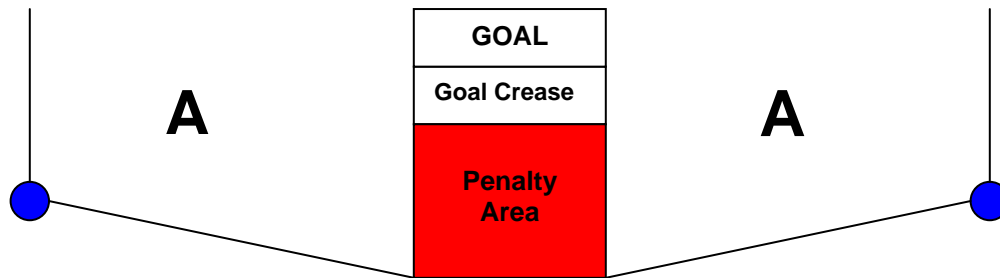
14) **Abusive Language:** Any abusive language towards another player will result in a penalty shot. For repeated violations, a misconduct or game misconduct penalty will be assessed. Abusive language towards the referees will result in the same penalties with the addition of a league suspension in extreme cases. The team captain is the only individual that can discuss a call with the referees. Any harassment or abuse of the officials will not be tolerated. Violations will result in severe penalties.

15) **Off Sides:** There are no off side calls as in hockey, but players must line up on sides for any face-off. If a player is off side, the other team will have a free shot at the point where the face-off was to occur.

16) **Ball Out Of Play:** If the ball is hit out of play, it will be placed back in play at the point where a player last touched it. The opposing team gains possession at that spot. If the goalie is the last player to touch the ball, it will be placed on the dot to the left or right of the goalie. In the event it is unclear to the official which team's player last touched the ball, a face-off will occur. On any face-off, the ball must hit the ice before a player can hit it.

17) **Delay of Game:** Any time a referee feels that a player is purposely attempting to delay the game, a penalty shot will be awarded. (Examples: shooting the ball out of play, intentional high sticking, checking a player to prevent a goal, etc.) If a player attempts to run time off the clock (i.e. end of game), the ball must be kept in play. Purposely freezing the ball is prohibited.

18) **Penalty area:** The following diagram shows the net area of the ice and explains how infractions are handled in that area.



Based upon the above diagram, penalties are handled as follows:

**For any infraction in the areas marked "A"**, the ball is moved to the face off dot and the opposing team has a free shot. It does not matter which team causes the penalty.

**For any infraction in the penalty area**, if the penalty is on a player that is in front of their own goal crease, then a penalty shot is awarded to the opposing team. If the penalty is called on a player in front of their opponent's goal crease, then the ball is moved to the face off dot and possession is given to the opposing team.

**Goal crease:** Players may not enter the goalie's crease or hit the goalie. If you enter your own goalie's crease, the opposing team is awarded a penalty shot. If you enter the opposing team's goal crease your opponent is given a free shot at the face off dot.

**Hitting the goalie:** Players are not allowed to hit the goalie when he has possession of the ball. Players can stand next to the goalie in an attempt to block the ball or screen the goalie but contact with him is prohibited. Hitting the goalie when they have possession of the ball will usually result in a change of possession at the face of dot. However, frequent infractions of the rule will result in a penalty shot and/or misconduct penalty. The referee will give a team warning prior to calling a penalty shot.

**Fighting:** Fighting is strictly prohibited by the league and will result in an automatic minimum suspension of four games. Any player involved in a fight more than once in a season will receive an automatic 12 game suspension that will carry over into play-offs and subsequent seasons. (Note: some leniency may be shown towards those players drawn into a fight based upon another players aggression, but all effort should be made to walk away from a fight.) Any third man in on a fight receives a minimum six game suspension. Any individual playing while suspended will cause their team to forfeit that game.

**Goal Differential Rule:** To eliminate some of the problems when one team is significantly outscoring their opponent in a game, the league has adopted a rule which allows for a game's termination based upon the score, a captain's request, or a team's style of play. The goal differential rule will be enforced as follows:

- The goal differential rule requires a ten goal difference between the winning and losing teams' scores. If the required differential is in effect, the following provides the guidelines for ending a game.

- **Losing team's request to end the game:** Any time after the completion of the second period, the losing team's captain may request that the game be stopped. To do so the captain must wait for a stoppage in play and inform the official that his team no longer wishes to

continue the game. The official will inform the other team's captain that the game has been ended under the league's Goal Differential Rule, and play will cease.

- **Winning Team's Request To End The Game:** Any time after the completion of the second period, the winning team's captain can request that the referee monitor the opponent's style of play, and if physical contact or roughness becomes evident the referee must end the game. To make the request, the captain must wait for a stoppage in play and inform the referee of his request. The official will then announce to all players that further physical play will result in the termination of the game. This will constitute a team warning. Any time after, the referee may terminate the game based on any player's actions or style of play.

