

Rules and Regulations

2015-16 Patterson Park Broomball League

“A Co-Ed, Just for Fun League”

Mission: The Patterson Park Broomball League strives to provide area adults with an opportunity for recreation in a friendly, safe, sportsman-like environment. Although we keep score and track wins and losses, the emphasis should be on fun and those who engage in verbal or physical abuse or display other poor sportsmanship will not be tolerated.

The league reminds all players that ice is slippery! Running on ice will cause you to lose some control of your body and is no excuse for running into others, which can cause serious injury. This is a non-contact broomball league! Please read and familiarize yourself with all the rules, which are probably different than some of the other leagues in which you may have played.

If you have any questions or concerns about anything related to the league, please contact league administrator John Kirk at john.kirk@baltimorecity.gov. 443-324-6510 c

Thank you to all the returning teams and welcome to all the new ones! To a great season!
John

4th Quarter only!!! The ball will be live once it is touched by any offensive player in the offensive half of the rink. (WE will monitor how this goes, and may amend if necessary.

Please remember:

In the defensive half of the ice, once the ball is live, the defense may only pass back to the goalie, or another teammate, in the crease. Upon a second pass, it will be declared dead and the ball will be placed on one of the faceoff areas in the offensive half of the ice and the ball will be awarded to the offensive.

Rule One – Players

A. Eligibility – All players in the Patterson Park Broomball League must be at least 18 years old. Players should bring identification with their names and ages to each game. Players must sign their team’s roster/waiver form.

a. Penalties for using ineligible players – Teams are subject to being assessed a forfeit for any game in which they are found to have used an ineligible player.

B. Rosters – The league will maintain rosters for each team. There is no maximum to the number of players on your roster. Rosters are due prior to teams’ first games. Teams are allowed to add and subtract players up through their seventh scheduled games.

C. Positions – Teams may play up to six players on the ice at one time. Five players are considered ice players; at least two ice players must be women to satisfy co-ed rules. The other player is the goalie, who can be either gender but does not count toward the two women requirement. Each position is subject to restrictions as follows:

a. Goalie – Goalies may, in stopping the ball while in the goalie crease, catch, trap, cover, kick or bat the ball with their hands, feet or broom/stick in any direction. When clearing or passing a ball, the pass can be made with the stick or by throwing the ball underhanded and releasing the ball below their waist. If the goalie is playing with a stick,

he is required to hold the stick at all times. Goalies may not hold the ball for more than five seconds. If a goalie leaves the crease, they will be governed by the same rules as defensive players.

b. Defensive players – Teams may have two defensive players on the ice at one time. Defensive players must stay in the area between center ice and the goal they are defending. Players may reach their sticks over the ice to play the ball, but contacting the ball by doing such shall not meet the requirements of creating a “live ball” situation (see Rule 3C, scoring). In the fourth quarter, no more than one male may be a defensive player.

c. Offensive players – Teams may have two offensive players on the ice at one time. Offensive players must stay in the area between center ice and the goal they are trying to score upon, although they may reach their sticks into the opposite side of the ice.

d. Rover player – Each team may have one rover player who may cross center ice at any time. The rover player shall be designated by wearing a mesh “pinney” to distinguish him from the other restricted positions.

Rule Two – Equipment

A. Uniforms – Each team's players must wear shirts of the color assigned to their team at that time.

B. Pads – All players on the ice are required to wear knee and elbow pads at all times. Players are responsible for bringing their own knee and elbow pads. Any player not wearing these items will be forced to leave the ice until they are wearing them.

C. Footwear – Players may wear only tennis shoes or broomball shoes on the ice. Any player wearing footwear with cleats, spikes, metal springs, etc. will be forced to leave the ice and is subject to a suspension.

a. Players are prohibited from wearing broomball shoes during play in the Sunday and Monday Blue Divisions.

D. Helmets – All players on the ice are required to wear helmets. The league shall provide each team with ice player helmets and one goalie helmet prior to the game. Players are allowed to bring their own helmets.

E. Goalies – Goalies are required to wear a goalie helmet that protects their faces. One helmet will be provided for each team for each game by league, but teams may bring their own goalie helmet. Goalies must play with a broomball stick. Goalies may wear a baseball/softball glove but not a hockey catching gloves. Leg guards are permitted underneath pants only. Standard ice and field hockey goalie pads are not allowed.

