



BALTIMORE CITY DEPARTMENT OF RECREATION AND PARKS
2018-19 ADULT COED BROOMBALL
HALF-ICE LEAGUE RULES



I. PLAYING AREA

1. **Rink** – The ice rink shall be divided by a net into two separate rinks, allowing two games to be played simultaneously with a shared clock.
2. **Benches** – Home team will have the benches closest to the rink entrance. Teams shoot in the same direction the entire game.

II. EQUIPMENT

1. **Uniforms** – Each team's players must wear a similar colored shirt contrasting from their opponent's.
2. **Pads** – All players are required to wear knee and elbow pads. Any player not wearing these pads will be forced to leave the ice. Players must provide their own knee and elbow pads.
3. **Footwear** – Players may only wear athletic or broomball shoes depending on the league. No spikes.
4. **Helmets** – All players are required to wear helmets. The league shall provide each team with helmets and one goalie mask prior to the game. Players are allowed to bring their own helmets.
5. **Goalies** – Goalies must wear a mask. Goalies must play with a broomball stick. Goalies may wear a baseball/softball glove but not hockey goalie gloves. Leg guards are permitted underneath pants only. Hockey goalie pads are not allowed.
6. **Broomball sticks** – League will provide each team with broomball sticks prior to the game. Players are allowed to bring their own broomball sticks but cannot use hockey sticks, actual brooms, etc.

III. ROSTERS

1. All players must be at least 18 years of age.
2. Rosters are unlimited.
3. Rosters must be completed online by the team manager at www.bcrpsports.org prior to the first game.
4. All players must submit the electronic waiver prior to playing.
5. Players may not be added to a roster after the 4th game.
6. Players may not play for more than one team in the same league.
7. Any team using a player not listed on their roster is subject to forfeiting any game which that player played.

IV. POSITIONS

1. **Goalies** – Goalies may use any part of their body including their stick to stop the ball. Goalies are required to hold their stick at all times. Goalies may not hold the ball for more than five (5) seconds. When clearing or passing the ball, the ball can be moved with their stick or by throwing the ball underhand and releasing the ball below their waist. If a Goalie leaves the crease they will be governed by the same rules as Defensemen and cannot cover the ball or cross center ice. Goalies may not be pulled for an extra attacker.

2. **Defenseemen** – Each team has two defenseemen that stay in their defending half of the floor. Defenseemen may reach their sticks across the center line to play the ball, but doing so does not create a “live ball” situation (Rule VI, #3). In the fourth quarter no more than one male may be a defenseemen.
3. **Forwards** – Each team has two forwards staying in their offensive half of the floor. Forwards may reach their sticks across the center line to play the ball, but doing so does not create a “live ball” situation until possessing it in the offensive zone.
4. **Rover** – Each team has one Rover who may cross into either zone at any time. The Rover shall be designated by wearing a mesh “pinney” to distinguish him or her from other restricted positions.

V. GENERAL RULES

1. **Number of Players** – Teams may have up to six (6) players on the ice at one time (Five (5) plus a goalie). At least two non-goalie players must be female. The goalie may be either gender but does not count toward the two-female requirement. Teams must have at least four players to start, at least one of which must be female.
2. **Referee Fees** – Each team is responsible for paying cash to the referee prior to the game (\$15 for half-ice, \$30 for full-ice). The game will not start until the referee is paid in full.
3. **Forfeits** – If a team does not have the minimum number of players to start, a forfeit will be declared. The forfeiting team is required to pay the referee fees for both teams. The forfeiting team will not be allowed to play their next game until the fees are paid. Teams must notify the league director of a forfeit 24 hours in advance to avoid paying forfeit fees. A forfeit shall be recorded as 2-0 loss for the forfeiting team.
4. **Regulation Game** – Each game shall consist of four (4), nine (9) minute running clock quarters. There will be an intermission between quarters of approximately ninety (90) seconds. Games must start at their scheduled time and there are no timeouts due to a shared clock. Referees may call an injury timeout. Referees may add injury time to the end of a game that injury stoppage occurred. Regular season games do not play overtime.
5. **Standings Tiebreakers**
 1. Head-to-Head
 2. Head-to-Head Goal Differential
 3. Overall Goal Differential

VI. PLAYING RULES

1. **Starting the Game** – Each quarter will begin with a face-off at center between each team’s Rover. All other players must be at least five feet away on their side of the floor.
2. **Substitutions** – Players may be changed at any time during play. Players may only enter by using the door located on their bench. Players must be within arm’s length of the bench when substituting during play.

