

Sports Monster Broomball Rules and Regulations

SAMPLE OF GAME RULES TO LIVE BY:

1. **Starting the Game:** Please try to arrive early so that your captain can have the team's line-up ready prior to the game and we can start on time. Games are to be started no later than 10 minutes after the scheduled start time or forfeit runs shall be assessed as outlined below against the team unable to field a squad. The schedule will show home/visitor for that week. Otherwise the umpire shall flip a coin to determine who kicks first. In the playoffs, the higher seeded team is ALWAYS the home team.

i. **Warm-up Time:** Pitchers will be permitted a few courtesy practice pitches each inning. Fielding warm-ups shall be limited to the pitcher's practice time. Please pay attention to get practice balls off field as soon as possible to start inning.

ii. **Warm-up Area:** If your team is waiting to play, use of open areas is allowed for warm-up as long as the open area is away from the field of play, including foul territory and permitted by that facility.

2. **Starting the Match:** Matches are to be started no later than 10 minutes into the hour. Use of open areas is allowed for practice prior to match play with the referee's approval. Teams not ready to take part in any of the 10-minute warm-up period will not be given extra time and the match will be started immediately. Kick-off is determined by flipping a coin with the winning team determining side. Teams will change sides at the half. Time will be started at 5 minutes after official game time and will run regardless of whether game started on time.

3. **Player Eligibility:** During the registration or invitation process, players will accept Sports Monster's Waiver of Liability to be eligible for play. If a player refuses to accept the Waiver of Liability, they are not permitted to play.

a. The team captain is responsible for making sure that their team roster is up to date and current. Captains may update their roster with new players immediately prior to or during a match. However, the invited player must accept the invitation and show the referee/umpire/monitor/scorekeeper that they are allowed to play during a regular stoppage of play, such as half time or between innings or between games in volleyball or tennis. There will be no official time-outs, although a team may take a time-out (where permitted). There will be no special consideration provided for any connection issues.

b. Any player found to be participating who is NOT on that team's accepted online roster shall be immediately disqualified, the match shall be stopped, a forfeit declared, and all participants from that team are to leave the facility as soon as possible.

c. For participants in weekly pick-up programs, first time attendees MUST register online to participate. Online registration shall be annual, meaning attendees have to be in our system during the current calendar year. Additional participation within a calendar year may be registered in advance or via walk-up. Participants refusing to register online shall be banned from play.

d. All players must be 19 years of age or older - picture ID's must be produced upon request of referee or league official. Failure to produce accurate picture ID upon request shall result in removal of player from match play until such a time as proof of age/identity can be verified.

e. To be eligible for playoffs, all players must have participated in a minimum of two week's matches.

4. **Game Scoring:** All games are scored by goals. Games are won by a 1-point margin. The referee will announce the scores prior to each draw-back. Example: Offending team has 2 points & receiving team has 8 = "2 - 8".

a. Contact Sports Monster rep with any game rules or fault infraction questions regarding scoring.

b. Season scoring: Teams will be awarded 3 points for a win, 1 point for a tie, 0 points for a loss. Forfeited teams will lose 3 point for any forfeits. (See more information in # 4).

c. NOTE: Only regular season games can end in tie. For the playoffs, if the game is tied at the end of regulation, game goes to 5-minute OT period followed by shootout if necessary. Shootouts are best 3-out-of-5. For Coed leagues: At least 2 of 5 shooters must be girls in the shootout. If still tied after 5 shots, game moves to sudden death and shooters must be in M-F-M-F order. (Players are allowed to repeat only after all other members of that sex have taken a shot)

5. **Forfeits:** All around bad news and offending teams shall be noodle-whipped the following week. A game forfeit will automatically score the offending team in the standings as -3 standing points, 0-1 game, and 0-50 points. Any team that forfeits three regular season matches for any reason shall automatically be removed from playoff contention.

