

# Scottsville Broomball League



2011 – 2012

Broomball Season

ADULT CO-REC LEAGUE

GUIDE & RULE BOOK

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## GENERAL INFORMATION

- The regulations and rules contained in this guide/rule book are not intended to restrict play, but rather to promote fairness, safety, and a more enjoyable sports experience for all participants

## REGISTRATION & LEAGUE PROCEDURES

### TEAM REGISTRATION:

- Entry fees will be due the first week of the season.
- Rosters: Roster forms and rules will be given to managers at the time of registration.
- Schedules: Schedules will be sent to captains and will be posted online prior to the start of the season.

### TEAM ROSTERS:

- Rosters are limited to 20 players/team.
- All initial Team rosters must be turned in prior to the first game.
- Participants must be at least 16 years old.
- All players must be on a team's roster before playing in a game.
- Rosters **MUST** be finalized by the Christmas break.
- Players can only be on one roster.

### STANDINGS:

- STANDINGS:
  - The league will keep track of Wins (W), Losses (L), and Ties (T)
  - Teams will be awarded 2 points for a Win, 1 point for a Tie, and 0 points for a loss.
- TIED TEAMS FOR PLACES: The following system will be used as tie-breakers
  - Total points.
  - Wins.
  - Head to Head results.
  - Goals for/against differential.
  - Goals for
  - Goals against
  - Coin flip

### PLAY-OFFS:

- At the completion of the regular season a play-off tournament will be scheduled. Details, number of teams qualifying, and format will be determined by the league commissioner and

committee after team sign-up has been finalized. Play-off format and dates will be printed on the league schedules. No extra fee required.

### **CANCELLATION/RESCHEDULING POLICY:**

- Games will only be cancelled and rescheduled for a later date if: Weather conditions are deemed potentially unsafe for travel/play.
- IN MOST CASES, if all games for the night are cancelled, team managers will be notified prior to 4:00 PM (game night).

## **BROOMBALL LEAGUE RULES**

### **REQUIRED PLAYER EQUIPMENT**

#### **JERSEYS:**

- All players shall wear jerseys, which are of same color to those of their teammates.
- All players shall have a unique number on their jersey, players without a number will not be allowed to play.
- Shoes shall be worn by all players and shall be either commercially produced broomball shoes or other commercially produced shoes or overshoes. Socks are permitted over shoes.
- If both teams are wearing the same or similar jersey colors the home team may choose to have the visiting team wear pinnies.
- Color changes to team jerseys must be approved by the league (ie to limit teams with the same color)

#### **BROOMS:**

- Players must provide their own broom or purchase one from the rink Pro Shop.
- Players may use any official broomball broom provided the officials approve it

#### **BROOM SPECIFICATIONS:**

- The broom shall consist of a wooden handle or aluminum handle (with a maximum circumference of 4") that is commercially produced for broomball.
- The distance from the tip of the broom to the end of the handle shall not exceed 53".
- The head of the broom shall measure between 7" and 9" in height, measured from the handle or last wire.
- The head of the broom shall measure between 4" and 5" in width with a minimum of 2" at the tip.
- The base of the broom shall have a minimum width of 3".

- The head of the broom may be of molded rubber, straw covered with rubber, or may be wound in tape.
- The minimum broom length shall be determined by measuring from the ice surface to the player's wrist as s/he stands with arms resting at his/her sides.
- The maximum broom weight shall be 32 ounces.
- NOTE: The officials shall remove any broom they consider dangerous.

#### PROTECTIVE GEAR (Player):

- Helmets: **MUST BE WORN BY ALL PLAYERS ON THE ICE AT ALL TIMES**
  - Helmets must be commercially produced. The officials must approve helmets. Participants will not be allowed to play unless helmets are worn.
  - OFFICIALS NOTE: If a helmet falls off during play, OFFICIALS will verbally warn players that they MUST put their helmet back on before resuming or continuing play of the ball.
  - OFFICIALS NOTE: Official will use best judgment as when to stop play (IE if a player is in a compromised position without a helmet). If play is stopped, the game will resume with a face off nearest to where play was suspended.
  - PENALTY (2 minute minor): Removing helmet intentionally to stop play (Officials decision)
- Recommended Gear
  - Gloves: Playing gloves which are commercially produced for hockey, golf, handball, or any player may wear winter wear.
  - Mouth protectors are recommended for use by all players.
  - Pads that are recommended include those for the elbows, knees, and shins.
  - A face protector (mandatory) which is commercially produced for hockey, football, softball, baseball, or other recognized sports.

#### PROTECTIVE GEAR (Goalkeeper):

- Helmets: **MUST BE WORN BY ALL PLAYERS ON THE ICE AT ALL TIMES**
- Face protector
- Recommended Gear
  - Shoulder, chest, and shin pads worn beneath the clothing.

#### ILLEGAL EQUIPMENT

- Players may not wear illegal equipment. This applies to any equipment that in the opinion of the officials is dangerous or confusing. Types of equipment which shall always be declared illegal include:
  - Shoes which have been physically altered by the attachment of abrasives, spikes, metal, or foreign objects of any kind
  - Hockey-type goalkeeper's leg pads
  - Basket-type hockey or catching gloves

- Brooms without a taped or plastic safety knob a minimum of one-fourth inch in thickness attached to the end of the handle
- Projecting metal or other hard substance on clothes, gloves, or person.

## OFFICIALS AND THEIR DUTIES SECTION

### AUTHORIZED OFFICIALS

- Either one or two officials administer the game. The league commissioner may also act as an official and has authority to render decisions (conduct/rule interpretations/etc.).

### OFFICIAL UNIFORM

- The official uniform shall consist of:
  - A finger (pealess) whistle.
  - Hockey skates or broomball shoes.
  - Black and white vertically striped shirt, jacket or pinnie.

### REFEREES

- The referees shall have sole authority and control of the game.
- The decisions of the referees shall be final and there shall be no appeal.
- The referees shall enforce all rules and shall rule on situations not specifically covered in this rulebook.
- The referees may increase any penalty, especially for deliberate or repeated infringement of the rules.

### DUTIES

#### *PREGAME:*

- See that the markings and cages conform to the rules.
- See that the players are properly dressed and equipped.
- See that timer and scorekeeper are ready.

#### *DURING GAME:*

- Start play, even when a player who is attempting to delay the game is not ready.
- Stop play whenever necessary.
  - Including when there is an injury to a player or referee. When the ball goes outside the playing area.
  - When ineligible persons interfere with the ball.
  - When the ball is struck with a high broom.
  - When the goal post is displaced.

- When there is an infringement of the rules.
- Note: Except for a foul committed to prevent a goal, play shall not be stopped until the offending team gains possession and control of the ball.
- Point to the player and the offending team's end of the rink whenever there is an infringement of the rules, which calls for a penalty.
- If a DELAYED PENALTY should be called. Referee should raise your arm and keep it raised until the play has been completed.
- Control the timekeeper.
- Keep the score.

