

RCSSC BROOMBALL RULEBOOK

These rules were last updated on January 2, 2019.

RULE 1: TEAMS, PLAYERS, AND EQUIPMENT

Section 1. Team Formation

1. **Leagues Offered.** The RCSSC offers two broomball leagues: SUPER SOCIAL and EXTREME SOCIAL.
 - SUPER SOCIAL is designed for teams and individuals who love to socialize and have GOOD athletic skills.
 - EXTREME SOCIAL is designed for teams and individuals who love to socialize and have LIMITED athletic skills. **NO PLAYOFFS.**
2. **Season.** Broomball is offered on Wednesdays starting at 7:00 PM in the spring and fall. All games will be played at Skate Nation, 4350 Pouncey Tract Road, Glen Allen, VA 23060.
3. **Number of Players.** All teams must have at least 12 players, but there is no maximum. All players must be listed on the team roster and sign the RCSSC waiver to participate.
4. **Adding Players.** Players may be added at any time until the final tee shirt order date. After that time, until the third week of play, a team must **drop** a player before it may add a player. The dropped player must provide his or her tee shirt to the added player. After the third week of play, team rosters are frozen. Teams must provide an updated roster to the Commissioner at the end of the third week. See the Commissioner for additional roster forms.
5. **Players on the Field.** A team can field no more than six players at a time. At least two of the players on the field must be women. A team must have at least five players and at least two women present at game time to avoid a forfeit.
6. **Playing Short.** A team may play with a full team of six if its opponent is short a player.
7. **3-PEAT -- aka DYNASTY RULE.** Everyone loves a little competition, but one team dominating a league season after season can spoil the fun for everybody.

If a team retaining more than four(4) to six(6) players (based on the sport's minimum roster size 6, 10 or 12) has won three championships in consecutive seasons for which they have been registered, that team will have to form two or more separate teams to promote balance in the league or withdraw their registration (no refund will be issued, league credit will be issued). The River City Sports & Social Club will have the option to, in its discretion, request that team to form two or more separate teams to promote parity in the league or withdraw their registration. The team will then have the opportunity to divide their roster (with no more than four to six retaining players) to form two or more separate teams with each subsequent roster approved by the River City Sports & Social Club.

Section 2. Player Restrictions

1. **Age.** Players must be 21 years old at the start of the season. The Commissioner may request confirmation of age from players throughout the season.
2. **League Membership.** Players may only play for one broomball team, regardless of league.
3. **Violations.** Teams that violate the rules in this section will forfeit the entire season's games and must pay a fine.

Section 3. Uniforms

1. **Tee Shirts.** The RCSSC will provide each team with tee shirts for its roster. All players must wear the current season's RCSSC tee shirt for each game.
2. **Permitted Alterations.** Players may add their names, numbers, and other similar personal information to their tee shirts. Players may also add depictions of the American flag. Players' additions may not cover the RCSSC or sponsor logo.
3. **Excluded Alterations.** Players may not add any corporate information to their tee shirts, including website addresses and company names. Players may not include any offensive material on their tee shirts. The Commissioner has the exclusive right to determine whether additions are offensive.
4. **Penalty.** Players who do not wear the official RCSSC tee shirt will be sidelined for that game. Players who are caught exchanging shirts will also be sidelined, and if the players are not listed on the team roster, the team will forfeit the game and must pay a fine. Teams with players who violate alteration guidelines must purchase new RCSSC shirts (\$20/shirt), and the team will forfeit all games until it has paid for the new shirts.

Section 4. Equipment

1. **Ice Rink.** The rink will be divided into two to three separate playing rinks: 1, 2 and 3. Rink 1 is closest to the scoreboard (to the left from the entrance). Three games will be played simultaneously.
2. **RCSSC-Provided Equipment.** The RCSSC will supply all teams with brooms, helmets, goalie masks, and a game ball. If players have their own helmets, they may wear them.
3. **Player-Provided Equipment.** Players must provide the following equipment:
 - **Shoes.** Players must wear tennis shoes or broomball shoes on the ice. Any player wearing metal spikes will be suspended from the league.
 - **Pads.** Each player must wear elbow pads, knee pads, and wrist guards. Players without these pads will not be allowed on the ice. (Shin guards are recommended but not required.)
 - **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 six players on the ice: four men and two women. Five players must be on the ice, with one player in the goal.
2. **Ice Players.** All players except the goalie are "ice players." No more than three men can be ice players. The goalkeeper may be male or female.
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.

