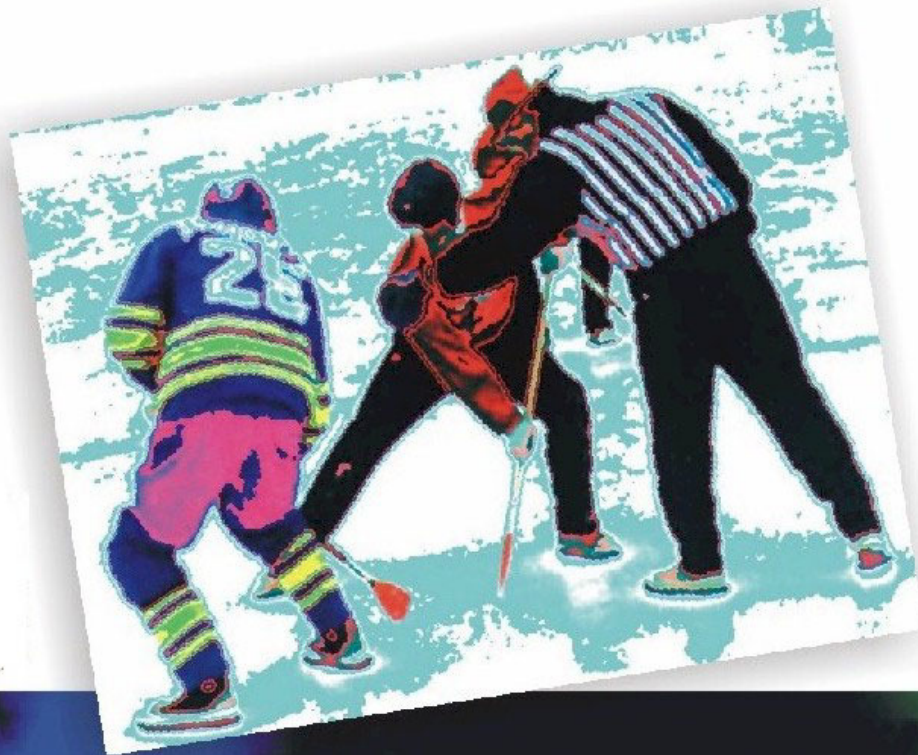




**International Federation  
Of Broomball Associations**

**La Fédération Internationale  
des Associations de ballon sur glace**

# RULEBOOK



## BROOMBALL

The Alternative Team Sport On Ice

Rule 1	THE RINK.....	6
Rule 2	THE ICE SURFACE (See Appendix H).....	6
Rule 3	DIMENSIONS OF THE ICE SURFACE (See Appendix H).....	6
Rule 4	DIVISION OF THE ICE SURFACE (See Appendix H).....	6
Rule 5	CENTER ICE SPOT AND CIRCLE.....	7
Rule 6	NEUTRAL FACE-OFF SPOT.....	7
Rule 7	FACE-OFF SPOTS AND CIRCLES IN THE END ZONES.....	7
Rule 8	THE GOAL POSTS AND NETS (See Appendix K).....	8
Rule 9	THE GOAL CREASE (See Appendix K).....	8
Rule 10	THE TEAM BENCH.....	8
Rule 11	THE PENALTY BENCH.....	9
Rule 12	THE DOORS.....	9
Rule 13	THE OFFICIAL'S CREASE.....	9
Rule 14	TIMING DEVICES.....	9
Rule 15	THE DRESSING ROOMS.....	9
Rule 16	ICE SURFACE LIGHTING.....	9
Rule 17	INSTALLATIONS.....	9
Rule 18	FIRST AID (see Appendix D).....	9
Rule 19	NAMES AND TELEPHONE NUMBERS.....	10
Rule 20	EMERGENCY VEHICLES.....	10
Rule 21	HOSPITAL.....	10
<b>CHAPTER TWO.....</b>		<b>11</b>
Rule 23	THE BROOM (See Appendix J).....	11
Rule 24	THE BALL.....	11
Rule 25	BROOMBALL SHOES.....	12
Rule 27	UNIFORMS.....	12
Rule 28	A PLAYER'S PROTECTIVE EQUIPMENT.....	12
Rule 29	GOALTENDER'S EQUIPMENT.....	13
<b>CHAPTER THREE.....</b>		<b>14</b>
Rule 30	TEAM CAPTAIN OR ASSISTANT-CAPTAIN.....	14
Rule 31	THE COACH.....	14
Rule 32	THE TRAINER.....	14
Rule 33	THE OFFICIALS.....	15
Rule 34	CODE OF CONDUCT.....	15
Rule 35	SUBSTITUTION OF AN OFFICIAL.....	15
Rule 39	SUSPENSION OF SUPPORT STAFF.....	15
Rule 40	INCIDENT REPORT.....	16
Rule 41	ACCIDENT REPORT.....	16
Rule 42	PARTICIPATING WHILE UNDER THE INFLUENCE.....	16
Rule 43	MINOR OFFICIALS.....	16
<b>CHAPTER FIVE.....</b>		<b>18</b>
INTRODUCTION.....		18
Rule 47	DURATION OF THE GAME AND PERIODS.....	18
Rule 48	ROSTERS.....	18
Rule 49	TEAM SHORT OF PLAYERS.....	18
Rule 50	TOO MANY PLAYERS.....	18
Rule 51	STARTING LINE-UP.....	18
Rule 52	BEGINNING OF THE GAME AND PERIODS.....	19
Rule 53	OVERTIME PERIOD (Playoff games only).....	19
Rule 54	PROTEST.....	19
Rule 55	RESULTS OF THE OFFICIAL GAME.....	20
<b>CHAPTER SIX.....</b>		<b>21</b>

Rule 56	GOALS .....	21
Rule 57	ASSISTS .....	21
Rule 58	SCORING TABULATIONS .....	21
Rule 59	SUBSTITUTION .....	21
Rule 60	THE PASS .....	22
Rule 61	FACE-OFF .....	23
Rule 62	POSITION OF THE PLAYERS FACING-OFF .....	23
Rule 64	FACE-OFF EXECUTION .....	23
Rule 65	FACE-OFF LOCATIONS .....	24
Rule 66	OFFSIDE .....	24
Rule 67	ICING .....	24
Rule 68	HIDDEN BALL .....	25
Rule 69	LEGAL HANDING OVER OF THE BROOM .....	25
Rule 70	DROPPED BROOM .....	25
Rule 71	REFUSING TO PLAY THE BALL .....	25
Rule 72	REFUSING TO PROGRESS WITH THE BALL .....	25
Rule 73	BALL UNPLAYABLE OR OFF THE ICE SURFACE .....	25
Rule 74	ILLEGAL BALL .....	26
Rule 75	BALL TOUCHING AN OFFICIAL .....	26
Rule 76	ILLEGAL BALL IN THE GOAL CREASE .....	26
Rule 77	LEGAL CONTACT .....	26
Rule 78	BROOMBALL CONTACT HIGHER THAN THE SHOULDERS .....	26
Rule 79	STOPPAGE OF PLAY BECAUSE OF INJURY .....	26
Rule 80	TYPES OF PENALTIES .....	28
Rule 81	PENALTIES .....	28
Rule 82	MINOR PENALTY .....	29
Rule 83	MINOR TEAM PENALTY .....	29
Rule 84	SIMULTANEOUS MINOR .....	29
Rule 85	MAJOR PENALTY .....	29
Rule 86	SECOND MAJOR PENALTY .....	29
Rule 88	SIMULTANEOUS MAJOR PENALTIES .....	30
Rule 89	MISCONDUCT PENALTY .....	30
Rule 90	SECOND MISCONDUCT PENALTY .....	30
Rule 92	GAME MISCONDUCT PENALTY .....	30
Rule 93	MATCH PENALTY .....	30
Rule 94	SECOND MATCH PENALTY .....	30
Rule 95	GOAL AWARDED BY DECISION .....	31
Rule 96	GAME AWARDED BY DECISION .....	31
Rule 97	PENALTY SHOT .....	31
Rule 98	PENALTY PROCEDURES .....	31
Rule 99	ARBITRATION MISTAKE .....	32
Rule 100	ILLEGAL SUBSTITUTION .....	33
Rule 101	FORBIDDEN ADJUSTMENT OF EQUIPMENT .....	33
Rule 103	INTERFERING WITH PLAY .....	33
Rule 104	FORBIDDEN STOP .....	33
Rule 105	FORBIDDEN FREEZING OF THE BALL .....	33
Rule 106	GOALTENDER IN THE OFFENSIVE TERRITORY .....	34
Rule 107	DELAY OF GAME .....	34
Rule 108	REFUSING TO START PLAY .....	34
Rule 109	NEEDLESS DISTURBANCE .....	34
Rule 110	LEAVING THE TEAM BENCH OR THE PENALTY BENCH .....	35
Rule 111	EQUIPMENT VERIFICATION .....	35
Rule 112	FORBIDDEN OR ILLEGAL EQUIPMENT .....	36
Rule 113	PLAYING WITH A BROKEN BROOM .....	36
Rule 114	PLAYING IN POSSESSION OF TWO BROOMS .....	36