3. **Scoring a Goal** – The ball must be propelled completely across the goal line by a stick or by deflection off the body of another player. A goal scored will not be declared legal if it has been intentionally kicked in; struck with a stick above the waist; pushed in using the hand, or if an offensive player has his/her stick in the crease. Prior to scoring a goal, a female must touch the ball on the offensive side of the floor making it “live”. The official will announce that the ball is “live”.
4. **Resuming Play Following a Goal** – The Goalie of the team scored on shall be given the ball. Opponents must be 5 feet away from the goalie. Play will begin on the official’s signal. The ball is no longer “live” until a female offensive player touches it.
5. **Fourth Quarter Rules** – The ball will be “live” once it is touched by ANY offensive player in the offensive zone and all play is full-court (no off-side).
6. **Playoff Shootout** – Tie games after regulation during playoffs will result in a shootout.
 - a. **First Shootout**
 - i. Both teams will shoot at the same end. The Goalie that finishes the fourth quarter must be the Goalie for the shootout unless they are injured.
 - ii. The Home team will choose to shoot first or second.
 - iii. The Official will place two brooms length-wise in front of the center of the goal. Neither a player’s body nor the ball may cross the imaginary line perpendicular with the sticks.
 - iv. The shooter may not use a slap shot but may follow through above the waist. Any forward movement of the ball by the player will count as the player’s shot.
 - v. Goalies must start at the back of the net at the Official’s whistle but may move forward during the shot as long as at least part of the body remains in the crease.
 - vi. Each team will be given five (5) shots. Two men cannot shoot consecutively.
 - vii. If both teams are tied after the first round of the shootout, a second round shall occur.
 - b. **Second Shootout**
 - i. Each team will select a player that has not yet shot and will shoot from one broom-length closer.
 - ii. One player from each team will constitute a round. Once a round ends with a team leading, the leading team shall be declared the winner.
 - iii. If every player on a team has shot without producing a winner, a player may shoot a second time.
 - iv. A player may not shoot a third time until everyone on a team has shot twice.

VII. PENALTIES

A. Dead Ball Infractions

Play is stopped and the referee shall award the ball to the team not guilty of the infraction. If an offensive player commits an infraction after the ball is “live” for scoring purposes, the ball will no longer be live. The ball shall be placed at a spot near the infraction and the team now on defense may not play within five (5) feet of the ball. Upon the official’s signal, the player awarded the ball may either proceed with the ball or pass it and play will resume.

1. High Stick, dead ball – When a player raises their stick above waist level, intentionally or unintentionally, but is not close enough to another player to endanger him/her in the

opinion of the official. This includes carrying the stick above the waist while away from the ball.

2. Sliding, dead ball – When a player slides or falls unintentionally into the middle of a play.
3. Reaching Between Legs – When a player places his stick between the legs of another player, even if no contact is made.
4. Off-side – When an offensive or defensive player leaves their zone by crossing center floor EXCEPT when proceeding to or from their bench for the purpose of a substitution or during the fourth quarter (see VI, #5).
5. Out of Bounds – When the ball is hit out of the playing area such as crossing over the dividing fence or glass or entering behind the goal.
6. Crease Violation, dead ball – When a player other than the Goalie enters the goal crease with any part of his/her body or the stick but makes no contact with the Goalie.
7. Goalie Dropping the Stick – when a Goalie drops their stick while making a play in goal.
8. Icing – When a Goalie in the crease rolls or passes the ball past center ice without being played by a Defenseman or Rover.
9. Illegal Pass – When a player intentionally directs or passes the ball toward a teammate with the hand or foot. Incidental deflections are not illegal passes. Players are allowed to catch or knock down a ball in the air with their hands but must bring it immediately to the ice after doing so.
10. Illegal Goal – When the ball is shot or directed past the Goalie without meeting the requirements of scoring a legal goal.

