

SPORTS LEAGUE OFFICIALS ASSOCIATION BROOMBALL RULES 6 v 6



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OVERVIEW

Ties during the Regular Season remain as a Tie
Games played in (2) 20-minute halves with a brief half-time break
A running clock will be used for the entire game
Games are scheduled every 45 min., so games MUST start on Time.
Teams must provide and wear their own pads if desired
CO-ED RULES INCLUDE: NO CHECKING, HIGH STICKING, ROUGHING, ETC.
Sudden Death overtime/Shootout will be used in the playoffs
Players per side: 4 men and 2 women (4 men max.)
Ex. (2, forwards, 3 defensemen and 1 goalie)
Only approved sticks will be allowed (no hockey sticks)
One time-out, per team, per game

BEGINNING OF GAME

- The ball will be dropped at center ice by the referee.
- Face-offs will be at center ice unless otherwise noted by the referee
- The referee may stop the clock at any time if he/she feels that a team is purposefully stalling or intentionally delaying the game, or to prevent a possible injury.

TEAM SIZE

- Each team shall field no more than 6 players on the ice at one time. No more than 4 men may be on the rink at one time. A legal game requires a team to have at least 4 players, at least 1 female. Teams may always have more women than men on the ice. Teams may have as many players on their roster as they desire. All rosters must be finalized by the second week of the regular season. Players added after the second week of the season or are not on the team roster/waiver will not be eligible for playoffs. All players must sign the CSSC waiver in order to play. The team waiver will be the official roster and only those players signed on team waiver will be allowed in the playoffs.

FORFEITS

- Teams will have until 10 minutes past the designated start time to field a legal team. Teams forfeiting two or more times during the season may be ineligible for playoffs. Shorthanded teams may play a legal game with a minimum of 4 players, at least 1 being a female. Teams fielding less than 4 players or without any women will receive a forfeit. *Exception: Teams with less than 4 players may still play a "legal" game but only if the opposing team consents. All teams consenting to play a legal game with less than the allowed minimum waive their right to a forfeit win.*

SUBSTITUTIONS

- All substitutions will occur on the fly and players must be within 5 feet of the player's bench. Players that enter the ice before the substituting player is within five feet of the bench will receive a 2 minute minor for having too many people on the ice. There is no limit on the amount of substitutions per team. During the course of the regular season teams are allowed to "pick up" players that are not on their roster in order to field a full team. In playoffs no non-roster players will be allowed to play. Goalies may be substituted during a dead-ball situation. The referee needs to be notified of any goaltending change in order to keep track of which player has goalie rights/privileges.

GAME TIME

- Play is divided into (2) 20-minute halves separated by a brief halftime break. There will be a running clock throughout the game. A running clock will be maintained by the referee. Each team is granted 1 timeout per game.

PENALTIES

Time penalties are:

- Minor – 2 minutes of actual playing time
 - Major – 5 minutes of actual playing time
 - Misconduct – 10 minutes of actual playing time - Possible removal from league or suspension (this will be determined by the CSSC office.)
 - Game misconduct – Disqualification from the game – Possible removal from league or suspension (this will be determined by the CSSC office.)
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- The offending player shall serve the time unless otherwise specified. That player shall go directly off the ice and remain there until the referee indicates the penalty time has expired. If a game disqualification penalty is also imposed on the player, that player shall be represented by a teammate for the penalty and shall report to the referee.
 - Major and Misconduct penalties do not terminate when a goal is scored.
 - If the penalty time is unexpired at the end of a half the penalty carries over into the next regular period or sudden death play.
 - During sudden death play a team shall not be reduced by time penalties so that it has fewer than 2 players during first overtime and one player during second overtime (see overtime procedures).
 - High-Sticking - the official will call any stick raised above the waist on the back swing and/or above the waist on the follow-thru. Depending on the situation, it will be assessed as a warning, minor, or major penalty.
 - Sliding/Diving to stop a ball is not allowed by any player other than the designated goalie. A 2 minute penalty will be assessed for interference.

