MEDSTAR CAPITALS ICEPLEX BROOMBALL RULES

1. Teams will ice four “skaters” and one “goalie” at all times. Goalies may be pulled for an extra attacker.
2. Games will be played on one-half of the rink with boards separating. Playing areas will be designated as “Home” and “Away”; each bench will host both teams playing the game on that side.
3. Properly-fastened helmets are required. Other protective padding is suggested.
4. There is no “checking” allowed. Any excessive contact will be penalized with a penalty shot for the other team from the hash marks.
5. Any slide tackling, tripping or excessive slashing will also be penalized with a penalty shot. Teams may select any player on their roster to take said penalty shot.
6. Any player amassing three penalties will be ejected from that game.
7. Any fighting or throwing of punches will result in automatic ejection and a suspension deemed by the league commissioner.
8. Any abuse of an official will result in ejection.
9. Each game is played in two fifteen-minute, run-clock halves. Each team is allowed one timeout per game, and there will be a 30 second intermission.
10. A broom may not be swung above waist-height. Balls may not be played above shoulder height. These infractions result in a minor violation, with the ball being awarded to the opponent at the spot of the infraction.
11. A center ice face-off will be the result of a goal or attempted or successful penalty shot.
12. The ball must be passed by the broom in all circumstances. Hand passes or kick passes will result in a loss of possession. Players may catch passes and immediately set the ball down or kick the ball to their own broom.
13. The goalie must stay on their half of the ice.
14. Only goalies can freeze the ball as long as part of their body is in the crease. A goalie in possession of the ball has 10 seconds to pass of possession.
15. Goalies may roll the ball laterally or behind them but not forward. If advancing the ball forward, goalies must use their broom. If a goalie rolls the ball forward, it will result in loss of possession at the nearest sideboard.
16. Standings tie breakers are determined in this order: 1) head-to-head record, 2) goal differential, 3) total goals-for, 4) coin flip.
17. If regulation ends in a tie, the game will end in penalty shots. Three players from each team will attempt a penalty shot from the hash marks with no rebounds. If still tied, penalty shots will proceed to a sudden death scenario. Players may shoot in multiple rounds. Goalies are allowed to take said penalty shots.
18. If regulation ends in a tie in the playoffs, a sudden-death overtime period will be played until there is a winner.