B. Minor Penalties

Play is stopped and the offending player will be forced to leave the floor for two (2) minutes from the time of the infraction, as declared by the official. A minor penalty called on a Forward, Defensemen, or Rover, will require the offending team to play without that position for the duration of the penalty. If a Goalie is called for a minor penalty, the team will play short a Defensemen for the duration of the penalty. Possession of the ball will go to the opposing team and play will resume under dead ball rules.

1. High Stick, minor – When a player raises their stick above waist level, intentionally or unintentionally, while close enough to another player to endanger him/her in the opinion of the official.
2. Sliding, minor – When a player slides or falls, intentionally or unintentionally, into another player or slides to block a shot.

3. Stick Checking – When a player intentionally contacts another player’s stick with their own.
4. Running into Dividing Fence – When a player intentionally or unintentionally runs into the dividing fence between the two games in a way that causes it to significantly move from its position.
5. Illegal Contact – Includes pushing (any extension of the arms into an opponent), tripping, holding, backing into or in any other way intentionally contacting an opponent. Incidental contact with a player that has the ball is not considered illegal contact.
6. Crease Violation, minor – When a player unintentionally makes contact with a Goalie with their body or stick while the Goalie is in the crease.
7. Delay of Game – Intentionally disrupting the flow of the game in an unsportsmanlike way, such as intentionally throwing or hitting the ball off the rink or shielding the ball along the boards for an excessive length of time.
8. Too Many Players on the Floor – When a team has seven or more players on the floor at one time. The player closest to the bench at the time of the infraction will serve the penalty.
9. Unsportsmanlike Conduct, minor – Includes taunting and first offense profanity or other abusive language toward an opponent or official.

C. Major Penalties

Play is stopped and the offending player will be forced to leave the field for five (5) minutes from the time of the infraction, as declared by the official. Possession of the ball will go to the opposing team and play will resume under dead ball rules.

1. High Stick, major – When a player unintentionally hits another player with a stick raised above the waist.
2. Sliding, major – When a player intentionally slides into another player or into a play in a way that causes a significant disruption to the play and potential harm to another player.
3. Second Offense Minor Penalty – Occurs any time a player is assessed a second minor penalty.

D. Mandatory Ejections

Play is stopped and the player will be forced to leave the facility. The offending team will be forced to play shorthanded from that position for the remainder of the game. Play will resume under dead ball rules. Additional disciplinary action may follow for the offense resulting in ejection.

1. Third Offense Penalties – Any player who has been assessed three or more penalties of any kind (dead ball, minor, major).

2. **Roughing** – When a player makes excessive, intentional contact with any other players.
3. **Unsportsmanlike, ejection** – To include a player throwing equipment, interfering with the game by arguing with an official, fighting, repeated use of profanity or other abusive language or any other offense an official deems as posing a threat to the game.

E. Penalty Shot Penalties

A player who has a clear path to the goal and is interfered with will be awarded a penalty shot. The ball will be placed two sticks' length from the front of the opponent's crease. All players are removed from the play except the shooter and the goalie. The player interfered with will be granted one shot on goal. If the player commits a penalty while shooting and scores a goal, that goal will be disallowed. Following the penalty shot, any penalties from the previous play will be enforced, regardless of whether or not the player scores.

1. When a player obstructs an opponent who has the ball and a clear path to the goal. Examples include hooking from behind, sliding into a player's path, etc.

F. Both Teams Penalized on the Same Play

Play is stopped and penalties will be enforced. The official will award the ball to the team that was previously in possession of the ball before play was stopped. Play will resume under dead ball rules.

VIII. MISCELLANEOUS

1. **Game Cancellations** – An attempt will be made to notify teams of cancellations prior to their game whenever possible. Notifications will be sent to team managers via email or text. Weather cancellations will also be posted at www.bcrpsports.org.
2. **Start Time** – Due to the use of a shared clock, both games must start simultaneously.
3. **Score Reporting** – Teams are responsible for reporting game scores through their bcrpsports.org team account.
4. **Suspensions** – The League Director will determine the length of suspensions.