

Broomball Rules

League Contact Information

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Rule Changes

Rule changes from the previous session are indicated by **highlighted text**.

Cancellations

In the event of a cancellation, there will be a posting on the “Announcements” area of the floor hockey session on the league website. In addition, team members that have registered through our website may receive an email with notice of cancellation.

When this occurs, we will make every attempt to post this by 5:00p. However, sometimes a cancellation may occur after 5:00pm. If this does happen, we will send an email and post an announcement as soon as the cancellation occurs.

Rink

The rink resembles a smaller scale ice rink.

1. The width is about 65’ wide
2. The length is about 85’ long
3. Goals will be approximately 5’ x 7”

Equipment

1. Equipment (nets, balls and sticks) will be provided by the venue.
2. Players will be required to provide and must wear a helmet.
3. All other protective equipment is optional but HIGHLY recommended.
4. If there is a conflict in team colors, the AWAY team should plan to wear a different color.
Team colors are made known at the beginning of the session.

Players and Substitutes

Eligibility

1. You must be 18 years old to participate.
2. Each player is required to create a Game On! user account and accept all electronic waivers. A player is considered ineligible and may not participate until these tasks are completed. A team may be penalized with a loss for any game in which they use ineligible players.

Rosters

1. The roster has a minimum requirement of 8 players. There is no maximum number of players.
2. Once a player is on your roster, they cannot be removed.
3. New players may be added to your roster throughout the season.
4. Rosters are frozen at the end of the regular season. New players may not be added for playoff games.
5. A player may not be listed on the roster of more than one team for any given division.

Players

1. A regulation team consists of 6 players.
 - i. Players per side: 4 men and 2 women (4 men max.)
 - ii. Ex. (2, forwards, 3 defensemen and 1 goalie)
2. No more than 4 males may be on the ice at one time.
3. A legal game requires teams to field 4 players, one of which must be female.
4. Teams may have more women than men on the ice.
5. Teams with less than 4 players will have to forfeit.

We recognize, sometimes you may need to use a substitute player if people from your team roster cannot make the game. In these situations, we encourage you to use either the Short-Handed Rule or the Guest Pass Program. A link to the guest pass program can be found from the top banner on the Game On! Website.

Short Handed Rule

- 1 For the regular season only. You cannot borrow players for playoff games. If a team finds themselves short-handed and cannot field a team of six (6) players, they may borrow substitute players from other teams. A team may use only ONE of the following combinations of borrowed players to reach a maximum of six (6) players:
 - i) one (1) male
 - ii) one (1) female
 - iii) one (1) male and one (1) female

This means a team may borrow, at most, only two (2) players to field a squad of six (6) players. A team may never exceed four (4) male and/or two (2) female players when borrowing players.

If after borrowing players, the team still does not have six (6) players, they must play short-handed, or use Guest Passes to add players.

Any borrowed players must be eligible players, meaning on a roster and having accepted the waiver. Any borrowed players beyond the limits set above are considered illegal players. Illegal players may be challenged with a protest at or before the first time they step on the field to play. Once an opponent allows a team to use illegal players, they lose the ability to protest the players. See Protest header for more info.

Guest Pass Program

1. Where a person, usually one not already on a team in your league, may register and pay a reduced fee to play a single game as a sub. More details for this can be found on our website on the FAQ page and in the Guest Pass program page on the main menu bar, on the website for more details.
2. A person must complete a guest pass for each GAME they plan to play in, not each DAY. So, if your team has a double-header, the substitute would complete 2 guest passes for the day.
3. If a team is using a Guest Pass player or players, we encourage them to alert their opponent, before the game, as a courtesy. This will help minimize confusion or unnecessary roster checks during or after the game.
4. An individual person may use a Guest Pass no more than 5 times for a single team in a the same sport session.
5. If a Guest Pass player plays 5 games for a single team, that player may be added to the official team roster, and become playoff eligible, by paying a guest pass to roster differential fee of \$75, as long as doing so does not violate any other roster requirements and/or rules and/or greatly upset the balance of competition in the division.
6. A team may NOT use Guest Passes for playoff games.

