ARTICLE 1
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 modifications and points of emphasis:

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 Sports sanctioned events. Participation while under the influence of these substances is also prohibited in these areas. Any violation of this policy will be grounds for immediate ejection, forfeiture and possible 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 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 Rec 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 one regular season game.
  - If you accumulate two or more Honest Effort Forfeits (HEF).
  - If your team fails to average a 3.00 or better sportsmanship rating.
- The Intramural Sports 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 towards your record and sportsmanship rating.

FORFEIT POLICY

- GAME TIME IS FORFEIT TIME! All teams should arrive 15 minutes prior to the scheduled start of the game to check-in and get the necessary equipment for the game. Any team failing to report ready-to-play at the scheduled starting time shall forfeit to their opponent. Any team that forfeits will be removed from the league for the remainder of the season.

- If you are not playing at least 50% of your scheduled games due to other teams forfeiting, please contact the intramural office to see if we can schedule more games for your team.
ELIGIBILITY
- Every eligible intramural participant must be a full fee paying University of Colorado student or recreation center member.
- Every eligible intramural participant must present their Buff OneCard or Student 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 no more than one team in the Equal Opportunity division and one in the Co-Rec division per sport per session.
- 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 three club players per team in their specific sport or any related sport, and athletes must play on a team in the most competitive league offered.

TEAMS/ SUBSTITUTIONS
- A team consists of five players on the ice, with at least two of a different gender.
  - A minimum of four players, with at least one of a different gender, are needed at game time to start the game.
- An Honest Effort Forfeit (HEF) will be given to teams that have only two 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. If a team receives two or more HEFs in a single season, they will not be allowed to advance to the post-season tournament.
- 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 Intramural Supervisor and wait until an Intramural Official allows them to enter the game.

UNIFORM/EQUIPMENT
- Players must wear athletic-style clothing. Some examples of inappropriate clothing would be such items as jeans, button-down shirts, sandals, dress shoes, etc. The Intramural Staff has the final discretion on what is deemed appropriate and inappropriate.
- Players must wear athletic footwear (tennis shoes, cross trainers, etc.). No Crocs, flip-flops, toe shoes, sandals, boots, dress shoes or shoes of the like are allowed during play.
- Players may not wear hats, watches, headphones or any sort of jewelry.
- Teams are required to wear shirts of the same color, which is chosen by their captain at the time of registration. If both teams are wearing the same color jersey, scrimmage vests will be given to the away team.
- Braces or casts are only allowed if deemed safe by the Intramural Supervisor on site.
- Brooms will be provided by Intramural Sports.
- 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 pads as well.
• Helmets, elbow pads and shin pads are available for checkout from the ice rink.
• “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.
• Please check out equipment at least 10 minutes prior to your game.
• All team members must present a current Buff One Card in order to check out equipment participate.

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 Supervisor.
• 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 two 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 team 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
• All goals scored will count for one point.
• 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 six goals with five 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.
Initial shootout format:
  o Two males and two females from each team will be shooters.
  o 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 shoot out format:**
If teams are still tied after the initial shoot out format, sudden death shoot out 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 two minute punishment. This is running time.
- Major penalties will receive a four 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 Intramural 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), but may not wear a glove with pockets (ie. Hockey or baseball glove).
- Goalies may not wear goalie leg pads.
- Goalies may not take face-offs.
- Goalies may not play the ball beyond the face-off circle. If the goalie is going be on offense, they must notify the referee during a stoppage of play that they are being "pulled" and then may play the ball anywhere, but lose all goal tender privileges. In order to regain goalie privileges, they 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 from Intramural Sports. 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. Team technicals may be given and team captains are therefore responsible for controlling their respective benches.
• Pre and post-game harassing of any intramural staff, participant or spectator, as well as any unsportsmanlike conduct or lack of cooperation, is grounds for program penalty, suspension or expulsion.
• 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:
  o Accruing one Forfeit.
  o Accruing two Honest Effort Forfeits (HEF).
  o Receiving less than a 3.0 sportsmanship rating average.
• Post-season tournament schedules will be posted the last week of the regular season.

*Forfeit Score: 5-0*
*Needed to Start: 5 players (2 of a different gender for Co-Rec)*
*Minimum to Start: 4 players (1 of a different gender for Co-Rec)*
*HEF: 2 players*