Rule 115	ILLEGAL FACE-OFF.....	36
Rule 116	ILLEGAL INTERPRETATION REQUEST.....	36
Rule 117	TEAM UNSPORTSMANLIKE CONDUCT.....	36
Rule 118	UNSPORTSMANLIKE CONDUCT.....	37
Rule 119	UNSPORTSMANLIKE CONDUCT TOWARDS THE OFFICIALS.....	37
Rule 120	THROWING AN OBJECT.....	37
Rule 121	INTERFERENCE.....	38
Rule 122	HOLDING.....	38
Rule 123	TRIPPING.....	38
Rule 124	OBSTRUCTIVE FALL.....	38
Rule 125	HOOKING.....	39
Rule 126	SLASHING.....	39
Rule 127	KNEEING OR ELBOWING.....	39
Rule 128	CHARGING.....	39
Rule 129	HITTING FROM BEHIND.....	40
Rule 130	CROSS CHECKING.....	40
Rule 131	HIGH BROOM.....	40
Rule 132	HIGH BROOM ON THE BALL.....	40
Rule 133	BOARDING.....	40
Rule 134	INTIMIDATING AN OPPONENT.....	41
Rule 135	ROUGHING.....	41
Rule 136	FIGHTING.....	41
Rule 137	FIGHTING BETWEEN TEAMMATES.....	41
Rule 138	SPEARING / BUTT-ENDING.....	41
Rule 139	ATTEMPTING TO INJURE OR INJURING DELIBERATELY.....	42
Rule 140	BODY CHECKING.....	42
Rule 141	REFUSAL TO COMPLY.....	42
Rule 142	THREATENING AN OFFICIAL.....	42
Rule 143	THREATENING OUTSIDE OF THE GAME.....	42
Rule 144	AGGRESSING OUTSIDE OF THE GAME.....	42
Rule 145	ABUSE TOWARDS OFFICIALS AND OFFICERS OUTSIDE OF THE GAME.....	43
Rule 146	MOLESTING THE OFFICIAL.....	43
Rule 147	ABUSE TOWARDS EMPLOYEES AND DIRECTORS.....	43
<b>APPENDIX A.....</b>		<b>44</b>
	CO-ED BROOMBALL.....	44
<b>APPENDIX B.....</b>		<b>45</b>
	Icing Procedures:.....	45
<b>APPENDIX C.....</b>		<b>46</b>
	Issuing Penalties:.....	46
<b>APPENDIX D.....</b>		<b>47</b>
	FIRST AID KIT.....	47
<b>APPENDIX E.....</b>		<b>48</b>
	DOUBLE OR MULTIPLE TIE-BREAKING SYSTEM.....	48
<b>APPENDIX F - EXAMPLES OF THE BROOMBALL TIE-BREAKING RULE.....</b>		<b>50</b>
	RULE 57.....	50
<b>APPENDIX G.....</b>		<b>53</b>
	SIGNALS.....	53
<b>APPENDIX H.....</b>		<b>60</b>
	TERRITORIES AND ZONES.....	60
	DIMINSIONS OF PLAY SURFACE.....	60

<i>Appendix J</i> .....	62
<i>The Floating Blue Line (Currently not an IFBA authorized rule)</i> .....	62
<i>Appendix J</i> .....	63
The Broom.....	63

## **CHAPTER ONE**

### **THE RINK**

#### **Rule 1 THE RINK**

The rink shall include a viewing area and more particularly an ice surface, team benches, penalty benches, dressing rooms, signal and timing devices, lighting, complete hygienic installations and a first aid room.

#### **Rule 2 THE ICE SURFACE** (See Appendix H)

The game of Broomball is played on an ice surface. This surface must be shiny and free from snow particles. It must be protected from snowfall accumulation during play. The ice surface must be uniformly resurfaced as needed to maintain optimum ice conditions. A period should be allowed for the ice to set up after resurfacing before any players are allowed on the ice.

#### **Rule 3 DIMENSIONS OF THE ICE SURFACE** (See Appendix H)

- a) As nearly as possible, the dimensions of the ice surface shall be 60 meters in length by 25 meters in width. The corners shall form an arch circle whose radius shall be as near as possible to 8.5 meters.
- b) A fence or wall, known, as the BOARDS shall enclose the ice surface, which may be constructed of wood, plastic or any other material approved by the IBFA. Measured from the surface of the ice, the boards shall be at least 1 meter in height, while not exceeding 1.2 meters in height. The inner surface of these boards shall be, if possible, painted white and shall be free from any object or obstruction that may cause injury to the players.

**NOTE:** Measurements in feet and inches are:

- a) 60 meters = 196 ft. 10 in.
- b) 25 meters = 82 ft.
- c) 8.5 meters = 27 ft. 11 in.
- d) 1 meter = 3 ft. 3 in.
- e) 1.2 meters = 3 ft. 11 in.

(Metric conversion based on: 1 in. = 2.54 cm)

#### **Rule 4 DIVISION OF THE ICE SURFACE** (See Appendix H)

- a) Three (3) meters from each end of the ice surface, a red line shall be painted on the ice, 5 centimeters in width, parallel to the end boards and continuing onto the sideboards. This line extending across the ice surface shall be called the goal line. On ice surfaces exceeding 60 meters in length, the goal line may be drawn 4.5 meters from the end boards of the ice surface.
- b) A red line of 30 centimeters in width shall be drawn at the center of the ice surface, parallel to the end boards and continuing to the top of the boards. This shall be called the CENTER RED LINE.
- c) This centerline shall divide the playing surface into two (2) territories. The part of the ice surface where the goal is situated shall be called the DEFENSIVE TERRITORY of the team defending this goal; the half farthest from the defended goal shall be called the OFFENSIVE TERRITORY.
- d) On all ice surfaces of 60 meters or more in length, 2 blue lines shall be painted on the ice, 30 centimeters in width, parallel to the goal line, across the width of the ice surface and continuing to the top of each of the side boards. On ice surfaces of less than 60 meters in length, these blue lines shall divide the ice surface between the goal lines into 3 equal parts.
- e) The blue line in the defensive territory divides this territory into 2 zones. From the end boards to the blue line, this area shall be called the DEFENSIVE ZONE; from the blue line to the red central line, the area shall be called the NEUTRAL DEFENSIVE ZONE.
- f) The blue line in the offensive territory divides this territory into 2 zones. From the end boards to the blue line, the area shall be called the OFFENSIVE ZONE; from the blue line to the red central line the area shall be called the NEUTRAL OFFENSIVE ZONE.

- g) The red centerline shall be considered as being part of the zone where play is occurring. The blue line shall be considered as being part of the zone where the play is occurring.

**NOTE: MEASUREMENTS IN FEET AND INCHES ARE:**

- a) 3 meters = 9 ft. 10 in.
- b) 4.5 meters = 14 ft. 9 in.
- c) 60 meters = 196 ft. 10 in.
- d) 30 centimeters = 2 in.
- e) 60 meters = 196 ft. 10 in.
- f) 30 centimeters = 12 in.

**Rule 5 CENTER ICE SPOT AND CIRCLE**

A circular blue spot of 30 centimeters in diameters shall be painted in the exact center of the ice surface. 4.5 meters from this spot shall be painted, also in blue, a circular line of 5 centimeters in width.

**NOTE: MEASUREMENTS IN FEET AND INCHES ARE:**

- a) 30 centimeters = 12 in.
- b) 5 centimeters = 2 in.
- c) 4.5 meters = 14 ft 9 in.

**Rule 6 NEUTRAL FACE-OFF SPOT**

A circular spot of 60 centimeters in diameter shall be painted on the ice between the red centerline and the blue line, at a distance of 1.5 meters from the latter and at equal distance from the sideboards.

**NOTE: MEASUREMENTS IN FEET AND INCHES ARE:**

- a) 60 centimeters = 24 in.
- b) 1.5 meters = 4 ft. 11 in.

**Rule 7 FACE-OFF SPOTS AND CIRCLES IN THE END ZONES**

- a) On both sides of the goals, in both end zones, red face-off spots of 60 centimeters in diameter shall be painted on the ice surface.

Circular red lines of 5 centimeters in width shall be painted on the ice at a radius of 4.5 meters from these face-off spots. 5.5 and 6.5 meters from the goal line, two(2) parallel lines of 5 centimeters in width and 60 centimeters in length shall be drawn from the outer edge of each face-off circle, parallel to the goals lines. In the end zones, on each side of the face-off spot, and separated from each other by a distance of 1.8 meters, two(2) red lines of 7.5 centimeters in width and 90 centimeters in length shall be drawn parallel to the goal lines. From the center of each of these lines, and perpendicular to them, another line of 7.5 centimeters in width and 90 centimeters in length shall be drawn.(This should result in 2 drawing in the form of a " T " on either side of the face-off spots.)

The placement of the face-off spots shall be determined as follows. Two (2) spots shall be marked at a distance of 6.6 meters on either side of an imaginary line extending from the center of one goal to another. Along a secondary imaginary extending across the width of the ice at a distance of 6 meters from the goal line, parallel to which it runs. Each of these points shall be the center of the face-off spots and circles. For ice surfaces of less than 22.5 meters in width, the face-off circles shall be reduced so as to not overlap each other. A minimum distance of 60 centimeters shall always be kept between the outer edge of the circle and the sideboard.

