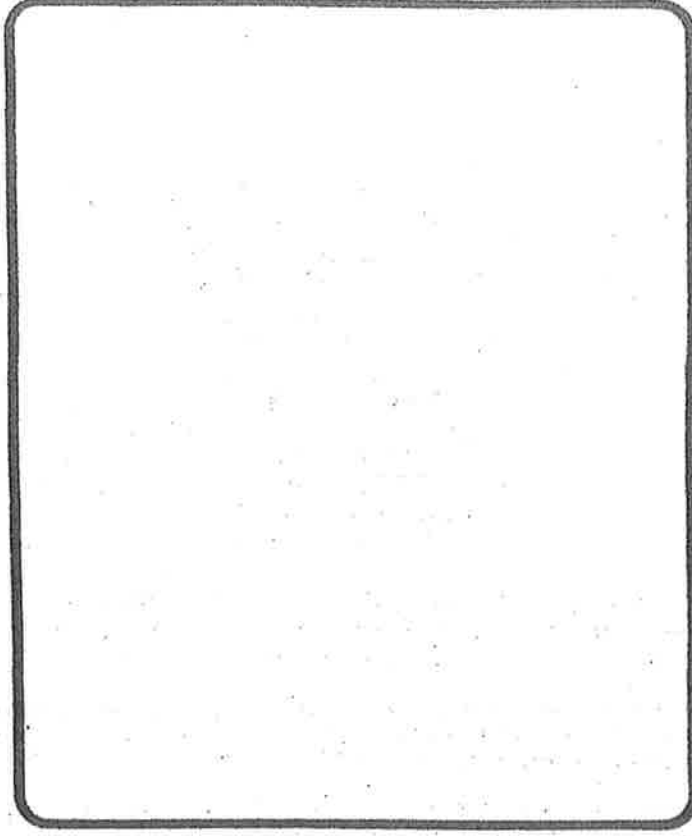


BROOMBALL

Rule Book

Sixth Edition
Broomball



Sixth Edition

Rule Book

OFFICIAL FOR MINNESOTA SPORTS
FEDERATION COMPETITION

Sixth Edition MSF Broomball Rules

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FOREWORD

The game of broomball has evolved in the past 30 years from a physical contact game (an extension of its sister sport, hockey) to a game which relies on speed, finesse and teamwork.

Broomball's competitiveness, coupled with its recreational philosophy, make it an intricate game that requires a thorough understanding and appreciation of the rules.

In order for officials to administer the game properly and for players to enjoy the game to its fullest, all participants must recognize the true "spirit and intent" of the rules.

These rules have been adopted as official by the Minnesota Sports Federation and are recommended for use in all member leagues. Local leagues have the option of modifying these rules for local league play.

In instances where these rules do not cover a specific game situation league officials should contact the state rules interpreter for a final ruling.

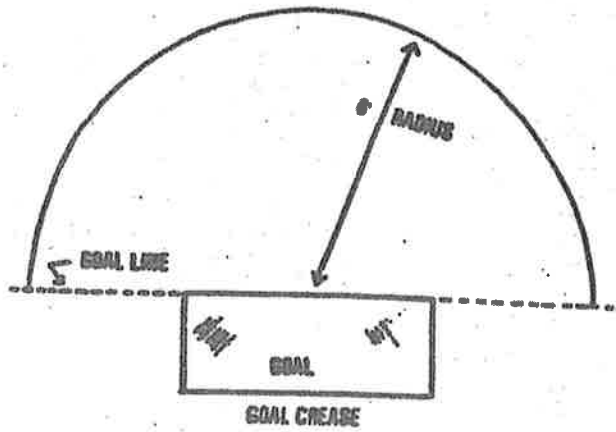
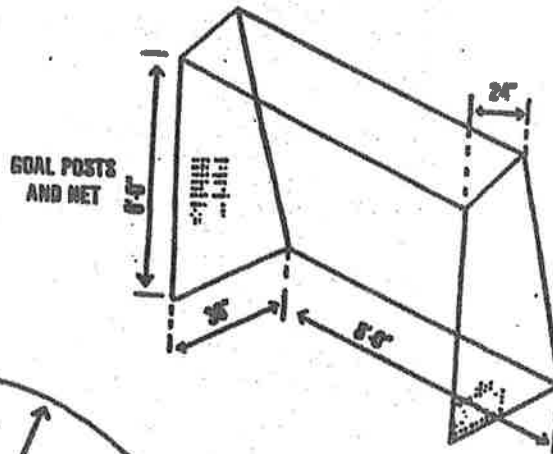
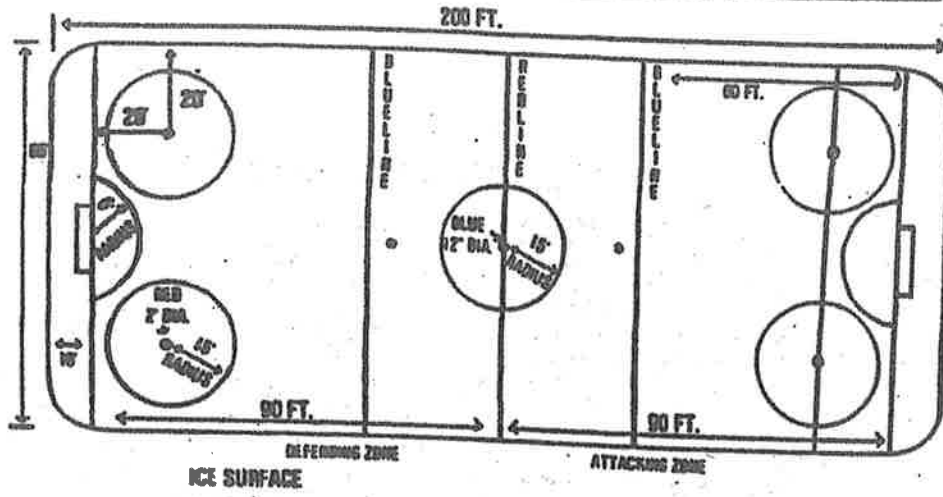
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Screened areas indicate points of emphasis, rule changes and/or additions.

Editors: Perry Coonce, Tami Morrison and Buzz Evans.

On The Cover: International Broomball Wizards in action at the St. Paul Winter Carnival/MSF Outdoor State Tournament. Photo Credit: Scott Takushi, St. Paul Pioneer Press

RINK DIAGRAMS



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Rule 1 The Game, Rink and Equipment

SECTION 1. The Game

ART.1...Broomball is played with an inflated ball by two teams of six players each on a sheet of ice. Points are scored when a ball enters the goal cage from the front, passing between the cage posts and going completely across the goal line.

SECTION 2. The Rink

ART.1...The dimensions of the rink shall be, as nearly as possible, 200 feet long and 85 feet wide. The corners shall be rounded in the arc of a radius of 20 feet.

ART.2...The rink shall be surrounded by a wall or fence known as the "boards" which shall extend not less than 40 inches and not more than 48 inches above the level of the ice surface. The ideal height of the boards above the ice surface is 42 inches. The boards shall be constructed in such manner that the surface facing the ice shall be smooth and free of any object that could cause injury to players. It is recommended boards be white in color and bottom dasher be yellow.

