



First Edition
ABA Broomball Rule Book
Published by ABA Broomball

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FOREWORD

The game of broomball has evolved in the past 40 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, makes 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 American Broomball Alliance and are recommended for use in league play. Local leagues have the option of modifying these rules for local play.

In instances where these rules do not cover a specific game situation, league officials should contact ABA Broomball at aebroomball@gmail.com for a final ruling by the national referee-in-chief.

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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. Goals are scored when the ball enters the goal cage from the front, passing between the goal posts and going completely across the goal line.

Section 2 Playing Surface

Art. 1 The dimensions of the rink should approximately be 200 feet long and 85 feet wide. The rounded corners should be of a radius of at least 20 feet.

Art. 2 The rink shall be enclosed by a structure, known as the "boards," which shall be of a height between 40 inches and 48 inches above the level of the ice surface. The ideal height of the boards should be 42 inches. The boards shall ideally be constructed of fiberglass or wood with a smooth surface facing the ice and free of any object that could cause injury to the players or officials. The recommended color for the boards is white and the bottom kick-plate should be yellow. All doors leading to the ice surface must swing away from the playing area.

Art. 3 A net at least 20 feet in height should be placed above the end boards behind the goal nets to keep the ball within the boundaries of the playing area. Balls hitting the net and dropping to the ice surface will remain in play.

Art. 4 All glass, wire or other types of protective screens and materials used to hold them in position should not be mounted on the boards on the side facing the playing surface. This is designed to separate the players from the spectators.

Section 3 Team Benches

Art. 1 Benches or seats shall be provided for the use of team players and personnel. The bench shall be uniform for both teams, be able to 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 allowing access to the ice surface.

Art. 2 Only players and other team personnel (i.e., managers, coaches, or team trainers) who are listed on the official roster shall be permitted to occupy a position on the team bench. Players not participating due to injury are allowed to be present on the bench. Any player that is on suspension may not sit near the bench of their team, nor in any way attempt to "coach" their team.

Section 4: Penalty Benches

Section 4 Penalty Benches

Art. 1 Seats to accommodate at least four players per team, known as the "penalty bench," shall be provided. Penalty benches for each team should be separate from each other and separate, when possible, from either team bench.

Art. 2 The penalty benches are for the exclusive use of the minor officials and penalized players. No other person shall be allowed in the penalty benches.

Section 5 Referee's Crease

Art. 1 A semi-circle of ten feet in radius marked with a line two inches wide, known as the "referee's crease," shall be marked on the ice directly in front of the penalty timekeeper's seat. No player shall be allowed to enter into the referee's crease without permission of the referee.

Section 6 Goal Posts and Nets

Art. 1 Goal posts shall be set ten feet from each end board of the rink and in the center of the goal line. The "goal line" is a two-inch wide red line, which is drawn entirely across the width of the playing surface.

Art. 2 The goal posts shall extend vertically six feet above the ice surface. They shall be eight feet wide measured from the inside of the goal posts. The cross bar and goal post shall be made of the same material. The cross bar shall extend across the top of both posts. The goal cage shall be three feet in depth measured at the bottom and two feet in depth measured at the top. **(NOTE: When 6'x8' nets are not available, 5'x7' nets are acceptable.)**

Art. 3 The goal posts and cross bars should be painted red in color.

Art. 4 The goal area enclosed by the goal line and the base of the goal shall be white. It is acceptable to have it painted blue as done with a standard hockey rink.

Art. 5 A net shall be attached to each goal frame. There shall be no tears or holes in the net that would permit the ball to pass through.

Art. 6 A Canadian style ball is required for all indoor play. It shall be orange in color and have a circumference between 17 and 19 inches. It shall weigh between eight and ten ounces.

Art. 7 An orange leather stitched ball is required for all outdoor play. State and local modifications may apply.

Section 7 Goal Crease

Art. 1 A semi-circle four feet in radius shall be marked on the surface of the ice in front of each goal by a two-inch wide line. The center of the goal line should be used as the center point to draw the goal crease. This area in the semi-circle shall be known as the "goal crease." The goal crease is the same as the one used for ice hockey. (NOTE: **Broomball uses the youth hockey crease, not the professional one which is modified.**) It is also recommended that the entire area of the goal crease be shaded blue in color.

Art. 2 The goal crease area includes all the space outlined by the semi-circular crease lines and extends vertically to the height of the goal cross bar. (NOTE: **The goal crease lines are included in the area of the goal crease.**)

Art. 3 All defending players are allowed to be in the goal crease before the ball and may make a save during regulation and overtime regardless of the position of the goaltender.

Art. 4 No defensive player shall cover the ball in the goal crease other than the goaltender. A penalty shot shall be assessed for violation of this rule. The non-offending team's captain shall be given the option for the penalty shot or minor penalty. The captain will also be allowed to select the player of their choice to take the penalty shot.

Section 8 Division of the Ice Surface

Art. 1 The ice surface between the two goals shall be divided into three parts by two, 12-inch wide blue lines drawn completely across the ice parallel to the goal line, extend up the side boards and being 60 feet from the goal line.

Art. 2 A center line 12 inches wide shall be drawn across the exact center of the rink in the same manner as the two blue lines. It is recommended that the center line is red in color.

Art. 3 The "Defending Zone" is the one in which the teams goaltender is defending the goal.

Art. 4 The "Attacking Zone" is the one in which is farthest from the teams defended goal.

Art. 5 The "Neutral Zone" is the area between the blue lines.

Art. 6 The width of the zone lines shall be considered part of the zone in which

the ball is located.

Section 9 Center Ice Spot and Circle

Art. 1 The exact center of the ice playing surface shall be marked with a circular blue spot 12 inches in diameter. Using this spot as the center, a circle 15 feet in radius shall be marked with a two-inch wide line.

Section 10 Neutral Zone Face-off Spots

Art. 1 The location of the neutral zone face-off spots shall be located five feet from the corresponding blue line and equidistant from the side boards. It is recommended that the spots be blue in color. (NOTE: **Some rinks do not have these spots marked, so draw an imaginary line from the center of the two hockey face-off spots and connect it to an imaginary line drawn from the center ice face-off spot.**)

Section 11 End Zone Face-Off Spots

Art. 1 Two red face-off spots shall be marked on the ice surface on each side of the goal, and in each end zone. The spots shall be two feet in diameter and mark the center of a circle 15 feet in radius with two-inch wide lines.

Art. 2 Face-off spots shall be set in the following locations: Along a line 20 feet from each goal line and parallel to it, mark two points 22 feet on both sides of the straight line joining the centers of the two goals. Each of these two points shall represent the center of each face-off spot and circle.

Section 12 Teams

Art. 1 Each team shall be composed of six players on the ice surface. A normal lineup consists of one goaltender, two defensemen, two wingers, and one centerman.

Art. 2 A team must have six players to start a game. If, after the start of the game, a team is reduced to fewer than six players, it may continue to play unless it is due to a player ejection. If a team is reduced to less than six players due to player ejection, the game will be forfeited immediately. If a team is reduced to less than four players due to penalty or player injury, the game will be forfeited immediately.

Art. 3 In the event of a forfeit, if the opposing team is leading, the score shall stand as it is. In the event the team is losing and wins via forfeit, the score shall be recorded as 1-0.

Section 13 Captains

Art. 1 Each team shall appoint one Captain and no more than two Alternate Captains before the start of the game. They should be designated with the letter "C" or "A" on their sweater/jersey. Arm bands with the attached letters are acceptable to designate the Captain or Alternates if the letters are not sewn on the sweater/jersey.

Art. 2 Only one designated captain at a time shall have the privilege of discussing a rule interpretation with the referee during the progress of the game.

Art. 3 Goalkeepers may be designated as Captain or Alternate Captain, but shall not be entitled to exercise the privileges of captain.

Art. 4 If the Captain or Alternate Captain receives a penalty, their captain privileges shall be revoked immediately upon the calling of the penalty through the duration of the penalty time.