**NOTE: MEASUREMENTS IN FEET AND INCHES ARE:**

- a) 60 centimeters = 24 in. 6.5 meters = 21 ft. 4 in.
- b) 5 centimeters = 2 in. 1.8 meters = 5 ft. 11 in.
- c) 4.5 meters = 14 ft. 9 in. 7.5 centimeters = 3 in.
- d) 5.5 meters = 18 ft. 90 centimeters = 35 in.
- e) 6.6 meters = 21 ft. 8 in. 22.5 meters = 73 ft. 10 in.
- f) 6 meters = 19 ft. 8 in. 60 centimeters = 24 in.

**Rule 8 THE GOAL POSTS AND NETS (See Appendix K)**

- a) Regulation goal post and nets, of approved design and materials, shall be installed at the center of the goal line, between the side boards and in a manner that shall allow them to be moved during play.
- b) The nets shall be set at least 10 feet from the end boards on the center of the goal line. This line is a 2 inch wide red line that is runs from one side to the other side of each end of the rink and continues vertically up the sideboards. NOTE: Where the length of the playing surface exceeds 200 feet, it is recommended that the goal line be placed 15 feet from the end boards.
- c) Standard size for nets will be 1.5 meters by 2.1 meters however it is acknowledged that nets which are 1.7 meter by 2.35, if agreed upon by team captains, will be accepted where already in use. The goalposts, crossbars, and framework of the net shall be painted red.
- d) The goal: construction and dimensions - It is recommended that the goal posts be 6.35 centimeters in diameter (outside measure). A cross bar of identical materials shall link them together by the top, and be solidly fixed in place.
- e) The goal frame shall be attached in such a manner as to move under the impact of a player colliding with it.

**NOTE: Measurement in feet and inches:**

- 1.5 meters = 5 ft. 2 meters = 7 ft. 6.35 cm. = 2.5 in.
- 1.7 meters = 6 ft. 2.35 meters = 8 ft.

**Rule 9 THE GOAL CREASE (See Appendix K)**

- a) In front of each goal, a red line of 5 centimeters in width shall mark the goal crease.
- b) A semi-circular red line shall be painted on the ice at a radius of 1.8 meters from a point situated on this on this goal crease line, exactly midway between goal posts. This semi-circular area, including the red line, shall be called the GOALTENDER'S CREASE.
- c) It should be understood that the area covered by the goal crease on the ice shall extend to the height of the goal post.

**NOTE: Measurements in feet and inches are:**

- 75 centimeters = 2 ft. 6 in. 2.1 meters = 7 ft. 1.8 meters = 6 ft.

**Rule 10 THE TEAM BENCH**

- a) Each rink shall provide seats or a bench; called the TEAM BENCH, for each team. Each team bench shall be able to accommodate at least 20 persons IN A SINGLE ROW and shall be situated immediately along the ice surface in the neutral zone, as close as possible to the center of the ice, and in the vicinity of the dressing rooms.
- b) Only players in uniform, and a maximum of 3 persons in charge may be on the bench during the game.
- c) The home team shall have the privilege of choosing its own team bench.
- d) The home team must choose the net at the opposite end of their team bench.

#### **Rule 11 THE PENALTY BENCH**

Each rink shall provide seat or a bench, called PENALTY BENCH, for the use of penalized players and shall be able to accommodate 8 players, the penalty timekeeper, the game timekeeper and the official scorer. These seats or bench shall be located at substantial distance from the team seats or benches.

#### **Rule 12 THE DOORS**

- a) The doors shall open from the inside towards the inside of the box and shall be secured with a functional lock.
- b) The doors giving access to the ice surface shall be kept closed during play.

#### **Rule 13 THE OFFICIAL'S CREASE**

A semi-circular red line 5 centimeters in width shall be painted on the ice, at a radius of 3 meters from a point situated immediately in front of the penalty timekeeper's seat. This area shall be known as the OFFICIAL'S CREASE. Only the penalized player shall be allowed to cross this area, to take their place on the penalty bench.

**NOTE: Measurement in feet and inches are:**

5 centimeters = 2 in.

3 meters = 9 ft 10 in.

#### **Rule 14 TIMING DEVICES**

- a) Each rink should be provided with a buzzer or other suitable sound device to be used by the game timekeeper.
- b) Each rink should be provided with an electric clock, allowing spectators, players and game officials to be informed of the TIME throughout the game. If the clock should have many faces, the one facing the game timekeeper shall be considered the OFFICIAL TIME.
- c) The IBFA recommends the installation, whenever possible, of an electric buzzer or bell, and a well synchronized system with green light and electric clock, to ensure that the officials clearly see and hear the end of period or end of game signal. The beginning of the sound should have priority over the clock to indicate the end of the period. A light should also be provided to indicate the scoring of a goal.
- d) In the event that the rink is not equipped with a permanent clock, a stopwatch or portable clock should be used.

#### **Rule 15 THE DRESSING ROOMS**

- a) Each rink shall provide suitable dressing rooms, with sanitary toilets and showers for the team's use.
- b) For opposing teams, the managers shall plan on obtaining dressing rooms as far as possible from each other.
- c) A separate dressing room, also equipped with sanitary toilets and showers, shall be provided for the use of the officials.

#### **Rule 16 ICE SURFACE LIGHTING**

Sufficient lighting shall be provided for the players and spectators to be able to easily follow the game at all times.

#### **Rule 17 INSTALLATIONS**

Installation used for activities must at all times conform to the description formulated in the present section.

#### **Rule 18 FIRST AID (see Appendix D)**

- a) A first aid room shall at all times be made available and be equipped for the primary treatment of injuries. This room shall be provided with the necessary services (lighting, heating).
- b) During tournaments and championships, a first aid medical service must be available on site.

- c) During tournaments and championships, a hospital must be informed, and ready to receive emergency cases.
- d) A first aid kit shall be available at all times. (See Appendix C)
- e) Each team should be sure to have among it's personnel or players at least one person able to provide first aid.

**Rule 19 NAMES AND TELEPHONE NUMBERS**

The Ice Arena shall have an emergency telephone number list which is easily accessible to the Broomball Directors and should include the local fire department, police department, ambulance service, and hospital (in addition to the standard 911 number.)

**Rule 20 EMERGENCY VEHICLES**

The place where the Broomball competition is held must be accessible to an ambulance.

**Rule 21 HOSPITAL**

A hospital or medical center must be in close proximity to the place where the Broomball competition is held.

## **CHAPTER TWO** **EQUIPMENT**

### **Rule 23 THE BROOM** (See Appendix J)



- a) The broom shall consist of a wooden handle or aluminum handle (with a maximum circumference of 10 cm) that is commercially produced for broomball and recognized by the IFBA. Brooms manufactured with one or both sides of the shaved are permitted as long as the 10 cm circumference is maintained.
- b) The distance from the tip of the broom to the end of the handle shall not exceed 1.35 meters.
- c) The head of the broom shall measure between 18 and 22 centimeters in height, measured from the handle to the last wire. The head of the broom should be glued to the handle and as an added safety measure a screw or bolt can be used to secure the head of the broom to the handle. This screw or bolt must be completely covered.
- d) The head of the broom shall measure between 10 and 15 centimeters in width.
- e) The base of the broom shall have a minimum width of 6.5 centimeters.
- f) The head of the broom may be made molded rubber, or of straw covered with rubber, or may be wound in tape.
- g) The minimum broom length shall be determined by measuring from the ice surface to the player's wrist, as he stands with his/her arms resting at his/her sides.

**NOTE:** The maximum broom weight shall be 32 ounces.

**NOTE:** The official shall remove any broom he considers dangerous. NO PENALTY will be assessed

#### **h) TAPE ON THE BROOM**

**NOTE:** Taping the broom is permissible provided that:

- 1) No plastic or elastic tape be used.
- 2) The measurement is still within the guidelines. (Except for the knob on the end of the shaft which must be less than 15 cm. maximum in circumference; 5 cm. in length)

**NOTE:** Measurements in feet and inches are:

### **Rule 24 THE BALL**

- a) The ball shall be spherical, composed of a supple rubber envelope or similar matter. The ball shall be of a uniform orange color with a circumference of between 44 and 48 centimeters. It shall weigh between 225 and 275 grams. In extreme temperatures a specially made blue ball can be used in place of the orange ball. This ball must conform to the same characteristic as the orange ball.
- b) The official shall refuse any frozen or deformed ball for play.

**NOTE:** Measurements in feet and inches are:

44 centimeters = 17 in.  
48 centimeters = 19 in.  
225 grams = 8 ounces  
275 grams = 10 ounces



### Rule 25 BROOMBALL SHOES

- a) The broomball shoes shall be designed for the wearer's, and the other player's safety. All players, coaches, trainer or other technical personnel shall wear them.
- b) The appropriate shoes must be worn, according to whether the activity takes place indoors or outdoors.



Rule 26 - This space is left blank intentionally

### Rule 27 UNIFORMS

- a) The sweater must have been designed for broomball. Official broomball pants are not required unless specified. However, it is necessary for all players on the same team to wear sweaters and pants of the same base color.
- b) All players shall have attached to their backs a legible whole number (no fraction) between 1 and 99, of at least 18 centimeters in height and 10 centimeters in width, except for the number 1, which shall have a minimum width of 2 centimeters. All players of the same team shall wear different numbers on their sweaters.

### Rule 28 A PLAYER'S PROTECTIVE EQUIPMENT

Generalities: All protective equipment has but one purpose: to protect the players, not to advantage him.