Blood Rule

1. A player, coach or official who is bleeding or who has blood on his/her uniform or body will be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered within a reasonable length of time, the individual will not be required to leave the game. The length of time that is considered reasonable is left to the official's judgment.

Uniforms

1. Teams must select a uniform color.
 - a Colors are awarded on a first come, first serve basis of fully registered and paid teams
 - b Captains are asked, at the time of registration, for 2nd and sometimes 3rd choices in case their primary choice has been taken.
2. The league will supply uniforms to each member on the team roster.
 - a You may customize the jersey so long as the league logo on the front or any sponsor logo on the back is not altered in any way.
 - b Shirts will be ordered in two waves. 1st wave will cover a majority of the players signed up. The second wave will include any late registrations. If you are not registered by the time the second wave goes out, you will not receive a league supplied uniform.
 - c Each rostered player is encouraged to wear the league-supplied jersey for their team, as this is how players are identified as registered participants of the league.
3. If a person or persons are not wearing their league-supplied uniform, they will not be able to participate until they are verified as a registered participant by one of our staff.
 - a This verification will require a government-issued photo ID to match against the team roster.
 - b If the player cannot provide a photo ID to match against the roster, they will not be allowed to play.
 - c The game will not be delayed while player verification is taking place.
 - d Guest Pass or borrowed players must supply their own jersey of the same (or very similar) color as the team for which they are substituting.
4. When teams of the same or similar color (i.e. Navy and Black) play each other, the visiting team (listed first on the schedule) must wear league-supplied scrimmage vests to differentiate the players.

The Game

1. Games will consist of three (3) 15 minute periods.
2. All players must wear helmets. Additional Protective equipment is optional but highly recommended.
3. No goalie equipment, hockey sticks or goalie sticks permitted.
4. The winner of a captain's coin toss will determine which goal to defend. Teams will switch goals after each period.
5. There will be a center ice face-off to start the game and each period. Otherwise, teams will be required to wait on their side of the center ice for goals scored and minor penalties. Defensive teams can engage the offensive teams once the play starts moving up ice. The offensive team must move the ball up the ice quickly on the referee's command (whistle) to keep play moving.
6. Contact between players is not allowed and should be avoided whenever possible
7. There is no checking and a penalty may be called for contact at the referee's discretion.
8. There will be one on-ice referee to monitor play (scoring, time, ball reset, and penalties).
9. Any minor penalties (tripping, slashing, etc) will result in a 2 minute penalty
 - a. Minor Penalties
 - i. The offending player shall serve the time unless otherwise specified. That player shall go directly off the ice and remain there until the referee indicates the penalty time has expired. If a game disqualification penalty is also imposed on the player, that player shall be represented by a teammate for the penalty and shall report to the referee.
 - ii. Major and Misconduct penalties do not terminate when a goal is scored.
 - iii. If the penalty time is unexpired at the end of a half the penalty carries over into the next regular period or sudden death play.
 - iv. During sudden death play a team shall not be reduced by time penalties so that it has fewer than 2 players during first overtime and one player during second overtime (see overtime procedures).
 - v. High-Sticking - the official will call any stick raised above the waist on the back swing and/or above the waist on the follow-thru. Depending on the situation, it will be assessed as a warning, minor, or major penalty.
 - vi. Sliding/Diving to stop a ball is not allowed by any player other than the designated goalie. A 2 minute penalty will be assessed for interference.