#### **POSTGAME:**

- Return score sheets to league commissioner
- Make sure all players are off the ice so that the next game may begin on time.

#### **SCORE BOARD**

- A team captain or volunteer from each team will be trained on how to operate the score board.
- For each game one person will be selected to run the score board.
- The person running the score board will be responsible for accurately keeping track of time and score.

### **TEAMS AND SUBSTITUTES**

#### **TEAMS**

- NUMBER OF PLAYERS/POSITIONS: Six (6) players (on the ice): 1-Goalie 2-Defensive Guards, 3-Forwards.
  - If a team chooses to do so they may play with seven (7) players on the ices (six (6) skaters + goalie) if two (2) of the skaters are female (goalies cannot count towards the two (2)). If there are not two (2) females present on the ice the team will be penalized for too many men on the ice. Please note that this rule will be subject to a captain vote during the season and may be repealed if found to be unfair.
- PENALTY (2 minute minor): Too Many Men – Having more than six players (including the goalie) on the ice involved in the play at any given time. "Involved in the play" is key; players that are entering the ice as substitutes for players coming off (line changing) may enter the ice once the player returning to the bench is less than five (5) feet from his team's bench at that point the returning player is considered out of the play, even if the play passes in front of the bench, unless he actively makes a move for the ball. Players entering the ice are part of the play as soon as they touch the ice.

- TO START A GAME: Minimum of five (5) players are needed, or a FORFEIT will be declared. Officials do not need to call forfeited games. This time may be used for practice. Teams MAY continue playing if reduced to fewer than five players after the start of the game. If a game is forfeited the final score will be 1-0 and points will be awarded to the “winning” team. If both teams do not have the minimum players needed the game will be recorded as a 0-0 loss (neither team will receive any points).
- A maximum of 20 players, may be on the roster and play in games.
- A team MAY borrow a maximum of 2 players from other teams (these 2 players cannot count towards the total of 5 players needed to avoid a forfeit).
- A borrowed player must wear a jersey of the team they will be playing for.
- A borrowed player may not play against the team who’s roster they are on.
- A team MAY NOT borrow and players in the playoffs or finals.
- Teams shall be on the ice ready to play promptly at the beginning of each period.

## SUBSTITUTES

- Unlimited substitutions, provided the player coming off the ice shall be within 5 feet of the bench and out of play before the substitute enters onto the ice.
- PENALTY (Penalty Shot): If an extra player from the bench or on the ice prevents, or tries to prevent, a breakaway attempt at a goal, a penalty shot will be awarded.

## PERIODS AND INTERMISSIONS

### LENGTH OF PERIODS AND INTERMISSIONS

- GAME LENGTH: 50 minutes. Two (2), 25 minute halves with continuous run time. There will also be a 5 minute pre-game warm-up and a 5 Minute halftime. GAME TIME IS FORFEIT TIME.
- TIME OUTS: One 30 second time out per period. Time outs can only be called if: 1) Team has possession of the ball, or 2) Officials have stopped play. Time outs may not be called in the last 5 minutes of a half.
- TIED GAMES: Regular season games may end in a tie, both teams will receive 1 point.
- Teams shall change ends at the beginning of each period.

## PUTTING THE BALL IN PLAY

### FACE-OFF

- Periods start with a face-off at center ice. The ball shall be put in play by a face-off. The two players participating in the face-off shall stand with both their feet and body squarely facing their opponent’s end of the rink with the tips of their brooms on the ice and approximately 2 feet apart. The ball will be placed on the spot between the two

brooms. The tip of the broom must be entirely on the same side of the ball as each player's own goal. The brooms shall be in a line parallel to the sideboards. Play shall commence when the official sounds the whistle.

- No other player shall be allowed to enter the face-off circle or come within fifteen feet (15') of the players facing-off. All players must stand on-side on all face-offs.
- If a player facing-off fails to take proper position immediately when directed by the official, the official may order him/her replaced for that face-off by any teammate on the ice.
- A player facing-off shall not strike at or make a motion toward or contact the ball prior to the officials whistle.
- A goalkeeper may not participate in a face-off.

### **FACE-OFF AREAS**

- All face-offs must be conducted on one of the nine (9) face-off spots located on the rink.
- When a stoppage of play has been caused by any player of the attacking side in the attacking zone, the ensuing face-off shall be made in the neutral zone on the nearest face-off spot. If two rule violations are the reason for the stoppage of play (ie. high-sticking the ball and intentional off-side), the ensuing face-off location shall be determined as the spot that provides the least amount of territorial advantage to the offending team.
- When the play is stopped for any reason not specifically attributable to either team while the ball is in the neutral zone, the ensuing face-off shall be conducted at the nearest face-off spot outside the blue line whenever possible. When it is unclear as to which of the four face-off spots is the nearest, the spot that gives the home team the greatest territorial advantage in the neutral zone will be selected for the ensuing face-off.
- When players are penalized at a stoppage of play so as to result in penalties being placed on the penalty time clock to one team, the ensuing face-off shall be conducted at one of the two face-off spots in the offending team's end zone. There are only four exceptions to this application:

## **PLAYING THE BALL**

### **USE OF THE BROOM**

- If the ball is above the waist it MAY NOT be played or attempted to be played with any part of the broom.
- The broom may not go above the shoulders at any time (back swing or follow through).

- While a player is on his knees, he may not play or attempt to play a ball that is above his shoulders.
- PENALTY (Variable): High Sticking -
  - Play Stoppage - When the ball is hit by a high stick, play will be stopped and the ensuing faceoff will take place at a spot which gives the non-offending team an advantage.
  - 2 Minute Minor - Touching an opponent with the stick above shoulder level. A minor penalty is assessed to the player.
  - 4 Minute Double Minor – When blood is drawn by a high stick. Referees may use their discretion to assess only a minor penalty even though blood was drawn. They may also assess a double-minor when blood is not drawn, but he believes that the player was sufficiently injured or that the offending player used excessively reckless action with his stick. If a player, while in the action of "following through" on a shot, strikes an opposing player in the head or face area with his stick, high sticking is not called unless the referee can determine that the player taking the shot was deliberately aiming to strike the opposing player.
  - Note, a goal that is scored by means of hitting the ball with a high stick will not be counted, except if the goaltender is credited with his own goal, but an opponent scored against his own team.
- No player shall kick, push, hold, or knock an opponent's broom for the purpose of keeping it from the possession of an opponent.
- PENALTY (2 minute minor): Holding the Stick - Grabbing and holding an opponent's stick, also called when a player deliberately wrenches a stick from the hands of an opposing player or forces the opponent to drop it by any means that is not any other penalty such as Slashing
- THROWING A BROOM: No player shall intentionally throw a broom at any time. Includes playing the ball, throwing opponents broom after being dropped, for emotional reasons (anger), or etc. Referee may use their discretion to assess a UNSPORTSMANLIKE CONDUCT penalty or penalty shot if necessary.