- a) All protective equipment, except gloves, helmet and ankle pads, shall be worn and held in place under the uniform.
- b) The approved helmet (as approved by the proper agencies), leg pads, elbow pads and broomball shoes are required wear for all categories. Helmets must be securely fastened at all times.
- c) The use of protective helmets with wire facemasks, protective visors or complete facemasks as commercially purchased are permitted. In all minor events full-face masks are required.
- d) Hockey gloves chest pads for men and breast pads for women are permitted.
- e) Shoulder pads are allowed as optional protective wear. The shoulder pads must be a soft nature with no hard covering and must be worn in place under the jersey.

**NOTE:** Officials should direct any players with any securing devices (tape, straps, etc.) outside of the uniform (with the exception of the waist as a belt) to remove such devices.

## **Rule 29 GOALTENDER'S EQUIPMENT**

**Generalities:** All protective equipment has but one purpose: to protect the player, and not to advantage him.

- a) The goaltender may only wear one glove with protective padding that is either added to the back of the glove or that is already a part of it. This glove shall not measure more than 21.6 centimeter (8 1/2 in.) in width, and 41.9 centimeters (16 1/2 in.) in length. Baseball mitts are not permitted.
- b) A protective helmet with an attached protective mask (as approved by the proper agencies) must be worn by the goaltender at all times.
- c) The shoulder pads and body protector shall take on the form of the body and shall be completely covered by the sweater. The above-mentioned equipment must not be made of metal.
- d) Leg guards are permitted but they must be of current form, as manufactured, without felt or other additional material that may widen or lengthen them, and must be worn under the pants.
- e) The goalie must also wear all other pieces of protective equipment required for players.

## **CHAPTER THREE**

### **THE TEAM**

#### **Rule 30 TEAM CAPTAIN OR ASSISTANT-CAPTAIN**

- a) Each team may designate 1 captain and no more than 2 assistant-captains. The captain shall wear on the front of his/her sweater and in plain sight, the letter "C" and similarly, the assistant-captains' the letter "A". The letter shall be of about 7 centimeters in height and of a contrasting color. Without this distinctive mark, appropriate privileges shall not be granted.
- b) They are the official representatives of their team.
- c) Only a captain or assistant-captain present on the ice surface and identified as such, is authorized to ask the official for a rule interpretation during the game.
- d) The captain or assistant-captain, but not both at the same time, may address an official to ask for rule interpretations or information essential to the playing of the game; they may do it when necessary, with "COURTESY", during normal stoppages of play.
- e) When a captain or assistant-captain is penalized, he loses his/her captain or assistant-captain privileges for the duration of the penalty.
- f) No goaltender, substitute goaltender, player/coach or player/manager has the right to act as captain or assistant-captain.

#### **Rule 31 THE COACH**

- a) His/her function is to see to the smooth operation of the team before, during and after the game.
- b) Before the start of the game, the coach shall supply the official scorer with the names and numbers of all players present, as well as the names and numbers of the captain, assistant-captain and goaltender. This list shall also contain the names of the team representative and shall be signed by the coach.
- c) During the game, when his/her team receives a minor team penalty, or while substituting players on the penalty bench, the coach must promptly designate, via his/her captain or assistant-captain which player present on the ice at the moment of the infraction will sit out this penalty.
- d) He shall exert his/her authority in order to keep full control of his/her players.
- e) Coaches shall their best to keep full control of all team members and shall dissuade all players from resorting to violence or illegal tactics.

#### **Rule 32 THE TRAINER**

- a) Each team may designate 1 trainer.
- b) He is officially responsible for the team in all matters pertaining to treatment of injuries.
- c) It is the player's responsibility to report to his/her trainer any injuries incurred in training or competition.
- d) He must at all times have available a first aid kit conforming to the description in Annex A.

## **CHAPTER FOUR**

### **THE OFFICIALS**

#### **Rule 33 THE OFFICIALS**

Generality: To act as an official, a person must hold a qualification certificate in their country of registration, testifying to his/her level, as recognized by the IFBA.

- a) The official is a representative employed by the IFBA.
- b) The officials represent the IFBA on ice, during a competition or competitive activity. It is their duty to enforce all Corporation rules.
- c) As an official, it is strictly forbidden for him to have other officials under his/her orders. However, the scorer, penalty timekeeper, game timekeeper and goal judges shall follow his/her directives, just as any other person involved in the game.
- d) He shall verify installations and equipment prior to the start of the games. He shall deny access to the playing area to any player who has not conformed to the dress rule, or who dresses in too poor a condition.
- e) He shall always act to penalize a player who, following an illegal action, has placed an opponent in a disadvantageous position. He shall apply the penalties as stipulated.
- f) He shall see to it that the game progress as smoothly as possible, creating himself as little interference as possible.
- g) The officials shall indicate to the scorer the infractions incurred and the penalties imposed, as well as the goal scorer and assists, if necessary. Immediately after the game, the officials shall obtain the game report from the scorer, verify it, sign it and return it to the scorer.

#### **Rule 34 CODE OF CONDUCT**

- a) Officials shall not enter into discussions with team representatives or players during a game or immediately prior to or after a game.
- b) Officials shall wear black pants, an approved black helmet as well as the IFBA official sweater bearing the IFBA crest.
- c) The officials shall wear a "RED WRIST" band so as to inform players of different delayed whistles.
- d) Officiating Broomball requires 2 officials vested with the same powers on the ice.
- e) The officials shall render the final decision on contested points, after having consulted each other.

#### **Rule 35 SUBSTITUTION OF AN OFFICIAL**

- a) If, at the last minute because of sickness or accident, an assigned official is unable to finish a game, the other official has the power to himself name a replacement. If he feels it is necessary, or if he is requested to do so by the manager or coach of one of the teams involved.
- b) If, because of sickness or some other unfortunate event, the assigned officials are unable to present themselves at the game site, the managers or coaches of the teams involved shall agree on a choice of officials. Otherwise, they shall name a player from each team to act as officials.
- c) If the regularly assigned officials arrive in the course of the game, they shall immediately replace the temporary officials.

#### **Rule 39 SUSPENSION OF SUPPORT STAFF**

In the event of any breach of the present regulation, the support person shall be suspended for an indefinite period and his/her case shall be brought before the General Congress within 10 days after the incident has been brought to its attention.

#### **Rule 40 INCIDENT REPORT**

When an incident occurs before, during or after the game, an official, officer or employee, as the case may be, shall submit an official report to the league, regional development club, and IFBA executive, as appropriate.

#### **Rule 41 ACCIDENT REPORT**

When an accident occurs before, during or after the game, an official, officer or employee, as the case may be, shall submit a report to the IFBA.

#### **Rule 42 PARTICIPATING WHILE UNDER THE INFLUENCE**

Any player, coach or team representative judged to be under the influence of alcohol or drugs should be sent to the dressing room. The player, coach or team representative will not be allowed to return to the game. There is "NO" penalty assessed to the offending team.

#### **Rule 43 MINOR OFFICIALS**

##### ***SCORER***

He is the technician of the competition. The scorer is under the authority of the two officials. The scorers tasks include producing an official game report with an exact account of the goals scored the players who have scored and, where appropriate, the players who should be awarded assists. He shall also register all penalties imposed by the officials, indicating the names and numbers of the penalized players, the duration of each penalty and time at which the penalty was imposed. Prior to the beginning of the game, the scorer shall obtain from the IFBA the complete lineup for each team present. The captain, assist-ant captain and goaltender for each team must be identified on the game report. The scorer shall submit the completed line-ups for the teams present to the officials before the beginning of the game and shall indicate to them any situation that is not in accordance with the rules. The scorer shall advise the officials when the same player receives two major penalties in the same game. If a loudspeaker system is used, the scorer shall announce, or have someone announce, the name of each player scoring a goal, and the name of each player awarded an assist, immediately after each goal is scored. At the end of the game, the scorer shall sign the official game report, have it signed by each of the officials, and send to the concerned authority.

##### ***GAME TIMEKEEPER***

He is a technician of the competition. The game timekeeper is under the authority of the two officials. The game timekeeper shall take notice of the game starting and finishing times, as well as the time of play during the game. The game timekeeper shall warn the official when it is time to start the game, the second period, as well as any overtime periods. He shall also signal with a siren or whistle, the end of each regular and overtime period. The game timekeeper shall warn, or have someone give warning, when there remains only one minute of play in each regular and overtime period. In case of disagreement concerning the time, the matter shall be referred to the officials for adjustment and their decision shall be final.

##### ***PENALTY TIMEKEEPER***

He is a technician of the competition. The penalty timekeeper is under the authority of the two officials. The penalty timekeeper shall record the time remaining to the penalty and, upon request, he shall indicate to the penalized player how much time remains in the penalty. If a player leaves the penalty bench before his/her time expires, the penalty timekeeper takes note of the exact time and signals the officials, who stop the play as soon as possible. Reference: Rule 112(a & b) In case of fighting, the penalty timekeeper shall have the power to take note of the player's

numbers and to aid the officials in the imposition of penalties. The penalty timekeeper must especially watch for players who leave the player's bench during a fight and notify the officials' about the situation. Where loudspeakers are used, the penalty timekeeper shall announce, or have someone announce, the name of any penalized player, the nature of the offense, the penalty assessed and the time at which it was awarded.