ART.3...It is recommended that a net at least 20 feet in height be placed above the end boards behind the goal nets to keep errant shots within the confines of the playing area. Balls hitting the net and dropping to the ice surface remain in play.

ART.4...It is recommended that all doors giving access to playing surface swing away from the ice surface.

ART.5...All glass, wire or other types of protective screens and materials used to hold them in position shall be mounted on the boards on the side away from the playing surface.

SECTION 3. Team Benches

ART.1...Seats shall be provided for the use of team personnel. The accommodations provided including seats and doors, shall be uniform for both teams. It is recommended each team bench accommodate at least 15 persons and be placed adjacent to the ice as near to the center of the rink as possible with two doors opening to the ice surface. It is recommended the two team benches be separated by a substantial distance.

ART.2...Teams shall begin the game defending the goal farthest from their designated bench area. To start the 2nd period, the teams will switch ends and defend the end nearest their bench. If necessary, choice of ends to begin the game and/or overtime will be determined by a coin toss.

- (c) Brooms without a taped or plastic safety knob a minimum of one-fourth inch in thickness attached to the end of the handle. Brooms without the blade taped to the handle;
- (d) Broom blades which have been worn down to less than four inches in height;
- (e) Hockey-type goalkeeper's leg pads;
- (f) Projecting metal or other hard substance on clothes, gloves or person;
- (g) Knee, elbow, hand, wrist, armguard or brace made of plaster, metal or other hard substance even though covered or insulated with soft padding. The traditional hinged knee brace, if properly covered, and with no metal in front of the knee protruding, is not considered illegal; or
- (h) Hats or bandanas of any kind while playing indoors.

PENALTY — For illegal equipment — Minor and Misconduct. (Major and Game and Tournament Misconduct if repeated by same player.)

Note: If a goal is scored with an illegal broom, and the broom is found to be illegal before play resumes following the goal, the goal is disallowed and a minor and misconduct penalty is assessed.

Rule 2 Officials and Their Duties

SECTION 1. Authorized Officials

ART.1...The game is administered by two major and one minor official. Major officials are designated as referees. Minor official is designated as timekeeper/scorer.

SECTION 2. Official Uniform

ART.1...The official uniform shall consist of:

- (a) A black and white vertically and alternatingly striped long sleeve shirt or jacket,
- (b) black slacks (not jeans or sweat pants),
- (c) broomball shoes,
- (d) a whistle,
- (e) A turtleneck, if worn must be black,
- (f) Black helmets are required indoor and recommended outdoors; caps may not be worn.
- (g) An arm band, worn around the bottom of the sleeve of the arm holding the whistle, of either orange or red material.

SECTION 1. Referees

ART.1...The referees shall have sole authority and control of the game. The decision of the referees shall be final and there shall be no appeal. The referees may change a decision of any minor official, provided the change precedes resumption of play following rendering of the original decision. The referees shall enforce all rules and shall rule on situations not specifically covered by rule. The referees may increase any penalty, especially for deliberate or repeated infringement of the rules. The referees may replace minor officials who interfere with the progress of the game.

ART.2...Both referees shall arrive on the ice together prior to the arrival of teams before each period, and shall leave together only after the ice has been cleared of all participants following each period. They have jurisdiction over the game from their entry on the ice prior to the game until the ice is cleared of participants after the game. They are not required to confer with bench managers during a game or its intermissions.

ART.3...The referees should run along opposite sideboards. The inside official should primarily watch the play of the ball while it is being advanced toward one end of the rink and should follow the play if necessary to a point even with the crease. The outside official should be concerned with play not directly connected with the ball and should float between the red and blue line of the attacking team. When the ball is being advanced towards the opposite end of the rink, the special attention of the officials should be reversed. Each official should call any infraction which they see, regardless of its location or of the location or direction of ball.

ART.4...The referees shall:

(a) Before the game-

1. See that markings and cages conform to rules.
2. See that players are properly dressed and equipped.
3. See that minor officials are appointed, instructed and properly placed and
4. See that timing and signaling equipment are in order.

(b) During the game-

1. Start play, even when a player who is attempting to delay the game is not ready.
2. Stop play whenever necessary including when there is an injury to a player or referee, when the ball goes outside the playing area, when the ball is interfered with by ineligible persons, when the ball is struck with a high broom, when the goal post is displaced, and when there is an infringement of the rules, except that for a foul committed to prevent a goal, play shall not be stopped until the offending team gains possession of the ball.
3. Report to the timekeeper the number of each penalized player and the duration of the penalty imposed.

4. Determine goals and report to the official scorer the number of each goal scorer, as well as the player(s) receiving an assist.
5. Control the timekeeper.
6. Determine infraction of rules concerning offside and icing.
7. Terminate the game if playing conditions become unsatisfactory.
8. Appoint another person as assistant or finish the game alone if, through sickness or accident, one referee is unable to start or finish the game.

ART.5. At the center face-off for the start of each period and after goals, one referee shall conduct the face-off. The other referee shall stand within five feet of the sideboards on the opposite side of the ice. The direction of the ball shall determine the positioning of the non-face-off official. The official conducting the face-off shall react accordingly and follow the play.

SECTION 4. Scorer

ART.1. The scorer shall be responsible for keeping the score as reported by the referee.

ART.2. The scorer shall be responsible for seeing that after each goal the name of the persons scoring and assisting are announced as reported by the referee and, in the event a goal is disallowed, for seeing that the referee's decision is properly announced.

ART.3. A current MSF Broomball Rule Book shall be at the scorer's table.

SECTION 5. Timekeeper

ART.1. The timekeeper shall time the actual play starting when the ball is touched on the face-off and only stopping the clock whenever a referee signals play to stop or a goal is scored during stop time.

ART.2. The timekeeper shall signal the end of each half and of any overtime as designated by the referee, and this signal shall mark the absolute conclusion of play.

ART.3. The timekeeper shall time intermissions and shall notify the referee and teams to be ready for play 30 seconds before the expiration of each intermission.

ART.4. The timekeeper shall keep a record of the offenses and the players penalized and shall keep any penalized players off the ice for the time of the penalty in actual time of play.

ART.5. If a penalized player's penalty time expires during a stoppage of play, (except after a goal has been scored) the timekeeper shall not allow the player to return to the ice until play resumes.

ART.6. If a penalized player went on the rink before complete penalty time had been served or during a stoppage of play, the timekeeper shall note the time and notify the referee when play is stopped.

ART. 1...All cases of a penalty shall be primary, the minor penalty shall be secondary.
penalized player returns to the ice until a substitute has been removed or until
play resumes after the penalty has been assessed.

Rule 3 Teams, Players and Substitutes

SECTION 1. Teams

ART. 1. A team shall be composed of six players, designated; goalkeeper, right defense, left defense, center, right wing and left wing, respectively.

ART. 2. A team shall have six players to start a game. If after the start of the game a team is reduced to fewer than six players (other than by player ejection) it may continue play. If a team is reduced to fewer than six players due to player's ejection the game will be forfeited immediately. If a team is reduced to three players or less during regulation play, it shall forfeit the game. If the opposing team is leading at the time of the forfeit the game score shall become the final score. In any other case a score of 1-0 shall be awarded to the winning team.