F. Broomball sticks and balls – League will provide each team with at least seven broomball sticks prior to the game as well as a game ball. Players are allowed to bring their own broomball sticks, but may not use equipment such as hockey sticks, actual brooms, etc.

Rule Three – The Game

A. Referees – All games will be officiated by a referee. Each team is responsible for paying the referee \$14 cash prior to the beginning of each game. The referee's decisions will be final. Please do not debate calls with officials during play as they are responsible for monitoring 12 people on the ice at all times while playing with a running clock. Coaches are free to ask referees questions but please do so during breaks or before or after the game.

B. Ice Size – Patterson Park’s ice rink will be divided by a net into two separate rinks, allowing two games to be played simultaneously with a shared clock.

C. Clock – Each game shall consist of four, nine-minute running clock quarters. There will be approximately 90 seconds between each quarter for teams to reset and make substitutions. Games on both sides of the ice will start simultaneously on the official’s signal. Due to a shared clock, teams do not have timeouts. Officials may call a timeout to allow an injured player to safely leave the ice. An official may add injury time to the end of a game during which an injury stoppage occurred.

D. Starting the first quarter – Each quarter will start at the official’s signal. The first quarter will begin with a face-off at center ice. Each team’s rover player will meet at center ice. All other players must be at least five feet from them. At the official’s signal, rover players will be allowed to attempt to gain control of the ball and play will begin.

E. Starting all other quarters – The home team goalie will begin with the ball in the second and fourth quarters. The road team goalie will begin with the ball in the third quarter. Opponents must begin five feet away from the goalie. Play will then begin on the official’s signal.

F. Substitutions – Teams may make substitutions during quarters or between them. Players may only enter by using the door located on their bench. A new player may not enter the game during a quarter until the player she is replacing is within arm's length of the bench.

G. Scoring – A goal shall be awarded when the entire ball passes across the goal line prior to any whistle, the horn sounding to signal the end of a quarter, or other official stoppage of play under the following conditions:

- a. Prior to scoring a goal, one of a team’s women must control the ball on the offensive side of the ice making it “live.” The official will announce that a ball is “live” by verbally declaring so.
- b. When an offensive player legally directs or deflects a live ball into the goal with his stick,
- c. When an offensive player deflects (but not directs) a live ball into the goal with any part of her body.
- d. When a live ball is deflected or directed into a goal by a defensive player.
- e. Each goal shall count for one point, regardless of the scoring player’s gender.

H. Illegal Goals – Goals that do not meet the above conditions shall not be counted by the official and a dead ball turnover will occur (see Rule 4, Penalties). The following are examples of reasons a goal will not be allowed:

- a. If the ball passes the goalie while an offensive player or his stick is in the crease
- b. If the ball is deliberately hit or directed into the goal by any means other than using the broom
- b. If an offensive penalty such as a high stick occurs on the shot or prior to the score.

I. Resuming play following a goal – The goalie from the team that was scored upon shall be given the ball. The same procedure as starting the second, third and fourth quarters will then ensue. The ball is no longer live until a female offensive player makes it live.

J. Winners and ties – The team that scores the most goals at the end of four quarters shall be the game winner. If both teams have scored the same number of goals in that time during a regular season game it shall be declared a tie. In a post-season game, a shootout shall occur (see Rule 6, Post-season).

K. Penalties – Certain acts shall be restricted during the games as outlined below in Rule 4.

Rule Four – Penalties

Referees may stop play and enforce a penalty against any team or player who engages in activities that are against game rules. In some cases, a player must leave the ice after committing a penalty and must serve the entire time of that penalty **REGARDLESS OF WHETHER OR NOT THE OTHER TEAM SCORES**. Players are to leave the ice promptly at an official's direction or risk being called for an additional delay of game penalty or being ejected.

When a penalty that requires time off the ice or an ejection is called on an offensive player, defensive player or rover, the team must play without that position on the ice for the duration of the penalty. If a goalie is forced to serve penalty time, the team may substitute a new goalie and play one defensive player short.