## **CHAPTER FIVE**

### **THE GAME**

#### **INTRODUCTION**

**THE SPORT OF BROOMBALL IS A TEAM DISCIPLINE WHERE PHYSICAL CONTACT IS REGULATED. THE OBJECT OF THE SPORT IS TO SCORE POINTS ON AN ICE SURFACE BY HITTING A BALL INTO AN OPPONENT'S NET WITH A BROOM. DURING PLAY, EACH TEAM IS ALLOWED A MAXIMUM OF SIX PLAYERS AND A MINIMUM OF FOUR PLAYERS IN REGULATION TIME AND A MINIMUM OF THREE PLAYERS IN OVERTIME ON THE ICE. ANY VARIATION FROM THIS REQUIREMENT SERVES AS A BASIC CRITERIA FOR BROOMBALL.**

#### **Rule 47 DURATION OF THE GAME AND PERIODS**

- a) The duration of each competitive game shall be at least 30 minutes (stop time) for all categories. This time shall be divided into at least two periods. This does not include the overtime that may be added to the end of the regular game, when overtime has been foreseen in the event of a tie in the score. The minimum break of two minutes shall be obligatory between periods.
- b) During round-robin play at IBFA World Championships or International tournaments there will be "NO" overtime periods. Overtime will begin during the playoff rounds of any event.
- c) Teams shall change ends of the rink after each regular period or overtime period. A rest period of 2 minutes will be given to teams after any period.
- d) A time out of 60 seconds per team per game may be requested by one of the captains or assistant-captains during a pause in play.

#### **Rule 48 ROSTERS**

All players, coaches and trainers must be registered for participating in IFBA events prior to the starting of the tournament.

#### **Rule 49 TEAM SHORT OF PLAYERS**

- a) If a team does not have the required number of players to complete its initial line-up, that is to say one goaltender and five players, the officials shall apply Rule 99.
- b) If during a Co-Ed game, a team cannot dress an equal number of male and female, the officials shall apply Rule 99. Reference: Game Awarded By Decision
- c) A minimum of 16 registered players must be present at the beginning of the event, after this the team must have 6 players in order to be recognized as a team in a competitive event at the Championship.
- d) If, following injuries, abandon or penalties, a team no longer has the required number of players to continue the game; it shall automatically lose the match, even if it is ahead in the scoring at the time of the incident.

#### **Rule 50 TOO MANY PLAYERS**

A team may file protest if more than 20 players' dress for the opposing team.

#### **Rule 51 STARTING LINE-UP**

At the beginning of each period, the visiting team coach shall be the first to designate his/her players to take place on the ice, including a goaltender identified as such. At any time, at the officials' directive, both teams shall designate the players to take place on the ice for the face-off.

## **Rule 52 BEGINNING OF THE GAME AND PERIODS**

The game shall start at the scheduled time, except in the case of delay with the preceding game, in which case the game shall start immediately following this preceding game.

## **Rule 53 OVERTIME PERIOD (Playoff games only)**

### Generalities:

- a) If, at the end of regulation time, the score is tied, the teams shall change goals and the overtime period, if applicable, shall begin with a center ice face-off. In overtime, the teams shall play four against four, without goaltenders. The minimum number of players on the ice in overtime is three for each side.
- b) The first overtime period shall consist of five minutes, all of which is played, and the total number of goals scored since the beginning of the game shall determine the winner. If the score remains equal at the end of this overtime period, another overtime period shall be played according to overtime period generalities.
- c) Other overtime periods, if required:
- d) Shall be stop time.
- e) As with other periods teams must change ends after the first overtime period.
- f) Maximum and minimum duration of each of these overtime periods shall be equal to the duration of the second period;
- g) The game shall end as soon as a goal is scored.
- h) A player is not allowed to make a save in the goaltender's reserved zone when any part of his/her body is in the zone, except if the ball precedes this part of the body into the zone. Exception: A player in his/her defensive zone is allowed to run through his/her goaltender's reserved zone with the ball. He is also allowed to receive a pass while in the goaltenders reserved zone.
- i) If a team earns a penalty, the team at fault shall be deprived of one player on the ice and the game shall continue with three players against four.
- j) Reference: The minimum number of players on the ice in overtime is three for each side.
- k) If a minor or major penalty is given simultaneously to both teams, the players shall take their place on the penalty bench; in this case, they shall wait until a stop in play before returning onto the ice surface or to their team bench, according to their coach's decision. The teams shall continue to play four on four.
- l) For a goal to be scored, at any time in the overtime period, the ball must have crossed the center red line before the ball is shot into the net.
- m) If one of the teams should refuse to play the required overtime period or periods, the remaining team shall be declared the winner.

**NOTE:** You cannot score against an opponent from your defensive side of the center red line in any manner at any time.

## **Rule 54 PROTEST**

Any notice of protest must be given to the official, by the captain or assistant-captain, at the time of the incident, before play resumes. At this time the official must record on the back of the score sheet the incidents leading to the protest (time and rule). A deposit of \$100 must be made to the IFBA within 60 minutes following any kind of protest, along with the duly completed protest form. The deposit shall only be reimbursed in the case of a valid protest. The coaches, or team representatives, as identified on the competition entry form must sign the protest form.

The official who has worked a game under protest must present a report of the incident to the person responsible for the competition within 60 minutes following the end of the game. The protest committee's decision shall be final and without appeal. Protest on a player's eligibility can, on the other hand, can be filed at any time.

Protests cannot be filed against the judgment of the official. However, the judgment of an official cannot deny a team's rights.

- a) 1st Specification - protests aims at competition rules only.
- b) 2nd Specification - No protest may be filed with regards to Rule 1 to 29, inclusively.
- c) 3rd Specification - Rule 82 may at no time be invoked to forbid filing of protest. The final result of the game does not affect protest.

#### FORMALITIES

Should the plaintiff win the protest, then the game is replayed from the time of the incident, which caused the protest, including all results prior to that moment. Should the protest be rejected, the final result of the game remains the same. All measures related to the protest committee's decision become executory. In case of a valid protest, the reimbursement of the deposit shall be made immediately following the decision.

#### **Rule 55 RESULTS OF THE OFFICIAL GAME**

- a) The team scoring the greater number of goals during the game shall be declared the winner, and shall be awarded two points in the standings.
- b) When overtime is not permitted, in a game in which both teams are tied, one standing point shall be given to each team.

## **CHAPTER SIX**

### **PLAY IN PROGRESS**

#### **Rule 56 GOALS**

a: A goal shall be legal in the following cases:

- a) When an attacking player directs or deflects the ball into the goal with his/her broom.
- b) If the ball deflects (but not directed) into the goal after hitting any part of the body or shoes of an attacking player.
- c) If the ball is lodged in the goal, in any manner, by a member of the defensive team.(no assist shall be awarded)
- d) If the ball penetrates the goal while an attacking player is in the goaltender's crease as a result of being dragged there by any defending player.

b: A goal shall be refused in the following cases:

- a) The ball is hit, thrown or directed deliberately into the goal by an attacking player by any means other than the broom.
- b) If the ball is hit by an attacking player with his/her broom higher than normal shoulder level (point of contact, not origination of the swing)
- c) When an attacking player, or any part of him, penetrates the goaltender's crease in a way that interferes with the goaltender before the ball enters the goal crease. (A player standing behind the goaltender, not interfering with the same, may enter the goal crease prior to a goal. If said player interferes with the movement of the goaltender, then no goal should be allowed)
- d) If an attacking player hits the ball with his/her foot, hand or any other part of his/her body, and the ball bounces into the goal off a defending player.
- e) If the ball bounces directly into the goal off an official.

#### **Rule 57 ASSISTS**

Definition: The action of legally directing the ball to a teammate who goes on to score a goal.

Generality: An assist shall be awarded to the attacking players who helped the scorer.

#### **Rule 58 SCORING TABULATIONS**

- a) No more than two assists shall be awarded per goal.
- b) Each goal and each assist shall count as 1 point in the scoring classification.

#### **Rule 59 SUBSTITUTION**

During the game players from the bench may replace players from the ice. This may be done during stoppages in play or on the go. Goaltenders may also be substituted for extra attackers.

##### **A. PLAYERS SUBSTITUTION**

- a) Substitutions during stoppage of play:

Rule: Substitutions are allowed during any stoppage of play, but must not DELAY the resumption of play.

Procedures: Any change of players must be initiated before the officials are in position to conduct the face-off.

1. The visiting team must be the first to make its changes, allowing the home team enough time to make its own changes.
  2. All player substitutions must be made at a running pace.
- b) Substitutions during play:  
Rule: They are permitted at all times.

Procedures: The replaced player must leave the ice and take his/her place on his/her team bench without "intentionally" interfering with the game in progress. However, the player leaving the bench must wait until the player he is replacing has (1) one hand on the boards in front of the players' bench before hopping on the ice.

Specification:

If, while changing players during play, the number of players going onto the ice is greater than the number of players leaving the ice, there shall be no penalty if the players resume their seats on the team bench without having interfered with the game in progress.

- c) Substitutions upon leaving the penalty bench:

Rule: A player at the penalty bench may be replaced upon expiration of his/her penalty.

Procedures: He must go to his/her team bench VIA THE ICE SURFACE, for the change to take place.

Sanction: Minor penalty

## **B. GOALTENDER SUBSTITUTION/PRIVILEGE**

Generalities: A goaltender substitution may be made at any time during a stoppage of play, in the allowed manner and as often as the team coach wishes.