Art. 5 If a captain is already on the ice, no other captain may leave the bench to discuss a rule interpretation. It is the captain's responsibility who is on the ice at the time to ask for a rule interpretation. A minor penalty will be imposed to any captain failing to abide.

Art. 6 A captain may not question or make a complaint about the call of the official. They may only inquire about a rule interpretation. A minor penalty will be imposed to any captain who fails to abide. After a minor penalty is issued, any continuation shall result in a misconduct penalty.

Section 14 Players in Uniform

Art. 1 At the beginning of each game the Coach or Manager of each team shall present a list known as a "lineup" to the referee listing all eligible players to participate in the game. The national roster size shall not exceed 15. State and local play shall be governed by the appropriate governing bodies.

Art. 2 If a player is not listed on the lineup and the referee deems it to be a clerical error, the player may be added to the lineup at the next stoppage of play. The offending team shall receive a bench minor penalty for each addition. If a player is listed on the lineup before the start of the game and comes late, no penalty shall be issued.

Section 15: Changing of Players

Art. 3 Teams shall be on the ice and ready to play promptly at the beginning of each period. Failure to do so after a warning from the referee shall result in a bench minor penalty for delay of game.

Art. 4 Each team shall be permitted one goalkeeper on the ice at one time. However, the goalkeeper can be removed and another player substituted, but shall not be permitted the privileges of the goalkeeper.

Art. 5 A goalkeeper may be substituted for another goalkeeper with full privileges during a stoppage of play. Once the original goalkeeper has been replaced by a substitute goalkeeper, that goalkeeper may not re-enter play until the next stoppage. Any violation of this rule will result in a bench minor penalty for illegal substitution.

Section 15 Changing of Players

Art. 1 Players may be changed from the team bench at any time, so long as player(s) leaving the ice surface shall always be at the team bench and out of the play before a change is made. The number of times a player can be substituted during the course of the game is unlimited.

Art. 2 If, during the course of the substitution, any player entering or leaving the game deliberately plays the ball in any manner or makes contact with any opponent while the player retiring is still on the ice, a bench minor shall be assessed for too many players on the ice. (NOTE: If either the player entering or leaving is accidentally struck by the ball, play will not be stopped and no penalty will be assessed.)

Art. 3 A goalkeeper may be substituted for another player at any time. The official closest to the goalkeeper who is changing is responsible to make sure the change was legal and without premature departure of the substitute from the team bench. When a goaltender has been pulled they may not return with goaltender privileges until a stoppage of play occurs. If such is the case and the offending team has possession of the ball, the official shall immediately blow the play dead and the resulting face off shall be at center ice. If the non-offending team has possession, the referee will delay his whistle until the offending team has possession of the ball. If play was stopped in the offending team's defensive zone, the face-off shall take place at the closest end zone face off spot.

Art. 4 If a goaltender is substituted for another goaltender, the team must notify the referee of such change. For violation of this rule a bench minor penalty shall be assessed.

Art. 5 A player serving a penalty in the penalty bench must be changed by way of the player returning to the ice and then changed at their respective bench.

Art. 6 In the case where a team has no substitutes in goalkeeper's equipment, and it becomes necessary to substitute the goalkeeper for another due to injury or penalty, a reasonable length of time shall be allowed for the substitute to change into goalkeeper equipment and that player will be allowed a one minute warm up if they request.

Art. 7 Line changes shall proceed as such: the visiting team shall be allowed five seconds by the official at center ice to make their change. Then, the home team shall be allowed five seconds after the visiting team to make their change. After the official has signaled the end of changes, the players have ten seconds to be ready for the ensuing face-off. First violation of this rule shall result in a bench warning to the offending team. Each team shall only receive one warning per game, every offense there after shall result in a minor for delay of game.

Art. 8 If a team begins play with fewer players than what it is allowed, the appropriate number of players may enter the ice, but may not play the ball until they have tagged up with their defending blue line if play is in their defensive end.

Art. 9 If a team begins play with too many players, the officials shall stop play and send the extra players to the team bench and the ball shall be re-faced off. If, in the opinion of the official, the team deliberately attempted to begin play with too many players, a bench minor penalty shall be assessed for each extra player.

Section 16 Injured Players

Art. 1 When a player is injured during the game, an immediate substitution for that player may be made. If the injury is on the goalkeeper, reasonable time shall be allowed for them to recover before a substitute is required.

Art. 2 When a goalkeeper is injured, a maximum of two minutes will be allowed for recovery if the captain so requests and the referee deems it appropriate. All players are to return to their respective bench during the recovery period. One of the referees or the timekeeper should monitor the two minute recovery period.

Art. 3 When a penalized player has been injured, they may go to the dressing room and have a substitute take their place in the penalty bench if they are unable to. If the penalized player returns from the dressing room before the expiration of their penalty, they may take their spot in the penalty bench at the next stoppage of play and relieve the substitute. A bench minor penalty will be assessed for failure to follow this rule if the penalized player returns to play before their penalty has expired.

Art. 4 If a player is injured and cannot continue with play or make it to their

bench, the play shall not be stopped until the injured player's team secures possession of the ball, unless their team is in a scoring position. If the injured player's team is in possession of the ball in either the neutral or defensive zone when the injury occurs, an immediate whistle will be blown. (NOTE: In the event where it is obvious that a player has sustained a serious injury, play should be stopped immediately.)

Art. 5 Any stoppage caused by an injured player requires the removal of that player until the completion of the ensuing face-off.

Art. 6 If any player or goalkeeper is obviously bleeding they shall be ruled off the ice immediately at any time during a stoppage of play. If it is observed during play that a player is bleeding, play shall be stopped immediately and that player shall be ruled off the ice. No player shall be allowed to return to play until bleeding has stopped or until it is properly covered. It is required that any affected equipment or uniform be properly decontaminated or changed.

Art. 7 If any on-ice official is bleeding, at the next stoppage the official shall properly tend to the bleeding.

Section 17 Player Equipment

Art. 1 All teams are required to supply and wear jerseys which have legible non-duplicate Arabic numbers at least four inches in height on the front, back, chest or shoulder of the jersey. All shirt bodies are to be of identical color. Duplicate or numbers that are taped on jerseys are not acceptable. No player shall be allowed to participate in play until conforming to said rule.

Art. 2 Commercially produced broomball shoes must be worn by all players.

Art. 3 Brooms shall be those commercially produced specifically for broomball. The broom may not be altered except for alterations permitted by rule. The blade end may be coated or treated by the manufacturer only. The shaft of the broom must be made of wood, aluminum or graphite composite only. Maximum length of the broom may not exceed 53 inches. The broom head must be between 7-9 inches in height from the handle attachment to the bottom. The head shall be between 4-6 inches in width and the bottom of the head shall be a minimum width of 2 1/2 inches.* All brooms must have a safety knob of a minimum of 1/4 inches on the end of the handle or shaft. The broom shaft may be taped providing no plastic or elastic tape is used, and no more than three wraps of tape are used anywhere except for the safety knob. Tape may not be used to cover a cracked shaft. Any bent, kinked, or cracked shaft determined to be unsafe by the referees will be disallowed and removed from the game.

Art. 4 Playing gloves which are commercially produced for broomball, hockey, batting, handball, lacrosse, football, soccer or winter wear may be worn by any player. A goalkeeper's blocker glove may only be worn by the goalkeeper. No other type of glove may be worn.

Art. 5 Mouth protectors are strongly recommended for use by all players.

Art. 6 All players are required to wear a HECC approved hockey style helmet with a strap properly fastened. No other type of helmet is allowed other than one commercially produced for hockey. For more information on HECC certification visit www.hecc.org. A chin strap or facemask strap is required to properly secure the helmet. It is recommended that players wear a facemask or visor as a form of additional protection. If a player should lose their helmet during play, they are to immediately replace it or proceed directly to their bench. Failure to do so shall result in a minor penalty. Any player who deliberately removes their helmet to cause a stoppage of play shall be assessed a minor penalty. If a goaltender loses their helmet while play is in their immediate vicinity, play shall be stopped immediately and the resulting face-off shall be at the nearest end zone face-off location.