### USE OF HAND AND FOOT

- PLAYING THE BALL: The ball can be stopped and controlled with the foot or hand, but CAN NOT BE PASSED by the hand to another teammate. It may be stopped with any part of the body, but MAY NOT be carried or held.
- KICKING THE BALL: The ball may not pass over two lines when kicked; violations will result in a face-off in the offending teams' zone.
- If the ball, after being propelled by a body part, is first touched by an unintentional deflection to a teammate, all players are eligible and play is not stopped.

## **DIVING FOR, AND TRAPPING THE BALL**

- No player shall (other than the goalie exercising his/her privileges) pick-up, roll, cover, or trap the ball with hands or body (EXCEPTION - GOALIE WITHIN THE CREASE). Violations will result in a face-off in the offending teams zone (referee to call a penalty for UNSPORTSMANLIKE CONDUCT).
- A player who leaves his/her feet to play the ball shall not initiate contact with an opponent.
- SLIDING: Intentional sliding into another player (to take them out of the play, into the boards, or at the ball (unless it is an attempt to block a shot on goal) is PROHIBITED and will result in an UNSPORTSMANLIKE CONDUCT penalty.
- NOTE: This article is intended to restrict the diving, rolling, or sliding type of body block. It is not intended to restrict a player from going down on one or both knees to play the ball or block a shot.

## **CREASE RULE**

- A PLAYER IS CONSIDERED TO BE IN THE CREASE IF: Any part of their person or equipment/broom is on the ice in the crease or if the complete tip of the broom is in the air across the perpendicular extension of the crease. NO PLAYER SHALL BE IN THE CREASE WHEN THE BALL IS NOT IN THE CREASE, with the exception of the goalie.
- PLAYERS MAY ONLY BE IN THE CREASE IF: The ball is in the crease, and the goalie HAS NOT SECURED the ball.
- No player of the attacking or defending team shall be stationary in the goal crease when the ball is outside the crease.
- Players CANNOT run through the crease area at any time, unless the ball is free within the crease.
- NOTE OFFICIALS: Unintentional sliding into the crease that DOES NOT affect play IN ANY WAY will be overlooked by the officials.
- Violations will result in a face-off outside of the zone
- NON-GOALIE PLAYERS MUST LEAVE THE CREASE WHEN THE GOALIE HAS SECURED (picked-up or trapped) THE BALL AND IS PREPARING TO CLEAR THE BALL.

## **GOALKEEPER PLAY OF THE BALL**

- Teams shall have only one goalkeeper or player with goalkeeper's equipment and privileges on the ice at any one time.
- GOALIES MAY: Pick-up, roll underhand (ball must stay in contact with ice), cover, trap, catch, or bat the ball with their hands, body, or brooms. THESE RULES APPLY ONLY WITHIN THE CREASE, OUTSIDE OF THE CREASE THE GOALIE MUST ABIDE BY NON-GOALIE RULES OF PLAY.
- PENALTY (2 minute minor): Illegal Procedure - Goalie illegally freezing ball, throwing, or clearing the ball

- The Goalie may only pick up the ball in the crease. Holding the ball for more than 3 seconds will involve in a face-off.

## OFF-SIDES

- Players of the attacking team must not precede the ball into the attacking zone.
- The position of the player's feet and not that of his stick shall be the determining factor in all instances in deciding an off-side. A player is off-side when both feet are completely over the leading edge of the blue line involved in the play.
- A player is on-side when either of his feet are in contact with, or on his own side of the line, at the instant the ball completely crosses the leading edge of the blue line regardless of the position of his stick. However, a player actually controlling the ball who shall cross the line ahead of the ball shall not be considered "off-side," provided he had possession and control of the ball prior to his feet crossing the blue line.
- It should be noted that while the position of the player's feet is what determines whether a player is "off-side," nevertheless the question of an "off-side" never arises until the ball has completely crossed the leading edge of the blue line at which time the decision is to be made.
- If a player legally carries or passes the ball back into his own defending zone while a player of the opposing team is in such defending zone, the off-side shall be ignored and play permitted to continue.
- If a ball clearly rebounds off a defending player in the neutral zone back into the defending zone, all attacking players are eligible to play the ball. However, any action by an attacking player that causes a deflection/rebound off a defending player in the neutral zone back into the defending zone (i.e. stick check, body check, physical contact), a delayed off-side shall be signaled by the referee.
- A ball that deflects back into the defending zone off an official who is in the neutral zone will be off-side (or delayed off-side, as appropriate).

## DELAYED OFF-SIDES

- A situation where an attacking player (or players) has preceded the ball across the attacking blue line, but the defending team is in a position to bring the ball back out of its defending zone without any delay or contact with an attacking player, or, the attacking players are in the process of clearing the attacking zone.
- If the attacking team does not clear the attacking zone, play shall be stopped for the off-side violation if any attacking player touches the ball, or attempts to gain possession of a loose ball while the ball is still in the attacking zone, or forces the defending ball carrier further back into the attacking zone, or who is about to make physical contact with the defending ball carrier.
- If, during a delayed off-side, an attacking player in the attacking zone elects to proceed to his players' bench (which extends into the attacking zone) to be replaced by a teammate, he shall be considered to have cleared the zone provided he is completely off the ice and his replacement comes onto the ice in the neutral zone. If his

replacement comes onto the ice in the attacking zone, if the delayed off-side is still in effect, he too must clear the attacking zone. If the remaining attacking players have cleared the attacking zone and the referee has lowered his arm for the delayed off-side, he shall be considered on-side.

- If the ball is shot on goal during a delayed off-side, the ball shall be allowed to continue under the normal clearing-the-zone rules. Should the ball, as a result of this shot, enter the defending team's goal during a delayed off-side, either directly or off the goalkeeper, a player or an official on the ice, the goal shall be disallowed as the original shot was off-side. The face-off will be conducted at the face-off spot in the zone closest to the point of origin of the shot or at the nearest face-off spot in the neutral zone adjacent to the attacking zone of the offending team.
- The only way an attacking team can score a goal on a delayed off-side situation is if the defending team shoots or puts the ball into their own net without action or contact by the offending team.
- For violation of this rule, the play is stopped and the ball shall be faced-off in the neutral zone at the face-off spot nearest the attacking zone of the offending team, or from the face-off spot in the zone closest to the point of origin of the shot or pass (even if deflected off an attacking or defending player or an official).

### **INTENTIONAL OFF-SIDES**

- An intentional off-side is one which is made for the purpose of securing a stoppage of play regardless of the reason, whether either team is short-handed.
- If in the opinion of the Linesman, an intentional off-side play has been made, the ball shall be faced-off at the end face-off spot in the defending zone of the offending team.
- If, while an off-side call is delayed, a player of the offending team deliberately touches the ball to create a stoppage of play, the referee will signal an intentional off-side.