- a) Substitutions of goaltender by another goaltender;
  1. The substitution of a goaltender by another goaltender may occur during any stoppage of play, by notifying the officials of the change.
  2. No warm-up shots shall be allowed following a goaltender substitution, except if the substitution was made due to injury.
- b) Goaltender substitution for an additional attacker;  
A goaltender substitution for an additional attacker may be made at any time in the game, in the allowed manner and as often as the team coach wishes.
- c) Following a goaltender switch, the replaced goaltender may become a player and vice-versa.

### PRIVILEGE:

- a) The goaltender has special privileges when he is inside or in contact with his/her reserved zone. When he steps out of his/her reserved zone, he is considered as another player.
- b) The goaltender may use pieces of equipment inherent to his/her function.
- c) The goaltender must be substituted for on the penalty bench.
- d) Only the goaltender, in contact with his/her reserved zone, may freeze and close his/her hand over the ball if there are opposing players near him.
- e) If the ball freezes itself behind or on the net, it is considered to have been frozen by the goaltender, regardless of whether it was lodged there by the attacking or defending team.

## **Rule 60 THE PASS**

### a: THE ACCEPTED PASS

- a) Pass made legally with one's broom or foot.
- b) Pass made with one's hand, intercepted and CONTROLLED by an opponent.

- c) Pass made with a hand, laterally or behind the goal line, by the goaltender, as long as he is in contact with his/her reserved zone.
  - d) A pass made with one's hand by the defensive team while in the defensive zone.
- a: UNACCEPTED PASS
- a) Completed pass made with one's hand while a player in the neutral or attacking zone.
  - b) Pass made with a hand, by the goaltender in front of his/her goal, even if he is in contact with his/her reserved zone.
  - c) Any pass made with the hand by any defensive player that is accepted by a team member that is NOT in the defensive zone.

#### **Rule 61 FACE-OFF**

- a) There is execution of a face-off after every goal and at the beginning of each period.
- b) There is execution of a face-off after each stoppage of play due to an offside or a penalty, after the ball has been frozen or after the ball has left the playing surface.
- c) A play is completed when a goal is scored; thus, a play involves all the sequences that lead up to the goal, since the last goal scored; a game or period does not constitute a complete play in itself.
- d) The preparation of a face-off begins when the official assumes his/her position to drop the ball.
- e) The execution of a face-off begins when the official drops the ball on the ice, between the brooms of the player's facing-off, in such a manner that the ball does not bounce.

#### **Rule 62 POSITION OF THE PLAYERS FACING-OFF**

At face-off circles, neutral or central point:

- a) When a face-off occurs at one of the neutral or center ice points, the players designated for the face-off shall DIRECTLY face adverse territory. They must leave between themselves, and particularly between their shoulders, a distance of approximately one broom length (1.35 meters). Also, no part of their bodies shall project above an imaginary upward extension of the face-off circle.
- b) The brooms of the players designated for the face-off shall be centered, facing the face-off circle, and in contact with the ice, and must in no way obstruct the face-off spot.
- c) The feet of the players designated for the face-off shall be positioned such that one foot is on either side of an imaginary line passing through the center of the face-off spot and perpendicular to the center red line.
- d) Except for the two player's facing-off, no player shall be permitted within 4.5 meters of the face-off spot.
- e) When a face-off occurs in a center or end ice circle, no player shall be permitted inside the circle except for the two players facing off. Furthermore, the players must remain behind the line around the face-off circle.

#### **Rule 64 FACE-OFF EXECUTION**

- a) The face-off shall be official, and the ball considered in play, only once it has come into contact with the ice surface without bouncing. Once the official has dropped the ball on the ice, the player's facing-off may take possession of the ball with their broom. This must be done in a motion that pushes the ball forward on the ice or brings it toward the back or the sides. (Never in an upwards broom motion) If one of the players' facing-off fails to take up his/her position promptly once warned by the official, the official should call a penalty for delaying the game. (see Rule 107)
- b) Player may not strike at make a motion to interfere with the dropping of the ball prior to the drop. Any moment towards the ball before the ball strikes the ice will result in a stoppage in play. The official will have the option to eject the player at fault from the face-off.

## **Rule 65 FACE-OFF LOCATIONS**

- a) Following a stoppage of play, the face-off occurs in the territory of the player who caused the stop on play. The face-off occurs at the face-off spot closest to the place where the stoppage of play occurred.
- b) Following a goal, the face-off shall occur at the center of the ice surface.
- c) If a stoppage of play occurs as the result of the simultaneous action of two players, the face-off shall occur at the face-off spot in the zone where the stoppage occurred.
- d) When a stoppage of play occurs for a reason not covered in the rules, the face-off shall occur at the face-off spot nearest to the place where the stoppage of play occurred.
- e) In overtime, if an attacking player scores a goal from his/her defensive territory, the face-off shall be in the zone in which the shot originated.

## **Rule 66 OFFSIDE**

Definition: The action of an attacking player preceding the ball into the offensive territory.

### Generalities:

The position of the shoes determines if a player precedes the ball onto the offensive territory. A player is not offside as long as one or the other shoe touches the outer edge of the center red line, the off-side not arising however until the ball has completely crossed the outer edge of the center red line.

- a) Automatically whistled off-side:
  - 1. When a teammate of the guilty player enters into the offensive territory with the ball.
  - 2. When a teammate of the guilty player takes possession of the ball in the offensive territory.
- b) Delayed off-side:
  - 1. When a member of the team in possession of the ball precedes the latter into the offensive territory and the ball is clearly intercepted by a player of the opposing team, and then carried or passed back over the center red line, the delayed off-side is canceled and play continues.
  - 2. If the ball bounces off a defending player or his/her equipment, including his/her broom, thereby forcing an attacking player to precede the ball to the offensive territory. A delayed off-side shall occur if the team causing the off-side does not have control of the ball from the moment of the infraction until the ball leaves this territory.
  - 3. In the case of a delayed off-side, if the player who is in possession of the ball causes a stoppage of play due to any other rule infringement, it is this latter infraction that shall be penalized.
  - 4. If, on a delayed offside, the offending team immediately clears the offensive zone, the delayed offside will be canceled and play will continue.
  - 5. If, on a delayed offside, the ball when shot by an attacking player enters the opponents goal crease, play shall be stopped immediately.

### ***Intentional offside:***

In the official's opinion, if a player of the offside team committed the offside intentionally, the impending face-off shall occur in the offending team's defensive zone.

## **Rule 67 ICING**

Definition: Icing is the action of sending the ball, from one's territory, beyond the adverse goal line, without any interference from the opponents.

- a: Automatic icing will occur when the ball is shot from the defensive side of the center red line and the ball crosses the opposite goal line without interference from the opposing team.
- b: Icing should be waved off with play continuing:

1. If the icing results directly from a face-off.
2. If the ball touches the line or penetrates the goaltender's reserved zone before crossing the goalline.
3. When the ball touches the goaltender or his/her equipment.
4. If, in the official's opinion, a player from the team icing has been committed against did not make a reasonable effort to gain control of the ball before it crosses the goal line.
5. In the case where the goaltender is replaced by an additional attacker who is not considered as a goaltender, points 3, 4 and 5 shall not be taken into account.

**Rule 68 HIDDEN BALL**

- a) In the event of a scuffle or a player falling accidentally on the ball, causing the ball to be hidden from the nearest official, the play shall be stopped immediately.
- b) The goaltender, while making a save outside of his/her reserved zone, causing the ball to become hidden from the nearest official, the play shall be stopped immediately. There is no penalty assessed.

**Rule 69 LEGAL HANDING OVER OF THE BROOM**

- a) Any handing over of the broom must be made from one hand to the other.
- b) A player may have more than one broom in his/her hands while play is in progress. Should the player participate in the play while in the possession of two (2) brooms, then a penalty should be assessed.

Sanction: Minor Penalty

**Rule 70 DROPPED BROOM**

A player who has dropped his/her broom may participate without a broom until the next stoppage of play, or he may get another one directly from the bench during play or from a teammate on the ice. Another player may intentionally direct the dropped broom to the player who has dropped it. Should the moving of the broom interfere with the play in progress, then a minor penalty shall be assessed.

Sanction: Minor penalty

**Rule 71 REFUSING TO PLAY THE BALL**

- a) If a team refuses to play the ball when there is a delayed stoppage of play or penalty signed by the official, play shall be stopped. The resulting face-off will be in the zone of the team refusing to play the ball.
- b) A player who leaves the ball in front of him for more than 3 seconds without playing it shall be considered to be refusing to play the ball, and the official shall whistle immediately.

**Rule 72 REFUSING TO PROGRESS WITH THE BALL**

Rule:

The player who is in possession of the ball in his/her own defensive territory must constantly be moving the ball towards the opposite territory, except if prevented from doing so by opposing team members. Any violation to this rule must be rapidly detected by the official and whistled.

- a) The back zone, that is the voluntary action of bringing the ball back into the defensive territory with the **intent of killing time**, is forbidden at all times.
- b) Barricading: The formation of a barricade in front of the net by a team giving no sign of offensive motion and where the players position themselves in order to prevent goals from being scored against them.

**Rule 73 BALL UNPLAYABLE OR OFF THE ICE SURFACE**

Rule:

When the ball leaves the ice surface or touches any object that is not part of the playing surface and falls back on the ice, the official shall stop the play.