* Art. 7

It is recommended that each player takes the proper precautions to protect themselves with the appropriate equipment. Gloves, elbow, and shin/knee pads that are specifically produced for broomball, ice hockey or lacrosse are recommended.* All protective pads other than helmets, gloves, or goalkeeper's breezers are required to be covered by the player's uniform. First violation of equipment not being properly covered will result in a team warning. Every occurrence thereafter will result in minor penalty.

Art. 8 Goalkeeper's equipment which is deemed legal includes: shoulder/chest protector, shin pads, breezers, ice/inline hockey blocking glove, soccer gloves, football gloves, lacrosse gloves, batting gloves, and throat protectors. Only commercially produced equipment is to be considered legal. Lacrosse helmets are not allowed.

Section 18 Illegal Equipment

Art. 1 Any equipment that an official deems dangerous shall be considered illegal, such as any knee, elbow, hand, wrist, or arm guard made of plaster, metal or any other hard substance even if covered. Video taping equipment and mounting are considered illegal. Any equipment that is considered dangerous/illegal must be approved by the on ice official in order to be used. Hinged knee braces are legal if properly covered and no metal is protruding.

Art. 2 Any shoes which are not commercially produced for broomball. Any

alterations such as the attachment of abrasives, spikes, metal or any other foreign objects are to be considered illegal.

Art. 3 Brooms that are cracked or bent and considered to be of danger to others. Broom heads that have been worn down to less than seven inches in height and less than 2 ½ inches in width at the base. Any broom that has more than 3 layers of tape on the broom blade. Any broom that fails to have a safety knob of at least ¼ inch on the end of the handle.

Art. 4 Goalkeeper leg pads that are used for ice/inline hockey.

Art. 5 Any projecting metal or hard surface on clothing, gloves or the player.

Art. 6 Goalkeeper's may not wear any clothing or other attachments that may provide them with an undue advantage while keeping goal. This includes any type of glove that has a web or webbing.

* Art. 7

No hats or bandanas may be worn unless under the player's helmet.

Section 19 Dangerous Equipment and Illegal Equipment Challenges

Art. 1 During any stoppage of play, each team is permitted one challenge of any piece of equipment that they feel is dangerous or illegal.

Art. 2 The game officials may measure or inspect any piece of equipment, other than a broom measurement, at their discretion.

Art. 3 A bench minor penalty shall be assessed to any player who is found to be using a dangerous or illegal piece of equipment. A misconduct penalty shall be assessed to any player's second violation in the same game. If further continued, a game misconduct penalty shall be assessed.

Art. 4 A bench minor penalty shall be assessed to the team that challenges a piece of equipment that is deemed legal.

Art. 5 If a goal is scored with an illegal broom and the broom is found to be illegal before play resumes, that goal shall be disallowed and a minor penalty shall be assessed to the offending player. If challenged after play resumes, the goal stands as originally called. Any continued play by a player with an illegal broom, shall result in a misconduct penalty and the broom shall be forfeited.

Art. 6 Refusal to submit a broom for inspection to an official shall result in a minor plus a misconduct penalty.

Section 20 Officials Duties, Appointment and Certification

Art. 1 Broomball shall be officiated by using the two referee system. State and local modifications are permitted to this rule. All ABA Broomball tournaments shall be officiated with two officials and at least one timekeeper.

Art. 2 In order to officiate a ABA Broomball sanctioned game or tournament, each official shall attend a certification class and pass a written exam. The certification may only be authorized by the National Referee Trainer and Executive Committee Representative. The certification class may be presented and the test administered by either the National Referee Trainer, the National Referee-In-Chief, or the State Referee-In-Chief. If the National Referee Trainer is unavailable to attend the certification, then and only then shall the National or State Referee-In-Chief be appointed to take their place. Authorization by both the Executive Committee and the National Referee Trainer must be obtained for the National or State Referee-In-Chief to certify any official.

Art. 3 All on-ice officials shall wear black pants, an official's sweater, a black helmet made for hockey, and be equipped with a metal whistle. An undershirt shall be allowed to be worn under the sweater if black in color. Gloves are allowed if black in color and of a football, baseball or workers style. A red arm band shall be worn on either arm to serve as the penalty indicator.

Art. 4 The on-ice officials shall have general supervision of the game and shall have full control of all other game officials, players and team officials. This extends from the time before, during and after the game, including stoppages. The decision of the on-ice officials shall be final and there shall be no appeal allowed on the ice. On-ice officials should be the first on the ice surface and the last to leave when all players have reached their dressing room.

Art. 5 All officials are to officiate the game as set forth by the rules provided in this book and use the proper mechanics provided to them in their official's manual.

Art. 6 A timekeeper/scorer is to be used for all tournament games. Their duties shall include: keep game time, keep score, keep penalty time, ensure that players serve the duration of their penalties, and have control of the extra game balls. When required, the timekeeper/scorer shall record all awarded goals and assists, as well as log all penalty time on the game sheet. Also, the timekeeper/scorer shall keep time for timeouts and intermissions. The timekeeper shall signal the end of each half, end of the game, or end of an overtime session. This signal shall mark the absolute conclusion of the game.

Section 21 Abuse of the Officials and Other Misconduct

(NOTE: The official has the option of assessing a "Bench Minor Penalty" when violations occur in the area of the players' bench, but off the ice where the offender is not easily identifiable.)

Art. 1 Players or team officials who challenge or dispute official's rulings or attempt to incite an opponent or create any disturbance during the game will be assessed an unsportsmanlike conduct penalty. If the player continues in such mentioned actions, they will be given a misconduct penalty, and further continuation will result in a game misconduct penalty.

Art. 2 Any player that shoots the ball after the whistle will be assessed a minor penalty for unsportsmanlike conduct if, in the mind of the official, the player had adequate time after the whistle to not shoot the ball. This also applies to when any player shoots the ball out of the rink at any stoppage.

Art. 3 If any player commits the following, the player's team will be assessed a bench minor penalty if in the vicinity of the players' bench:

- a) Using any foul or abusive language to any person, or using the name of the official along with foul remarks.
- b) Throwing any object on to the ice during the game or at any stoppage.

Art. 4 If any player commits the following, they shall be assessed a misconduct penalty:

- a) The use of foul or abusive language to any person before, during, or after the game who is on or anywhere in the rink area.
- b) Intentionally throwing or hitting the ball away from the official who is attempting to retrieve it.
- c) A player who intentionally throws their stick or any piece of their equipment out of the playing area.
- d) Failing to report directly to the penalty box or dressing room when so ordered by the official.
- e) Any player entering into the official's crease while they are conferring with any minor official or their partner, except for entering the penalty box.
- f) Any player interfering in a non-physical way with any game official or minor official and keeping them from performing their duties.
- g) Intentionally banging the boards in any means or excessive slamming of any doors in protest to an official's call.

Art. 5 If any player or team official commits the following, they shall be assessed a game misconduct:

- a) Touching or grabbing any game official with his hand or broom.
- b) Continuing to keep an altercation or fight going after being ordered to

stop by the official.

- c) Continuing to persist in any action in which the player was already assessed a misconduct.
- d) Any gestures, racial or ethnic remarks that occur at anytime or anywhere in the arena before, during, or after the game.

Art. 6

If any player or team official commits the following, they shall be assessed a match penalty:

- a) Intentionally inflicting any physical harm to any game official in any manner, attempting to do so, or any verbal threats to any game official.
- b) Intentionally injuring or attempting to do so to any opposing team member.
- c) Intentionally spitting at any official, opponent, or spectator.

Section 22 Penalties

Art. 1

Penalties shall be classified by the following that will be timed by the game or penalty clock:

- a) Minor/Bench Minor Penalties
- b) Major Penalties
- c) Misconduct Penalties
- d) Game Misconduct Penalties
- e) Match Penalties
- f) Penalty Shot

Art. 2

Coincidental penalties shall result in no immediate substitution for the penalized players. Example: Coincidental penalties shall result in 4 on 4 play and so on. If one team is short handed and then coincidental penalties occur, play shall resume 4 on 3.