MINOR PENALTY

A minor penalty shall be assessed for:

- A. A substitute taking the ice before the departing player is off the ice (too many persons on the ice)
- B. Contacting a player who is ready to participate in a face-off
- C. Lifting a stick on a face-off
- D. Playing the ball above shoulder level with a stick
- E. Holding an opponent's stick
- F. Stalling, trapping or holding the ball
- G. Interference
- H. A goalkeeper interfering with opponent who is not playing the ball
- I. Holding
- J. Dangerous play
- K. Intentionally displacing the goal
- L. Returning to the ice before penalty time expires
- M. Tripping
- N. Hooking
- O. Boarding
- P. High Sticking
- Q. Sliding/Diving
- R. Unsportsmanlike conduct
- S. Verbal abuse of an official
- T. Stick checking or lifting sticks beyond blade vs. blade

If any of the above are deemed excessive, a major penalty will be called and/or cause for removal from the game and/or league. This includes other acts deemed excessive or unsafe by the official.

MAJOR PENALTY

A major penalty shall be assessed for:

- A. Charging
- B. Elbowing
- C. Slashing
- D. Roughing and over aggressiveness

- E. Checking
- F. Spearing
- G. Cross-checking
- H. Refusal to obey a referee's decision
- I. Fighting- (fighting is not tolerated under any circumstances and will result in removal from the game and possibly the league)

OFF-SIDES AND ICING

- There is no icing.
- There are no off-sides.

SCORING

- Each goal will count for one point.
- A goal is scored when the entire ball:
 1. Crosses the goal line.
 2. Breaks the plane of the goal

-In cases where the net moves, it is up to the referee to determine if the ball would have gone in the net and thus been a goal. If the defense intentionally moves the goal it is up to the ref to continue play or to declare a delay of game penalty.

STOPPAGES

The following stoppages of play will be followed by a face-off

- goals-penalties
- injuries
- time-outs(one time-out per team, per game)

PUTTING THE BALL BACK INTO PLAY

- If the ball crosses the out of bounds line then it will be put back into play from that spot by the team now in possession of the ball. The ball can be drawn back to a teammate or sent forward to a teammate.
 - Out of Bounds any ball that is sent out of play will be played in by the opposing team at the nearest face-off point.
 - Any indeterminable situations will result in a face-off.
 - During a face-off the opposing team players must be at least five 5 feet away from center ice and behind their team.
 - Goals may be scored on a face-off.
 - Upon the scoring of any goal, a drawback will restart play. Drawbacks will be used to put the ball in play in most situations. The broom/stick shall be used to put the ball in play. Offensive players can be stationed in front of the ball; however, the ball must be played back. For any drawbacks at areas other than center ice, players may be wherever they choose on the ice.

USE OF HANDS/FEET

- Use of hands is allowed to control a ball in the air and the ball must be set immediately on the ice and not batted to a teammate.
- Use of feet is allowed in a non kicking motion to stop a ball and gain control. Kicking the ball is not allowed and goals cannot be scored by kicking the ball. If a player kicks the ball it will result in a dead ball turnover to the other team from the spot of the infraction.

CONTACT

- Contact is not allowed and should be avoided whenever possible (especially when the ball goes into the corners.) There is no checking and a penalty may be called for contact at the referee's discretion.

GOALTENDERS

- A goaltender will be allowed to handle the ball with his stick or hands within the designated zone, which will be determined by the referee for each particular venue. The goaltender is required to hold a stick. If the ball is picked up by the goaltender, the goalie must be allowed a clear amount of space to put the ball back in play. A goalie may call for a “freeze” of play in which case the ball will be turned over to the referee and a face off will ensue at center ice. If the goalie is clearly delaying in putting the puck in play, the referee may stop the clock at his/her discretion and have a face-off or if it persists it will be a delay of game penalty.
- The goaltender can put the ball back in play by rolling it to a teammate on his/her side of mid-court or passing the ball with his/her stick without being touched by an offensive player.