- a) The last player to have touched the ball is considered to be the player causing the stoppage in play.
- b) The goal frame is considered to be an integral part of the goaltender's equipment. If the ball hits the horizontal bar or the goal posts and leaves the ice surface, it is considered to have been hit by the goaltender.
- c) If the ball passes through the open part of the arena roofing, without touching or hitting any object, play shall continue.

**Rule 74 ILLEGAL BALL**

- a) At any moment during play, if a ball other than the one validly in play appears on the ice surface, the game shall not be stopped and play shall continue with the ball already in play until the play occurring has been completed.
- b) If a ~~completed~~ ball interferes with the ball in play, the official shall stop the play.

**Rule 75 BALL TOUCHING AN OFFICIAL**

Play shall not be stopped if the ball touches an official anywhere on the ice surface, except if this causes it to bounce directly into the goal.

**Rule 76 ILLEGAL BALL IN THE GOAL CREASE**

Any ball hit or directed by hand, foot, high broom or body in the goal crease by a player of the attacking team shall cause an automatic stoppage in play.

**Rule 77 LEGAL CONTACT**

It is permitted for two players converging on the ball to make contact when in proximity of the ball. Officials must be aware that any player using excess force will be assessed a penalty for body contact.

**Rule 78 BROOMBALL CONTACT HIGHER THAN THE SHOULDERS**

It is forbidden to touch or hit the ball with one's broom higher than one's normal shoulder level. (Reference Rule #132)

**Rule 79 STOPPAGE OF PLAY BECAUSE OF INJURY**

a: Injured players:

1. If a player is injured in such a manner that he can neither continue to play, nor shall return to his/her bench, play be stopped when his/her team has regained possession of the ball. If his/her team is in possession of the ball at the moment of the incident, play shall be stopped immediately, unless his/her team is in scoring position, in which case the official shall allow completion of the play.
2. If it is clear that a player is severely injured, the officials shall stop the play immediately.
3. If a penalized player is injured, he shall be allowed to go directly to the dressing room, without entering the penalty bench, but a substitute shall be sent to the penalty bench in his/her place. The substitute player going to the penalty box must have been a player on the ice at the time of the infraction.
4. If a penalized or injured player returns to his/her team bench before his/her penalty has expired, he may not take part in the game before the penalty is over. He must however replace the player sitting out the penalty for him at the penalty bench at the earliest stoppage of play.
5. When an injured player is the reason for the stoppage of play, a substitute player prior to the face-off must replace the injured player.

a: Injured goalkeeper:

1. If a goalkeeper is injured, he is allowed two minutes to resume his/her position, otherwise he shall be replaced.
2. In case of substitutions because of an injured goalkeeper, a 1-minute warm-up shall be granted to the substitute goalkeeper.
3. If a goalkeeper has been injured in such a way that he is neither able to continue to play, or to return to his/her team bench, play shall be stopped when his/her team has regained possession of the ball. If his/her team is in possession of the ball at the moment of the incident, play shall be stopped immediately, unless his/her team is in scoring position, in which case the official shall allow completion of the play.
4. If it is clear that a goalkeeper is severely injured, the officials shall stop the play immediately.

## **CHAPTER SEVEN**

### **TYPES OF PENALTIES**

#### **Rule 80 TYPES OF PENALTIES**

Penalties are measured in effective playing time and are classified as follows:

- |                              |                             |
|------------------------------|-----------------------------|
| a) Minor penalty.            | g) Game misconduct penalty  |
| b) Minor team penalty        | h) Match penalty            |
| c) Major penalty             | i) Second match penalty     |
| d) Second major penalty      | j) Goal awarded by decision |
| e) Misconduct penalty        | k) Game awarded by decision |
| f) Second misconduct penalty | l) Penalty shot             |

#### **Rule 81 PENALTIES**

##### Aims:

- a) To give the team against who an infraction has just been committed an opportunity at least equivalent to the one it lost due to the infraction that was committed.
- b) To oblige both teams to play within the rules of the game.
- c) To eliminate from the playing area any individual who refuses to comply with the rules.

Definition: An expulsion from the ice for a given period of time, thus constituting a sanction for a given infraction.

- a) Duration: Measured in effective playing time. The more serious the infraction, the longer the duration of the penalty. The elapsed time of the penalty is measured from the moment of the following face-off.
- b) Time of imposition: Penalties may be awarded at any time.

**NOTE:** Particular attention shall be given to penalize any contact occurring after the whistle has been blown.

##### c) Formalities:

- a) In cases of simple infractions, the guilty or designated player shall go immediately to the penalty bench. (Exception: the goaltender)
- b) In cases of penalties disqualifying a player from the rest of the game, the player shall go immediately to his/her dressing room. Another player must take the players spot on the penalty, this player must have been on the ice at the time of the infraction.
- c) In cases of simultaneous penalties to both teams, the visiting penalized player shall take his/her place first on the penalty bench at the designated spot, that is to say the farthest possible from the opposite team's bench.
- d) No goaltender shall be sent to the penalty bench for minor, major or misconduct penalties. But a member of his/her team who was on the ice at the moment of the infraction shall serve all these penalties in his/her place.
- e) A MINOR TEAM PENALTY arises when an unidentified player or team representative commits an infraction. A player who was on the ice at the time of the infraction shall serve it.
- f) In the case of a penalty to an injured player, a goaltender or a team, the team representative, via his/her captain or assistant captain, shall rapidly designate a player who was on the ice at the time of the infraction to serve the penalty. If the team representative does not comply rapidly with this rule, the official himself shall designate a player, who was on the ice at the time of the infraction, to serve the penalty.
- g) The player designated to serve the penalty shall go immediately to the penalty bench, just as if he had personally been awarded the penalty.  
Sanction: Delayed Penalty

- h) A delayed penalty is in effect when the team who is not in possession of the ball makes a rule infraction. The penalty is not called until the guilty team gets possession of the ball.

#### **Rule 82 MINOR PENALTY**

A minor penalty requires that the guilty player leave the ice and his/her team play shorthanded, during two minutes of stop time. When a team plays with a numerical disadvantage caused by one or more minor penalties, and the opponent scores one or more goals, the penalties shall be immediately ended, in a successive and chronological manner, beginning with the penalty that first created the numerical disadvantage.

#### **Rule 83 MINOR TEAM PENALTY**

A minor team penalty requires that the penalized team play shorthanded during two minutes of stop time. This period may be shortened if a goal is scored against the penalized team. A team member who was on the ice at the time of the infraction shall serve the penalty.

#### **Rule 84 SIMULTANEOUS MINOR**

When minor penalties are awarded, at the same time, to the same number of players on each team, all players shall take place their on the penalty bench and remain there until the first stoppage of play following the expiration of their penalty. These players shall be immediately replaced on the ice. If simultaneous minors are assessed during regulation time, the game continues into overtime. The teams will start the Overtime period 4 on 4. The penalized players will return to the ice surface or team's bench following a stoppage of play after the penalty expires.

**NOTE:** Numerical inequalities signify that one team has fewer players on the ice than his/her opponents.

#### **Rule 85 MAJOR PENALTY**

- a) A major penalty requires that the guilty player leave the ice, and his/her team play shorthanded, during 5 minutes of stopped time, whether a goal is scored or not.
- b) When a player receives, at the same time, both a major penalty and a minor penalty, he shall begin by serving the major penalty.
- c) An exception shall be made in the case where a player is awarded both a minor penalty and a major penalty while, at the same time, a player on the opposite team is awarded a major penalty only. In a similar situation the player guilty of the two penalties shall first serve the minor penalty. This penalized player shall take his/her place on the penalty bench to serve both the minor and the major penalties, and a teammate who was on the ice at the time of the infraction shall take his/her place on the penalty bench to return to the ice at the end of the minor penalty.

#### **Rule 86 SECOND MAJOR PENALTY**

- a) A second major penalty awarded to the same player in the same game shall result in his/her expulsion for the remainder of the game. A substitute shall take his/her place immediately on the penalty bench in order to return onto the ice, in player's place, after 5 minutes (major);the penalty for the rest of the game shall be considered as a game misconduct penalty awarded to the guilty player.
- b) In such a case, the game officials shall submit a written report of the incident to the president of the discipline committee in authority.

#### **Rule 88 SIMULTANEOUS MAJOR PENALTIES**

When major penalties are awarded, at the same time, to the same number of players on each team, all players shall take place their on the penalty bench and remain there until the first stoppage of play following the expiration of their penalty. These players shall be immediately replaced on the ice.

#### **Rule 89 MISCONDUCT PENALTY**

- a) A misconduct penalty requires that the guilty players leave the ice during 10 minutes of stopped time.
- b) A misconduct penalty awarded to the goaltender requires that a substitute player, who was on the ice at the time of the infraction, take their place on the penalty bench.
- c) A misconduct penalty awarded during the final 5 minutes of regular time shall automatically signify also a game misconduct.
- d) Upon expiration of a misconduct penalty, the player shall remain on the penalty bench until the following stoppage of play, when he may return onto the ice.

#### **Rule 90 SECOND MISCONDUCT PENALTY**

- a) When a player is awarded a second misconduct penalty in the same game, this second penalty automatically becomes a game misconduct penalty.
- b) In such cases, the game officials shall submit a written report of the incident to the president of the discipline committee in authority.