Art. 3

All penalty time shall carry over to the next half or overtime.

Art. 4

During regulation play, no team shall be reduced to fewer than four players, including the goaltender. If two players are penalized at the same time for the same team and a third player is assessed a penalty, they shall proceed directly to the penalty box and their penalty shall not begin until one of the two previous penalties has expired.

Art. 5

During overtime, no team shall be reduced to fewer than two players. If two players are penalized at the same time for the same team in overtime and a third player is assessed a penalty, they shall proceed directly to the penalty box and their penalty shall not begin until one of the two previous penalties has expired.

Art. 6

Proper Authorities shall be defined as the governing body that oversees the enforcement of the rules as recognized by ABA Broomball.

Section 22a Minor Penalties

Section 22a: Minor Penalties

Art. 1 A "MINOR PENALTY" shall result in the offending player to serve two minutes during which no substitute shall be allowed. Goaltender minor penalties shall be served by a team member on the ice at the time of the penalty.

Art. 2

A "BENCH MINOR PENALTY" shall result in a two minute penalty to be served by any non-penalized player, except the goaltender, who was on the ice at the time of the infraction. The designated player to serve the penalty shall be the choice of the Manager/Coach or the captain.

Art. 3

If the opposing team scores a goal while a team is shorthanded by one or more players, the minor penalty with the least amount of time shall terminate.

Art. 4

When a team has a minor penalty on two players in which the times shall expire at the same time, the captain of that team shall designate which player's penalty shall terminate first in the case of a goal.

Art. 5

The major penalty shall always be served first when a player receives both a major and minor penalty at the same time.

Art. 6

If a delayed penalty is signaled while a team is short handed and a goal is scored on the delayed whistle, the penalty with the least amount of time that is being served shall terminate and the delayed penalty then shall be served in addition.

Art. 7

A double minor will automatically be assessed if offended player draws blood and a penalty is being called. The offending player may also receive a more severe penalty.

Section 22b Major Penalties

Art. 1

For the first "MAJOR PENALTY" assessed to any player in the game, they shall be ruled off the ice for five minutes during which no substitute shall be allowed. If the major penalty is on the goaltender, the goaltender must serve the major and a substitute goaltender is allowed.

Art. 2

Any second major penalty assessed to any player or goaltender in the same game shall result in a game misconduct on that player. They shall be ruled off the ice and the team shall place another player to take their place on the penalty bench for five minutes.

Art. 3

No major penalty shall terminate on a goal scored. All penalty time for a major penalty will be served in its duration

Section 22c Misconduct Penalties

- Art. 1 A "MISCONDUCT PENALTY" shall result in the removal of that player, including the goalkeeper, from the game for a period of ten minutes. There shall be no termination of a misconduct penalty by way of goal. The offending team is allowed an immediate substitution for the penalized player. The penalized player shall remain in the penalty box until the first whistle after the expiration of the misconduct.
- Art. 2 If a minor or major penalty is assessed along with a misconduct penalty, the minor or major penalty time shall be served first and then the misconduct shall start at the termination of the minor or major penalty. The offending team must place another player in the penalty bench to serve the minor or major penalty for the player who received a misconduct plus a minor or major penalty.

Section 22d Game Misconduct Penalties

- Art. 1 A "GAME MISCONDUCT PENALTY" involves the immediate removal of a player or team official for the remainder of the game. A substitution will be allowed to replace the offending player. Failure to leave upon the official's direction shall result in an additional bench minor penalty for delay of game.
- Art. 2 In all game misconduct cases, the incident shall be reported to the proper authorities who will have full power to impose further suspensions.
- Art. 3 Any player or team official who incurs a game misconduct penalty may not sit near the bench of their team, nor in any way attempt to "coach" their team.
- Art. 4 Any player or team official that incurs a game or 10 minute misconduct in the last 5 minutes of play, 2-10 minute misconducts in one game, or a 10 minute misconduct plus a game misconduct in the same game will be suspended for the next ABA Broomball sanctioned events/game (suspensions will carry over to the next tournament or season).

Section 22e Match Penalties

- Art. 1 A "MATCH PENALTY" involves the removal of the player or team official immediately for the remainder of the game.
- Art. 2 A major penalty is automatically assessed on the offending team whenever a match penalty is assessed. The offending team shall place any non-offending player in the penalty box to serve the penalty time. The player elected to serve the penalty time shall also serve any additional minor penalties that are assessed in conjunction with the

Section 22f: Penalty Shot

original penalty.

- Art. 3 In all match penalty cases, the incident shall be reported to the proper authorities and that person shall not be permitted to participate in any games or practices until the case has been dealt with by the proper authorities. A mandatory hearing by the proper authorities shall be held within 30 days to determine any further discipline.
- Art. 4 Any player or team official who incurs a match penalty may not sit near the bench of their team, nor in any way attempt to "coach" their team.

Section 22f Penalty Shot

- Art. 1 A "PENALTY SHOT" shall be taken as follows: The referee shall signal the penalty shot and then give the option for the non-offending team to choose a minor penalty or regular penalty shot (break away style).
- A regular penalty shot shall start at center ice upon the command of the official and the player shall proceed with the ball toward the opposing goal. The ball must always move forward during the penalty shot attempt. No rebounds are allowed after the initial shot.
- Art. 2 Only a goaltender can defend against a penalty shot.
- Art. 3 If the penalty also calls for a major or misconduct penalty, the penalty shall be served in addition to the penalty shot being awarded.
- Art. 4 No penalty shot shall be awarded if the non-offending team scores.
- Art. 5 If the fouled player is injured on the play, a substitute may be chosen by the Coach/Manager or captain to take the penalty shot.
- Art. 6 If the fouled player commits a penalty in connection with the play, they shall be allowed to take the penalty shot before being sent to serve their penalty
- Art. 7 If the penalty shot is successful, the next face-off shall take place at center ice. If unsuccessful, the next face-off shall take place at the nearest end-zone face-off location.
- Art. 8 While the penalty shot is being taken, all players are to remain at the boards nearest their team bench and remain quiet.
- Art. 9 No rebounds are allowed on the penalty shot and the ball must at all times proceed toward the goal.

Section 23 Playing the Ball

Art. 1 Players may only play the ball below standing shoulder height, except when the goaltender is making a save in the crease (Section 24, Art. 17).

Art. 2 The goaltender may not participate with their body or broom past the center red line. For violation of this rule, a minor penalty shall be assessed.

Art. 3 Broom checking is allowed as long as it is below standing shoulder height. Any broom check above standing shoulder height shall be assessed a minor penalty. If an illegal broom check causes an injury, a major plus a game misconduct penalty shall be assessed.

Art. 4 A player may bounce (air dribble) the ball with the broom no more than 3 bounces. The third bounce must be a broomball move. A broomball move is considered a pass, a shot or back to the ice

Section 24 Rules Governing the Game of Broomball

Art. 1 **Attempt to Injure:** A match penalty and a five minute major shall be imposed to any player who deliberately injures or attempts to injure an opponent, team official or game official in any manner. A report shall be completed and given to the proper authorities of USA Broomball. Any player wearing tape or any other foreign material on their hands that cuts or injures an opponent during an altercation or any player who "head-butts" or kicks another player shall be considered in violation of this rule and also be assessed a major penalty.

Art. 2 **Board-Checking:** A minor or major penalty shall be assessed by the official based on the degree of violence of the impact in which a player checks, cross-checks, elbows, charges or trips an opponent in such a manner that causes the opponent to be violently thrown into the boards. When a player is injured as a result of "boarding," the official is required to assess a major plus a game misconduct penalty on the offending player.

Art. 3 **Broken Broom and Possession of Brooms:** A player may not participate with a broken broom. In the event a player breaks their broom, the player must drop the broken broom immediately. Failure to drop the broom shall result in a minor penalty.

At no time is a player allowed to participate with more than one broom in their hands. A minor penalty shall be assessed if a player participates with more than one broom.



If a thrown broom interferes with play, an optional penalty shot/minor penalty plus misconduct penalty shall be assessed. If a goal is imminent and a thrown broom prevents the goal, the goal shall automatically be awarded and the player shall be assessed a misconduct penalty.