ART. 3. A maximum of 14 players, including goalkeepers, may dress for and play in a game. In Men's Elite, "A" Co-Rec and Men's Masters play only 11 players may dress and play.

SECTION 2. Captains

ART. 1. Each team shall designate prior to the game any combination of captains or alternates, not to exceed two. It is recommended that one of these persons be on the ice at all times. If more than one is on the ice at one time, only one may speak to the referee.

ART. 2. If the captain or alternate receives a penalty, that player shall lose all captain privileges for the duration of the penalty and shall proceed directly to the penalty box.

PENALTY — Misconduct

SECTION 3. Starting Lineups

ART. 1. Thirty minutes prior to the start of the game and at the request of the referee, the manager of each team shall submit a written lineup and, at the request of the referee, shall place a playing lineup on the ice and be prepared to promptly commence play.

PENALTY — Minor (Captain's choice from players who start the game).

ART. 2. Teams shall be on the ice ready to play promptly at the beginning of each period.

PENALTY — Minor (Captain's choice from players scheduled to be on the ice at the start of the period).

SECTION 4. Substitutes

ART.1...Substitutes may be made at any time provided the player coming off the ice shall be at the player's bench (within an arms length) and out of play before the substituting player enters on to the ice. All penalized players who are to be changed after a penalty has been served, must proceed on the ice to their own player's bench before a substitution shall be made.

PENALTY — Minor (on the incoming player)

ART.2...The number of times any player may be substituted (i.e., withdrawn from, or returned to, the game within the same period, or otherwise) is not limited.

ART.3...A substitute player (except the goalkeeper) is not required to notify the referee before entering play. Although the officials shall not begin play with extra players on the ice, the responsibility for maintaining the proper number of players rests with the team. In the case of a goalkeeper leaving the game for an extra player, the goalkeeper may not take part in play beyond the red line until a stoppage of play, at which time the goalkeeper can declare a forfeit of goalkeeper privileges and become a regular player.

ART.4...Should any player (except the goalkeeper) be injured during the game, a referee shall stop play and the injured player shall be compelled to leave the ice, and a substitute shall immediately take the place of the injured player.

ART.5...In case a team has no substitutes in goalkeeper's equipment, and it becomes necessary to substitute for the goalkeeper because of his incapacitation by injury or receiving a time or misconduct penalty, a reasonable length of time shall be allowed for the substitute to change into goalkeeper equipment, and that player shall be limited to a one minute warm-up if requested. In case of injury to a goalkeeper, two minutes shall be allowed for that player's recovery if the captain so requests and the referee deems it proper. All players are to go to the team bench area during the requested recovery period, and the time shall be kept by the game timekeeper.

PENALTY — Minor

ART.6...A player who has received a time penalty, or one who is serving for a disqualified player, shall remain in the penalty box until the penalty time is completed unless the penalized player is injured or ill and cannot return to the neutral or ice at the proper time.

ART.7...When penalized player or an immediate substitute for that player returns to the ice, either from the penalty box or the team bench, that player shall not be eligible to play any ball coming from that team's defensive zone until possession and control of the ball has been made by an opponent or until possession and control of the ball has been made by a teammate in the neutral or attacking zone of the penalized player.

PENALTY — Face off at the nearest spot in the offending teams defensive zone.

ART.8...On any face-off, if a team starts play with fewer players than it is entitled to, any subsequently entering player shall not be eligible to play any ball coming from that team's defensive zone until possession and control of the ball has been made by an opponent or until possession and control of the ball has been made by a teammate in the attacking zone of the substituted player.
PENALTY — Face off at the nearest spot of the offending team's defensive zone.

ART.9...If at any time a team plays too many players, it shall immediately send the extra player or players from the ice.

PENALTY—For each extra player, Minor (Captain's choice from the remaining legal players on the ice).

ART.10...If an extra player from the team bench or the penalty box prevents, or tries to prevent, a breakaway attempt at goal, there shall be a delayed whistle.

PENALTY — Penalty Shot, Minor and Misconduct

Rule 4

Time Factors

SECTION 1. Length of Halves and Intermissions

ART.1...The game shall consist of two periods, each consisting of 18 minutes of stop time play. This does not include any overtime, which may be added to the end of the regular game. There shall be an intermission of two minutes between periods.

ART.2...Each team may request a time out of one minute, during a stoppage of play, during the regular game. The request must come from the designated captain or assistant captain on the ice. If overtime is played, an additional time out is awarded each team. Unused time outs do not carry over from regulation to overtime or overtime to overtime.

ART.3...The 1st period will always be played in its entirety. If the 2nd period has begun and the goal differential becomes five or more, the clock shall revert to running time. If the goal differential becomes eight, the game will automatically end.

ART.4...Games which are tied after regulation play has expired, may be resolved through overtime play. Teams are reduced to four players with no goalkeeper. The 1st overtime will be a three minute stop time period. The total goals scored shall determine the winner of the game. If the score is still tied, then a 2nd overtime is started with the 1st goal scored (sudden death) determining the winner. This period doesn't end until a winner is determined. No player may be stationary in the crease unless a ball is first in the crease. Being stationary in the crease for more than three seconds draws a minor penalty. Goals cannot be scored by an attacking player unless the ball is shot or deflected beyond the center redline in the offensive one-half of the ice.

However, a team may score on themselves from anywhere on the ice. Penalties may be called, but no team may be reduced to less than one-half strength. In pool play, net score differential after the overtime shall be one despite the final score.

NOTE: If a penalty shot is awarded in overtime, the offending team's goalkeeper is allowed to defend against the attempt. A defending player in the crease before the ball who stops a shot from outside the crease gives the non-offending team the choice of a penalty shot or a minor and major penalty. Players may run through the crease and go into the crease to retrieve a ball without penalty.

ART.5... If, in the opinion of the referee, the playing conditions become unsatisfactory during the course of the game, the referee shall terminate the game and the score of the game shall stand. If one period of play has not been completed, "no game" shall be declared and the game shall be replayed in its entirety.

Note: A game which is suspended during MSF tournament play due to unsatisfactory playing conditions shall be resumed from the exact point of suspension.

Rule 5

Putting the Ball in Play

SECTION 1. Face-off

ART.1... The ball shall be put into play by a face-off. The two players participating in the face-off shall be completely on-side. A player's broom must be in contact with the ice, entirely on side of the ball, and not touching the face off spot. The ball will be dropped on the face-off spot between the two players' brooms and must first touch the ice before the players may play it. No particular facing by either player is required. Lifting the broom above the waist is a violation. If contact results from lifting the broom a minor or major penalty shall be assessed.

PENALTY — If broom contacts opponent, minor. If flagrant, major.

ART.2 All other players shall, at the time of a face-off, be standing so that their bodies and brooms are no closer than 36 inches from an opponent and they shall be closer to their own end of the rink than is the spot of the face-off, and all players, including their brooms, except the two players participating in the face-off, shall be at least 15 feet from the ball no matter where the face-off may be.