### **ICING**

- For the purpose of this rule, the center red line will divide the ice into halves. Should any player or goalkeeper of a team, equal or superior in numerical strength (power-play) to the opposing team, shoot, bat or deflect the ball from his own half of the ice beyond the goal line of the opposing team, play shall be stopped.
- Icing occurs as soon as the ball crosses the red goal line
- Icing will be waived off if the referee deems that a player from the oppsing team can reach the ball with minimal effort.
- If, in the opinion of the referee, the goalkeeper feigns playing the ball, attempts to play the ball, or goes in the direction of the ball on an icing at any time, the potential icing shall not be called and play shall continue.
- If the goalkeeper is out of his crease prior to the shot being taken, and simply retreats to his crease making no attempt to play the ball or feign playing the ball, the potential icing shall remain in effect.

- If the ball was so shot by a player or goalkeeper of a side below the numerical strength of the opposing team, play shall continue and the icing violation shall not be called.
- When a team is “short-handed” as the result of a penalty and the penalty is about to expire, the decision as to whether there has been an “icing” shall be determined at the instant the penalty expires. The action of the penalized player remaining in the penalty box will not alter the ruling.

## OUT OF PLAY

- All ball is considered out of play if it:
  - Is knocked into one of the team benches or penalty box
  - Is knocked over the side walls or nets behind the goals
  - Is wedged in-between the nets and side wall
- Play will continue if the ball hits the nets and falls back onto the ice.
- If a ball is knocked out of play there will be a faceoff nearest to where the ball was knocked out.

## SCORING

### GOALS

- A goal is scored when the ball:
  - Entering from the front passes between the cage posts, below the top of the net, and completely across the goal line.
  - Is last touched by a defending player before it crosses the goal line. The goal is allowed regardless of the manner in which the ball was caused to cross the goal line, except that when an attacking player has propelled the ball other than with his broom, or illegally with his broom and it bounds or deflects off the person or equipment of the goalkeeper or any other defensive player, the goal shall not be allowed.
  - Is deflected into the goal from the shot of an attacking player by striking any part of the person of the same team. The player who deflected the ball shall be credited the goal.
- A goal shall be disallowed when:
  - The ball is contacted while it is at a height entirely above the waist level.
  - The ball is kicked, thrown, or otherwise deliberately directed into the goal by an attacking player with any means other than the broom.
  - The attacking team has committed a foul which assisted in the making of a goal.
  - The attacking team has too many players on the ice at the time the goal was made.
  - The ball hits an official and goes directly into the net.

- Any member of the attacking team, other than the player in possession of the ball, was in or running through the goal crease when the goal was made from outside the crease. (If the goalkeeper was outside the crease when the play was made, the goal is allowed.)
- An attacking player carries the ball into the cage while it is resting upon any part of his/her body.
- The ball is between the goalkeeper's pads or lodged in his/her equipment and is carried over the goal line by an opponent pushing the goalkeeper into the cage. If it is so carried by a teammate pushing the goalkeeper, or if the goalkeeper himself propels it over the goal line, the goal is allowed.
- A goal is made after a referee or timekeeper has signaled play to stop.
- A goal is made with a broom which, before the ensuing face-off, is found to be illegal.

## CONDUCT

### UNSPORTSMANLIKE CONDUCT:

- No player shall use foul or abusive language, gestures, or actions to officials, players, or others.
- A player shall not act in a way designated to incite an opponent into incurring a penalty (threatening or abusive language or gestures or banging brooms on ice or boards).
- BODY CONTROL/CHECKING: NO PLAYER SHALL BODY CHECK AN OPPONENT OR USE UNNECESSARY ROUGHNESS AT ANY TIME OR IN ANY MANNER. This includes pushing, shoving, tripping, elbowing, holding (flagrant), hooking (flagrant), slashing (swinging broom with unnecessary force), charging, jumping at/or playing the body in any manner.
- SLIDING: Intentional sliding into another player (to take them out of the play or into the boards, or at the ball (unless it is an attempt to block a shot on goal) is PROHIBITED.
- HOLDING: There shall be no holding of an opponent, or an opponent's broom, with the hand, arm, leg, broom, or otherwise, except that it shall be permissible for a player to lift the broom of an opponent who is playing or attempting to play the ball. Such lifting up or pressing down of the opponent's broom shall be only momentary and only for the purpose of obtaining the ball or preventing the opponent from playing it. This does not permit lifting or raising neat the handle of an opponent's broom or with the broom across and against the opponent's body, or the raising of the opponent's broom so high that the player's progress is stopped.
- DISPLACING Goal: No player shall deliberately displace a goal.

### FIGHTING

- No fighting will be tolerated. Any punch/swing deemed intentional will be considered fighting. Any intent to injure a player (flagrant slashing, boarding, cross checking, etc.) will be penalized to the maximum degree. Game officials are provided a wide latitude in the

penalties which they may impose concerning fighting. This is done intentionally to enable officials to differentiate between the obvious degrees of responsibility of the participants either for starting the fighting or persisting in continuing the fighting. **Note: It will be up to the teams to break up any fights to protect the referees, but if the fight remains out of control or any extra players become involved the referee is instructed to call penalties accordingly.** If The penalties for fighting will be as follows:

- Person(s) cited as starting an actual fight will be ejected from the game at hand and WILL BE SUSPENDED FOR 2 GAMES.
- Person(s) cited as fighting in “retaliation”- after having been struck shall be suspended for 2 GAMES.
- Even if AN INTENTIONAL swing/punch or act to injure is made, without making physical contact to another participant’s person, the minimum penalty will be a 2 GAME SUSPENSION.
- Any person previously suspended will automatically become ineligible for the remainder of the season upon the next fight citation.
- In all cases concerning persons removed from any further play due to fighting, the player(s) in question must submit a written request to the league commissioner before ANY eligibility can be reinstated.
- NO PLAYER/TEAM REFUNDS OF PROGRAM FEES WILL BE ISSUED DUE TO INELIGIBILITY AND/OR PENALTIES IMPOSED.

## **PENALTIES**

### **GENERAL INFORMATION**

- Penalties are to be served by the offending player unless otherwise specified
- Goaltenders can be assessed penalties but the penalty must be served by another player from their team who was on the ice at the time of the infraction, unless the infraction involves an ejection.
- While a team is short-handed, they are permitted to ice the ball as they wish.
- The start and end time of the penalty will be determined by the referee.
- The offending player(s) must remain in the box until the penalty has expired or the opposing team scores a goal when in an advantage situation.
- After a penalty expires a player must return to the ice before heading to the bench for a substitution, failure to do so will result in an illegal substitution penalty.
- Penalties may be stacked due to multiple offenses.

### **MINOR PENALTIES (2 Minutes)**

- If the non-offending team scores a goal prior to play being stopped on a delayed minor penalty call, the penalty is waived.

- Players who receive a minor penalty will remain off the ice for two minutes of play during which their team will be short-handed. If a goal is scored against a team short-handed by a minor penalty, the penalty ends immediately. However, if a team has been assessed multiple minor penalties, a goal against them will end only the first assessed minor penalty.