Art. 4 **Charging:** A minor or major penalty shall be assessed to any player who runs or jumps into or charges an opponent. Charging shall be defined as taking more than three steps before contact occurs. A minor or major penalty shall be assessed to any player who charges or checks a goalkeeper within the goal crease. If a player injures an opponent by way of charging, the player shall be assessed a major plus a game misconduct penalty.

Art. 5 **Checking from Behind/Hitting from Behind:** A minor plus a misconduct penalty shall be assessed to any player who body checks or pushes an opponent from behind. A major penalty plus a game misconduct shall be assessed to any player who injures an opponent as a result of a check from behind or who checks or pushes an opponent from behind head first into the boards or goal frame.

Art. 6 **Cross-Checking:** A minor or major penalty shall be assessed to any player who cross-checks an opponent. A cross-check is one in which a player delivers a broom check with both hands on the broom and the head of the broom is off the ice. A major plus a game misconduct penalty shall be assessed to any player who injures a player by means of cross-checking.

Art. 7 **Butt-Ending:** A major plus a game misconduct shall be assessed to any player who butt-ends or attempts to butt-end an opponent. A major plus a match penalty is also to be assessed if the official deems that the player was deliberately attempting to injure an opponent.

Art. 8 **Delay of Game:** A minor penalty shall be assessed to any player that intentionally shoots or bats the ball out of play. This shall also include shooting the ball out of play during a stoppage.

If a team gains the offensive zone and intentionally carries or passes the ball out of their offensive zone in an attempt to kill time, a warning shall be issued to both teams and the face-off shall occur in the offending

team's defensive zone. The next violation shall result in a delay of game penalty.

A minor penalty shall be assessed to any player who deliberately delays the game by trapping the ball along the boards or illegally covers the ball.

A minor penalty shall be assessed on a goaltender for illegally covering the ball outside the crease area when warned by the official to keep the play moving.

A minor penalty shall be assessed to any player, including the goaltender, who deliberately displaces the goal cage to cause a stoppage of play. If a reasonable scoring opportunity exists, in the opinion of the official, and a player deliberately displaces the goal cage, a penalty shot shall be awarded.

A minor penalty shall be assessed to any player causing a delay in a face-off after being warned by the official.

If any player displaces the goal cage and a goal was imminent, the goal shall automatically be awarded.

Art. 9

Elbowing: A minor or major penalty for elbowing shall be assessed to any player who uses their elbow to disrupt an opponent in any way. A major plus a game misconduct shall be assessed to any player who injures an opponent as a result of elbowing.

Art. 10

Kneeing: A minor or major penalty for kneeling shall be assessed to any player who uses their knee to disrupt an opponent in any way. A major plus a game misconduct shall be assessed to any player who injures an opponent as a result of kneeling.

Art. 11

Face-Offs: The ball shall be "faced-off" by the official dropping the ball on the ice between the brooms of the players taking the face-off. Centers are to be "square" to each other and have brooms stationary before the ball is dropped. Thirty-six inches shall be between the players to allow the official to drop the face-off. Centers are allowed one "false start." On the second false start they shall be removed. If the replacement center causes a false start, a delay of game penalty shall be assessed.

All other players shall be 15 feet from the face-off location (outside the center circle and the two offensive/defensive zone circles) and the area between the hashes shall be free of either players.

A legal face-off occurs when no player makes a false encroachment and

the ball hits the ice before either center plays the ball. If either of the two situations occur, a warning shall be issued to the offending team and the face off process restarted. A second straight violation on the same team will be penalized for delay of game (centers are removed from the face-off on the second violation).

Art. 12

Falling on the Ball: The goalkeeper is the only person who is allowed to cover or freeze the ball while part of their body or the ball is in contact with the goal crease. If in the event of an attempted save outside of the crease area by the goalkeeper, a quick whistle shall occur to protect the goalkeeper. No penalty shall be imposed on a player who attempts to block a shot and the ball becomes lodged within the player's equipment. Any other situation shall be assessed a minor penalty for delay of game.

Art. 13

Fighting or Fisticuffs: A major penalty and game misconduct shall be imposed on any player who engages in fisticuffs. An additional minor penalty for instigating shall be assessed to any player who starts the fisticuffs. A major penalty shall be imposed on any player who is involved in fisticuffs off the ice surface before, during and after the game. A game misconduct penalty shall be imposed on any player who intervenes in fisticuffs when already in progress. Any player intervening to try to prevent fisticuffs by way of non-threatening action shall be assessed a minor penalty for entering a fight. **(NOTE: The officials are provided a very wide latitude in the penalties that they may assess under this rule. See Art. 36 for roughing rules.)**

Art. 14

Scoring: The official is responsible for awarding goals and assists, and their decision is final. A goal is scored when the ball legally passes from the front of the goal between the goal posts and cross bar and completely crosses the goal line.

A goal shall be scored if the ball is put in the goal in any way by the defending team, except if the attacking team has illegally propelled the ball in any manner and the ball deflects off a defender or goalkeeper into the goal.

A goal shall be scored if the ball is unintentionally deflected by the attacking team.

A goal shall be scored if while a goaltender is making a save their momentum carries them across the goal line or a team member of the goaltender pushes the goaltender across the goal line.

A goal shall be disallowed if any of the following occur: the ball is contacted above shoulder level; the ball is kicked, thrown or illegally directed into the crease or goal by an attacking player; the attacking

team has committed a foul or penalty which assisted in the making of the goal; the attacking team has too many players on the ice; the ball hit an official and goes directly into the goal; a member of the attacking team was in the goal crease before the ball entered the crease area; the attacking player carries the ball on their body into the goal; the attacking player interferes with the goalkeeper including pushing the goalkeeper into the goal while in possession of the ball; or the goal is scored with an illegal broom that is discovered before the next face-off. (NOTE: **When the ball is illegally directed into the crease, an immediate whistle shall be blown. No goal can be scored as a result of an illegal action, even if the ball deflects off the goaltender or defensive player and then into the goal.**)

Art. 15

Handling the Ball with Hands: The ball may be stopped and controlled by the hand, but may not be carried or held to the body of the player. Hand passes are allowed by the defensive team in their defensive zone. The hand pass must initiate and be completed behind the defensive blue line. Any hand pass outside of a team's defensive zone shall be blown dead unless next touched by the opposing team or considered to be an unintentional deflection or blocking of the ball. The goaltender may only play the ball by hand to the side or backwards while in the crease. When out of the crease the goaltender may hand pass in any direction as long as it does not violate normal hand pass rules.

No player shall be able to pick up the ball, except for the goaltender when in the act of freezing the ball within the goal crease. If any player in their defensive zone picks up or freezes the ball in the crease, a penalty shot/optional minor shall be awarded to the non-offending team.

Art. 16

Head Contact: It is the official's decision to assess a minor, major, or major plus a game misconduct penalty to any player who recklessly or intentionally contacts a player in the head with their broom, hand, elbow or by any other illegal body contact. A major plus a game misconduct penalty shall be assessed if a player injures another player by way of head contact.

Art. 17

High Broom: The playing of the ball above standing shoulder height. A minor penalty shall be assessed to any player who makes contact with the ball above standing shoulder height. A minor or major penalty shall be assessed to any player who commits a high broom penalty by contacting another player while carrying the broom above shoulder height. A major plus a game misconduct shall be assessed if a player injures an opponent by use of a high broom.

A goaltender may play the ball while in the crease with a high broom providing that the play is not ruled dangerous or that the goaltender does

not contact another player. If contact occurs or dangerous play is deemed by the official, a minor or major penalty shall be assessed.

Holding: A minor penalty shall be imposed on any player who holds any part of an opponent or an opponent's broom. A major plus a game misconduct shall be assessed to any player who grabs or holds the face mask of an opponent.

Art. 19

Hooking: A minor or major penalty shall be assessed when a player, by way of angling their broom, impedes or attempts to impede the progress of an opponent, which is known hooking. A major plus a game misconduct shall be assessed to any player who injures a player by hooking.

