

CU • STUDENT REC CENTER INTRAMURALS
BROOMBALL • RULES
Office Line: 303-492-2893 • Email: imsports@colorado.edu
Website: www.colorado.edu/rec-center/intramurals

ROSTER SIZE IS LIMITED TO 12 PLAYERS
ONLY 8 SETS OF EQUIPMENT WILL BE GIVEN TO EACH TEAM
Teams winning a championship will receive a maximum of 8 t-shirts.

Games will be governed by the current rules of the National Intramural and Recreational Sports Association (NIRSA), with the following points of emphasis and modification:

GENERAL

- Participants should have adequate health insurance to cover any injury which may occur.
- Alcoholic beverages and drugs are prohibited in the Student Recreation Center, on any Recreation Center Property and at all Intramural sanctioned events. Participation while under the influence of these substances is also prohibited in these areas. Violations will be grounds for immediate ejection, forfeiture and possible season suspension.
- NO JEWELRY is allowed in any Intramural Competition.
- **Game time is forfeit time! Players should check in with the Intramural Supervisor at least 15 minutes before their scheduled game time. If you do not have enough players to field a team at your game time, your team will receive a Forfeit. NO EXCEPTIONS!**
- **No Buff OneCard = No Play! All Intramural Participants are required to have either their Buff OneCard or Recreation Center Membership card with them at EVERY Intramural Event. Failure to do so will result in ineligibility. NO EXCEPTIONS!**
- The following are situations in which your team WILL NOT be allowed to advance to the post-season tournament:
 - If you forfeit two regular season games.
 - If you accumulate two or more Honest Effort Forfeits (HEF).
 - If you receive two or more Defaults for failure to comply with equipment regulations.
 - If your team fails to average a 3.00 or better sportsmanship rating.
- The Intramural Office **DOES NOT** reschedule regular season or post-season tournament games once the schedule has been posted. If your team is unable to make a regular season game, **your team captain must** email the Intramural Office at least 24 hours prior to your scheduled game time Monday-Friday, and by no later than 5:00pm on the Friday preceding a Sunday game. The Intramural Office will then be responsible for offering out your game. If your game is picked up by another team, your team will not be credited with a Forfeit. However, if your game is not picked up by another team, your team is still responsible for playing that game. Failure to notify the Intramural Office by the deadline stated will result in a Forfeit. Failure to show up to a game where no replacement team was found will result in an Honest Effort Forfeit (HEF).
- All games picked up by a team count as a real game and will count on your record and sportsmanship rating.

FORFEIT POLICY

- **TEAMS RECEIVING ONE FORFEIT**
 - If a team accumulates one Forfeit during the regular season, they will automatically be charged a \$20 fee that must be paid within the four business days following the forfeited game.
 - If a team receiving one forfeit pays the assessed \$20 fee within the four business days, this team will be allowed to continue in the league for the remainder of the regular season and will still be eligible for the post-season tournament.

- If the team fails to pay this \$20 fine within the four business days, they will still be responsible for the \$20 fee, but will be automatically dropped from the remainder of the regular season and will not be allowed to participate in the post-season tournament.
- **TEAMS RECEIVING TWO FORFEITS**
 - If a team accumulates two Forfeits during the regular season, they will automatically be charged an additional \$10 fee. This team will then be dropped from the remainder of regular season play and will be ineligible for the post-season tournament.

ELIGIBILITY

- Every eligible Intramural Participant must be a full fee paying CU Student or Recreation Center Member.
- Every eligible Intramural Participant must present their “Buff OneCard” or Recreation Center Membership Card in order to check in before every game. If a player fails to have one of these two proofs of identification, they will not be allowed to participate. NO EXCEPTIONS!
- Players may play on only one team per sport per session (with the exception of being allowed to play on a Co-Rec team and a team of their own gender in the same sport).
- A player must have played in at least one of the first four regular season games in order to be eligible to play in the post-season tournament.
- **Intercollegiate Athletes:** Current intercollegiate athletes are not eligible to participate in their sport or any related sport. An intercollegiate athlete is any individual participating in intercollegiate contests attending regular practice, whose name appears on the official squad list, or who has won a letter at a recognized senior college. Varsity, red shirts, junior varsity players and freshman are all considered intercollegiate athletes. You are considered an intercollegiate athlete for one entire academic year unless you have been dropped from the squad before the first intercollegiate contest and no longer playing or practicing with the team.
- **Club Players:** A member of a club sport is defined as a student who participated or practiced with the club during the current academic year. Intramural teams are limited to 3 club players per team in their specific sport or any related sport and they must play in the most competitive league.