a. Forfeited points will start to be declared if there are less than the required number of rostered/registered players available to start the match. Forfeit points will be awarded for every of the following time limits:

I. *Two goals loss 10 minutes into the hour

II. *Four goals lost 15 minutes into the hour

III. *Game lost 20 minutes into the hour

b. Captains can add players to their rosters, and players can accept invitations, prior to the start of a match. However, delays in updating a team roster will not delay the start of a match without incurring late start sanctions as noted above. If a team does have less than the required number of players by format after 11 minutes from the scheduled start time, your SMC referee will get officially rostered players playing in a scrimmage.

c. During a scrimmage, captains can request an official to check an updated roster so that an official match may begin OR allow new players to join an already forfeited match. In such cases where a match has yet to be forfeited, accumulated forfeited points shall be

announced at the start and actual time played may be shortened and still be considered a legal match. In addition, such games shall end exactly as originally scheduled.

d. Any person not on the official roster is required to leave the immediate playing area and may remain in a designated spectator area (where allowed).

e. Forfeits incur a \$30 fee to the offending team (\$5/individual not in attendance for individual team rosters) and a \$30 bar tab awarded to the offended team. Advance notification of forfeits is appreciated. If a team can pre-notify the League office 72 hours in advance of a scheduled match, the forfeit fee is waived.

f. Three (3) regular season forfeits automatically disqualify any team from playoff scheduling and voids any consideration for refund or future credit.

6. **Substitution Policy:**

a. Teams are welcome to add as many one-time subs to their roster as needed. Those added subs MUST accept the team's invitation to join prior to participation. Due to insurance costs, every substitute player added above that league's standard team roster size incurs a \$10 fee.

b. Substitutes from other teams are allowed and encouraged. Opposing team may not challenge a Sports Monster approved player as a substitute. However, teams may ONLY pick up the number of subs needed to fill a full team. There can be no players on the sidelines. If regular rostered players arrive late, league subs are to be removed at the next change of possession.

c. There is ONE intra (meaning from another same day) league sub allowed for playoffs. NO new intra league subs are allowed for the semi-finals or final matches.

d. Opposing team may challenge suspected ineligible substitute to ref or league official. Challenges for late arriving players are allowed at half time and at the end of the match. A forfeit shall be declared for any teams found to be in violation of the player eligibility requirements.

e. Registered players will be defined as those on that team's online accepted roster by the sixth week. Players who have attended at least two (2) regular season games will be considered regular roster/registered players for that team. There is only one exception: If you know that you will be unable to complete the season, notify Sports Monster at least one week prior to the playoffs. Upon approval, your substitute must be added to the team's roster, accept that invitation, and be allowed to play. Such approved playoff subs may not successfully be challenged by an opposing captain.

7. **Good Sportsmanship:** Please observe standards of good sportsmanship during your time with us.

We understand that competition can generate strong emotions, however your emotions and actions must not negatively affect the enjoyment/comfort/safety of any of our other participants!

- a. Foul language is not acceptable. Learn new words.
- b. Taunting opponents is not acceptable.
- c. Tantrums (throwing objects and/or yelling) are not acceptable.
- d. Opposing team may address the referee for consideration if it is felt that bad sportsmanship is being displayed by one or more on the opposing team.
- e. At the discretion of the referee, any displays of bad sportsmanship will result in the following penalties:
- f. For individual: 1 = verbal warning 2 = 2-minute penalty 3 = expulsion from game

g. A 5-minute un-sportsmanlike penalty will be assessed to your team if you're expelled. A penalty shot will be awarded with a second un-sportsmanlike penalty. At the referee's discretion, individual receiving 2nd un-sportsmanlike foul may be required leave the facility. If that player is required to leave, play will only commence upon departure. Should player not leave facility, that player's team will lose all goals and the match following the point of infraction. Team penalties may also be imposed at this time. SMC will determine if player receiving red card will be suspended or expelled from league play.