MINOR PENALTY

A minor penalty shall be assessed for:

- A. A substitute taking the ice before the departing player is off the ice (too many persons on the ice)
- B. Contacting a player who is ready to participate in a face-off
- C. Lifting a stick on a face-off
- D. Playing the ball above shoulder level with a stick
- E. Holding an opponent's stick
- F. Stalling, trapping or holding the ball
- F. Interference
- G. A goalkeeper interfering with opponent who is not playing the ball
- H. Holding
- I. Dangerous play
- J. Intentionally displacing the goal
- K. Returning to the ice before penalty time expires
- L. Tripping
- M. Hooking
- N. Boarding
- O. High Sticking
- P. Sliding/Diving
- Q. Unsportsmanlike conduct
- R. Verbal abuse of an official
- S. Stick checking or lifting sticks beyond blade vs. blade If any of the above are deemed excessive, a major penalty will be called and/or cause for removal from the game and/or league. This includes other acts deemed excessive or unsafe by the official.

MAJOR PENALTY

A major penalty shall be assessed for:

- A. Charging
- B. Elbowing
- C. Slashing
- D. Roughing and over aggressiveness
- E. Checking
- F. Spearing
- G. Cross-checking
- H. Refusal to obey a referee's decision
- I. Fighting- (fighting is not tolerated under any circumstances and will result in removal from the game and possibly the league)

OFF-SIDES AND ICING

1. There is no icing.
2. There are no off-sides (except for during powerplays)

SCORING

Each goal will count for one point.

A goal is scored when the entire ball crosses the goal line or breaks the crease of the goal.

STOPPAGES

The following stoppages of play will be followed by a face-off

1. goals-penalties
2. injuries
3. time-outs (one time-out per team, per game)

PUTTING THE BALL BACK INTO PLAY

1. If the ball crosses the out of bounds line then it will be put back into play from that spot by the team now in possession of the ball. The ball can be drawn back to a teammate or sent forward to a teammate.
 - a. Out of Bounds any ball that is sent out of play will be played in by the opposing team at the nearest faceoff point.
 - b. Any indeterminable situations will result in a face-off.
 - c. During a face-off the opposing team players must be at least five 5 feet away from center ice and behind their team.
 - d. Goals may be scored on a face-off.
 - e. Upon the scoring of any goal, a drawback will restart play. Drawbacks will be used to put the ball in play in most situations. The broom/stick shall be used to put the ball in play. Offensive players can be stationed in front of the ball; however, the ball must be played back. For any drawbacks at areas other than center ice, players may be wherever they choose on the ice.

USE OF HANDS/FEET

1. Use of hands is allowed to control a ball in the air and the ball must be set immediately on the ice.
2. A player may not use their hands to pass or guide the ball to another team member.
3. Use of feet is allowed in a non kicking motion to stop a ball and gain control. Kicking the ball is not allowed and goals cannot be scored by kicking the ball.
4. If a player kicks the ball it will result in a dead ball turnover to the other team from the spot of the infraction.

GOALTENDERS

1. A goaltender will be allowed to handle the ball with his stick or hands within the designated zone. The goaltender is required to hold a stick. If the ball is picked up by the goaltender, the goalie must be allowed a clear amount of space to put the ball back in play. A goalie may freeze the puck, in which a face-off will ensue at the nearest face-off circle.
2. If the goalie is taking an excessive amount of time to put the ball in play, the referee may stop the clock at his/her discretion and have a face-off or if it persists it will be a delay of game penalty.
3. The goaltender can put the ball back in play by rolling it to a teammate on his/her side of mid-court or passing the ball with his/her stick without being touched by an offensive player.

EQUIPMENT

1. **STICKS** - all referees or Game On! Staff will determine what is and is not a “legal” stick. No hockey sticks will be allowed. Buffalo Waterfront will have sticks available for players to use.
2. Gloves, shin-guards, mouth guards, elbow & knee pads are **RECOMMENDED**, but not required.
3. Footwear accessories such as crampons and/or YakTrax are not permitted. Broomball specific shoes are allowed.
4. **GOALIE EQUIPMENT**- Goalies must wear helmets. There is no other mandatory goalie equipment required. It is the team’s responsibility to provide equipment for their goalie if they choose to. (goalie’s may wear shin-guards and/or a chest protector, however Ice Hockey leg pads will not be allowed). All other equipment needs to be approved by our staff.