Art. 20

Icing the Ball: Icing shall be called on the defensive team if from behind their defensive blue line they shoot, pass, kick or bat the ball intentionally beyond the goal line extended of the opposing team. Icing shall be called when the ball immediately completely crosses the goal line extended. 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 be nullified and play shall continue if: a player of the team icing the ball touches, deflects, or tips the ball before it crosses the goal line extended; the shot is made from a face-off; the ball touches an opposing player or any part of their equipment before crossing the goal line extended; the opposing team, in the opinion of the official, was capable of playing the ball before it crossed the goal line extended; the ball is played by the goaltender or the goaltender makes a move to attempt to play the ball; the ball enters the goal and scores; the opposing team is shorthanded due to an assessed penalty, or the offending team is able to reach the ball before it crosses the goal line extended.

Art. 21

Interference: A player who interferes or impedes with the progress of an opponent who is not in possession of the ball, or who intentionally knocks a broom out of an opponent's hand or prevents a player who dropped their broom or another piece of equipment from retrieving possession of it shall be assessed a minor penalty. Contact is not necessary for interference to occur. Waving of arms in front of the goaltender shall be assessed a minor penalty. Players may guard or shadow another player, but can not deny any player the right to move into an open space on the ice.

Any player physically making contact with the goaltender while in the crease shall be assessed an interference minor penalty, unless the ball is in the crease first and the player is attempting to play the ball.

No player shall create a "pick" to afford a teammate protection from a defender at any time. A minor penalty shall be assessed for said violation. A defender has the right to occupy the space that they have established without penalty.

A goaltender may not interfere with a player without possession of the ball. Any violation shall result in a minor penalty.

Art. 22 **Kicking:** At the discretion of the official, a major plus a game misconduct or a match penalty shall be assessed to any player who kicks or attempts to kick another player. (NOTE: The official has latitude on the degree of violence exerted to call either a roughing or a kicking penalty.)

Art. 23 **Kicking the Ball:** A player or goaltender may kick the ball in any direction while the ball is on the ice. If the attacking team kicks the ball into the opposing teams goal crease, an immediate whistle will occur. No player or goaltender shall "punt" or "drop kick" a ball at any time, if this violation occurs, a minor penalty shall be assessed.

Art. 24 **Leaving the Players' Bench or Penalty Bench:** At no time may a player leave the team bench or penalty bench during an altercation. Players substituted before the altercation shall not be penalized. For violation of this rule, a major plus a game misconduct penalty shall be assessed to the player.

If a player leaves the penalty bench before the expiration of their penalty, an additional minor penalty shall be assessed. If the player leaves the penalty bench before the expiration of the penalty and it is due to the error of the Penalty Timekeeper, that player will not be assessed an additional penalty, but shall return to serve the remainder of the original penalty time.

If too many players from a team are occupying the ice before a legal substitution is made, a bench minor penalty shall be assessed on the player that came on to the ice illegally.

If a team official comes onto the ice at any time after the game has started other than at the end of a half or at the end of the game, a bench minor penalty shall be assessed.

Art. 25 **Off-Sides:** Players of the attacking team shall not precede the ball carrier into the offensive zone. Also, the ball carrier is not allowed to precede the ball when gaining the offensive zone. For violation of this rule, an off-sides face-off shall result at the off-side face-off location. The position of the player's shoes and not the broom shall be the determining factor in deciding if the play is off-sides. Contact with the

blue line is necessary with at least a part of one shoe to be considered on-side.

Once the offensive zone is gained, the offensive zone shall extend back to the red center line and the ball must be cleared past that point for the offensive zone to be lost.

If a player precedes the ball into the offensive zone and the defensive team clears the zone and then brings the ball back into their defending zone, the off-sides shall be nullified if the defender was not pressured to return to his defending zone.

If during a delayed off-sides, the attacking team clears the zone, they may then proceed back into the offensive zone. If the attacking team makes no attempt to clear the zone during a delayed off-side, play shall be blown dead and the resulting face-off shall take place at the off-side face-off location nearest their defending blue line.

Any shot directly on the goal by the attacking team during a delayed off-side shall result in an immediate whistle and the face off shall be held at the offending team's defensive blue line.

Art. 26 **Ball Out of Sight:** If at anytime the official loses sight of the ball, a whistle and a face-off shall occur at the nearest face-off location.

Art. 27 **Ball Striking an Official:** Play shall not be stopped if the ball strikes the official unless it directly goes into the goal. The resulting face-off shall occur at the nearest face-off location.

Art. 28 **Refusing to Start Play:** All teams shall be ready to start play when prompted to do so by the official. The first offense shall result in a warning and every offense after shall result in a minor penalty.

Art. 29 **Slashing:** When a player slashes or attempts to slash another player, they shall be assessed a minor or major penalty. A major plus a game misconduct shall be assessed to any player causing injury to another player by means of slashing.

Any player who swings their broom at another player in the course of any altercation shall be assessed a major plus game misconduct or match penalty.

A minor penalty shall be assessed to any player who slashes a goaltender who has covered the ball while in their crease.

Art. 30 **Spearing:** A major plus a game misconduct penalty shall be assessed to any player who spears or attempts to spear another player. Spearing

shall mean a stabbing motion with the head of the broom. A major plus a match penalty is also to be assessed if the official deems that the player was deliberately attempting to injure an opponent.

Art. 31

Start of Game and Halves: The game shall be started at the scheduled start time at the center ice face-off location. No delay shall be permitted. Teams shall defend the goal furthest from their team bench to start the game and defend the closest goal to their team bench to start the second half.

Art. 32

Throwing the Broom: No player of the defending team shall deliberately throw or shoot a broom toward the ball at any time. Any violation shall result in an optional penalty shot or minor penalty.

Throwing the broom out of the ice surface shall result in a misconduct penalty. If the offense is in protest of a call by an official, a game misconduct penalty shall be assessed.

If a thrown broom causes an imminent goal from scoring, the goal shall be awarded.

Art. 33

Time of Play and Overtime: All games shall be played by two, 15 minute stop time halves. A one minute intermission shall be given between halves and each overtime. State and local rules can modify the time of halves and intermission for league play. All time in the first half shall be played in its entirety. If at any point during the second half, the goal differential is four or more, running time shall be instituted. National mercy rule is a six goal differential in the second half. Again, state and local rules can modify this for league play.

The first overtime period shall be sudden death 3 on 3, 5 minute stop time with a goaltender. If a tie exists after the first overtime period then sudden death, 4 on 4 shall be played with no goaltenders allowed. At the beginning of first overtime period, each team will change ends.

Rules For Overtime: For a goal to be scored, the attacking player must have the ball totally across the red center line; it is possible for the defensive team to score on themselves from anywhere on the ice; a defensive player shall be allowed in the crease but with no goalie privileges; and penalties shall be a called in the same manner as in regulation play.

If the playing conditions, in the opinion of the officials, become unsatisfactory during the course of the game, the officials shall end the game and the score shall stand if at least one half of play has been completed. If the first half is not completed, a "no game" ruling shall be enforced and the entire game shall be replayed.

Time-outs: Each team shall be allowed one time-out per game during regulation that is no more than one minute in length. In the event of overtime, an additional one minute time-out shall be given to each team. (NOTE: No team can have more than one time-out during overtime. If a team did not use their time-out during regulation play, they are only allowed the one time-out in overtime [i.e., no banking of time-outs from regulation to overtime is allowed.]

Art. 34

Tripping: A minor or major penalty shall be imposed on any player who shall place their broom, foot, arm, hand, elbow, or leg extended in such a manner to cause their opponent to trip or fall from the front, side or behind. Any player that leaves their feet and contacts an opponent and causes them to fall shall be assessed a minor penalty. A player who causes injury to an opponent by means of leg tripping (extending the leg) shall be assessed a major penalty plus a game misconduct penalty.

Art. 35

A player shall be assessed a minor penalty for tripping if they leave their feet, dive, or recklessly swing their broom and cause the ball carrier to trip or fall. A major plus a game misconduct shall be assessed if the act causes injury. (NOTE: Contacting the ball first does not negate this rule.)