### **DOUBLE MINOR PENALTIES (4 Minutes)**

- Double minors entail serving two consecutive minor penalties, or four minutes of play.
- If a goal is scored against a team short-handed by a double minor penalty in the first two minutes of the penalty the first minor penalty ends immediately and the second is still served.

### **MAJOR PENALTIES (5 Minutes)**

- A player who receives a major penalty will remain off the ice for five minutes of play during which his team will be short-handed.
- A major penalty will not end if a goal is scored against the short-handed team.
- If major penalties are assessed to one player on each team at the same time, they may be substituted for and teams will not be reduced by one player on the ice. They will remain in the penalty box until the first stoppage of play following the expiration of the penalties.

### **MISCONDUCT (10 Minutes)**

- A player who receives a misconduct penalty will remain off the ice for ten minutes. The player may be substituted for on the ice and may return to the ice at the first stoppage in play following the expiration of the penalty (unless other penalties were assessed)

### **GAME MISCONDUCT (Ejection)**

- A player (whether a skater or goaltender) who receives a game misconduct penalty is ejected, and is sent to the team's dressing room. The player may be immediately substituted for on the ice.

### **PENALTY SHOT**

- A penalty shot is a special case of penalty for cases in which a scoring opportunity was lost as a result of an infraction (like being tripped or hooked while on a breakaway or a player (other than the goaltender) covers the ball inside the crease). The player who was deprived of the opportunity, or one chosen by the team, is allowed an unchallenged opportunity to score on the opposing goaltender as compensation.

#### ***Procedure:***

- The Referee shall place the ball on the center face-off spot and the player taking the shot will, on the instruction of the Referee (by blowing his whistle), play the ball from there and shall attempt to score on the goalkeeper.
- The ball must be kept in motion towards the opponent's goal line and once it is shot, the play shall be considered complete.

- No goal can be scored on a rebound of any kind (an exception being the ball off the goal post or crossbar, then the goalkeeper and then directly into the goal), and any time the ball crosses the goal line or comes to a complete stop, the shot shall be considered complete.
- The lacrosse-like move whereby the ball is picked up on the blade of the stick and “whipped” into the net shall be permitted provided the ball is not raised above the height of the shoulders at any time and when released, is not carried higher than the crossbar.
- The spin-o-rama type move where the player completes a 360° turn as he approaches the goal, shall be permitted as this involves continuous motion.
- Only a player designated as a goalkeeper or alternate goalkeeper may defend against the penalty shot.
- The goalkeeper must remain in his crease until the player taking the penalty shot has touched the ball.
- If at the time a penalty shot is awarded, the goalkeeper of the penalized team has been removed from the ice to substitute another player, the goalkeeper shall be permitted to return to the ice before the penalty shot is taken.
- The team against whom the penalty shot has been assessed may replace their goalkeeper to defend against the penalty shot, however, the substitute goalkeeper is required to remain in the game until the next stoppage of play.
- While the penalty shot is being taken, players of both sides shall withdraw to the sides of the rink and in front of their own player’s bench.
- Should the goalkeeper leave his crease prior to the player taking the penalty shot has touched the ball, and in the event of violation of this rule or any foul committed by a goalkeeper, the Referee shall allow the shot to be taken and if the shot fails, he shall permit the penalty shot to be taken over again. When an infraction worthy of a minor penalty is committed by the goalkeeper during the penalty shot that causes the shot to fail, no penalty is to be assessed but the Referee shall permit the shot to be taken over again.
- The goalkeeper may attempt to stop the shot in any manner except by throwing his stick or any object, or by deliberately dislodging the goal, in which case a goal shall be awarded.
- If, while the penalty shot is being taken, any player, goalkeeper, Coach or non-playing Club personnel of the opposing team shall have by some action interfered with or distracted the player taking the shot and, because of such action, the shot should have failed, a second attempt shall be permitted and the Referee shall impose a bench minor penalty to the offending team, and if a player or goalkeeper on the bench is responsible, a misconduct penalty on the player or goalkeeper so interfering or distracting shall be assessed.
- If, while the penalty shot is being taken, any player, goalkeeper, Coach or non-playing Club personnel of the team taking the shot shall have by some action interfered with or distracted the goalkeeper defending the shot and, because of

such action, the shot was successful, the Referee shall rule no goal and shall impose a bench minor penalty to the offending team, and if a player or goalkeeper on the bench is responsible, a misconduct penalty on the player or goalkeeper so interfering or distracting shall be assessed.

- Note: A player only has 15 seconds in which to complete the penalty shot.

## PENALTY CLASSIFICATIONS

**Abuse of officials** - Arguing with, insulting, using obscene gestures or language directed at or in reference to, or deliberately making violent contact with any on or off-ice official.

- **Minor:** The Referee, at his discretion, may assess a minor penalty, based on the degree of abuse.
- **Game Misconduct:** The Referee, at his discretion, may assess a game misconduct penalty, if the player in question remains unruly.
- **Suspensions:**

**Attempt to Injure** - Deliberately trying to harm an opponent (successfully or not).

- **Game Misconduct:** A misconduct penalty shall be imposed on any player or goalkeeper who deliberately attempts to injure an opponent in any manner.
- **Suspensions:**

**Boarding** - A boarding penalty shall be imposed on any player or goalkeeper who checks an opponent in such a manner that causes the opponent to be thrown violently in the boards. The severity of the penalty, based upon the degree of violence of the impact with the boards, shall be at the discretion of the Referee.

- **Minor/Double Minor/Major/Misconduct/Game Misconduct:** The Referee, at his discretion, may assess any level of penalty, based on the degree of violence.
- **Suspensions:**

**Charging** - A minor or major penalty shall be imposed on a player or goalkeeper who takes more than three strides or jumps into an opponent. A minor, major or a major and a game misconduct shall be imposed on a player who charges a goalkeeper while the goalkeeper is within his goal crease. A goalkeeper is not "fair game" just because he is outside the goal crease area. The appropriate penalty should be assessed in every case where an opposing player makes unnecessary contact with a goalkeeper. However, incidental contact, at the discretion of the Referee, will be permitted when the goalkeeper is in the act of playing the ball outside his goal crease provided the attacking player has made a reasonable effort to avoid such contact.