Forfeits

1. Everyone looks forward to playing when they get to the ice. Especially after a long day at work or getting up early on the weekend. No one looks forward to a forfeit. This is why we take forfeits very seriously.
2. To avoid a forfeit, teams are encouraged to borrow players under the Short-Handed rules or have substitute players register with a Guest Pass.
3. In the event of a forfeit, the teams at the ice are **NOT** to pay the referees. The referees will report the forfeit to the league, and the league will pay the referee fee using the refundable forfeit fee of the forfeiting team.
4. The team that forfeited will have 3 days to replenish their refundable forfeit fee. This amount will be used in case the team forfeits a second game. If the team does not forfeit a second game, the money will be returned at the end of the season
5. If the fee is not received within 3 days of the forfeited game, that team will not be allowed to play their next scheduled game. This will, also, be considered a forfeit.
6. A forfeited game will be recorded as a win (W), in favor of the non-forfeiting team. The forfeiting team will also lose one (1) standing point.
7. Two (2) forfeits may make a team ineligible for playoffs and may result in removal from the league.

Protests

1. You cannot protest a judgment call by an official.
2. A protest may only be made if a team feels their opponent is using ineligible and/or illegal players.

An illegal player is a player who is registered to a team in the program, but playing on a team other than the one to which they are registered, outside of the short-handed rules. This protest must be done prior to the start of the game or prior to the player(s) in question stepping on the field should they arrive to the game after it has started. Once player(s) have participated in the game, their opponent, by default acknowledges them as eligible and legal.

An ineligible player is someone who is not registered to a team in the program or does not have a valid Guest Pass for the game in which they are playing. A protest on an ineligible player may come at any time during or after a game has been played. A team can still receive a forfeit loss, from the league, for using ineligible players even if a protest is not filed.

3. If the protest is due to ineligible and/or illegal players, players from **BOTH** teams must lineup with a valid photo ID (i.e. driver's license or other legal verification) to be verified against their team roster.
 - a The player's photo ID must match the name of the player as shown on the roster. If they do not match, then the player cannot be verified and must sit out the game. Therefore, it is very important to for players to use their REAL NAMES in their user account which populates their team rosters.
 - b If a player does not have photo ID, they cannot be verified and will have to sit out the game until they can be verified.
 - c The roster checks will be performed with the game clock running.
 - d If an ineligible player (a person not registered at all with the sport program or Guest Pass program) is found, the offending team will forfeit the game on the spot. If both teams have ineligible players, both teams will receive a forfeit.
 - e If an illegal player (person registered with the program but not appearing on this particular team roster and also violating the short-handed rules) is found, the offending team will give up a 3 goals to their opponent, and the illegal player will not be allowed to play. If both teams have illegal players, both teams give up points.
 - f If no roster violations are found on the team being challenged and/or if roster violations are found on the roster of the protesting team, then the protesting team will give up 7 goals to their opponent for wasting everyone's time.

Officials

1. Official fees are \$17/team/game, payable in cash, to the official, prior to the start of the game. This fee is subject to change.
2. Officials or the league representative may call an end or a postponement of a game at any time due to time restrictions or weather conditions. No protests will be accepted concerning calling a game due to time limit restrictions or weather conditions.

Scoring and Statistics

1. Individual statistics will not be kept.
2. Intentional misrepresentation of the score will result in a forfeit.
3. The winning team must report scores.

Captains may also enter the scores directly into the website from their Team Schedule page.

The Captain may also report by 6:00pm of the Sunday following the game, via text message or email to the following address: scores@game-on-sports.com. Failure to report the game results by the deadline may result in the game not being recorded in the standings. This has no affect on the losing team, as standings points are only awarded for wins and ties. However, it is possible for a team to miss the playoffs if they haven't reported their scores properly.