- h. For team: 1 = verbal warning 2 = 2-minute penalty 3 = match forfeiture

I. If a team un-sportsmanlike penalty is given and an individual player penalty has already been given, that player will be expelled from the game. A team un-sportsmanlike penalty will give the offended team a penalty shot. We are serious about penalizing the flagrant use of foul language. Aside from being offensive, you are playing in a public facility that may have young children around at all times. If your referee does not actively pursue infractions, notify SMC.

8. **Playoffs:** Due to limited ice availability, playoffs will differ on a seasonal basis. Check with a SMC rep for details. Overall 1st place team is determined by regular season won/loss record. If there are tied teams, it will be broken by the higher plus goal percentage. If a tie still exists, overall head to head game scores will be compared.

9. **Referees/Umpires:** Players should expect SMC referees/umpires to be in appropriate attire, clearly announce scores and decisions. Referees are also expected to be actively moving on the field to keep the game going quickly. Our referees are provided to make the match run as smoothly and error-free as possible. Obviously, no one is perfect and there may be occasioned to question an individual call if the referee hasn't already offered an explanation.

a. The only person permitted to question a referee's call is that team's captain. Should any other person other than the captain approach the referee during a game, a ruling of bad sportsmanship may be applied (see #6).

b. SMC referees sometimes will offer an explanation of calls as they are made, but this is not required and should not be expected. Signals should be clear and known to players. If no explanation has been offered, it is at that time that a captain's inquiry would be appropriate. Please keep in mind your tone of voice and to form a question. Scathing sarcasm and/or a demonstrative proclamation demanding a response usually will not be viewed favorably and a warning or penalty may be imposed. Whether you agree or not, the referee's judgment is the final word during the game. An appeal may be filed with the Sports Monster office following the game and a final determination/ruling will be made prior to the next week's match.

c. Any foul or abusive language directed at the referee or within earshot will result in an automatic warning. A second offence shall result in a game ejection. Possible suspension or league expulsion penalties may result as well.

d. Any physical action taken by any individual against a referee will be met with full prosecution by Sports Monster against that individual. That individual will be banned from Sports Monster league play and full team forfeiture may be imposed.

e. Pre-game, halftime and post-game are all considered to be part of your scheduled league play. So, keep it zipped and you won't get zapped out of the game.

f. Please realize that referees can oversee hundreds of games a year and truly don't care whom wins. They do care about running a cleanly played match and that people enjoy their playing experience. Any questions should be directed to Sports Monster during regular business hours.

g. In the unlikely event a referee is not in attendance for a regular season match and the field is set-up for play, it is expected that the teams will play the match under courtesy self-calls and report the score and situation to the Sports Monster office or onsite manager.

10. **Alcohol:** It is strictly forbidden to bring alcoholic beverages onto/into any Sports Monster league site. If spotted, you will be asked to remove your stash. Failure to do so will result in an automatic suspension in addition to possible police involvement.

a. If a player, in the judgment of the referee, is intoxicated, this player will be removed from the game and receive a warning. A second offense will result in league expulsion. We are not your mothers, unless she's a fabulous referee, so common sense and personal responsibility is helpful.

11. **Challenges:** SMC will not consider challenges if they are based solely on a decision involving the accuracy or judgment on the part of a referee pertaining to called plays. SMC does offer a two-level challenge format available following a match regarding strong disagreement regarding a referee's ruling resulting in specific sanction(s) or player eligibility:

a. Contact your local SMC office's manager for your Sport to address your challenge. In some cases, this person may be the local market manager. Any verbal challenge must be accompanied with a written challenge outlining the team/player's position and circumstances to be formally considered. This written challenge may be sent via e-mail for expediency. Please allow for 2-3 business days for information from all parties to be processed and a ruling to be determined

b. If you are not satisfied with the challenged ruling, you may contact that office's general manager and re-submit your challenge. You will again need to allow 2-3 business days for information from all parties to be processed and a ruling to be determined.