Penalties are distinguished by the following classes:

A. Dead ball penalties

a. Effect – Play is stopped and the referee shall award the ball to the team not guilty of the penalty. If an offensive player commits a penalty 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 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.

c. The following plays shall result in a dead ball turnover:

i. High stick, dead ball – When a player raises his stick above waist level, intentionally or unintentionally, but is not in the official's view close enough to another player to endanger him. This includes carrying the stick above your waist while away from the ball.

ii. Sliding, dead ball – When a player slides or falls unintentionally, into a middle of a play.

iii. Reaching between legs -- When a player places his stick in between the legs of another player, even if no contact is made.

iv. Off sides – when an offensive or defensive player leaves their zone by crossing center ice.

1. Exception – When a player crosses over center ice and proceeds directly to or from their bench for the purpose of a substitution.

v. Out of bounds – When the ball is hit off the ice playing area such as a ball crossing over the dividing fence or crossing over the glass or entering the area behind the goal.

vi. Crease violation, dead ball – When a player other than the goalie enters the goalie's crease with any part of his body or his broomball stick but makes no contact with the goalie.

vii. Goalies dropping the stick – When a goalie drops her broomball stick while making a play in the goal.

vii. Icing -- When a goalie in the crease rolls or passes the ball past center ice without being played by a defensive or rover teammate.

ix. Illegal pass -- When a player intentionally directs or passes the ball toward a teammate with his 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.

x. Illegal goal – When a team shoots or directs the ball past the goalie without meeting the requirements of scoring a legal goal.

B. Minor penalties

a. Effect – Play is stopped and the offending player will be forced to leave the ice for two minutes from the time of infraction, as declared by the official. Possession of the ball will go to the opposing team and play will resume under dead ball rules.

b. The following plays shall result in a minor penalty:

i. High stick, minor – When a player raises his stick above waist level, intentionally or unintentionally, while close enough to another player to endanger him.

ii. Sliding, minor – When a player slides or falls, intentionally or unintentionally, into another player. When a player slides to block a shot.

iii. Stick checking – When a player intentionally contacts another player's stick with her own.

iv. Running into the 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.

v. Illegal contact – Includes pushing (any extension of arms into an opponent), tripping, holding, backing into or in any other way intentionally contacting an opponent. Slight, incidental contact with a player that has the ball is not illegal contact.

vi. Crease violation, minor – When a player unintentionally contacts a goalie with her body, stick or in any other way while the goalie is in the crease.

vii. Delay of game – Intentionally disrupting the flow of the game in an unsportsmanlike way. Examples include intentionally throwing or hitting the ball off the rink, a player shielding a ball in a corner for an excessive time, etc.

viii. Too many players on the ice – When a team has seven or more players on the ice at one time. Player closest to bench at time of the infraction will serve the penalty.

ix. Unsportsmanlike conduct, minor – Includes first offense profanity or other abusive language used toward an opponent or staff member and taunting.

C. Major penalties

a. Effect – Play is stopped and the offending player will be forced to leave the ice for five 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.

b. The following plays shall result in a major penalty:

- i. High stick, major – When a player unintentionally hits another player with a stick raised above his waist
- ii. Sliding, major – **When a player intentionally slides into another player or into a play in a way that causes a significant disruption to that play and potential harm to another player.**
- iii. Second offense minor penalty – Occurs any time a player is assessed her second minor penalty

D. Mandatory ejections

a. Effect – Play is stopped and the player will be forced to leave the rink. Team will be forced to play short from that position for the remainder of the game. Possession of the ball will go to the opposing team and play will resume under dead ball rules. The ejected player will be subject to additional suspension from ensuing games at the league administrator's discretion.

b. The actions described below shall result in an ejection:

- i. Third offense penalties – Any player who has been assessed three or more penalties of any kind (dead ball, minor or major).
- ii. Roughing – When a player makes excessive, intentional contact with any other players.
- iii. Unsportsmanlike, ejection – To include a player throwing equipment, interfering with the game by arguing with an official, fighting, repeatedly using profanity or other abusive language or any other offense an official deems as posing a threat to the current game

E. Penalty shot penalties

a. Effect – Play is stopped and the player who had a clear path to the goal before being interfered with will be given the ball at a position two sticks' length from the front of the opponent's crease. Other than the opposing goalie, all other players are removed from the play. The player interfered with will then be granted one shot to score a goal. If that 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 that player scores, and the official will signal the resumption of play.

b. The following actions shall result in a penalty shot:

- i. When any player intentionally obstructs an opponent who has the ball and a clear path to the goal. Examples include hooking a player from behind, sliding in the player's path, etc.

