



BROOMBALL RULES



Summary:

The 2008 Des Moines Winter Games are a chance for Central Iowans to embrace Iowa's cold weather by getting outside and enjoying the diverse activities the area has to offer. With the many wellness issues plaguing society these days, it is important people take advantage of the healthy, exciting activities Iowa winters have to offer.

This is a non-contact sport.

Teams:

Teams will consist of 6-8 players.

5 players from each team will be on the ice at once (4 players +goalie)

Players may substitute during game play

Equipment:

All players must wear a helmet at all times on the ice.

Players must use a USA Broomball certified broom. (these will be available for rent)

Players may NOT use anything on their shoes to gain traction other than legal Broomball shoes.

Rules:

There is absolutely no checking, hitting, or any contact other than unintentional contact

There will be two 12:00 halves, running clock.

Scoring must be done with a stick. You may kick the ball to assist game play, but not for scoring

Players may not catch the ball; however, they can knock it down with their hands.

A ball may never be played above the shoulders with a broom

Off sides will be at center ice. No offensive player may cross the center line before the ball.

Penalty Structure

There are three penalty types

1. Minor Penalty
2. Game Misconduct
3. Intent to Injure

All Minor penalties are 2 minutes:

- holding/tripping/elbowing
- slashing with the broom
- high sticking, dangerous broom carrying
- interference (player who interferes with or impedes the progress of an opponent who is not in possession of the ball, who knocks a broom out of an opponent's hand, or who prevents a player from regaining possession of a dropped stick)
- checking, cross checking, and pushing players with hands
- Roughing
- sliding into opponents is considered tripping
- removing helmet during play
- too many players on the ice
- goalie who participates in a play beyond the center line
- charging
- throwing broom or gloves at a ball
- boarding (any player who body checks, cross checks, elbows, charges, trips, or throws an opponent into the boards or ice)

Game Misconduct

A Game Misconduct penalty shall result in the ejection of that player for the rest of the game. Any player who incurs a game misconduct penalty will be ejected from the game and may not sit near the bench of their team. These rules apply to the goalkeeper.

The referee has authority to assess a Game Misconduct. Possible reasons a referee may call a Game Misconduct:

Arguing with the official

The use of foul or abusive language

Deliberate delay of the game (ex. intentionally keeping the ball from an official)

Any player touching an official

Any gestures, racial/ethnic remarks that occur before, during, or after the game

Intent to Injure

An 'Intent to Injure' penalty shall result in the ejection of that player for the remainder of the tournament and a 5:00 major to be served by a player on their team. Any player who is assessed an 'Intent to Injure' penalty will be ejected from the tournament and may not sit near the bench of their team. These rules will include the goalkeeper.

The referee has authority to assess Intent to Injure Penalty. Possible reasons a referee may call a Game Misconduct:

Fighting with your gloves on or off, or taking your glove off

Threatening to inflict physical harm on another player, official, or spectator

Kicking a player

Spitting on a player

Physical threats are in conflict of the Brenton's Rink zero tolerance rules. Any player making physical threats for a time off the ice, or injuring a player off the ice, will be suspended for the entire season and no money will be refunded.