When a player in control of the ball is beyond their own defending blue line, and has no other opponent to pass other than the goaltender, is tripped or otherwise fouled from behind preventing a reasonable scoring opportunity, a penalty shot/optional minor shall be awarded to the non-offending team. (NOTE: The intention of this rule is to restore a reasonable scoring opportunity that has been lost when the foul from behind was committed in the attacking or neutral zone.)

If, when the opposing goaltender has been pulled, a player in control of the ball is beyond their defending blue line and is fouled from behind with no opposition between them and the opposing goal, in which an imminent scoring opportunity exists, the official shall immediately stop play and award a goal.

Art. 36

Roughing: A minor or double minor penalty shall be assessed to any player guilty of unnecessary roughness. The official is given the decision which to assess. Any action worthy of a major penalty shall be assessed under the fistcuffs rule or a more appropriate rule that carries a major penalty.

Art. 37

Body Contact/Checking: No player shall body check an opponent at any time in a non-checking classification game. A minor penalty shall be assessed to any player violating this rule. If a body check causes injury in a non-checking classification game, a major plus a game misconduct penalty shall be assessed.

A legal body check (when allowed in play) is defined as: When a player checks an opponent who is in possession of the ball, by using their hip or body from the front, diagonally from the front or straight from the side. No more than three running steps may be taken before executing a body check. A legal body check must be done only with the hips and shoulder and must be executed above the opponent's knees and below the opponent's neck.

Body checking is allowed at some levels in National Championship play when defined in the tournament rules. When checking is allowed, any player who tries to avoid a check by ducking shall be assessed a minor for dangerous play.

If incidental contact occurs while players are attempting to play the ball, the incidental contact shall be ignored. If a player leaves their feet to play the ball or avoid a player or broom, no penalty shall be assessed.

A minor or major penalty, at the discretion of the official, shall be assessed on any player who makes physical contact with an opponent after the whistle has been blown, if in the opinion of the official, the player had reasonable time to avoid such contact. If the opponent is injured by way of such action, a major plus a game misconduct penalty shall be assessed.

Penalty Calling: Either official has the ability to assess penalties at any time before, during or after the game.

The official shall immediately blow play dead and assess a penalty on a player who commits an infraction whose team is in possession and control of the ball.

The official shall signal for a delayed whistle if a player commits an infraction while the opposing team is in possession and control of the ball. The official shall stop play when the offending team gains possession and control of the ball and assess the penalty on the player who committed the infraction. (**NOTE: A deflection, accidental tip, or rebound off the goalkeeper does not warrant possession and control.**)

If the non-offending team scores during a delayed minor penalty situation, the delayed penalty will not be assessed. This only applies to minor penalties. A major penalty shall always be assessed. If a team has more than one delayed minor penalty that will be assessed, the first minor shall not be called and all others will be assessed as normal. If a team has a delayed major and then a delayed minor penalty, the major shall be assessed and the delayed minor shall not be assessed.

If during a delayed penalty in which the offending team is already shorthanded and a goal is scored on them, the penalty that was previously assessed shall terminate if it is a minor penalty, and the delayed penalty shall be assessed.

If the ball enters the non-offending team's goal by an action of the non-offending team, the goal counts if the whistle has not yet been blown. Then the delayed penalty shall be assessed on the offending team. It is possible for the offending team to score on the delayed penalty if the above action is caused by a deflection or accidental tip as deemed by the official that would not cause a stoppage during the delayed penalty.

Section 25 Face-Off Locations

Art. 1

The ball shall be faced-off after every stoppage of play based on the location and conditions or the previous play. No pass backs are ever awarded. Under normal conditions, the face-off shall be moved back one zone to the nearest face-off location when the attacking player has caused the stoppage including penalties, injuries, or putting a ball out of play. When a penalty stops play, the face off spot shall always be in the penalized team's defensive zone.

Art. 2

The ball shall be faced off at center ice:

- At the start of each half
- After a goal is scored
- After a penalty shot goal
- When an error in icing is called by an official

Art. 3

The ball shall be faced off at the nearest end-zone face-off spot when:

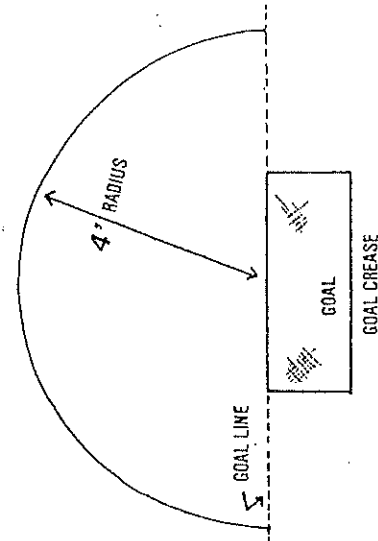
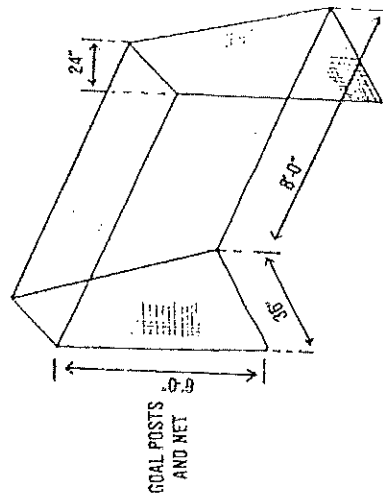
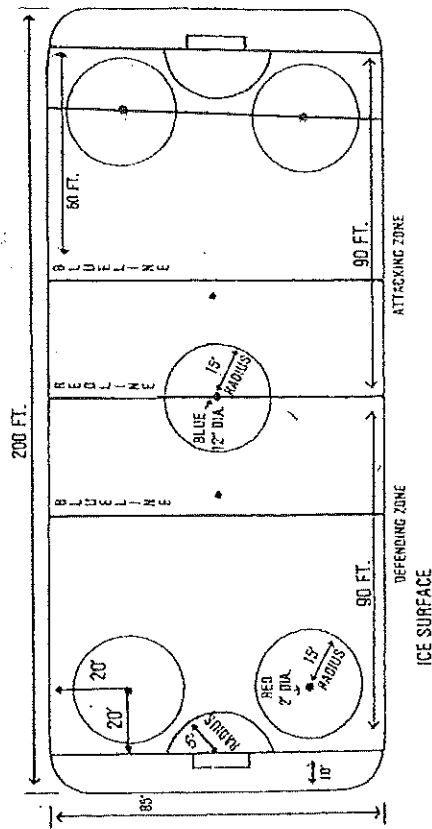
- Both teams stall the play of the ball
- A penalty is assessed on the defending team. A penalty supercedes all other reasons for stoppage.
- The ball is lodged in the outside of the goal cage
- The goaltender freezes the ball
- The official loses sight of the ball while the goalkeeper is executing a save
- The goaltender loses their helmet
- The ball goes out of play off a defensive player
- Icing shall result in a face-off in the defensive zone from where the ball was shot
- Intentional off-sides shall result in the offending teams defending zone
- Any hand pass initiated in the defensive zone and completed beyond the defending blue line
- A defensive player unintentionally cause the ball to leave the rink before they have crossed the center red line

- l) Delaying the game intentionally by loosing the offensive zone
 - m) Defensive player displaces goal cage in their defensive zone
 - n) When a shot deflects off the goal cage and goes out of play, the goal cage is considered part of the goaltender's equipment. The resulting face off stays in the attacking zone at either end zone face off spot.
- Art. 4 The ball shall be faced off at the neutral zone off-sides face-off locations when:
- a) For an off-sides call
 - b) A penalty that is blown dead in the neutral zone.
 - c) A penalty assessed on the attacking team in the attacking zone will result in the offending teams defending zone.
 - d) An attacking player causes a stoppage by putting the ball out of play in the attacking or neutral zone (at their defending blue line).
 - e) A crease violation by the attacking team shall result in a face-off at their defending blue line.
 - f) Any hand pass initiated outside of the teams defensive zone shall be at their defending blue line.
 - g) An attacking player shoots the ball directly on the opposing goal while a team member is off-sides shall result in a face-off at their defending blue line.
 - h) When an attacking player displaces goal cage in the attacking zone, face-off will be at their defending blue line.