Divisions, Rankings & Playoffs

1. Division Assignments
 - a Divisions are created to allow teams of similar talent levels to play against each other and make the league more enjoyable for all teams.
 - i) The number of divisions may fluctuate based on how many teams are in the league. Sometimes there may be only one division.
 - ii) Teams are “graded on a curve” and placed within divisions accordingly
 - b Veteran teams are known quantities and usually play in the same division as the previous season.
 - i) If you win your division championship, you will be moved up one or more divisions
 - c Game On! reserves the right to move a team into any division to maintain balance within the league
2. Team Rankings
 - a Teams are ranked by a point system. A team will receive 2 points for a win, 1 point for a tie 0 points for a loss, and -1 for a forfeit.
 - b In the event 2 or more teams are tied in standings points, the following tie-breaking criteria will be used to separate teams. If more than 2 teams are tied, the tie-breakers

are applied to find a single leader amongst the tied teams. Once that leader is determined, the remaining tied teams will begin at the top of the tie-breaking criteria. This process will continue until all ties have been resolved.

- i) Overall Greater # of Wins
- ii) Head-to-Head Record
- iii) Lower Total Points Against (shown as PSA in the standings)
- iv) Coin Toss

3. Playoffs

- a Except when noted otherwise on the program profile page, teams ranked in roughly the top 2/3 of their division will earn a spot in the Divisional Playoffs.
 - i) For 4, 5 or 6-team divisions: The top 4 teams will make the playoffs
 - ii) For 7 or 8-team divisions: The top 5 teams will make the playoffs
 - iii) For 9 or 10-team divisions: The top 6 teams will make the playoffs
 - iv) For 11- team divisions: The top 7 teams will make the playoffs
 - v) For 12 or greater-team divisions: The top 8 teams will make the playoffs
- b Teams will NOT be re-seeded after each round of the playoffs. Teams will advance straight through the bracket, similar to NCAA basketball tourney. This eliminates teams waiting around all day to find out who won the other quarterfinal game and who plays who and at what time in the semifinals.

Other Rules

1. **Please be sure to remove all items from the rink area at the end of your game. This includes any trash (bottle, paper, wrappers, etc.). When the facility crews have to clean up after us, it reduces the time they can be spending on upkeep of the playing surfaces.**
2. The league has a zero tolerance policy regarding fighting. The player(s) fighting will be immediately expelled from the league and/or the team forfeits the game and/or season.
3. Playoffs
 - a Overtime – If a game is tied at the end of regulation time, overtime will ensue.
 - i) There will be a single, 5-minute overtime period.
 - ii) If the game remains tied after the 5-minute overtime period, the game will move to a sudden death period where the next goal scored wins the game.
 - iii) Each team will have one (1) time out per overtime period.
4. Player Ejection

If an official ejects a player from a game, the player will not be eligible to play in the next scheduled game for which he/she is a team member.

 - a Example 1: A player is a member of multiple teams (i.e. different divisions) in the same league, Team A and Team B. Team B is playing at 10a, and the player gets ejected for swearing at the referee. Team B has no other games that day, but Team A has a game scheduled for 2p. The player will not be eligible to play in the 2p game.
 - b Example 2: A player is a member of multiple teams in the same league, Team C and Team D. Team D has a double header at 9a and 11a. Team C has a game at 10a. The player is ejected from the 9a game, for repeated and excessive illegal contact offenses. The player will not be able to play the 10a game with Team C. However, the player will be eligible for the 11a game with Team D.
 - c **NOTE:** This does not apply to a player who is asked to sit for a play or a shift or a period. The player must be ejected for the remainder of the game for this take effect.
5. Game On! Sports reserves the right to alter, modify, or change these rules at any time, for any reason, and without notice.