c. As it is possible that a sanction may be reduced, it is also possible that a sanction may be increased upon review of the challenged situation. Upon issuing any challenge, it is understood that the challenging party will abide by the final league ruling.

d. Because many rulings and sanctions are time sensitive, it is important that any challenges involving a ruling or suspension be officially recorded in writing within 48 hours of the initial on-site ruling. Failure to do so can impact the ability of a final ruling being issued before the sanction occurs. Once a time sensitive sanction has already been enforced (example: one-week suspension ruling and next week's game has already occurred with player sitting out), there may be no recourse for overturning the original ruling except for general clarification.

e. In cases where a general ruling is challenged solely for clarification, there is no deadline for submission.

12. **Equipment:** Sports Monster will provide helmets, brooms, balls, goals, referees and the facility for match play. Players may utilize their own brooms—referee will approve for use. All brooms that are specifically made for broomball are legal. Excessively shortened brooms will not be permitted. Players bringing their own helmets should bring hockey only style helmets. See Attire section for additional requirements/recommendations.

13. **Attire:** Athletic shoes, boots or broomball specific shoes are allowed. No altered shoes (foreign substances added, etc.) will be allowed. Sports Monster strongly recommends use of shin guards, elbow pads, wrist guards and/or gloves. No belts, watches or jewelry (other than bands or stud earrings) may be worn on the outside of clothing. Players wearing any type of brace must have that brace covered with a soft material or under their clothes. Any sport/social club attire other than Sports Monster's fabulous designs is frowned upon.

14. **Protective Gear:** If a player wears glasses, they must be secured with a strap, be shatterproof and have side protection. We strongly recommend that you wear whatever protection you feel is necessary including shin guards; gloves; knee and/or elbow pads; men-cup/women-sports bra; wrist protection (ex: inline skating wrist guards).

15. **Uniform:** Sports Monster requires each team wear jackets/shirts of the same color family. Numbers are not required. We recommend teams bring both their jersey/shirts as well as a light or dark shirt (whichever is opposite) in case the other team matches too closely.

16. **Prizes:** There will be prizes for the winning team. There will be prizes for the winning team. Cash prizes are not awarded. The winning team will receive Sports Monster championship T-Shirts!

17. **Questions:** The rules that you are playing under are the result of input from Sports Monsters just like you. Your suggestions are always welcome and will be considered for implementation. Please forward all questions and suggestions to your local Sports Monster office or visit our website: <http://www.sportsmonster.net/>

18. **Have Fun:** This is your leisure time, enjoy it! You're not playing for money, only the pride and prestige a Sports Monster championship brings and the adoration of thousands of residents wishing they were you, a Sports Monster.

SAMPLE OF GAME RULES TO LIVE BY

1. **Face-Offs/Draw-Backs:** Face-Offs will start any half or overtime period (playoffs). Play commences at center ice with one representative of each opposing team touching sticks three (3) times and then attempting to play the ball. Any indeterminable situations will also result in a face-off. Opposing team players must be at least 1 broom length (approx. five (5) feet) away from center ice and behind their team's face-off representative (on their side of the ice). Goals may be scored on a face-off. Upon the scoring of any goal, a drawback will recommence play. Drawbacks will be used to put the ball in play in most situations. The broom shall be used to put the ball in play. There are two basic formations that players will need to be in for drawbacks, depending on where they take place on the ice.

a. For any drawbacks at center ice (after goals, etc.) all players (except the drawer) shall remain at least 1 broom length (approx. five (5) feet) from the ball during a draw. Defensive players must be near their own goal behind the ball. Offensive players can be stationed in front of the ball. However, the ball must be played back.

b. For any drawbacks at areas other than center ice, players may be wherever they choose on the ice. However, all players (except the drawer) shall still remain at least 1 broom length (approx. five (5) feet) from the ball during the draw. The ball must still be played back.

