



ADULT BROOMBALL RULE PACKET

Schedules, Standings, League information is all available at www.teamsideline.com/chico .

BEHAVIOR AND SPORTSMANSHIP

It is every player's responsibility to know the rules and abide by them. It is also every player's responsibility to respect and cooperate with the officials. It is the team manager's responsibility to ensure proper behavior on the part of his/her team's fans. The team manager is ultimately responsible to the CARD staff for all the above. All infractions will be governed by the Players Code of Conduct.

The objective of CARD Sports Leagues is to provide the opportunity for participants to benefit from quality a leisure time activity which encourages fitness, healthy competition, fun and fellowship in the form of organized sports. Friendly competition and good spirited rivalry are expected. However, Officials and Facility Supervisors are CARD employees and will not tolerate verbal abuse or physical threats from or amongst players, coaches, or spectators. Managers are responsible for their team AND spectators. Inappropriate conduct can result in penalties ranging from game ejection to lifetime suspension. The Official or Facility Supervisor may forfeit games if either team's participants or supporters interfere with proper conduct of the game.

GENERAL

Conversations with officials should be kept to a minimum. Team managers, and only team managers, may address the officials. Managers may only address matters of rule interpretation or essential game information and must do so in a courteous manner.

CARD SPORTS EJECTION CRITERIA

RESPECT OUR STAFF

Questions regarding the officials' calls must be directed to gym/field supervisors only by the coaches or team managers.

Team managers and coaches must ensure their players and spectators are respectful to the staff.

SPORTSMANSHIP

CARD staff has the right to eject any player, manager, coach, or spectator for creating an unsafe or unsportsmanlike environment.

Any use of profanity directed towards CARD staff, other players, managers, coaches, or spectators may result in ejection from the game and suspension from future CARD programming.

We are here to help people play.

No jewelry (rings, watches, necklaces, earrings, etc.) may be worn during the games (safety).

Length of fingernails, if deemed dangerous, will be cause for removal of player from that game.

BLOOD RULE

A player with a bloody injury or blood on his/her uniform must leave the game. The player may not return to the game until the wound is no longer bleeding, the wound is covered, or the uniform is changed.



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PLAYER ELIGIBILITY

1. Players may not play on two teams in the same division. Penalties for playing with an ineligible player include forfeiture from game being played at the time the issue is brought to CARD staff attention (i.e. the game official or Adult Sports Director) and suspension for the team's next game.
2. Minimum age for adult divisions: 16 years old (must have waiver signed by parent). Must be prepared to show proof of age if asked by CARD Staff.
3. ALL PLAYERS MUST BE PREPARED TO SHOW ID
 - a. Players must have a picture ID with their date of birth.
 - i. If another manager questions a player's age, an ID check will be made.
 - ii. NO ID = NO Play

ROSTERS

1. Team Roster: Rosters will be created by CARD staff prior to the first day of game play.
 - a. Rosters are subject to change after week 1 depending on registration and player availability.
2. All teams must have a minimum of six players on their roster by their first game.
3. Rosters are due prior to the start of the first game via team sideline.
 - a. All individuals in the team area and on the area of play must be on the roster.
 - b. Staff will do roster checks before the start of games.
 - c. No pick-up players (subs). Players can register once the program has started and be added to teams once the season has started.
4. Permission to Play (minors 16+)
 - a. A "Youth Add/Drop Form" must be submitted to CARD and signed by the youth's parent or guardian. This form will be kept on file with the team roster.
5. All players must sign the CARD release of liability agreement, code of conduct, and ice rink waiver prior to playing in their first game.

LEAGUE STRUCTURE

1. Divisions will be determined by the number of teams registered.
2. Teams must play at the time, place and date specified on their schedule. No team shall be given special concessions on game times or night of play.
3. Players sign up individually as "free agents" and be assigned to a team by CARD based on final enrollment numbers.
4. Teams will be assigned randomly, but CARD is accepting "buddy request" for players who would like to be on the same team.
5. 5-week regular season with no playoffs.

GAME LENGTH

Games will be played with 2–20-minute halves using a running clock and a 5-minute halftime.



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EQUIPMENT

CARD will provide: Goals, brooms, jerseys, a game ball and helmets.

- a. Helmets may be limited and need to be shared if teams have more players than the helmets we have available. Players are encouraged to bring their own helmet.

STAFF

One referee and one field supervisor will be provided by CARD.

SCOREBOOK

CARD's field supervisor will keep score in the official scorebook provided by CARD. The referee will also keep score.

RULES & OVERVIEW

Objective

The goal of broomball is to score more points than the opposing team by getting a ball into the opponent's net using a broom (a stick-like tool with a rubber or plastic head) to hit the ball.

Teams

Each team will have 5 players on the ice at a time: All players, no goalies.

- a. Teams should consist of forwards and defensemen, similar to ice hockey.

The Ice

The game is played on a modified ice rink with non-skid shoes as opposed to ice skates. Rubber soled shoes are highly recommended.

There is no "out of bounds". Game play may be stopped if a ball is trapped behind a goal or is hit out of the rink.

Equipment

Brooms: Players use a broom-like stick, typically about 4-5 feet long, to move and shoot the ball. The "head" of the broom is a rubber or plastic material that helps to hit and control the ball.

Ball: The ball is a stitched material similar to a small soccer ball, which players aim to get into the opposing team's net.

Helmets: Helmets are required for all players on the ice. CARD will have helmets available; players are encouraged to bring their own if possible.

Starting Play

The game begins with a center face-off where two players from opposing teams line up at center ice, and the referee drops the ball to start play.

Movement of the Ball

Players use their brooms to hit the ball and attempt to pass it to teammates, shoot on goal, or move it down the ice.



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Players are not allowed to use their feet to pass or move the ball, though they can use their feet to stop it.

Brooms should be kept below waist height. Brooms may go above waist height to shoot, only if there is no one at risk of being hit.

- a. If a ball is touched by a stick above waist height, it will be whistled dead and a face off will occur.

Scoring

A goal is scored when the ball completely crosses the goal line between the goalposts and beneath the crossbar.

The team with the most goals at the end of the game wins.

Penalties

There are several penalties in broomball, similar to ice hockey:

- Slashing: Striking an opponent with a broom.
- Tripping: Using the broom or body to trip an opponent.
- Holding: Grabbing an opponent or their broom.
- Interference: Impeding the movement of an opponent who doesn't have the ball.
- Body Checking: Physical contact that is deemed excessive or dangerous.
- Sliding: No sliding is allowed.

Penalties can result in a two-minute minor penalty (the player needs to be off of the rink), and the opposing team is given a power play (man advantage).

Substitutions

Teams can make on-the-fly substitutions, meaning players can enter and exit the game during play without stopping it (usually near the team's bench).

Overtime (If Applicable)

If the game is tied at the end of regulation time, a 2-minute overtime period will be played.

If the game remains tied at the end of the overtime period, a penalty shootout will take place.

Penalties shots will be taken from center ice, in a best of 5 format. If after 5 shots per team the score remains tied the shootout will transition into a "sudden death" format, similar to soccer penalty shootouts.

Fouls and Free Hits

A "free hit" (similar to a free kick in soccer) is awarded after certain common fouls.

These free hits are usually taken from the spot where the foul occurred, and the ball must be stationary when played.

Penalty hits for