

The PCIA BROOMBALL RULEBOOK

These rules were last updated on March 10, 2020.

RULE 1: TEAMS, PLAYERS, AND EQUIPMENT

Section 1. Team Formation

1. League Offered. The PCIA “Open League” is designed for teams and individuals who love to socialize and have GOOD athletic skills to individuals who love to socialize and have LIMITED athletic skills. **NO PLAYOFFS.**

2. Season. Broomball is offered one day/one game a week. All games will be at the PCIA.

3. Number of Players. All teams must have at least 5 and a maximum of 8 rostered players. All players must be listed on the team roster and sign the PCIA waiver to participate.

4. Rostered Players: Players may only be rostered on one team. Rostered and Unrostered players are allowed to participate on any team for an additional \$10 fee per person, per occurrence.

5. Players on the field: A team can field no more than five players at a time. A team must have at least four players to avoid a forfeit.

6. Playing Short: A team may play with a full team of five if its opponent is short a player.

Section 2. Player Restrictions

1. Age: PCIA Broomball is an “Open League.” Players of all ages are able to participate, but league officials have the right to “final say” when safety becomes a factor.

Section 3. Equipment

1. Ice Rink: The rink will be divided into two to three separate playing rinks: 1, 2 and 3. Up to three games will be played simultaneously.

2. PCIA Provided Equipment: The PCIA will supply all teams with brooms and a game ball.

3. Player-Provided Equipment: Players must provide the following equipment:

Helmet: Required (with Chin Strap)

Pads: Each player may wear elbow pads, knee pads or shin guards, hockey gloves, and/or wrist guards.

Goalie Mask: Each goalie must wear a mask at all times on the ice.

Goalie Gloves: Standard ice/field hockey goalie gloves and leg pads are NOT permitted under any circumstances. Goalies may wear a baseball mitt on one hand and may wear leg guards underneath **pants**.

RULE 2: THE GAME

Section 1. Player Positions

1. Start of Play: Teams may start with no more than five players on the ice; Four players must be on the ice, with one player in the goal.

2. Ice Players: All players except the goalie are "ice players."

3. Goalkeeper: The goalie may stop or clear the ball in any direction by catching, trapping, covering, kicking, or batting the ball with his or her hands, feet, or broom. After a shot, the goalkeeper may pick up the ball and roll it or pass it using his or her broom to any teammate on the same side of the ice. A rolled ball or ball tossed underhand cannot go past the center line without being touched by a field player. A ball put on the ice and hit with the broom can cross the center line. The goalkeeper cannot hold the ball for more than five seconds. In the box, goalies can slide **ONLY** if no opposing players are in the box. Goalies cannot leave their side of the ice.

- 1. Halves.** Each game will consist of 2 - 15 minute halves with a 5 minute break between each half.
- 2. Running Clock.** The clock will run during each quarter. If an injury occurs on the rink, the game will stop. Time will be added at the end.
- 3. Start of Game.** Both (or all 3) games will start on the timekeeper's whistle. All games will start promptly.

Section 2. Substitutions

- 1. Ice Players:** Players may substitute on the fly, but only after the player being replaced has left the ice. Players must enter or exit the ice using the door closest to their bench.
- 2. Goalie.** Teams may only substitute goalies between halves, unless the goalie is injured during the game.

RULE 3: FORFEITS AND SCHEDULING

- 1. Minimum Players:** If a team does not have the minimum number of players by game time, the game will be forfeited, but still may be played for fun.
- 2. Time of Payment:** All League dues must be paid before the team's first scheduled game.

RULE 4: REFEREEING

- 1. Responsibilities:** The PCIA will provide one referee per game.

RULE 5: SPORTSMANSHIP

1. Social Aspect of League: Teams should patronize the sponsor(s). The league's focus is on being social, not winning or losing.

2. Unsportsmanlike Conduct: Any PCIA member who does not conduct himself or herself, whether on or off the field, in a manner that demonstrates courtesy and respect for his or her teammates and other teams will be removed from the league. The PCIA will keep a record of all players and/or teams who engage in unsportsmanlike conduct.

3. Contact: PCIA Broomball is a non-contact sport. Any players or teams that violate this rule are subject to immediate suspension from the league without warning.

Checking is not allowed. Slight incidental contact is allowed when one player is in possession of the ball. After a player has passed or released the ball to another player, both players must avoid contact. If the referee believes either player did not sufficiently attempt to avoid contact, either player or both players will be subject to ejection from the game and may be suspended if the referee deems the contact unsportsmanlike conduct.

4. Unsportsmanlike Conduct Penalties: Any player ejected from a game for unsportsmanlike conduct will receive a mandatory two-game suspension. If the player receives a subsequent ejection, that player will be dismissed from the league and shall not receive reimbursement of any league fees.