2. **Method of Scoring:** Goals are scored when the ball has crossed the plane of the goal. All goals must be scored using the broom of an offensive player, or by a defender into his/her own net. No kicking, hands, etc. All goals will be called at the referee's discretion.

3. **Time-Outs:** Each team has one 1-minute time-out per game.

4. **Out of Bounds:** Any ball that is sent out-of-play will be played in as a drawback by the opposing team at the nearest face-off point.

5. **Goalies:** Goalies are permitted. Goalies must wear a helmet with a facemask. Sports Monster will provide helmets w/facemasks for goalies, or you can bring your own. No ice

hockey, street hockey or roller hockey leg padding is allowed. Goalies may wear hockey (non-goalie) or soccer shin-pads. No baseball or hockey goalie style gloves are allowed. Goalies may use a hockey goalie style blocker on one (1) arm/hand. The designated goalie is the only player who may use their hands to control and stop the ball. Upon gaining control of the ball, the goalie can either freeze the ball and force a drawback near that net or roll the ball underhand to a teammate. He should release the ball within 5 seconds. Only underhand throws are allowed. Any overhand throws will result in a drawback for the opposing team in an area near the goal where the illegal throw occurred. Goalies may be switched throughout the game during dead balls and after goals. The referee must be notified of all goaltending changes, so they can keep track of who the real goalie is.

6. **Gender Ratio:** Sports Monster Broomball leagues are set-up for 5 players on the ice at all times. Coed leagues are set-up for 3 men/2 women on the court at all times. If male players are missing, a team may opt to field more than 2 women. If female players are missing, it is up to the discretion of the opposing team whether more than 3 men will be allowed. Once agreed upon, the decision is binding. Sports Monster's outlined gender-ratio must be followed during the playoffs.

7. **Game Length:** All SMC matches are played with two 18-minute halves with a 5-minute break between halves. The game clock runs continuously during the half and will only be stopped for time-outs or injuries. Regular season games may end in tie.

a. NOTE: For the playoffs, if game is tied after regulation, game goes to 5-minute OT period followed by shootout if necessary. Shootouts are best 3-out-of-5. For Coed leagues: At least 2 of your first 5 shooters for the shootout must be girls. If still tied after 5 shots, game moves to sudden death and shooters must be in M-F-M-F order. (Players are allowed to repeat only after all other members of same sex have taken a shot)

8. **Playing Area:** The entire ice surface is considered within play. All walls are considered in play. No player, other than the designated goalie, may be inside the crease unless the ball has preceded him or her. A player is considered in the crease when any part of his/her body or equipment is on or over the line.

9. **Contact:** Contact with opposing players is not allowed. This must be tempered with the fact that fast movement in a restricted area will result in some physical contact. It is the referee's discretion when a foul should be called. See below for further explanation.

10. **Hand/Foot Play:** Players may use their hands and feet to stop and control the ball. You may not hand-pass or kick the ball to a teammate. You may use your hands above your shoulders (not your broom!) to control the ball. If a player uses his/her hands or feet to control the ball, that same player must be the next to play the ball for his/her team to avoid a violation. Any intentional kicking or throwing of the broomball is prohibited and a drawback from the spot of the kick/throw will result.

11. **Penalty-Shot:** A penalty shot will be awarded if the defending team commits a flagrant foul. A flagrant foul will be defined as one that occurs as a direct attempt to stop a breakaway or solid drive towards the goal. A penalty shot will also be awarded should a defending player illegally use their hands or commit a foul within the goal crease (3 feet in front of the goal) to stop a goal. Penalty shots will start from mid-ice with one offensive

player versus the goalie. One shot is allowed. Penalties will be assessed prior to the penalty shot. Penalty shot goals do not nullify penalties.