- **Referee's Decision To End the Game:** In the event that ejection of physical or abusive players from a game does not change a team's style of play, the referee may terminate a game. If the goal differential is in effect, after a stoppage in play, the official will warn both teams that the game will end if unsportsmanlike play continues. After a warning has been given, any rule violation or altercation will be sufficient grounds for an official to end the game. The referee is not required to wait for a ten goal differential to end a game. A game may be ended at any time if sufficient unsportsmanlike play actions occur.

If a game ends due to a captain's request, the final score will be based on each team's average score per period, times all three periods of play.

Once a game has been called, based on a captain's request, the teams can agree to scrimmage under supervision of the referee. Players ejected earlier in the game may not participate in any scrimmage. Also, if a game is ended due to physical or abusive play, the referee may prohibit teams or specific players from scrimmaging. In such cases the referee's decision is final.

21) **Goalie Rules:** Goaltenders must realize that they are always in the penalty area. Therefore if a goalie violates one of the following rules, a penalty shot is awarded.

- A) High Sticking: The goalie must obey the high sticking rule except when making a save.
- B) Freezing the ball: The goalie may hold the ball for a maximum of three seconds and must at all times make an effort to clear the ball. Players may stand near the goalie but cannot swing at the ball when it is in his possession.
- C) Clearing the ball: The goalie cannot throw the ball out to a player who is in front of the crease. A 45-degree angle from the top of the crease to the sideboards is used to determine the proper area where the ball may be thrown. (If you are unsure of the appropriate angle, ask the referee before the game.) At no time may the goalie throw the ball past half ice, even if it was properly thrown to the side and rolled past half ice. The goalie can shoot the ball straight out or pass it to a player using their goalie stick.
- D) Leaving the crease: The goalie is not allowed to leave the crease. If making a save or reaching beyond the crease they lose contact with the ice they are considered out of the crease. (For example, if one foot is on the ice outside the crease, the other foot must remain on the ice inside the crease.) Some portion of the goaltender's body must be in the crease at all times.
- E) Hitting the ball from their hand: The goalie may not drop kick or toss the ball in the air and swat it after catching it. The ball must touch the ice prior to being passed or kicked away from the crease. Intentionally bouncing it off the ice is not allowed.
- F) Throwing the ball: The goalie may not throw the ball directly at a player from the opposing team in an attempt to injure the player.

22) **Abuse of the Referee:** The referees are employed by the league to ensure that the rules are enforced during a game. They will use their best judgment in determining if a violation has occurred. Only the team's captain may discuss or dispute an official's call. Any player that verbally abuses, threatens, or physically harasses the referee will be suspended from the league. Depending on the nature of the player's action, the penalty can be a penalty shot, game misconduct, or suspension for any length of time. Captains have the right to ask for an

interpretation of the rules but only between periods because of the running clock. Persistence of the captain during the period can result in a penalty shot.

**24) Assessment of Penalties:** Captains should understand that referees are responsible for assessing the appropriate penalty for a player's violations. The referee can at any time deem that the severity of the player's actions warrants a penalty shot, misconduct, or game misconduct. It is not the league's intention to excessively punish the whole team based on a single player's actions. However, captains and team members have the responsibility of insuring that the games are safe and enjoyable, and that the rules are not violated.

### **RULE DEFINITIONS**

1) **Free shot-** Normally, when an infraction of a rule occurs, the opposing team is awarded possession of the ball at the spot where the infraction occurred and given a "free shot". The referee will spot the ball and blow the whistle. After the whistle has been blown, the ball must be passed to a teammate or shot towards the opponent's net. The player cannot fake the shot or pass, take a wrist shot, carry the ball, or pass it off the boards to themselves. All other players must be at least ten feet from the ball (as determined by the official) and may not move forward during the shot. Once the ball is in play, any player can touch it.

2) **Penalty shot-** A penalty shot is between a shooter and goalie. The ball is placed on the line at the top of the penalty area, both players are set, and the referee blows the whistle. For this shot, the goalie must remain in the crease until play is called and cannot attempt to block the shot by putting his stick straight out before the whistle is blown. The shooter must have both feet behind the line on which the ball has been placed. They may not straddle the line. The player must shoot the ball immediately, cannot fake the shot, and cannot drag the ball forward (take a wrist shot). If the player scores, the face-off is at center ice. If unsuccessful, the face-off is on the dot to the side of the crease. Any rule violation by the goalie during a penalty shot will mean the shot is retaken. If the shooter violates a rule, then a face-off takes place on the dot to the side of the crease.

3) **Misconduct penalty-** A misconduct penalty is an ejection from the game for a specific period of time. The referee will decide the time based on the infraction. The player may return to the game after a stoppage of play after the appropriate time has been served.

**Game misconduct-** A game misconduct penalty is an ejection for the remainder of the game.

**Suspension-** Suspensions can be for any number of games. While suspended a player is prohibited from playing in any game and may not sit on the bench during the game.