RULE 6: PLAY OF GAME

Section 1. Start of Play

1. Face-Off: At the Beginning of the Game and the 2nd Half, there will be a face-off at center ice. The referee will place the ball between the brooms. When the referee blows the whistle, the game will start. No other players can be within 8 feet of the face-off.

2. After a Goal: After a team scores a goal, the referee will give the ball to the goalie and teams should re-set on their own, defensive side of the ice.

Section 2. Passing

1. Legal Pass: A legal pass is one made with the broom. A player who intercepts a pass with his or her hand, should control it, then direct it to the ice. A defender may deflect or clear the ball with his or her foot but cannot pass it to a teammate. The goalkeeper can pass with his or her hand, provided the goalie is within the crease and the rolled pass is to a player on the defensive side of the ice.

2. Illegal Pass: Any pass made with a player's hand or foot is illegal. If a player intercepts a pass with a hand and then passes the ball using the hand, the referee will whistle the ball dead. Goalkeepers cannot throw the ball or roll it past center ice.

Section 3. Scoring

1. Points: A goal is worth one point.

2. Goals: Teams can only score goals from their offensive half of the ice. To be legal, the ball must **completely cross** the goal line before any official game stoppage, including a referee's whistle or end-of period buzzer. Goals may be scored when an attacking player directs the ball into the goal using the broom or when an attacking player deflects the ball into the goal with the broom or with any part of the body, including his or her shoes. Kicking a ball into the goal is not allowed.

3. No Goal: No goal is scored when:

Attacking player interferes with the goalie within the goal crease area.

Attacking player intentionally directs the ball into the goal without using the broom.

Attacking player hits the ball with the broom higher than waist level.

RULE 7: PENALTIES

Section 1. Dead Ball Penalties

1. Dead Ball Penalties, Defined: After a dead ball penalty, the ball is turned over to the opposing team at the current spot of the ball. After a ball is turned over, all defending players must be at least eight feet away from the ball.

2. Out of Bounds: When the ball leaves the playing area or touches any object that is not part of the playing surface.

3. Infractions: Players who engage in the following conduct will be assessed a dead ball penalty and the ball will be given to the opposing team.

Illegal pass: Players cannot pass the ball using their hands or feet.

Illegal shot: Players cannot shoot on the goal from behind center ice.

Sliding: Players cannot slide.

Illegal substitution: A substitute player cannot enter the ice before his or her teammate has left the ice.

Goalie's pass: The goalie's pass must touch a teammate before it crosses center ice.

High stick: Players cannot raise the broom above the waist as a reflex action in open space, even when there is no danger to other players.

Section 2. Two-Minute Penalties

1. Two-Minute Penalties, Defined: These penalties require the penalized team to play shorthanded for two minutes. Penalty time carries over from 1st half to the second half. A player on the ice at the time the penalty is assessed must serve the penalty.

2. Infractions: The following conduct will give rise to a two-minute penalty:

Sliding, second offense: Players must attempt to stay on their feet at all times. Players, including goalies who slide outside their box, who slide will be assessed a penalty, and their team will lose possession. If a goalie is penalized, another player will sit for the goalie.

Illegal stick checking: Players must use a sweeping motion only. NO CHOPPING or HACKING.

High stick: Players cannot, intentionally or unintentionally, lift their stick above the waist, including while shooting or blocking the ball and including goalies who high stick outside the box, if the referee deems it to endanger other players or to not be a reflex action.

Tripping: Players cannot trip an opposing player by using the legs or by stopping in

front of or behind a player to cause the player to fall or lose his or her balance.

Holding: Players cannot hold an opposing player

Obstruction: Players who are not in possession of the ball or who are not attempting to play the ball cannot deliberately obstruct opposing players from taking possession or from making a play.

Charging: Players cannot charge the goalie.

Hand or Arm ball: Players cannot intentionally play the ball using a hand or arm to disrupt the game.

Too many players: Teams cannot have too many players on the ice.

Unsportsmanlike conduct: Inappropriate conduct includes arguing with the referee, taunting an opponent, using abusive language, etc.

RULE 8: TEAM STANDINGS

1. **Ties**: During the regular season, there will be penalty shots to break ties.

2. **Shootout**: In a shootout, each team will be allowed 3 shots on goal (alternating 1 from each team). The team with the best scoring record after 3 shots wins. If the game remains tied after 3 shots, teams will take one shot at a time until a winner is determined. A coin flip will determine who shoots first. The goalie who finished the game at regulation must be the goalie for the shootout. You DO NOT have to be on the ice at the end of regulation time to be eligible for the first round shootout.

REMINDERS

**PCIA Officials have the final say on all game rules. Please police yourself.
Coaches are responsible for controlling their teams. We are all adults. Enough said.**