TEAMS/ SUBSTITUTIONS

- A team consists of five players; two men, two women, and a goalie of either sex. Teams must have at least four players on the ice by game time to be eligible to start the game, with at least one player being of the opposing gender.
- An Honest Effort Forfeit (HEF) will be given to teams that have only three players at game time. Teams with any less than this will be given a standard Forfeit. Any team receiving an HEF will be given 3.0 points towards their sportsmanship rating.
- Two players may finish the game if the team has a reasonable chance of winning (as deemed by the Intramural Staff).
- A substitute must report to the Supervisor/Scorekeeper and wait until an Official waves him/her into the game.

UNIFORM/EQUIPMENT

- Teams are required to wear shirts of the same color Team color must be the color chosen by their captain at the time of registration. Any team that fails to honor this policy will be awarded a Default. Once a team accrues two or more Defaults they will not be allowed to advance to the post-season tournament.
- If both teams are wearing the same color jersey, scrimmage vests will be given to the away team.
- Brooms will be provided by the Intramural Sports Department.
- **Players ARE REQUIRED to wear helmets, long pants and long sleeves at all times while on the ice, including pre-game warm-ups.**

- It is strongly encouraged that players wear gloves (hockey, lacrosse, etc.), elbow pads, and shin guards as well.
- “Broomball Shoes” are not allowed (unfair advantage), 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.
- No hockey goalie pads are allowed.
- Jeans, cargo pants and khakis are not allowed to be worn by any player. Players must be in athletic attire.
- Please check out equipment at least 10 min. prior to your game.
- All team members must present a current Buff One Card to check out equipment and to play. You cannot play without a Buff One Card.
- The Intramural Staff has the final decision on what is deemed appropriate and inappropriate equipment.
- Players may not wear billed hats, watches, or any sort of jewelry.

THE COURT

- THE CREASE constitutes the areas two feet in front of the net and two feet either side of each post. A goal is disallowed if an offensive player is in the crease.
- Any ball that goes behind the net is the goalie’s ball
- A GOALIE may play the ball with their hands in the crease, but can only play the ball with their stick outside the crease.
- A GOALIE may not THROW the ball past mid rink. However, she\he may hit it with their stick as far as she\he wants. A violation will result in the opposition team passing in at half court.
- Goalies must throw the ball underhanded into play.

THE GAME

LENGTH OF GAME

- Games will consist of two 18-minute running periods.
- Games are subject to being limited to two 15 minute periods by the Intramural Supervisor on duty. This is a rare event but occasionally is necessary and is up to the discretion of the Intramural Staff.
- Teams must be on the ice by game time. Game time is forfeit time. NO EXCEPTIONS

TIMEOUTS

- There are no timeouts in Intramural Broomball.
- If a broom breaks during the game it must be dropped immediately. If not dropped, the result will be a 2 minute minor penalty.

CAPTAIN’S MEETING

- At the beginning of each game there will be a captain’s meeting. Officials will go over any questions or rule changes with captains at this time.

STARTING THE GAME

- A Broomball game will begin with the broomball being tossed up in the air, similar to a tip-off in basketball.
- The ball may not be hit until it touches the ice.

SCORING

- Goals scored by males will count for one point. Goals scored by females will count for two points.
- The offensive player who shot and/or touched the ball last will receive credit for the goal, regardless if it is deflected in any way by any member of the defensive team (ie: If a female offender shoots the ball and it hits off a male defenders stick and then scores, the offense will receive two points for a female goal).
- A goal cannot be scored from out of bounds on a pass-in.
- A goal is disallowed if a person shooting for goal is off their feet before or after the shot on goal. This includes when the player making the shot slides, whether before or after the shot.

MERCY RULE

- If a team is leading by 6 goals with 5 minutes remaining in the second half the game will be called.

OVERTIME

- In regular play, games may end in a tie. However, in post-season play the following overtime procedures will apply:
- All Overtime shots are worth one point, female weighted goals no longer apply.