EQUIPMENT

- **STICKS** - all referees will determine what is and is not a “legal” stick. No hockey sticks will be allowed. CSSC will have a supply of legal sticks.
- Gloves, shin-guards, mouth guards, elbow & knee pads are **RECOMMENDED**, but not required.
- Footwear accessories such as crampons and/or YakTrax are not permitted. Broomball specific shoes are allowed.
- **GOALIE EQUIPMENT**- Goalies must wear helmets (CSSC will have one to borrow if you do not have your own). There is no other mandatory goalie equipment required. It is the team’s responsibility to provide equipment for their goalie if they choose to. (*goalie’s may wear shin-guards and/or a chest protector, however Ice Hockey leg pads will not be allowed*). All other equipment needs to be approved by our staff.

PLAYOFF OVERTIMES

If a playoff game ends in a tie after regulation play, the following will occur:

- A 5 minute sudden death overtime in which each team drops one male player from the ice (5 on 5, including goalie.)
- If it is still tied after the first overtime then a second 5 minute sudden death overtime period will follow in which each team drops a female player in addition to the missing male player (4 on 4, including goalie.)
- If it is still tied after both sudden death overtime periods then penalty shots will follow:
- Both teams will get 5 penalty shots. The teams must state which 5 players are going to shoot, however, they do not have to state in which order they will be shooting. No more than 3 men may shoot for either team. There is no male-female shooting order rule. Shooters will start at mid-ice and get one shot on goal. If the goalie, in the eyes of the referee “takes a player out” this will result in a goal.

If it is still tied after the initial 5 penalty shots, then sudden death penalty shots will follow. The same players from the initial 5 penalty shooters may shoot again. The teams must state which 5 players are going to shoot. No more than 3 men may shoot for either team. There is no male-female shooting order rule. If one team scores during the round of sudden death shots and their opponent does not score, then that team is the winner. During the sudden death round the same 5 players must continue to shoot until there is a winner -no substitutions.

LEAGUE POLICIES

GAMES:

During the regular season one game will be played within time allotted (warm up time is included). The game will use a running clock throughout the game. Games will be divided into two 20-minute halves with a brief half-time break. During the regular season, games will end in a tie and no overtime will be used. Each team is awarded 1 time-out per game.

REFS:

The Chicago Sport & Social Club will provide a paid referee for each game. The referee has the authority to remove any player(s) from a game or from the facility if deemed necessary.

FORFEITS:

If your team forfeits a game during the season, the following rules apply:

First Offense: Loss of game.

Second Offense: Loss of game and staff reserves the right to remove team from playoffs.

Third Offense: Removal from the league

Any team that forfeits more than once also forfeits any guarantee or right to a certain number of guaranteed games.

If you know in advance that your team is going to forfeit a game, we encourage you to call our

office, at 312.850.8196, so as to help us schedule a game for your opponent. This does not mean that your team will not receive the loss and a forfeit.

Teams have until ten minutes past the designated start time to field a full squad (or the league minimum of players required according to rules). If at that time a team is unable to field a legal team, it will be up to the staff and the opposing captain to determine whether a team will receive a forfeit win or if a team will allow the opposing team to play a legal game with less than league minimum of players required according to the rules.

STANDINGS:

The standings will display each teams rank within its skill level. Rank is based on a point system: 2 points for a win, 1 point for a ties and 0 points for a loss.

PLAYOFFS:

Playoffs will begin immediately following the end of the regular season and will typically last between 2 and 3 weeks. After teams have been seeded according to their records all captains will receive an email or call with the 1st week of playoff game times roughly 3 days before their league. **Teams will not receive a call for any other weeks of playoffs!** It is **ALL TEAMS** responsibility to check the playoff brackets online to find out what time they will be playing the following week if they win. In playoffs, it is not uncommon, (and in some cases will be necessary), for teams to have more than one match in a given night. No substitutes will be allowed during playoffs. All players must have signed the waiver by the second week of the season in order to be eligible for playoffs. All eligible teams will make the playoffs. Playoff eligible teams will be determined on a league by league basis. Teams that have violated the forfeit policy during the course of regular season will not be eligible for playoffs. In certain situations teams at or near the bottom of the standings may not advance to the playoffs. Check with CSSC league coordinator to see if this applies to your league. Playoffs are single elimination..

Seeding: Teams are seeded based on a points system and strength of schedule.