PENALTY — Minor - A delay of game shall be assessed if the team or teams do not assume the correct positioning when so instructed by a referee.

ART.3...If a player facing-off fails to take his proper position immediately when directed by the official, the official may order them replaced for that face-off by any teammate on the ice.

SECTION 2. Face-off Areas

ART.1...The ball shall be faced-off after each stoppage of play based on the location of the ball at the time of the stoppage of play. Under normal conditions, the face off will be moved back one zone to the nearest face off spot when an attacking player caused the stoppage, unless otherwise indicated by another rule.

Exceptions to the face off rule are as follows:

- (a) If the goalkeeper freezes the ball, a pass-back occurs at the nearest end-zone face off spot
- (b) If the goal cage is accidentally displaced and the referees can identify which team caused the stoppage, the non-offending team is awarded a pass-back at the nearest end zone face-off spot (if caused by the defending team) or the far offside face off spot (if caused by the attacking team). (When a team is awarded a pass-back, the ball is put into play when the referee blows a whistle. The ball must be passed using a broom to a teammate behind the ball. Face off positions must be observed in that everyone else must be on sides and 15 feet from the ball.)

ART.2...The ball shall be faced-off at center ice:

- (a) At the start of each period.
- (b) After a goal is scored.
- (c) After a penalty shot.

ART.3... The ball shall be faced off at the nearest face-off spot (excluding offside spot) when:

- (a) Both teams stall play of the ball.
- (b) Fouls or infractions are committed by either or both teams.
- (c) If the ball becomes lodged in the outside of the goal cage, it is treated as if the goaltender's equipment caused the stoppage of play. The resulting face-off is at the nearest end zone face-off spot.
- (d) The referee loses sight of the ball, a player accidentally falls on the ball, or an inadvertent whistle occurs.

ART.4...If play is stopped because of an injury, accident or illness of a player the face off is in the zone where the ball was last played. not stopped if the ball hits an official, unless the ball goes directly into the net off the official.

ART.5...The officials are considered part of the rink, and as such, play is

ART.6...The ball shall be faced-off after offside infractions at a spot outside the offending team's attacking blue line. If the offside was judged by the referee to be caused intentionally, the face-off shall be at the nearest end zone face-off spot of the offending team.

ART.7...if the referee errors in calling icing, the face-off is at the nearest end-zone face-off spot where the ball was when play was stopped.

Rule 6

Playing the Ball

SECTION 1. Use of the Broom

ART.1...if the entire ball is above waist level it may not be played or attempted to be played with any part of the broom. Exception: In certain divisions and classes of MSF play that require helmets, play to the shoulders is allowed. (see current MSF broomball guide for those specific divisions and classes) **PENALTY — Delayed Whistle/Face-Off**

ART.2...While a player is on his knees he may not play or attempt to play a ball which is entirely above his shoulders.

PENALTY — Minor

ART.3...if the entire ball is above shoulder level it may not be played or attempted to be played with any part of the broom.

PENALTY — Minor

Note: The broom may be carried at any height but if contact is caused a Minor penalty shall result. If injury occurs or play is ruled dangerous, Major.

ART.4...if the ball, after being played by a high broom above the waist but below the shoulders is first controlled by an opponent all players are eligible and play is not stopped.

ART.5...On the "whip shot" the broom may go above the shoulders in a wind-mill like action. The ball may not be contacted while it is entirely above waist level except in classes that require helmets. However, the player taking the shot is responsible for any contact when their broom is above their waist. **PENALTY — Delayed Whistle**

ART.6...A player may participate without a broom. However, no player can have more than one broom in their hands while play is in progress. A broken broom must be dropped to the ice immediately. (Immediately means the player shall be given reasonable time to become aware of the broken broom) A player may retrieve the goaltender's broom, however any handing over of the broom must be made from one hand to the other. Any player who has dropped their broom may get another directly from the bench or from a teammate on the ice. A dropped or broken broom must sit on the ice and may not be kicked, slid or thrown. No player may intentionally direct a dropped broom nearer or farther from the player who dropped it.

PENALTY — Minor

ART.7...No player shall throw a broom in any zone.

Penalty — Misconduct. If flagrant, also MAJOR. If a thrown broom interferes with play, PENALTY SHOT and MISCONDUCT. If a thrown broom results in an injury, MAJOR AND GAME AND TOURNAMENT MISCONDUCT.

ART.8...Broom checking may be made only at the ball and below the waist. **Exception:** In classes that require helmets, excluding Class B and C Co-Rec play, broom checking is permitted to the shoulders. When timing is too late or the distance too great to secure the ball and the broom interfered with an opponent, it becomes holding, hooking, tripping or slashing. Slashing is also swinging the broom with unnecessary force while playing the ball or otherwise. Contact with the ball or a player is not necessary for a penalty to result.

PENALTY — Above waist/shoulder, holding, hooking, tripping or slashing; Minor. If flagrant; Major.

SECTION 2. Use of Hand and Foot

ART.1...The ball may be stopped and controlled but not hand passed to a teammate. It may be stopped by any part of the body but thus not carried on hand.

ART.2...Hand passes shall be administered at the point of stoppage unless the stoppage is in the offending team's attacking zone; at which point the face off shall be brought outside to the farthest blue-line spot.

ART.3...It is permissible to kick pass a ball to a teammate anywhere, including over a line (s), but not to "bomb" it down the ice in an attempt to clear the zone.

PENALTY — Face-off

ART.4...The ball may be batted with an open hand as long as the ball is not directed to a teammate or as long as the player who batted the ball is the first to recover it for his team. **Exception:** A sideward or backward bat by the goalkeeper.

PENALTY — Face-off

ART.5...If the ball, after being propelled by a body part, is first touched by an opponent (except a deflection off the goalkeeper) or ruled to be an unintentional deflection to a teammate, all players are eligible and play is not stopped.

Note: It is not allowed to score as a result of gaining an advantage from any illegal act. If the ball is batted off the goaltender, a goal cannot be scored until control by the defending team or goaltender is achieved or a reasonable time elapses.

SECTION 3. Diving for, Trapping the Ball

ART.1...No player other than the goalkeeper exercising his privileges shall pick up, cover or trap the ball with his hands or body.

PENALTY — Minor. If by defending team in the goal crease of the defending team. **PENALTY SHOT**

Note: The same penalty shall result regardless of the goalkeepers position in or out of the crease.

ART.2...A player who leaves his feet to play the ball shall not initiate contact with their opponent.

PENALTY — Minor, if that player causes an opponent to fall.

Note: This article is intended to restrict the diving, rolling, sliding type of body block. It is not intended to restrict a player from going down on one or both knees to play the ball or block a shot.

SECTION 4. Zone Play

ART.1...A player is offside when both shoes on the ice are completely over the outer edge of the blue line involved in the play at the instant the ball completely crosses the outer edge of that line. The position of the player's shoes and not that of his or her broom shall be the determining factor in all instances in deciding an "offside." To establish on side, one shoe must be on the zone line.

ART.2...Any player, regardless of position on the rink, may attempt to get possession of the ball from an opponent who has possession of it.