4. **Defensive Players.** At all times, two defensive players are on the ice. A team's defensive zone consists of its goal to the center ice. If a defensive player crosses the center ice, the referee will assess an offside penalty.
 - **Fourth Quarter Rule.** In the fourth quarter, all teams must have at least one female defensive player.
5. **Offensive Players.** At all times, two offensive players are on the ice. A team's offensive zone consists of the center ice line to its opponent's goal. If an offensive player crosses the center ice onto his or her defensive zone, the referee will assess an offside penalty.
6. **Rover Player.** At all times, one rover player is on the ice. The rover is allowed to play in his or her team's offensive and defensive zones. Rover players must wear mesh pennies to distinguish themselves from their teammates.

Section 2. The Clock

1. **Quarters.** Each game will consist of four nine-minute quarters with two minutes between each quarter.
2. **Running Clock.** The clock will run during each quarter. If an injury occurs on the rink, the game will stop, and the referee will add time at the end of the game.
3. **Start of Game.** Both games will start on the timekeeper's whistle. All games will start promptly.

Section 3. 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 quarters, 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 (five, with two female players) by game time, a \$50 forfeit fine will be assessed.
2. **Avoiding Forfeit.** If the forfeiting team contacts the RCSSC no later than 24 hours before the game, no forfeit fine will be assessed, since it will allow time for the opposing coach to notify his or her team of the impending forfeit. E-mail the forfeit notice to rivercityssc@aol.com.
3. **Fine.** The forfeit fine will be contributed to the forfeiting team's opponent's bar tab the following week. The fine recipient must use the tab the following week: the fine will not be carried over.
4. **Time of Payment.** All fines must be paid before the team's next scheduled game.
5. **Failure to Pay.** Teams that fail to pay an assessed fine before the subsequent week's game will have two points subtracted from their win total. After the second week, the fine will double.
6. **Ejection.** After three weeks of nonpayment, the Commissioner may eject the team from the league.
7. **Inclement Weather Policy.** In case of inclement weather, check the RCSSC weather hotline (804) 307-7294 and your e-mail for updates. If you do not receive a cancellation e-mail and there is no cancellation message on the RCSSC voicemail, all games are on.
8. **Regular/Post-Season Schedule Deviations.** The RCSSC's priority is to ensure that all teams play their full regular season schedule; post-season games are not guaranteed. Make-up games for both regular

season and post-season games may be scheduled on days of the week outside of regularly scheduled game days and without regard to a team's day preference. When games are rescheduled, the Commissioner will e-mail the affected teams to allow sufficient time to adjust their schedules.

9. **No Refunds.** The RCSSC will not issue full or prorated refunds if the regular season or post-season is shortened due to inclement weather or for other unforeseeable reasons.

RULE 4: REFEREEING

1. **Responsibilities.** The RCSSC will provide one referee per game.
2. **Home Team.** The home team, which is listed first on the schedule, will defend the goal on the entrance side of the rink. Teams will switch sides each quarter.

RULE 5: SPORTSMANSHIP

1. **Social Aspect of League.** Teams should patronize the sponsor bar after its game. The league's focus is on being social, not winning or losing.
2. **Unsportsmanlike Conduct.** Any RCSSC 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 RCSSC will keep a record of all players and/or teams who engage in unsportsmanlike conduct.
3. **Contact.** RCSSC Broomball is a noncontact 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 ejected from the game and may be suspended if the referee deems the contact unsportsmanlike conduct.
 - All players must avoid contact with one another's brooms when possible.
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.
5. **Team Penalties.** Teams who engage in two unsportsmanlike conduct offenses or who engage in illegal contact will be ineligible to participate in any RCSSC sports for one year. Teams that are suspended will not be reimbursed for any league fees.
6. **Fighting.** Fighting will result in a player's or a team's permanent suspension from participation in the RCSSC.

RULE 6: PLAY OF GAME

Section 1. Start of Play

1. **Face-Off.** At the beginning of the game and third quarter, each team's rover player will assume a neutral position facing each other, with his or her broom on the floor alongside the center line. 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 five 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 reset

their players.