Teams may play more than one game per day/night, and/or play games on days/nights other than your regularly scheduled league day/night if necessary. CSSC reserves the right to schedule playoff games on days other than teams regularly scheduled league night. Any questions regarding rules, policies, or eligibility of players must be addressed before the start of the game. Any team that would like to challenge the eligibility of an opposing player must do so before the start of the game. No protests will be considered valid after a game has started.

No substitutes will be allowed during playoffs. All players must have signed the waiver by the second week of the season in order to be eligible for playoffs. All eligible teams will make the playoffs. Playoff eligible teams will be determined on a league by league basis. Teams that have violated the forfeit policy during the course of regular season will not be eligible for playoffs. In certain situations teams at or near the bottom of the standings may not advance to the playoffs. Check with CSSC league coordinator to see if this applies to your league. Playoffs are single elimination.

WAIVERS:

In order to participate in the league, each participant must sign the team waiver. Waivers are provided at the facility and must be completed before participating. Players not present the first week of play will still be required to sign a waiver with our staff before participating. Players must sign the waiver in order to be eligible for playoffs.

PLAYER ELIGIBILITY:

Players who have been placed on the roster and signed the waiver are eligible for playoffs. A formal protest may be filed before a playoff game if an opposing player's eligibility is in question. The player in question will be required to provide his/her player information (name, address, phone #, and signature) in writing to a CSSC staff member prior to the start of the game. This qualifies as an official protest. Any protest made during a playoff game or after a game will NOT be considered a formal protest. The game will then be played in its entirety as scheduled. Teams will be notified of all rulings on the identified eligibility discrepancy by the following business day – decisions will not be made on site. If the protest is proven to be legitimate, it will result in the forfeiture of the game in question. Games subsequent to the protested game may be rescheduled.

The above procedure will also apply for any other “logged” protests. All rulings by CSSC staff are considered final.

SPORTSMANSHIP:

The idea of CSSC is to have fun. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the league. Abuse of official’s referees and other staff will not be tolerated. CSSC reserves the right to remove a player from a game or a league if they are considered to be bringing down the quality of the league. CSSC will not tolerate fighting! Fighting will be an automatic ejection from any game and in most cases ejection from the league for the remainder of the season.

STAFF:

To coordinate and run the league, the officials and/or staff will be available at all times to help the league run as smoothly as possible. If you have questions regarding schedules, policies, rule interpretations, directions to the bar, etc. please ask.

LEAGUE CANCELLATION/RAINOUT:

Please call our weather hotline for the most up to date information on any cancellations (312.773.7100)

Leagues may be cancelled due to extreme weather conditions, dangerous or unplayable conditions, facility constraints, etc. CSSC staff makes every effort to play all scheduled games, thus we will not cancel games until absolutely necessary. Therefore, if you are calling concerning a decision on a cancellation, remember we will not have an answer until close to the start of the league.

If the league is cancelled, CSSC staff will change the weather hotline and update. CSSC will then email or text all of the captains to let them know. It is then the captain’s responsibility to inform all teammates of the cancellation. If a league is cancelled on site, CSSC staff will attempt to contact those teams still scheduled to play the remainder of the league day/night. Depending on the time of cancellation, some teams will have to be notified on site it is always the best practice to check our weather hotline for all possible cancellations. If we do cancel, follow next week’s schedule (ex. If April 13th is cancelled teams should follow the April 20th schedule for their next game). The games that are cancelled will be made up towards the end of the season if time allows. In extreme circumstances, CSSC reserves the right to run a shortened season without a refund. CSSC reserves the right to move games or weeks to an alternative location without compensation. CSSC also reserves the right to schedule games on days other than your regularly scheduled league day/night if necessary.

PRIZES/ JERSEYS:

Each team will receive a pre-bundled set of colored jerseys with various sizes at the first night of the league. Additional shirts and sizes can be purchased from the CSSC for an additional charge. The top teams in each division will receive a prize of great emotional, spiritual, and most importantly, social value.

These policies are designed to make the league run as smoothly and safely as possible, and provide continuity for its participants. Each player in the league is responsible for this information: please advise your team of these rules and thanks for playing.