ART.3...Any player is eligible to play the ball (on side):

- (a) in that player's defensive zone (Exception: Players returning to the ice (3-4-7 & 8);
- (b) in that player's attacking zone provided the ball preceded that player into that zone; or
- (c) in that player's attacking zone and the ball is passed there from the defensive zone by an opponent.

ART.4...As long as the ball remains in any zone and does not completely cross a zone line, any player is eligible to play it.

ART.5...If the ball is clearly intercepted by a member of the defending team in the attacking zone at or near the blue line and is carried or passed by their team into the neutral zone, the offside shall be delayed and play permitted to continue even if a member of the attacking team has preceded the ball into the attacking zone. The referee shall drop his arm and allow play to continue if all attacking players in the attacking zone clear the attacking zone by making foot contact with the blue line.

Note: The attacking zone must be completely clear of attacking players before a delayed offside can be nullified with the ball still in the attacking zone.

Note: A shot on goal by the attacking team when in an "offside" condition shall result in a quick whistle.

SECTION 5. Crease Rule

ART.1...A player is considered to be in the crease if any part of their person or equipment, including broom is on the ice in the crease or if the complete tip of the broom is in the air totally across the perpendicular extension of the crease line.

ART.2...A player of the attacking or defending team may stand or be in the crease when the ball is in the crease.

ART.3...No player of the attacking or defending team except the goalkeeper shall be stationary in the goal crease when the ball is outside the crease.

PENALTY — Minor

ART.4...No player of the attacking team may be running or sliding through the goal crease when a goal is scored by a teammate who is outside the crease.

PENALTY — No Goal, Turnover.

ART.5...No Player of the attacking team may be stationary in the goal crease when a goal is scored by a teammate who is outside the crease.

PENALTY — No Goal, Minor.

Note: The provisions of the crease rule apply at all times regardless of the position of the goalkeeper.

SECTION 6. Stalling or Delaying Game

ART.1...No player shall deliberately hold (freeze) the ball against the boards, cage or ice with a broom, foot or any other part of the body for the purpose of delaying the game. There will not be a whistle for any reason for a stalled ball along the boards unless a player unintentionally falls on the ball.

PENALTY — Minor.

ART.2...No players shall delay the game by unnecessarily adjusting equipment or clothing, tying shoes, celebrating after goals, conferring with managers, players, or others, or committing any act for the obvious purpose of "stalling."

PENALTY — Play shall be immediately started, even though the players are not ready. After a team has once been warned for delay, subsequent violations call for a Minor Penalty. (If more than one player, Captain's choice of players on the ice at the time of delay.)

SECTION 7. Icing

ART.1...Should any player of a team, equal or superior in numerical strength to the opposing team, shoot, bat or intentionally deflect the ball from behind their defending zone blue line beyond the goal line extended of the opposing team, play shall be stopped and the ball faced-off at the end zone face-off spot of the offending team, unless on the play the ball enters the net of the opposing team, in which case the goal shall be allowed.

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 occur when the non-offending team first touches the ball after it has crossed their goal line extended, including when a timed penalty expires, bringing teams back to equal strength before the ball crosses the goal line extended.

ART.2...Icing is nullified and play shall continue when:

- (a) players of the team icing the ball, touch, deflect (or tip) the ball before it reaches the goal line extended;
- (b) the icing team has fewer players on the ice than the opposing team;
- (c) the shot is made from a face-off;
- (d) the ball touches an opposing player or their equipment before reaching the goal line extended;
- (e) a player of the opposing team other than the goalkeeper is able, in the opinion of the referee, to play the ball before it passes the goal line extended but does not do so;
- (f) the ball is played by the goalkeeper prior to reaching the goal line extended on the rink or enters the cage (in which case a goal is scored); or
- (g) the ball is shot and rebounds from the body or broom of an opponent in his own end of the ice and crosses the goal line extended of the player shooting the ball.
- (h) The offending team is the first to touch the ball after it crosses the goal line extended.

Note: Icing remains in effect when a goalkeeper has been pulled for an extra attacker, and positioning of the goalkeeper is not a factor in determining icing.

PENALTY — Face-off

SECTION 8. Intentionally Causing Ball to Leave Rink

ART.1...No player shall cause the ball to leave the rink for the obvious purpose of stopping play.

PENALTY — Minor.

If on goalkeeper, Minor (Captain's choice of players on the ice).

SECTION 9. Interference

ART.1...Interference with an opponent not playing the ball, in the sense of providing interference, affording protection or creating a pick for a teammate is not permitted anywhere under any circumstances. Contact between players is not necessary for interference to occur.

PENALTY — Minor.

ART.2...Waving of arms in front of a goalkeeper by an opponent is interference.

PENALTY — Minor.

ART.3...A player, whether in the act of covering or being covered, may never cross-check, hook, hold, shove, push or charge an opponent. A player may, however, guard, cover or maintain position against an opponent not playing the ball by standing in front of that player, even touching the opponent with some part of the body. However, they may not create a "pick" on the passback.

PENALTY — Minor. If flagrant, Major.

Note: Officials should bear in mind that an attacking player as well as the defending player may be guilty of body-checking, cross checking or other personal fouls.

SECTION 10 Goalkeeper Play of the Ball

ART.1...A team shall have only one goalkeeper or player with goalkeeper's equipment and privileges on the ice at any one time. In case a player is substituted for the goalkeeper they shall be given the same privileges as the goalkeeper, and they must report to the referee as the goalkeeper, only at a stoppage of play.

ART.2...Within the privileged area bounded in the rear by the goalkeeper's end of the rink, in front by an imaginary line connecting the end zone face-off spots to the side boards, (see diagram of rink), the goalkeeper has certain privileges. The goalkeeper:

- (a) May, in stopping the ball, catch, trap, cover, kick or bat it with their hands, feet or broom in any direction. In clearing the ball, the goalkeeper may pick it up, carry it out of the crease, or throw it toward the nearest end of the rink. In doing these things, the goalkeeper shall not hold the ball more than three seconds;
- (b) May not deliberately conceal the ball in his equipment;
- (c) May not deliberately throw or bat the ball toward the opponents' end of the rink;
- (d) May not deliberately throw or bat the ball over the side or end boards;
- (e) May not interfere with an opponent who is not playing the ball;
- (f) May not intentionally displace the goal to disrupt or delay play;
- (g) May not use broom (whether contact is made or not) to intimidate or harass an opponent;
- (h) May play the ball with his broom at any height, but if injury results from the goalkeeper's high broom, he shall be penalized;

PENALTY — In (a) through (c), Face-off. In (d) through (g), Minor. If continued in g, Misconduct. In (h), Major.

Note: Any minor time penalty incurred by a goalkeeper, whether for a foul within his privileged area or elsewhere, shall be served by a teammate on the ice at the time of the infraction and chosen by their (the fouling goalkeeper's) captain.

ART.3—When outside the privileged area, the goalkeeper does not have the privileges of Article 2 and shall play the ball in the same manner as that prescribed for other players and is subject to the same penalties as other players. (Goalkeeper may play to the red line, but privileges only apply in privileged area.)