12. **Fouls and Misconduct:** Here's a ton of stuff you need to know—otherwise known as Trouble:

- a. Checking an opponent;
- b. Tripping an opponent (either with a broom or by feet);
- c. Spearing an opponent with butt of broom;
- d. Hooking—using your broom to hold an opponent or throwing your broom in their path;
- e. Charging an opponent from behind unless the latter is obstructing;
- f. Slashing—striking or attempting to strike an opponent, or spitting at him/her;
- g. Sliding – Absolutely no sliding is allowed! This is extremely dangerous and will often result in injuries for numerous players. Dropping to your knees to block passes/shots is allowed. However, the player must drop straight down to their knees, with no sliding motion;
- h. Holding an opponent (in other than a loving fashion);
- i. High-sticking (brooming) – raising the broom above the waist is not allowed at any time. This includes when you're near other players and when following through on a shot. This is a major safety issue, and will be enforced! Try to keep your broom as low as possible on follow-throughs. Please look out for the safety of other players;
- j. Using foul language;
- k. Delay of game (referee discretion);
- l. Dressing like Barney and leading the team in a sing along. All of the above offenses will result in a two-minute misconduct penalty.
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13. **Major Misconduct:** Here's what is known as Big Trouble:

- a. Verbally taunting the opposing team or individual players;
- b. Any physical action which the referee feels is done for the purpose of causing injury and/or is not in the spirit of the game;
- c. Arguing with the referee regarding called penalties/goals or any aspect of the game.

d. All of the above offenses will result in a five-minute major misconduct penalty. An offensive penalty will be whistled immediately, and the infraction enforced.

14. **Serving Your Sentence:** Any player(s) called for a misconduct penalty will mark their time in the out of bounds area indicated by the referee. The referee will maintain assessed penalty time. Should the player (s) enter play prior to the referee's okay, a major misconduct penalty will be enforced. A second offense will result in ejection from the game. A minor misconduct penalty will be nullified by an opposing team's goal. If two people are serving penalties, the oldest penalty will be nullified by an opposing goal and the remaining player will continue to serve out their sentence or until another opposing goal is scored. If the penalized team scores shorthanded, penalty time remains as is. A major misconduct penalty will not be nullified by an opposing team's goal. The offending player must serve all major misconduct penalties. However, upon an opposing team's goal, we will allow a substitution for the penalized player to be brought onto the court. Should there be two or more major misconduct penalized players, only one player may be substituted no matter how many goals are scored against their team. Goalies penalized may have their penalty served by a team member, but the team will play shorthanded. Minor penalties will be 2 minutes in duration. The 2-minute clock for the penalty will start once the offending player has left the ice. Please make sure penalized players leave the ice as soon as possible. Failure to leave the ice in an appropriate amount of time may result in another penalty (delay-of-game).

15. **Fighting:** Not tolerated. You will be expelled immediately from the game and your team will play down a player for the remainder of the game. That player faces possible suspension to be determined by Sports Monster. A penalty shot will be awarded to the offended team. A second offense will automatically result in league expulsion.

16. **Penalty kick:** A penalty shot will be awarded if the defending team commits a flagrant foul. A flagrant foul will be defined as one that occurs as a direct attempt to stop a breakaway or solid drive towards the goal. A penalty shot will also be awarded should a defending player illegally use their hands or commit a foul within the goal crease (3 feet in front of the goal) to stop a goal. Penalty shots will start from mid-ice with one offensive player versus the goalie. One shot is allowed. Penalties will be assessed prior to the penalty shot. Penalty shot goals do not nullify penalties.

17. **Substitutions:** Each team is allowed unlimited player substitutions at any time during dead ball situations or on the fly by tagging off at the bench area. Goalies may be switched throughout the game during dead balls and after goals. The referee must be notified of all goaltending changes, so they can keep track of who the real goalie is.

Thank you for playing with Sports Monster!

We appreciate your business very much. As a fellow Sport's Monster, this is your league and we want to see a lot more of you in the future. Enjoy your season with us!!!

www.sportsmonster.net