F. Multiple infractions on both teams on the same play

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

Rule Five – Standings and schedule

A. Schedule – The Patterson Park Broomball League will create a schedule prior to the

beginning of the season that will be distributed to coaches via e-mail and posted on the lobby bulletin board at the Mimi DiPietro Ice Rink.

- a. Game start times – Because we will have two games playing at the same time on a shared clock, all games must start at the scheduled time. Officials shall not delay the game's start time because players are running late.
- b. Minimum number of players to start – To start any game, a teams must have at least four players, at least one of which must be a woman. Players who arrive late may come on the ice at any time once they are wearing uniform and proper equipment.
- c. Forfeits – If a team does not have the minimum number of players by game time, a forfeit will be called. The forfeiting team will be required to pay the official the referee's fees for both teams for that game (\$24). The forfeiting team will not be allowed to play another game until those fees are paid. Teams can avoid having to pay the fee if they provide notice by 4:00 p.m. the day prior to their scheduled game that they will be forfeiting the upcoming game. Any forfeited game shall be recorded as a 2-0 loss for the forfeiting team.
- d. Home team – Home team will be the first team listed on the schedule. They will have the benches on the north side of the rink (closest to the rink entrance). Teams will shoot in the same direction the whole game.

B. Standings

- a. Reporting scores – Coaches from both teams are required to report the score from their game within 48 hours of the completion of the game by e-mailing john.kirk@baltimorecity.gov. Failure to do so could result in your team being assessed a loss for the completed game
- b. Standings – The league will maintain standings based on the results of completed games. Teams shall earn two points for winning a game and one point for a tie. Standings will be e-mailed to coaches weekly and posted at that Mimi DiPietro Ice Rink.

Rule Six -- Post-season play

A. Post-season play

- a. Post-season tournament – At the completion of the regular season, teams shall be seeded for a single-elimination post-season tournament.
- b. Seeding – Teams will be seeded for the tournament based on regular season results. The higher seed in each game shall be the home team.
- c. Tie-breaker – The first tiebreaker for teams that finished tied will be their record in games against each other. Second tiebreaker shall be goal-differential over the course of the season. Third tiebreaker will be winning percentage of teams defeated. Fourth tiebreaker will be a coin flip. If more than two teams are tied, the team winning the tiebreaker shall be seeded highest, than the process shall begin again.

B. Game rules – Game rules shall be the same as the regular season except that tied games shall result in a shoot-out instead of a tie.

C. Shootout rules – Shootouts shall proceed as follows

- a. First shootout

- i. Both teams will shoot at the same end. Whichever goalie finished the fourth quarter must play goalie in the shootout unless they are injured.
 - ii. The home team will choose whether they wish to shoot first or second.
 - iii. The official will place two brooms length-wise in front of the net even with both goal posts. Neither a player's body nor the ball may cross an imaginary line perpendicular with the sticks.
 - iv. Offensive player may not use a slap shot but follow through may go above waist. Any forward movement of 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 his body remains in the crease.
 - vi. Each team will be given five shots. Two men cannot shoot consecutively.
 - vii. The team scoring the most goals on those shots shall be the winner. If the teams score the same number of goals, then a second shootout shall occur.
- b. Second shootout
- i. Each team will select a player that has not yet shot and attempt to score a goal from one broom-length closer but otherwise under the same conditions as above. One player shooting from each team will constitute a round. Once a round ends with a team leading, the leading team shall be declared the winner. If every player on a team has shot without producing a winner, then a player may shoot a second time. A player may not shoot a third time until everyone on the team has shot twice.

Rule Seven – Inclement Weather

In the event of inclement weather, a decision on whether or not the game can go will be made by 4 p.m. Players may find out games' status via recorded message by calling 410-396-7078. The league will attempt to make-up canceled games but repeated cancellations due to weather may compromise its ability to do so.