Rule 7

Scoring

SECTION 1. Goals

ART.1—A goal is made when:

- (a) The ball, entering from the front, passes between the cage posts, below the top of the net and completely across the goal line. Exception: In classes of play requiring helmets (excluding Class B & C Co-Rec), a goal is disallowed when the ball is contacted above shoulder level.
- (b) The ball is last touched by a defending player before it crossed the goal line, the goal is allowed regardless of the manner in which the ball was caused to cross the goal line, except when an attacking player has propelled the ball other than with his broom, or illegally with his broom and it bounds or deflects off the person or equipment of the goalkeeper or any other defensive player, the goal shall not be allowed.
- (c) The ball is deflected into the goal from the shot of an attacking player by striking any part of the person of the same team, a goal shall be allowed. The player who deflected the ball shall be credited the goal.

ART.2—A goal shall be disallowed when:

- (a) The ball is contacted while it is at a height entirely above waist level by the attacking team; Exception: In classes of play requiring helmets (excluding Class B & C Co-Rec) a goal is disallowed when the ball is contacted above shoulder level.
- (b) The ball is kicked, thrown or otherwise deliberately directed into the goal by an attacking player with any means other than his broom;
- (c) The attacking team has committed a foul which assisted in the making of a goal;
- (d) The attacking team has too many players on the ice at the time the goal was made;
- (e) The ball hits an official and goes directly into the net;
- (f) Any member of the attacking team (other than the player in possession of the ball) was in or running through the goal crease when the goal was made from outside the crease, unless the goalkeeper was outside the crease when the play was made. (In which case the goal is allowed.)
- (g) An attacking player carries the ball into the cage while it is resting upon any part of his body;
- (h) An attacking player interferes with the goalkeeper;
- (i) The ball is between the goalkeeper's pads or lodged in his equipment and is carried over the goal line by an opponent pushing the goalkeeper into the cage. (But, if it is so carried by a teammate pushing the goalkeeper, or if the goalkeeper himself propels it over the goal line, the goal is allowed);
- (j) A goal is made after a referee or timekeeper has signaled play to stop; or
- (k) A goal is made with a broom which before the ensuing face-off, is found to be illegal.

SECTION 2. Crediting Goals, Assists

ART.1...A goal scored shall count one point for the team scoring a legal goal.

ART.2...A goal shall be credited in the scoring records to the player who propelled the ball into the opponents' goal. If the goal is scored by a defensive player, credit shall go to the last offensive player to have touched the ball. Each goal shall count one point in the player's record.

ART.3...An assist shall be credited to the player or players taking part in the play preceding the goal, even though the play may originate in the defensive zone. Not more than two assists shall be given on any goal. Each assist so credited shall count one point in the player's record.

ART.4...A save for a goalkeeper shall be credited only when the goalkeeper has prevented the ball from entering the net.

Rule 8 Conduct of Players & Others

SECTION 1. Addressing Officials

ART.1...Only one of the playing captains of either team may have the privilege to talk or confer with a referee during a stoppage of play. The playing captain shall not dispute judgment decisions of the referee.

PENALTY — Misconduct.

If continued, disrespect, **GAME AND/OR TOURNAMENT MISCONDUCT.**

ART.2...No player shall show disrespect for an official, nor when penalized shall fail to go directly and immediately to the penalty box.

PENALTY — Misconduct. If continued disrespect, Bench Minor. If continued **GAME AND/OR TOURNAMENT MISCONDUCT.**

ART.3...No player, coach, manager or other bench personnel shall use foul or abusive language or gestures to officials or others or otherwise try to influence an official while play is in progress or during an intermission.

PENALTY — Misconduct.

If continued disrespect (or if following the game), **GAME AND/OR TOURNAMENT MISCONDUCT.** If not on a player on the ice (captain's choice). If incident occurs on a non-player during an intermission, captain's choice of a player who started the game.

Note: In Articles 1-3 during tournament play, a player or non player guilty of verbal abuse shall be disqualified for that game only unless deemed flagrant by the game official. If the ejection occurs in the last five minutes of a game the player shall also be disqualified for the following game. Any player/manager that is disqualified from two games in a tournament for verbal abuse shall receive a game and tournament disqualification on the second offense. (Note: Flagrant verbal/baiting shall always result in automatic game and tournament disqualification)

ART.4...No team personnel shall intentionally touch, trip, hold, push or in any other way molest an official before, during or after a game.

PENALTY — Major and GAME AND TOURNAMENT MISCONDUCT (and the offender shall be reported to the state federation).

ART.5...There shall be no refusal of team personnel to obey the decision of the referee.

PENALTY — Forfeiture, and the score shall 1 to 0, unless the decision of the referee is accepted within three minutes, in which case a MAJOR penalty shall be assessed.

SECTION 2 Personal Fouls/Unsportsmanlike Conduct

ART.1...No player shall body check an opponent at any time or in any manner. This includes:

- (a) Pushing, shoving, elbowing, holding, charging, jumping at or playing the body in any other manner.

PENALTY — Minor. If flagrant, Major.

Note: If incidental contact occurs while playing the ball it should be ignored. Incidental contact between two players pursuing a loose ball should also be ignored.

ART.2...No player shall:

- (a) thrust the broom into an opponent with both hands unless part of the broom is on the ice and the primary effort is toward the ball not the opponent (cross checking);
- (b) swing the broom at an opponent with unnecessary force, regardless of height (slashing);
- (c) force an elbow or knee into an opponent (elbowing); or
- (d) trip or slash at an opponent with a broom, leg, foot or sliding body-block (hooking/tripping/slashing).

PENALTY — Minor. If flagrant, Major

ART.3...Play interpreted as dangerous by the game officials shall always be penalized, whether or not injury occurs.

PENALTY — Minor, If flagrant, Major

ART.4...No player shall commit any of the following acts:

- (a) fighting;
- (b) spearing (stabbing an opponent with the broom while the broom is being carried with one or both hands);
- (c) butt-ending or malicious use of the broom at any height;
- (d) kicking;
- (e) grabbing the face mask;
- (f) head butting; or
- (g) any other act which deliberately injures or attempts to injure.

PENALTY — Major and Disqualification of offending player or players for the remainder of the game and tournament, and no substitution on the ice for such player or players until after the expiration of the major penalty. Such disqualified player or players shall not enter the penalty box and may not occupy any area designated or reserved for players.

ART.5...A player who has been struck shall not retaliate with a blow or attempted blow.

PENALTY — Major and GAME AND TOURNAMENT MISCONDUCT.

Note: Any subsequent player entering into an altercation shall receive a Major and Disqualification. A player who is identified by the officials as being the aggressor shall be subject to the same penalty.

ART.5...Players not involved in an on-ice altercation shall, upon verbal signal from the referee, proceed immediately to their respective team bench area.

PENALTY — Minor for each player who does not comply.

ART.7...No player shall leave the team bench or the penalty bench during an altercation.

PENALTY — Major. If the official cannot identify the player or players involved, the referee shall require the team's captain to choose the player or players to serve the penalties. If the player participates in the altercation, GAME AND TOURNAMENT MISCONDUCT.