- **Minor/Major/Game Misconduct:** The Referee, at his discretion, may assess any level of penalty, based on the degree of violence of the check, to a player or goalkeeper guilty of charging an opponent.
- **Suspensions:**

**Clipping** - Clipping is the act of throwing the body, from any direction, across or below the knees of an opponent.

- **Minor:** A player or goalkeeper who commits these fouls will be assessed a minor penalty for “clipping.”
- **Major:** If an injury occurs as a result of this “clipping” check, the player or goalkeeper must be assessed a major penalty
- **Misconduct:** The Referee, at his discretion, may assess a misconduct penalty if, in his judgment, the player or goalkeeper attempted to or deliberately injured his opponent by clipping.
- **Game Misconduct:** A game misconduct penalty must be assessed anytime a major penalty is applied for injuring an opponent by clipping.
- **Suspensions:**

**Cross Checking** - The action of using the shaft of the stick between the two hands to forcefully check an opponent.

- **Minor:** A minor penalty, at the discretion of the Referee based on the severity of the contact, shall be imposed on a player or goalkeeper who “cross checks” an opponent.
- **Major:** A major penalty, at the discretion of the Referee based on the severity of the contact, shall be imposed on a player or goalkeeper who “cross checks” an opponent
- **Misconduct:** The Referee, at his discretion, may assess a misconduct penalty if, in his judgment, the player or goalkeeper attempted to or deliberately injured his opponent by cross-checking
- **Game Misconduct:** When a major penalty is assessed for cross-checking, an automatic game misconduct penalty shall be imposed on the offending player.
- **Suspensions:**

**Delay of Game** - A player, goalkeeper or a team may be penalized when, in the opinion of the Referee, is delaying the game in any manner.

- **Minor:** A minor penalty shall be imposed on any player, including the goalkeeper, who holds, freezes or plays the ball with his stick or body in such a manner as to deliberately cause a stoppage of play. With regard to a goalkeeper, this rule applies outside of his goal crease area.
  - A minor penalty for delay of game shall be imposed on any player or goalkeeper who deliberately shoots or bats the ball outside the playing area during the play or after a stoppage of play.
  - When any player or goalkeeper, while in his defending zone, shoots the ball directly (non-deflected) out of the playing surface, except where there is no glass, a penalty shall be assessed for delaying the game. When

the ball is shot into the players' bench, the penalty will not apply. When the ball is shot over the glass 'behind' the players' bench, the penalty will be assessed.

- A minor penalty shall be imposed on any player (including the goalkeeper) who delays the game by deliberately displacing a goal post from its normal position. The Referee shall stop play immediately when the offending team gains possession of the ball.
  - In the event that a goalpost is deliberately displaced by a defending player or goalkeeper, prior to the ball crossing the goal line between the normal position of the goalposts, the Referee shall assess a minor penalty for delaying the game if the attacking player has not yet taken the shot or in the act of taking the shot at the open net.
  - When the net is accidentally displaced by an attacking player, and the defending side is in possession of the ball and moving out of their zone, play shall be permitted to continue until such time as the non-offending team loses possession of the ball. The resulting face-off will take place at a face-off spot in the zone nearest the location where the play was stopped, unless it is in the non-offending team's defending zone, and as such the ensuing face-off would be outside the blue line at one of the face-off spots in the neutral zone. It is possible for a goal to be scored at one end of the rink while the net at the other end has been dislodged, provided that the team being scored upon is the team responsible for dislodging the net at the other end of the rink.
- A minor penalty shall be imposed on a player other than the goalkeeper who deliberately falls on or gathers the ball into his body. Any player who drops to his knees to block a shot should not be penalized if the ball is shot under him or becomes lodged in his clothing or equipment but any use of the hands to make the ball unplayable should be penalized promptly.
- If a goalkeeper comes out of his crease to "cut down the angle" on a shot and after making the save covers the ball, this shall be legal. If the goalkeeper races out of his crease in an attempt to beat the attacking player to the ball and instead of playing the ball jumps on the ball causing a stoppage of play, this shall be a minor penalty for delay of game.
- **Penalty Shot:** If the goal post is deliberately displaced by a goalkeeper or player during the course of a "breakaway," a penalty shot will be awarded to the non-offending team, which shot shall be taken by the player last in possession of the ball.

- **Awarded Goal:** In the event that the goal post is displaced, either deliberately or accidentally, by a defending player or goalkeeper, prior to the ball crossing the goal line between the normal positions of the goalposts, the Referee may award a goal. In order to award a goal in this situation, the goal post must have been displaced by the actions of a defending player or goalkeeper, the ball must have been shot (or the player must be in the act of shooting) at the goal prior to the goal post being displaced, and it must be determined that the ball would have entered the net between the normal position of the goal posts.

**Diving** - Falling to the ice in an attempt to draw a penalty.

- **Minor:** A minor penalty is issued at the discretion of the Referee.

**Elbowing** - Elbowing shall mean the use of an extended elbow in a manner that may or may not cause injury.

- **Minor:** The Referee, at his discretion, may assess a minor penalty, based on the degree of violence, to a player or goalkeeper guilty of elbowing an opponent.
- **Major:** A major penalty, at the discretion of the Referee, shall be imposed on any player or goalkeeper who uses his elbow to foul an opponent. A major penalty must be imposed under this rule for a foul resulting in an injury to the face or head of an opponent.
- **Misconduct:** The Referee, at his discretion, may assess a match penalty if, in his judgment, the player or goalkeeper attempted to or deliberately injured his opponent by elbowing.
- **Game Misconduct:** When a major penalty is imposed under this rule for a foul resulting in an injury to the face or head of an opponent, a game misconduct penalty shall also be imposed.

**Fighting** - Engaging in a physical altercation with an opposing player, usually involving the throwing of punches with gloves removed or worse. Minor altercations such as simple pushing and shoving, and punching with gloves still in place, are generally called as Roughing.

- **Game Misconduct:** A game misconduct penalty shall be imposed for any fighting call.
- **Suspension:**

**Goaltender Interference** - This rule is based on the premise that an attacking player's position, whether inside or outside the crease, should not, by itself, determine whether a goal should be allowed or disallowed. In other words, goals scored while attacking players are standing in the crease may, in appropriate circumstances be allowed. Goals should be disallowed only if: (1) an attacking player, either by his positioning or by contact, impairs the goalkeeper's ability to move freely within his crease or defend his goal; or (2) an attacking player initiates intentional or deliberate contact with a goalkeeper, inside or outside of his goal crease.

Incidental contact with a goalkeeper will be permitted, and resulting goals allowed, when such contact is initiated outside of the goal crease, provided the attacking player has made a reasonable effort to avoid such contact. The rule will be enforced exclusively in accordance with the on-ice judgment of the Referee(s), and not by means of video replay or review. For purposes of this rule, "contact," whether incidental or otherwise, shall mean any contact that is made between or among a goalkeeper and attacking player(s), whether by means of a stick or any part of the body. The overriding rationale of this rule is that a goalkeeper should have the ability to move freely within his goal crease without being hindered by the actions of an attacking player. If an attacking player enters the goal crease and, by his actions, impairs the goalkeeper's ability to defend his goal, and a goal is scored, the goal will be disallowed. If an attacking player has been pushed, shoved, or fouled by a defending player so as to cause him to come into contact with the goalkeeper, such contact will not be deemed contact initiated by the attacking player for purposes of this rule, provided the attacking player has made a reasonable effort to avoid such contact.

- **Minor:** In all cases in which an attacking player initiates intentional or deliberate contact with a goalkeeper, whether or not the goalkeeper is inside or outside the goal crease, and whether or not a goal is scored, the attacking player will receive a minor penalty.

