



# NU Intramural Sports

## Co-Rec Broomball Rules

### GENERAL RULES:

1. **All players must present their valid Northeastern University Photo ID to play.** No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.
2. **Jewelry is not allowed to be worn by any participant during an Intramural event.** Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.
3. **GAME TIME IS FORFEIT TIME!** The minimum number of players must have their Husky Cards turned in, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team's IDs and registering their uniform numbers with the IM staff.
4. **3 Unsportsmanlike Penalties** will result in a team disqualification regardless of the score. 2 Personal Unsportsmanlike Penalties will result in the player leaving the game. Only a team's designated Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.
5. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.
6. Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.

### THE GAME AND FIELD:

1. All games will be played at Matthews Arena.
2. **Game Length:** The game will consist of three (3) 12-minute periods (running time). The game may be shortened at the discretion of the Supervisor. A face-off is used to initiate play. The players take positions identical to hockey for the face-offs.
3. All ties at the end of regulation will be ties. During the playoffs, ties will be decided by 12-minute sudden death overtime periods until a winner is declared.
4. **Mercy Rule:** All games with a 10-goal differential at any time in the 3rd period will be ended.
5. A full team will consist of two (2) men and two (2) women and a goalie of either gender. The bare minimum number of players required to avoid a forfeit is 4 players; two (2) men and two (2) women, any of the four players may be the goalie. Broomball is always **Co-Recreational**.

6. **All players must wear hockey helmets AT ALL TIMES** (including scrimmages after a forfeit). Intramurals staff will provide helmets, if necessary. Gloves, shin pads and elbow pads are not provided, but are highly recommended. Footwear must have a smooth surface. Running, basketball, and/or tennis shoes are recommended. No street shoes or boots will be allowed on the ice. It is recommended that goalies have a glove and leg pads (No hockey goalie pads are allowed). The Intramurals staff will supply broomball sticks. *Jeans, cargo pants and khakis are not allowed to be worn by any player. Players must be in athletic attire.*
7. Exchanging equipment is only permitted on the sidelines. Players lacking proper equipment will not be allowed to participate.

## **PLAYER RULES:**

1. Players may sub at any time. These substitutions must be an even switch on the sideline. In the last 2 minutes, if a team is down by two (2) or less goals, the goalie may be pulled, but this player loses all rights of the goalie. If the goalie is pulled, he/she may not sub.
2. Goalies:
  - a. Goalies are allowed to pick up the ball in the area from the face off circles back to his/her team's own boards.
  - b. When the goalie throws, rolls or kicks the ball, it must hit another player before crossing the half-line. If the ball crosses the half-line, the opposing team must be the first to gain possession and control of the ball. Otherwise, the play will be called dead and the ball given to the opposing team's goalie. Goalies may use their sticks to pass/shoot the ball without breaking this rule.
  - c. Goalies are not allowed to cross over the half line.
  - d. Goalies may not high stick when shooting or passing the ball.
  - e. Goalies are allowed to wear hockey shin pads, a goalie glove and/or baseball mitt.
  - f. Goalie pads and goalie blocker gloves are illegal.
  - g. Goalies may only sub in between periods unless the goalie is ejected or suffers an injury.
3. A hand-pass or kick-pass to a teammate will result in a change of possession. The ball will be placed on the sideline across from where the pass originated. The non-offending team will pass the ball in.
4. Players cannot carry or "bobble" the ball with their stick. The ball will be given to the opposing team on the sideline.
5. **There is NO CHECKING OR BODY CONTACT.** Any contact to an opponent using the body or stick will result in a penalty shot.
  - a. Players cannot use excessive body contact to gain a competitive advantage.
  - b. Players may, at the officials' discretion, be warned and/ or ejected for excessive physical contact.
  - c. Any player playing in a dangerous or reckless manner can be warned, penalized, and/or ejected.
6. Sticks should be kept below the level of the crossbar at all times. There is no high-sticking at any time during play. This includes penalty shots and passing/shooting from the sidelines. Goalies are also required to adhere to this rule and will be penalized if they raise their stick above the crossbar. An infraction of this rule will result in a penalty shot against the offending team's goalie.
7. Players may not intentionally slide. Players that in the official's judgement slide will be assessed a warning and the opposing team will be granted a penalty shot. Players that slide a 2nd time will be ejected from the contest and the opposing team will be granted a penalty shot.
8. Penalty shots are awarded for all infractions, unless noted in the rules above. Penalty shots are taken from in between the two (2) hash marks of the face off circles. Players not shooting must remain behind the ball and outside the red circle until the shot has been taken. All penalty shots are live balls after the shot has been taken, unless there are penalty shots on both teams.