Initial shootout format:

- Two males and two females from each team will be shooters.
- The shooter starts at center ice and moves in for the shot.
- The shooter has 10 seconds to take a shot.
- The shooter is allowed only one shot.
- The Shooter may use any method for the shot without high sticking, including any of the following:
 - Straight shot.
 - Scooping ball into the air passed the goalie.
 - Scooping the ball into the air and taking a volley shot.
 - Fake shot, with crossover.
- The goal keeper must stay within five feet of the goal.
- The shooter may re-shoot if the goal keeper moves out beyond five feet of the goal.

Secondary shootout format:

If teams are still tied after the initial shootout format, sudden death shootout commences.

- If the first team to shoot makes it, then the opposing team will receive the chance to shoot. If they make it, a second round of shooters form each team will shoot. If they miss it, then the first team that shot wins.
- If the first team to shoot misses, the opposing team will receive the chance to shoot. If they make it, they win and the game is over. If they miss it, a second round of shooters form each team will shoot
- There must be a different shooter for each round of shots. Shooters must alternate in gender.

PENALTIES

- Minor penalties will receive a 2 minute punishment. This is running time.
- Major Penalties will receive a 4 minute punishment. This is running time.
- Misconducts will receive a 10 minute punishments. This is running time.
- **SLIDING:** Any action deemed sliding will result in a change of possession or free shot. Repeated sliding after a warning has been issued by the Official will result in a two minute minor penalty.
- Goals will be disallowed whenever an opposing player slides into the crease area of the net.
- The broom may not be raised more than approximately waist high, including during the backswing and follow through of a shot. If a violation occurs during a goal, the goal will not count. If a violation occurs during a pass, one warning will be issued and after a minor penalty will be given.
- The ball may not be kicked except from a player's foot to her\his own broom.
- No body checking is allowed. A person must be under control and caution while running on the ice.
- **SAFETY: Please do not move faster than what you can control.** The primary emphasis in IM broomball is on having fun. Therefore, behavior not consistent with this principle will be penalized.

GOALIES

- Goalies may wear form fitting gloves (ie. Batting, racquetball, cold weather) goalie may not wear a glove with pockets (ie. Hockey or baseball glove). Goalie may not wear goalie leg pads.
- Goalie may not take face-offs.
- Goalie may not play the ball beyond the face-off circle. If the goalie is be on offense, the goalie must notify the referee during a stoppage of play that she\he is being "pulled" and then may play

the ball anywhere. However, she\he loses goal tender privileges. In order to regain goalie privileges goalie must wait for a stoppage of play to notify the referee.

CONDUCT/SPORTSMANSHIP

- Fighting and unsportsmanlike conduct will not be tolerated and are grounds for the entire team and all its members being dropped from the league and/or Intramural Program. Any team whose members leave the bench will result in the entire team being suspended for at least the semester.
- Any abusive language, physical gestures and untimely or inappropriate questioning of calls directed at any Intramural Staff, Participant or Spectator is grounds for ejection. Bench technicals may be called; therefore team captains are responsible for controlling their respective benches.
- Pre and post-game: harassing of any Intramural Staff, Participant or Spectator, any unsportsmanlike conduct or lack of cooperation, is subject to penalty from a mild warning to complete expulsion from the program.
- The Intramural Supervisor has the ability to award penalties and/or ejections to any Intramural Participant or Spectator at any point in time.
- Only Captains may address the Intramural Staff on matters of interpretation and discussion.
- Teams are required to clean up after themselves and keep the Intramural playing area clean. Failure to do so can impact your sportsmanship rating.
- **Teams must average no less than a 3.0 sportsmanship rating. Failure to do so will result in expulsion from the post-season tournament.**

TOURNAMENT SCHEDULES

- Teams are considered ineligible for the post-season tournament for the following reasons:
 - Accruing one Forfeit and failing to pay the assessed \$20 fee within the four business days following the forfeited game.
 - Accruing two Forfeits.
 - Accruing two Honest Effort Forfeits (HEF).
 - Receiving less than a 3.0 sportsmanship rating average.
 - Failing to complete the Intramural Captain's Test by the deadline set.
- Post-season tournament schedules will be posted the last week of the regular season.
- Teams receiving two Honest Effort Forfeits (HEF), two Defaults or failing to complete the Intramural's Captain's Test by the set deadline will be allowed to but their way into the post-season tournament for an additional \$20.