

Iowa Great Lakes Area Chamber of Commerce University of Okoboji Winter Games Broomball

FOR OFFICIALS, TEAM CAPTAINS AND PLAYERS:

Location: West Lake Okoboji, Ice in Smiths Bay

Equipment: Brooms and game ball will be furnished by the Chamber.

Personal Equipment: Shoes or overshoes suitable for running on the ice shall be worn. **NO STEEL CLEATS!**

No devices for the player's protection shall be worn which would be liable to cause injury to other players. Shin pads, if worn, must be worn beneath clothing. Decision on what constitutes unusual personal equipment is left to the discretion of the tournament directors.

(NO SANDPAPER ATTACHED TO SHOES OR BOOTS)

Rules of Play:

1. A team consists of six (6) players. Any player of the rink must be listed on the team roster prior to the start of the first game and play with only that team throughout the tournament. Rosters will be checked before the start of each game.
2. The teams shall change ends at the beginning of each subsequent regular period. If conditions are more favorable at one end of the rink, the third period will be divided in the middle. At the start of the game, a toss of the coin will decide which team defends which goal.
3. A goal shall count one (1) point. A goal is made when the broomball entering from in front, passes between the cage posts, below the top of the net and completely crosses the goal line. An attacking player may score but his broom must touch the ball last at no more than three feet off the ground in order for the goal to count. If the ball was last touched by a defending player before it entered the cage, the goal is allowed regardless of the manner in which the ball was caused to enter the cage, except that if an attacking player propels the ball other than with his broom.
4. If the ball leaves the rink, the ball will be put back into play by a face-off.
5. There shall be three periods, each of twelve (12) minutes running time with three (3) minutes rest between periods.
6. In case of a tie score at the end of the third period, a five (5) minute sudden-death playoff will be played.
7. Substitutions may be made at any time during the game. The player being substituted for must leave the ice and be in the substitute area before his substitute can legally enter the game. An injured player may be substituted for at any time.
8. A player receiving a game misconduct will be replaced for the remainder of the game.
9. The ball shall be put in play by a face-off at the center of the ice. The two players making the face-off shall stand with both feet and body squarely facing their opponents' end of the rink with tips of broom on the ice and approximately 24 inches apart. The ball will be placed on the face-off spot between the two brooms. Play will commence when the referee blows the whistle. At the time of face-off, all players will be in their defensive zone and not within 10 feet of the face-off spot. The ball shall be faced-off at center ice at the beginning of each period, after a goal and after an injury.
10. Any time in the judgment of the referee the ball is tied up, it shall be faced-off.
11. The ball may be played or stopped with the broom when the end of the broom is not more than three (3) feet off the ice. If an attempt is made to play the ball when the end of the broom is more than three feet above the ice, the ball will be awarded the opposing team. The ball will be put in play by the opposing team from the side of the rink nearest the point of infraction.
12. The ball may be stopped by any part of the body, but may not be caught and thrown, batted, or kicked. The feet may be used to control the ball but may not kick.
13. A team shall have only one goalkeeper or player with goalkeeper's privileges on the ice at any one time. However, in case a player is substituted for the goalkeeper, he shall be given the same privileges as the goalkeeper. With his feet, body or broom the goalkeeper may play the ball in any manner or direction (except throwing broom, which is prohibited). In stopping the ball, he may catch it or bat it with hands or boom in any direction. If the goalkeeper catches the ball there will a face-off. When the ball is on the ice, no player other than the goalkeeper shall pick up, cover or trap the ball with his hands or body.

14. A player without a broom may not participate in the game. A broken broom must be replaced immediately.
15. Body checking is permitted, however, if flagrant, you may be subject to a 2-minute penalty or a game misconduct.
16. No player of the attacking team may stand or stay in the goal crease.
17. A goal shall not be allowed in any of the following cases:
 - a. When the attacking team has committed a foul that assisted in making the goal.
 - b. When the attacking team has too many players on the ice at the time the goal is scored.
 - c. If any member of the attacking team was in or running through the goal area when the goal was made.

RINK RULES

1. A hockey rink of any size is satisfactory, provided it has sideboards at least three feet or more in height.
2. A goal cage should be placed at each end of the rink at least ten feet and not more than fifteen feet from the end boards and equal distance from the sideboards.
3. The rink shall be divided into two zones—called defensive and attacking zones. A team's defensive zone is that half of the rink where the goal is located that it is defending. The remaining half of the rink is its attacking zone.
4. A colored square, dot or circle will be placed at the center of the rink and at each corner of the rink (face-off marks).
5. The goal shall be 8 feet in width and 4 1/2 feet in height.
6. Teams must station themselves in bench areas during play.