3. **Subsequent Quarters.** At the start of the fourth quarter, the home team's goalie will start off with the ball. At the start of the second quarter, the visiting team's goalie will start with the ball.

Section 2. Gender Play

1. **Gender Play, Definition.** After the ball crosses into the opponent's side of the ice, it must be passed and controlled by a woman before the offense can score a goal. A "touch and go" will not be considered a gender play, and the goal will be called off.
2. **Reset.** Every time the ball crosses midfield, the gender play resets, even if the attacking team maintains possession of the ball.

Section 3. 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 in contact with 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 4. 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.
- 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:

- Any part of an attacking player, including the broom, penetrates the goalkeeper's crease before the ball.
- An attacking player intentionally directs the ball into the goal without using the broom.
- An attacking player hits the ball with the broom higher than waist level.
- An attacking player directs the ball with any body part and a defending player's body deflects the ball into a goal.
- A defending player has possession of the ball (no own goals).

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, including the area behind the goal, the ball is out of bounds. Out-of-bounds balls are placed back on the playing surface nearest where they went out of bounds.

- If the ball goes out behind the goal, the goalie takes possession of the ball.
- If the referee decides the ball or a player is too close to the fence, the referee will call a dead ball and give possession to the team in control or closest to the ball.

3. **Infractions.** Players who engage in the following conduct will be assessed a dead ball penalty:

- Offsides: Players cannot enter a zone outside their territory.
- Illegal pass: Players cannot pass the ball using their hands or feet.
- Illegal gender play: Offensive players cannot take a shot on the goal without first passing the ball to a woman. If a goal is scored, it will be refused, and the goalie will take possession of the ball.
- 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 quarter to quarter when time runs out. A player on the ice at the time the penalty is assessed must serve the penalty. The position of the player serving the penalty cannot be replaced during the penalty. For example, if the home team's rover is penalized, his or her team will not have a rover until after the two-minute period.

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, a defender 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. If the goalie is assessed the penalty, a defender will sit for the goalie.
- Fence contact: Recklessly sliding, grabbing, or running into the dividing fence.
- Pushing: Players cannot push opposing players.
- 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.

Section 3. Major Penalties (Suspension)

1. **Major Penalty, Defined.** A major penalty requires the penalized team to play a man down and lose that player's position for the duration of the game, regardless of whether the team scores a goal.
2. **Suspension.** Players who are suspended will also be suspended for the following week's game. Players

who are suspended twice during the same season will be removed from the league. Suspended players must immediately leave the ice rink.

3. **Infractions.** Players who engage in the following conduct are subject to suspension from the game:
 - Illegal or excessive contact with either the body or the broom.
 - Aggressive or repetitive (two or more) minor penalties.
 - Sliding, third offense.
 - Sliding into a goalie while the goalie is in the box.
 - Breaking equipment out of anger. Player will also be fined double the equipment's replacement cost and will not be allowed to play until the equipment is replaced.

Section 4. Ejections

Players who engage in the following conduct may be immediately ejected from a game:

- excessive unsportsmanlike behavior or
- fighting.

RULE 8: TEAM STANDINGS

1. **Regular Season.** Points will be awarded to teams for each game as follows:
 - Win: 3 points
 - Tie: 1 point
 - Loss: 0 points
2. **Ties.** During the regular season, there will be no overtime or penalty shots to break ties. If a tie occurs in a playoff game, the teams will participate in a shootout.
3. **Shootout.** In a shootout, each team will be allowed five shots on goal. A female player must attempt every other shot. The team with the best scoring record after five shots wins. If the game remains tied after five 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 end of regulation time to be eligible for the first round shootout.
4. **Playoffs.** The Commissioner will determine the number of teams making the playoffs in each division. The computerized playoff wizard will break regular season record ties. Playoff games may be scheduled on days other than regularly scheduled game days, especially if games are canceled due to inclement weather.

REMINDERS

- RCSSC officials have the final say on all game rules.
- NO GLASS containers.
- NO alcohol.
- Please police yourself.
- Coaches are responsible for controlling their teams. We are all adults. Enough said.

PLEASE SUPPORT OUR SPONSOR BARS!



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