ART.8...No player, coach or bench personnel shall use tobacco, alcohol or illegal drugs in the playing area/facility.

PENALTY — Misconduct. If continued, Game and Tournament Misconduct.

Note: Any player, coach or bench personnel deemed to be under the influence of alcohol or illegal drugs, shall be withheld/disqualified from that game.

SECTION 3. Intimidation

ART.1...A player shall not act in a way designed to incite an opponent into incurring a penalty, (e.g., threatening or abusive language, gestures, waving or banging brooms on the ice or boards.)

PENALTY—Misconduct. If continued, GAME AND/OR TOURNAMENT MISCONDUCT.

SECTION 4. Holding

ART.1...There shall be no holding of an opponent, or an opponent's broom, with the hand, arm, leg, broom or otherwise, except that it shall be permissible for a player to lift the broom of an opponent with their own broom. Such lifting up shall be only momentary and only for the purpose of obtaining the ball or preventing the opponent from playing it. This does not permit lifting or raising near the hands of an opponent or with the broom across and against the opponent's body, or the raising of the opponent's broom so high that player progress is stopped.

PENALTY — Minor.

SECTION 5. Displacing Cage

ART.1...No player shall deliberately displace a cage.

PENALTY — Minor.

If to prevent a goal, Penalty Shot. If unintentional, Face-off.

SECTION 6. Returning To Ice

ART.1...No player who is serving a penalty in the penalty box may return to the ice without permission of the penalty timekeeper or referee, until expiration of the penalty.

PENALTY — Minor.

SECTION 7. Bench Conduct

ART.1...There shall be no whistles blown or other mechanical devices used to signal by managers, trainers or anyone other than officials.

PENALTY — Minor upon player (Captain's choice) on the ice at the time of the incident.

ART.2...No coach or manager shall enter onto the ice during the game, except by permission of the referee.

PENALTY — Minor upon a player (Captain's choice) from those legally on the ice at the time of the incident.

ART.3...Activities of a coach during the progress of the game shall be confined to the immediate area of the bench.

PENALTY — Minor upon a player (Captain's choice) on the ice at the time of the incident.

ART.4...No coach, manager or other team personnel shall throw a broom, ball or other equipment onto the ice. If equipment is thrown onto the ice which definitely interferes with or confuses play, an immediate whistle should occur. If play is not interfered with or confused, a delayed whistle is in order.

PENALTY — Minor (Captain's choice from players on the ice).

Rule 9

Time Penalties

SECTION 1. Time Penalties

ART.1...Time Penalties are:

- Minor - 2 minutes of game time;
- Major - 5 minutes of game time;
- Misconduct - 10 minutes of game time;
- GAME AND/OR TOURNAMENT Misconduct - Disqualification from Game and/or Tournament**

ART.2...The time shall be served by the offending player unless otherwise specified. That player shall report immediately to the penalty box and remain there until the timekeeper 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 in the penalty box.

ART.3...Major and misconduct penalties do not terminate when a goal is scored.

ART.4...If the penalty time is unexpired at the end of a period, the penalty carries over into the next regular period or overtime.

ART.5...During regulation play a team shall not be reduced by time penalties so that it has fewer than four players, including the goalkeeper, on the ice at any time.

ART.6...During sudden death play a team shall not be reduced by time penalties so that it has fewer than two players on the ice at any time.

Note: When two players of the same team are serving penalties and a third player of that team is penalized, the time of the third player shall not begin until one of the two previous penalties has elapsed. However, the third player or a substitute shall enter the penalty box immediately.

SECTION 2. Minor Penalty

ART.1...A minor penalty shall be assessed for:

- (a) Challenging a broom which is found to be legal;
- (b) Making more than one line change during a stoppage of play;
- (c) A goalkeeper's holding the ball behind the goal line;
- (d) Entering the game with illegal equipment (also misconduct) (1-16-1);
- (e) Failure to submit a starting line-up at the referee's request (3-3-1);
- (f) Failure to take the ice promptly at the start of a period (3-3-2);
- (g) A substitute taking the ice before the departing player is off the ice (3-4-1);
- (h) Failure of players to go to the team bench during the substitution for a goalkeeper after equipment failure or injury (3-4-5);

SECTION 4. Misconduct Penalty

ART.1—A misconduct penalty shall be assessed when:

- (a) A player is found using or wearing illegal equipment, also Game and Tournament Misconduct if repeated by same player (1-16-1 a-h);
- (b) An extra player tries to prevent a break-away toward goal, also penalty shot (3-4-18);
- (c) A player throws a broom (6-1-7);
- (d) A player throws a broom which interferes with play, also Penalty Shot (6-1-7);
- (e) A player interferes with a penalty shot (9-7-3).

ART.2—If a major or minor penalty is also assessed on the player receiving the misconduct penalty, a substitute shall accompany the penalized player to the penalty bench; and the substitute may enter the game when the major or minor penalty time has expired. If no penalty is assessed in addition to the misconduct penalty, a substitute for the penalized player may enter the game immediately.

ART.3—When a misconduct penalty is assessed to a goalkeeper, the penalty time shall be served by the goalkeeper. A replacement goalkeeper on the ice shall be allowed for the penalized goalkeeper. The penalized goalkeeper shall not go on the ice as a goalkeeper until a stoppage of play at which time the goalkeeper declares goalkeeper privileges.

SECTION 5. Game Misconduct Penalty

ART.1—A game misconduct penalty shall be assessed when a player guilty of verbal abuse shall be disqualified for that game only unless deemed flagrant by the game official. If the ejection occurs in the last five minutes of a game the player shall also be disqualified for the following game. Any player/manager that is disqualified from two games in a tournament for verbal abuse shall receive a game and tournament disqualification on the second offense. (Note: Flagrant verbal/baiting shall always result in automatic game and tournament disqualification)

- (a) A captain disputes judgment decisions of the referee or fails to go to the penalty box after being assessed a penalty (8-1-1);
- (b) A player shows disrespect for an official (8-1-2);
- (c) A player uses foul or abusive language or gestures (8-1-3);
- (d) A player attempts to intimidate another player or official (8-3-1);

SECTION 6. Game and Tournament Misconduct Penalty

ART.1—A game and tournament misconduct penalty shall be assessed when:

- (a) A player returns to the game with illegal equipment (1-16-1 a-h);
- (b) A player's thrown broom causes injury (6-1-7);
- (c) A captain continues to show disrespect for an official's judgment decision after having received a misconduct or game misconduct penalty (8-1-1);
- (d) A player continues to show disrespect for an official after having received a misconduct or game misconduct penalty (8-1-2);
- (e) A player continues to use foul or abusive language after having received a misconduct or game misconduct penalty (8-1-3);

- (a) A team member intentionally touches, trips, holds or pushes a referee (6-1-4);
- (b) A player deliberately injures or attempts to injure an opponent (6-2-1g);
- (c) A player retaliates with a blow or attempted blow against an opponent (6-2-5); or
- (d) A player leaves the team bench or penalty bench and participates in an on-the-ice altercation (6-2-7).
- (e) A player receives a second game misconduct penalty for verbal abuse (6-1-1-3); or
- (f) A player, coach or bench personnel continues to use tobacco, alcohol or illegal drugs (6-2-8).