**Goaltender Leaving Crease** - A goaltender may not leave the vicinity of his crease during an altercation. A minor penalty will be assessed if the goaltender does so. If the altercation is in the vicinity of his crease the referee should direct the goaltender to a neutral area and the goaltender will not receive a penalty for leaving the vicinity of his crease

- **Minor:** A goalkeeper shall not be sent to the penalty bench for an offense which incurs a minor penalty, but instead, the minor penalty shall be served by another member of his team who was on the ice when the offense was committed. This player is to be designated by the Manager or Coach of the offending team through the playing Captain and such substitute shall not be changed.

**High Sticking** - A "high stick" is one which is carried above the height of the opponent's shoulders. Players and goalkeepers must be in control and responsible for their stick. However, a player or goalkeeper is permitted accidental contact on an opponent if the act is committed as a normal windup or follow through of a shooting motion. A wild swing at a bouncing ball would not be considered a normal windup or follow through and any contact to an opponent above the height of the shoulders shall be penalized accordingly. A goal that is scored by means of hitting the ball with a high stick will not be counted, except if the goaltender is credited with his own goal, but an opponent scored against his own team.

- **Minor:** Touching an opponent with the stick above shoulder level. A minor penalty is assessed to the player.

- **Double Minor:** When blood is drawn by a high stick. Referees may use their discretion to assess only a minor penalty even though blood was drawn. They may also assess a double-minor when blood is not drawn, but he believes that the player was sufficiently injured or that the offending player used excessively reckless action with his stick. If a player, while in the action of "following through" on a shot, strikes an opposing player in the head or face area with his stick, high sticking is not called unless the referee can determine that the player taking the shot was deliberately aiming to strike the opposing player.
- **Faceoff:** When the ball is hit by a high stick, play will be stopped and the ensuing faceoff will take place at a spot which gives the non-offending team an advantage.

**Holding** - Grabbing an opponent's body, equipment or clothing with the hands or stick.

- **Minor:** A minor penalty shall be imposed on a player or goalkeeper who holds an opponent by using his hands, arms or legs. A player or goalkeeper is permitted to use his arm in a strength move, by blocking his opponent, provided he has body position and is not using his hands in a holding manner, when doing so.

**Holding the Stick** - A player or goalkeeper is not permitted to hold an opponent's stick. A player is permitted to protect himself by defending against an opponent's stick. He must immediately release the stick and allow the player to resume normal play.

- **Minor:** A minor penalty shall be assessed to a player or goalkeeper who holds an opponent's stick

**Hooking** - Using a stick as a hook to slow an opponent.

- **Minor:** A minor penalty shall be assessed to a player or goalkeeper who hooks an opponent.
- **Penalty Shot:** A penalty shot is awarded for cases in which a scoring opportunity was lost as a result of a hook (like being hooked while on a breakaway). The player who was deprived of the opportunity is allowed an unchallenged opportunity to score on the opposing goaltender as compensation.

**Icing (Multiple)** - Occurs when a player shoots the ball across at least two red lines, the opposing team's goal line being the last, and the ball remains untouched. This penalty is called if the ball is intentionally iced 3 times in one half.

- **Minor:** A minor penalty shall be assessed to the player or goalkeeper who iced the ball last.

**Illegal Equipment** - Using equipment that does not meet regulations, either by size (length, width) or number (two sticks) or other guidelines.

- **Special Misconduct:** A player will be asked to leave the ice until the offending equipment has been replaced. The player then may rejoin the game with approval from the referee.

**Instigator** - Being the obvious instigator in a fight.

- **Major:** A major penalty will be served by another teammate that was on the ice at the time of the penalty (as the actual instigator will be removed from the game with a game misconduct).

**Interference** - Impeding an opponent who does not have the ball, or impeding any player from the bench.

- **Minor:** A minor penalty shall be imposed on a player or goalkeeper who interferes with or impedes the progress of an opponent who is not in possession of the ball.
- **Minor:** A minor penalty shall be imposed on a player who shall cause an opponent who is not in possession of the ball to be forced off-side, causing a stoppage in play. If this action causes a delayed off-side (and not necessarily a stoppage in play), then the application of a penalty for interference is subject to the judgment of the Referee.
- **Minor:** A minor penalty shall be imposed on a player who deliberately knocks a stick out of an opponent's hand, or who prevents a player who has dropped his stick or any other piece of equipment from regaining possession of it.
- **Minor:** A minor penalty shall be imposed on a player who knocks or shoots any abandoned or broken stick or illegal ball or other debris towards an opposing ball carrier in a manner that could cause him to be distracted.
- **Minor:** A minor penalty shall be imposed on any identifiable player on the players' bench or penalty bench who, by means of his stick or his body, interferes with the movements of the ball or any opponent on the ice during the progress of the play. In addition, should a player about to come onto the ice, play the ball while one or both skates are still on the players' or penalty bench, a minor penalty for interference shall be assessed.

**Joining the Fight** - Also called the "3rd man in" rule, the first person who was not part of a fight when it broke out but participates in said fight once it has started for any reason (even to pull the players apart).

- **Game Misconduct:** The player is charged with an automatic game misconduct in addition to any other penalties they receive for fighting.

**Too Many Sticks** - When a player plays with more than one stick. For example, if a goalie were to lose his stick and a player from his team skates over to pick up the goalie stick and then, while skating back to the goalie with both sticks, attempts to touch a live ball with either stick, will be called for playing with Too Many Sticks

- **Minor:** A minor penalty shall be assessed to a player or goalkeeper for playing with Too Many Sticks.

**Roughing** - Pushing and shoving after the whistle has been blown or when a player checks an opponent with his hands in his opponents face or when an illegal body check is made.

- **Minor:** A minor penalty shall be imposed on a player or goalkeeper who strikes an opponent with his hand or fist.

**Slashing** - Slashing is the act of a player or goalkeeper swinging his stick at an opponent, whether contact is made or not. Non-aggressive stick contact to the pant or front of the shin pads should not be penalized as slashing. Any forceful or powerful chop with the stick on an opponent's body, the opponent's stick, or on or near the opponent's hands that, in the judgment of the Referee, is not an attempt to play the ball, shall be penalized as slashing.

- **Minor:** A minor penalty, at the discretion of the Referee based on the severity of the contact, shall be imposed on a player or goalkeeper who slashes an opponent.
- **Major:** A major penalty, at the discretion of the Referee based on the severity of the contact, shall be imposed on a player or goalkeeper who slashes an opponent. When injury occurs, a major penalty must be assessed under this rule.
- **Misconduct:** The Referee, at his discretion, may assess a match penalty if, in his judgment, the player or goalkeeper attempted to or deliberately injured his opponent by slashing.
- **Game Misconduct:** Whenever a major penalty is assessed for slashing, a game misconduct penalty must also be imposed.
- **Penalty Shot:** A penalty shot is awarded for cases in which a scoring opportunity was lost as a result of a slash (like being slashed while on a breakaway). The player who was deprived of the opportunity is allowed an unchallenged opportunity to score on the opposing goaltender as compensation.