Section 26

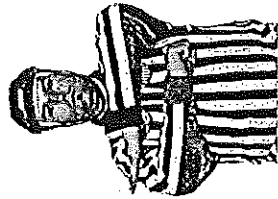
Co-Rec Modifications

- Art. 1 In co-rec play there must be three female and three males to start the game. There must be a minimum of three females on the ice at all times, unless reduced by penalty or overtime. No more than three male players shall be allowed on the ice during regulation.
- Art. 2 The goaltender can be either male or female.
- Art. 3 When the goalkeeper is pulled, their substitute must be of the same gender.
- Art. 4 In overtime, teams shall play with two males and two females, no goalie, sudden death.
- Art. 5 A team shall play one player short of the particular gender in which the penalty was assessed.
- Art. 6 Rosters for co-rec are a limit of 15 players. No More than 8 men may be on a co-rec roster.

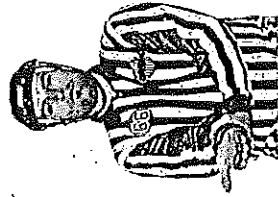


**Boarding**

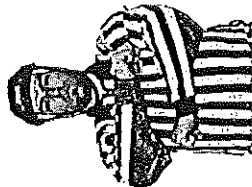
The official holds their hands close to the front of their chest, then brings their clenched fist one under the other with one hand flat and one hand in a fist.

**Butt Ending**

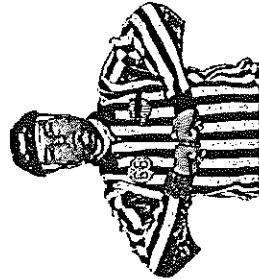
The official creates a cross-motion with their arms moving one under the other with one hand flat and one hand in a fist.

**Carrying the Ball**

The official holds one hand open, well in front while the other hand holds back the wrist of the first.

**Charging**

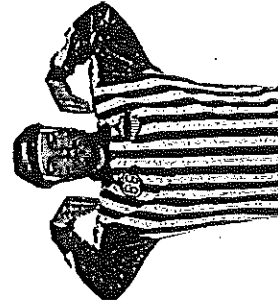
The official rotates their clenched fists around each other in front of their chest in one full rotation.

**Contact**

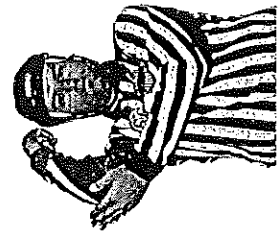
The official brings their two clenched fists together in front of their chest.

**Cross Checking**

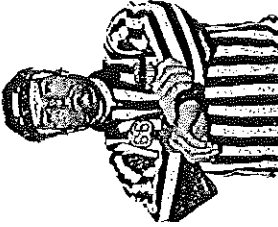
The official moves their clenched fists forward in front of their chest. Hands are shoulder width apart.

**Delay of Game**

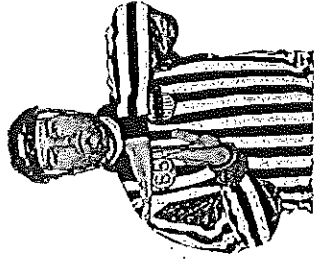
The official will tap their shoulders with their hands.

**Elbowing**

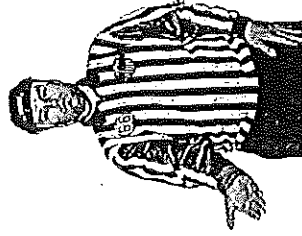
The official taps either elbow with the opposite hand.

**Holding**

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

**Time Out**

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

**Hand Pass**

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

**High Broom**

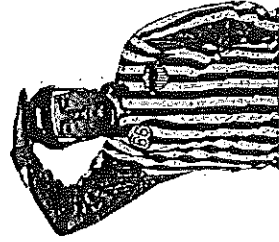
The official clenches both fists and holds one above the other at their forehead level.

**Hitting from Behind**

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

**Hooking**

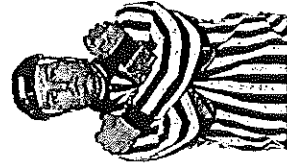
The official goes through the motion of pulling towards the body with both the hand and arms.

**Match Penalty**

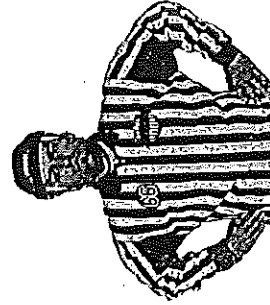
The official pats the top of their helmet with an open hand.

**Goal**

The official points toward the goal while blowing the whistle.

**Interference**

The official crosses their arms to make an "X" in front of their chest.

**Misconduct**

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



Roughing

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



Slashing

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



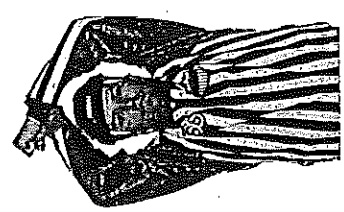
Spearing

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



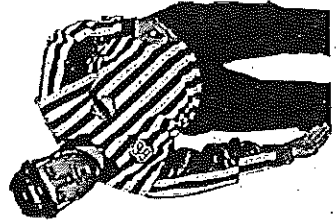
Unsportsmanlike Conduct

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.



Penalty Shot

The official crosses their wrists directly over head.



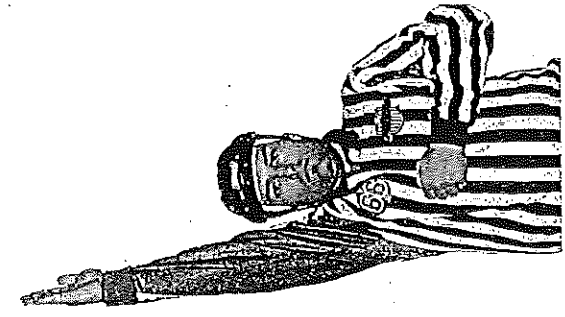
Tripping

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



Washout

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, hand pass nullified or there is a no "off-side" or no "icing."



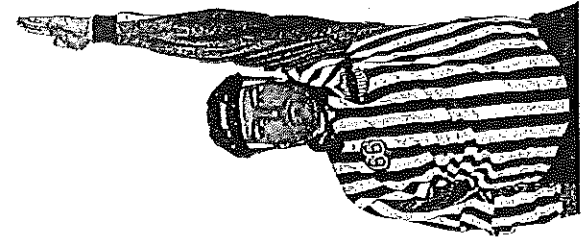
Delayed Penalty Whistle

The official extends their banded arm above their head.



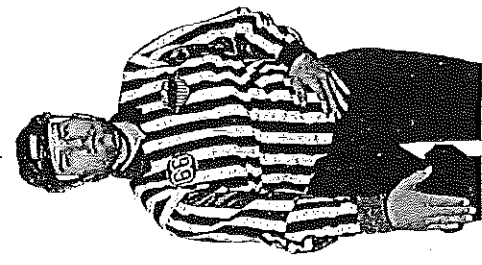
Delayed Off Sides

The official extends their non-banded arm above their head and points to the ice surface with their banded arm.



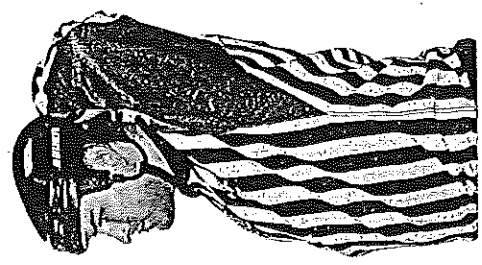
Icing

The official situated near the point from which the ball is not, 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.



Kneeing

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



Head Contact

The official places the palm of the non-banded hand on the back of their helmet.