ART.2. A game and tournament misconduct penalty consists of a major penalty and suspension for the balance of the game and tournament.

ART.3. The disqualified player shall not occupy a position on the designated team or penalty benches and shall be removed from the playing area.

ART.4. When coincident game disqualification penalties are assessed to an equal number of players of each team, the penalized players shall leave the game and each team shall thereafter be permitted to place a substitution on the ice for each of its disqualified players after completion of any minor or major penalty time that was assessed.

SECTION 7. Penalty Shot

ART.1. A penalty shot is awarded during regulation or overtime play when:

- (a) An extra player attempts to stop a break-away toward goal (3-4-10);
- (b) A broom or equipment is thrown and interferes with play (6-1-7);
- (c) A defending player other than the goalkeeper traps or covers a ball in the goal crease (6-3-1);
- (d) A player deliberately displaces the cage to prevent a goal (6-6-1); and
- (e) A player fouls from behind an opponent who is in possession of the ball in the offending player's defensive zone when there are no defending players except the goalkeeper between the attacker and the defending team's goal.

Note: If an infraction occurs which calls for a penalty shot the offended team has the option of accepting either the penalty shot or having a minor penalty assessed against the offending team. However, if the infraction should call for a major or misconduct penalty such penalties shall be served in addition to the awarding of a penalty shot. If a player's team scores a goal on the play, no penalty shot is awarded.

ART.2. The penalty shot shall be taken by the player fouled. If no player has been fouled, the shot may be taken by any player of the non-offending side who is not serving a penalty when play is stopped for the penalty shot. (Captain's choice). If the player awarded the penalty shot is injured, the try may be taken by any teammate who is not serving a penalty.

ART.3. All players shall move behind the blue line and remain quiet until the shot has been completed. If a player other than the defending goalkeeper causes the penalty shot by another player to fail, a second attempt shall be awarded, and a misconduct penalty assessed to the player who interfered with or distracted the shooter.

ART.4. The ball shall be placed on the attacking player's blue line directly in the middle of the rink. At the referee's instruction, the attacking player shall begin toward the goal, keeping in motion toward the goal until the ball is shot. Only one shot is permitted. Should the ball's motion toward the goal stop at any time, the shot must be immediately taken.

ART. 5. The goalkeeper shall remain completely inside the goal crease during the penalty shot. The goalkeeper may attempt to stop the ball in any legal manner except by leaving the crease area. If a foul is committed by the goalkeeper during the try and try is unsuccessful, another penalty shot is awarded.

ART. 6. The penalty shot ends when:

- (a) The shot is unsuccessful;
- (b) the ball crosses the goal line extended;
- (c) forward motion of the ball toward the goal stops and no shot is immediately taken;
- (d) the goalkeeper gains control of the ball; or
- (e) a goal is scored.

SECTION 8. Delayed Whistle

ART. 1. If a foul is committed by one team while the other team is in possession of the ball, the stoppage of play shall be delayed until the offending team has control of the ball or until the goalkeeper freezes the ball. Exception: If in the opinion of the officials the foul is likely to lead to retaliation or injury the officials may immediately stop play and assess the penalty.

ART. 2. If a minor rules violation calling for a face-off (e.g. hand pass, high broom above the waist, etc.) is committed by the defending team in their defending zone while they are being called for a delayed penalty it should be ignored until they have gained control of the ball or until the goalkeeper freezes the ball.

ART. 3. The offending team may not score a goal while a delayed whistle is in effect.

Note: It is possible for the offending or defending team to score a goal against themselves.

ART. 4. During a delayed whistle play shall only be stopped when:

- (a) the goal cage is displaced;
- (b) the ball strikes an overhead obstruction;
- (c) An official's whistle stops play;
- (d) An injury occurs;
- (e) The ball leaves the rink;
- (f) A goal is scored;
- (g) A second penalty is called which places both teams in a penalty situation;
- (h) Goalkeeper freezes the ball; or
- (i) Offside is called.

CO-REC MODIFICATIONS

Art. 1. Any player receiving two major penalties in one game shall also receive a game misconduct penalty on the second major.

Art. 2. There must be at least three women on the ice at all times (excludes the goalie position).

Art. 3. The goalkeeper may be pulled for a female substitute.

**CARRYING THE BALL**

The official holds one hand open, palm up, while the other hand holds back the wrist of the first.

**TIME OUT**

The official forms a vertical "T" by pointing towards the open palm of their hand with the fingers of their opposite hand.

**BUTT ENDING**

The official creates a cross-motion with their arms moving one under the other.

**ICING**

The official situated near the point from which the ball is shot, shall indicate a possible icing infraction by extending their non-banded arm above their head. The second official (front official) runs in the direction of the ball and blows their whistle and raises their arm if the icing infraction takes place. The official that remained behind runs to the face off.

**BOARDING**

The official holds their hands close to the front of their chest, then brings their clenched fist to strike repeatedly the open palm of the other hand.

**CHARGING**

The official rotates their clenched fists around each other in front of their chest.

**HAND PASS**

The official, with their arm by side, moves their open hand forward in a pushing manner.

**CONTACT**

The official brings their two clenched fists together in front of their chest.

**DELAYED WHISTLE**

The official extends their non-banded arm above their head.

**WASH OUT**

The official sweeps both arms horizontally across the front of their body, at shoulder level, palms toward the ice surface. This is used to indicate that a goal is declined or there is no "off-side" or no "icing".

**CROSS CHECKING**

The official moves their clenched fists forward and backward in front of their chest. Hands are one foot apart.



DELAYED PENALTY
The official extends their banded arm above their head with the hand open to signify a delayed penalty.



DELAYING THE GAME
The official will tap their shoulders with their hands.



ELBOWING
The official taps either elbow with the opposite hand.



HOLDING
Well out in front of their chest, the official clasps their wrist with the opposite hand.



HIGH BROOM
The official clenches both fists and holds one above the other at their forehead level.



HITTING FROM BEHIND
The official uses a pushing motion with both arms fully extended in front of the body.



HOOKING
The official goes through the motion of pulling towards the body with both the hand and arms. The hands are placed one in front of the other as if pulling on a rope.



GAME AND/OR TOURNAMENT MISCONDUCT PENALTY
The official puts the top of their helmet with an open hand.



KNEEING
With both feet on the ice, the official steps their knee with the open palm of their hand.



ROUGHING
The official clenches their fist and extends their arm horizontally out in front of their body.



MISCONDUCT
The official repeatedly touches both hands to their hips and points to penalized players.



SPEARING
The official extends both hands vigorously forward to simulate a jabbing motion.



SLASHING
The official chops their forearm lightly with the edge of their other hand.



TRIPPING
The official extends their right leg forward and strikes it lightly on the side with their hand.



UNSPORTSMANLIKE CONDUCT
The official forms a sideways "T" with their hands by pointing towards the open palm of their hand with the fingers of the other hand.



INTERFERENCE
The official crosses their lower arms in front of their chest.



PENALTY SHOT
The official crosses their wrists directly over head.



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