**Spearing** - Spearing shall mean stabbing an opponent with the point of the stick blade, whether contact is made or not.

- **Double Minor:** A double-minor penalty will be imposed on a player or goalkeeper who spears an opponent and does not make contact.
- **Major:** A major penalty shall be imposed on a player or goalkeeper who spears an opponent.
- **Misconduct:** A match penalty shall be imposed on a player or goalkeeper who injures an opponent as a result of a spear.
- **Game Misconduct:** Whenever a misconduct penalty is assessed for slashing, a game misconduct penalty must also be imposed.

**Illegal Substitution** - This penalty is called when a substitution is made for a player returning from the penalty box without returning to the ice first.

- **Minor:** A minor penalty will be imposed on a player who preforms an illegal substitution.

**Too Many Men** - Having more than six players (including the goalie) on the ice involved in the play at any given time. "Involved in the play" is key; players that are entering the ice as substitutes for players coming off (line changing) may enter the ice once the player returning to the bench is less than five (5) feet from his team's bench at that point the returning player is considered out of the play, even if the play passes in front of the bench, unless he actively makes a move for the ball. Players entering the ice are part of the play as soon as they touch the ice.

- **Minor:** A minor penalty will be imposed on team who has too many men on the ice. The offending player (if identified) or a player currently on the ice shall serve the penalty.
- **Penalty Shot:** If an extra player from the bench or on the ice prevents, or tries to prevent, a breakaway attempt at a goal, a penalty shot will be awarded.

**Tripping** - A player or goalkeeper shall not place the stick, knee, foot, arm, hand or elbow in such a manner that causes his opponent to trip or fall. Accidental trips which occur simultaneously with a completed play will not be penalized. Accidental trips occurring simultaneously with or after a stoppage of play will not be penalized. If, in the opinion of the Referee, a player makes contact with the ball first and subsequently trips the opponent in so doing, no penalty shall be assessed.

- **Minor:** A minor penalty shall be imposed on any player or goalkeeper who shall place his stick or any portion of his body in such a manner that it shall cause his opponent to trip and fall.
- **Penalty Shot:** When a player, in the neutral or attacking zone, in control of the ball (or who could have obtained possession and control of the ball) and having no other opponent to pass than the goalkeeper, is tripped or otherwise fouled from behind, thus preventing a reasonable scoring opportunity, a penalty shot shall be awarded to the non-offending side. Nevertheless, the Referee shall not stop play until the attacking side has lost possession of the ball to the defending side.

**Unsportsmanlike Conduct** – See section \_\_\_\_

- **Minor:** A minor penalty shall be imposed on a player or goalkeeper at the discretion of the Referee based on the severity.
- **Double Minor:** A double minor penalty shall be imposed on a player or goalkeeper at the discretion of the Referee based on the severity.
- **Major:** A major penalty shall be imposed on a player or goalkeeper at the discretion of the Referee based on the severity.
- **Misconduct:** A misconduct penalty shall be imposed on a player or goalkeeper at the discretion of the Referee based on the severity.

- **Game Misconduct:** A game misconduct penalty shall be imposed on a player or goalkeeper at the discretion of the Referee based on the severity.

**Leaving the Bench** - No player or goalkeeper may leave the players' or penalty bench at any time during an altercation or for the purpose of starting an altercation. Substitutions made prior to the altercation shall be permitted provided the players so substituting do not enter the altercation.

- **Minor:** A minor penalty will be imposed on a player or goalkeeper who leaves the bench but does not take place in the altercation.
- **Major:** A minor penalty will be imposed on a player or goalkeeper who leaves the bench and takes place in the altercation.
- **Game Misconduct:** Whenever a major penalty is assessed for leaving the bench, a game misconduct penalty must also be imposed.

## SIGNALS

### *Boarding*

- Striking the clenched fist of one hand into the open palm of the opposite hand in front of the chest.



### *Charging*

- Rotating clenched fists around one another in front of the chest.



### *Checking from Behind*

- A forward motion of both arms, with the palms of the hands open and facing away from the body, fully extended from the chest at shoulder level.



### *Clipping*

- Striking leg with either hand behind the knee, keeping both skates on the ice.



### *Charging*

- Rotating clenched fists around one another in front of the chest.



### *Cross-checking*

- A forward and backward motion of the arms with both fists clenched, extending from the chest for a distance of about one foot.



### *Charging*

- Rotating clenched fists around one another in front of the chest.



### ***Delayed Off-sides***

- Non-whistle arm fully extended above the head. To nullify a delayed off-side, the Linesman shall drop the arm to the side.



### ***Delayed Penalty***

- Extending the non-whistle arm fully above the head.



### ***Delay of the Game***

- The non-whistle hand, palm open, is placed across the chest and then fully extended directly in front of the body.



### ***Elbowing***

- Rotating clenched fists around one another in front of the chest.



### ***Goal Scored***

- A single point directed at the goal in which the ball legally entered.



### ***Hand Pass***

- With the palm open and facing forward, a pushing motion towards the front of the body once or twice to indicate the ball was moved ahead with the hand.



### ***High-Sticking***

- Holding both fists clenched, one slightly above the other (as if holding a stick) at the height of the forehead.



### ***Holding***

- Clasping either wrist with the other hand in front of the chest.



### ***Holding the Stick***

- Two stage signal involving the holding signal followed by a signal indicating you are holding onto a stick with two hands in a normal manner.



### ***Hooking***

- A tugging motion with both arms as if pulling something from in front toward the stomach.



### ***Icing***

- The back Linesman signals a possible icing by fully extending either arm over his head. The arm should remain raised until the front Linesman either blows the whistle to indicate an icing or until the icing is washed out.



### ***Interference***

- Crossing arms stationary in front of the chest in an "X" formation.



### ***Penalty Shot***

- Non-whistle arm fully extended pointing to the center ice face-off spot.



### ***Roughing***

- Fist clenched and arm extended out to the side of the body.



### *Slashing*

- A chopping motion with the edge of one hand across the opposite forearm.



### *Spearing*

- Jabbing motion with both hands thrust out immediately in front of the body and then hands dropped to the side of the body (essentially the opposite to the hooking signal – away from the body rather than towards the body).



### *Timeout*

- Using both hands to form a “T” in front of the chest.



### *Tripping*

- Striking leg with either hand below the knee, keeping both skates on the ice.



### ***Unsportsmanlike Conduct***

- Using both hands to form a “T” in front of the chest (same as time-out).



### ***Wash-out***

- A sweeping sideways motion of both arms across the front of the body at shoulder level with palms down. This signal is used by Referees to signal no goal; by the Linesmen to signal no icing and no off-side; and by all Officials to wash out a hand pass or a high-sticking the ball violation.



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