#### **Rule 92 GAME MISCONDUCT PENALTY**

- a) A game misconduct penalty results in the guilty player being expelled for the rest of the game.
- b) Any game misconduct penalty also involves the player's suspension for the next game, whatever time the infraction was committed at.
- c) The guilty player's record shall reflect a 10-minute penalty.
- d) The officials shall write up a report of the incident and transmit it to the president of the discipline committee in authority.

#### **Rule 93 MATCH PENALTY**

- a) A match penalty involves the expulsion of the guilty player or representative, for the rest of the game.
- b) Any match penalty also results in an automatic one (1) game suspension for the person at fault.
- c) Whatever sanction the discipline committee may choose to award, the penalized player may not resume activity after the suspension until he has obtained proper authorization from the discipline committee.
- d) For any match penalty, the officials shall submit a written report of the incident to the president of the discipline committee in authority.
- e) Every time a match penalty has been awarded, the guilty player's team shall also send to the penalty bench a player who was on the ice at the time of the infraction to serve a five minute major penalty.
- f) For any match penalty, whatever time the infraction occurred at, the guilty player's record shall reflect a five (5) minute penalty.

#### **Rule 94 SECOND MATCH PENALTY**

- a) A second match penalty awarded to a player in the same season shall result in an automatic minimum three (3) game suspension.
- b) Whatever suspension the discipline committee should choose to award, the penalized player may not resume activity after the suspension until he has obtained proper authorization from the discipline committee.

- c) The game officials are required to submit a written report of the incident to the president of the discipline committee in authority.

#### **Rule 95 GOAL AWARDED BY DECISION**

When the defensive team's goaltender has been removed from the ice or is not in front of his/her goal. And is unable to block a direct shot to his/her goal, and an attacking player is in the clear with the ball in his/her opponent's defensive territory, with no defensive player between himself and his/her opponent's goal, a goal shall be awarded if:

- a) An opponent having illegally entered onto the ice hampers this player.
- b) The ball carrier is illegally hindered from behind, thus preventing him from having a clear shot at the open goal.
- c) A defensive player throws his/her broom or any other object, even if it does not reach the ball carrier or intentionally dislodges the net.

#### **Rule 96 GAME AWARDED BY DECISION**

- a) The official may, when specified by the regulation award the game to the non-guilty team.
- b) The game officials shall submit a written report of the incident to the president of the discipline committee in authority.

#### **Rule 97 PENALTY SHOT**

NOTE 1: The clock is stopped during a penalty shot.

NOTE 2: If an infraction calls for a penalty shot, no other minor penalty is assessed.

NOTE 3: In the event a player is unable to take a penalty shot due to injury, a team mate on the ice at the time of the infraction shall be designated to take the shot.

Procedure: The player entitled to the shot has two choices and must make his/her choice known to the referee immediately following the call, at the referee's request. The choices are:

1. The referee shall place the ball on the center face-off spot and the player, on instruction from the referee, plays the ball from there and attempt. to score on the goaltender. The ball must be kept in motion towards the opponent's goal line and once shot, the play shall be considered complete. A goal cannot be scored on a rebound. The goaltender must remain in the crease until the ball has crossed the adjacent blue line; if this rule is violated the player designated is entitled to take the shot over.
2. The referee places the ball twenty-five (25) feet from the opponent's goalline, directly in front of the goal. The player shoots the ball from this point at the goaltender. The goaltender may not come out of the crease.
3. In both of the above all other players must be on the opposite side of the center red line from which the penalty shot is being taken.
4. If a goal is scored during the penalty shot, any previous penalties are not canceled.
5. The face-off after an unsuccessful attempt takes place at either end face-off spot of the penalized team.

#### **Rule 98 PENALTY PROCEDURES**

- a) 1st Specification - When a player is awarded a penalty when he/she is in control of the ball, the official shall whistle immediately and proceed to impose the penalty.
- b) 2nd Specification - When a player is awarded a penalty while the ball is not in his/her possession, the official shall signal a delayed penalty. The official shall whistle immediately and proceed to impose the penalty when the guilty player's team regains possession of the ball.
- c) 3rd Specification - In the event that the same player should commit other infractions in the same sequence of play, whether before or after the whistle, he shall serve all applicable penalties consecutively.

- d) 4th Specification - When a delayed penalty is signaled and the non-guilty team scores a goal, the goal shall stand and the penalty shall not be imposed, however, all other penalties shall be imposed as usual.(this refers to minor penalties only)
- e) 5th Specification - If a delayed penalty is signaled and the non-guilty team scores in its own goal, the goal shall stand and the penalty shall be processed in the ordinary manner.
- f) 6th Specification - When a team is playing shorthanded as a result of a minor penalty and the official signals a delayed penalty to the same team. Any goal scored by the non-guilty team shall stand and the penalty, which first resulted in the shorthanded situation, shall expire. In this situation both the signaled penalty and serving penalty are cancelled. Should the shorthanded team have more than 1 player in the penalty box, then only the first penalty will be cancelled.

#### **Rule 99 ARBITRATION MISTAKE**

An official may modify his/her decision as long as the face-off following his/her decision has yet taken place. It is acknowledged that the official may involuntarily make a mistake.

**Face-off spot:** At center ice, whatever the circumstances.

## **CHAPTER EIGHT**

### **PENALTIES**

**In the case of conflict between recorded time and a player's penalty time, it is the penalized player's responsibility to ensure that the released time is proper. It is the penalized player or team's responsibility to ensure a proper timing of penalties assessed to them. If a player stays in the penalty box 20 seconds too long and a goal is scored, neither the goal nor the game can be protested since it is the player's responsibility to ensure the timekeeper has recorded the proper time.**

#### **Rule 100 ILLEGAL SUBSTITUTION**

Definition: Any change of players on the ice that does not respect the established procedures.  
Sanction: Minor penalty

#### **Rule 101 FORBIDDEN ADJUSTMENT OF EQUIPMENT**

Definition: If a player must adjust his/her equipment, he shall leave the ice and play shall continue without interruption, with a substitute. The goaltender may, with the officials' permission adjust his/her equipment after a stoppage of play. This measure does not apply to the goaltender at the opposite end of the ice from where the play is in progress.  
Sanction: Minor penalty

#### **Rule 103 INTERFERING WITH PLAY**

Definition: Any player who interferes with the ball while he is not on the ice.  
Sanction: Minor penalty

During a player substitution, the player leaving the ice intentionally touches or is intentionally touched by the ball.  
Sanction: Minor penalty

#### **Rule 104 FORBIDDEN STOP**

Definition:  
In overtime play, it is forbidden for a player in his/her defensive zone to stop the ball while in contact with the goaltender's crease, except if the ball precedes the player into the crease.  
Sanction: Minor penalty

**NOTE:** A defensive player may receive a pass while he is in the crease.

#### **Rule 105 FORBIDDEN FREEZING OF THE BALL**

Definition: Any player, who DELIBERATELY freezes, lifts carries or closes his/her hand over the ball.  
Sanction: Minor penalty

- a) 1st Specification: If the player commits this infraction while the ball is in contact with his/her goaltender's reserved zone.  
Sanction: Minor penalty
- b) 2nd Specification: If the goaltender, in contact with his/her reserved zone, freezes the ball for more than 3 seconds while no opposing player is in his/her vicinity.  
Sanction:
- c) 3rd Specification: If in overtime the ball is frozen in the goal crease.  
Sanction: Minor penalty

## **Rule 106 GOALTENDER IN THE OFFENSIVE TERRITORY**

Definition: Any goaltender participating in play beyond the center red line. Participating in play can include playing the ball or making unnecessary contact with an opponent while attempting to complete a line change..

Sanction: Minor penalty

## **Rule 107 DELAY OF GAME**

Definition: Any player or team who, at any time, deliberately delays the game in any manner.

Sanction: Minor penalty

- a) 1st Specification: After a warning by the official, if PLAYER SUBSTITUTIONS are not carried out at a run.  
Sanction: Minor penalty
- b) 2nd Specification: If a team deliberately delays the game by a series of icings, following 2 consecutive icings by the same team without an attempt at making a play.  
Sanction: Minor penalty
- c) 3rd Specification: If a player deliberately delays the game by sending, hitting or throwing the ball outside the ice surface.  
Sanction: Minor penalty
- d) 4th Specification: If a player, even the goaltender, intentionally dislodges the net from its position.  
Sanction: Minor penalty  
**NOTE:** If the goaltender dislodges the net intentionally when an opponent has a break-away with no one between him and the goaltender, a penalty shot will be assessed.
- e) 5th Specification: Any captain or assistant-captain who leaves his/her team bench to talk with the official and then returns to it.  
Sanction: Minor penalty
- f) 6th Specification: If the goaltender throws, or intentionally lets the ball drop onto the net, to cause a stoppage of play.  
Sanction: Minor penalty
- g) 7th Specification: Any team that continues to refuse to progress with the ball, that persists in using the BACK ZONE or that continues to regroup in a barricade in front of its net.  
Sanction: Minor penalty or Minor team penalty

## **Rule 108 REFUSING TO START PLAY**

Definition: Any team that, after being warned by the official, refuses to start play, leaves the ice or will not present itself on the ice.

Sanction: Game Awarded

- a) 1st Specification: If a team returns to play within 2 minutes of being warned by the official, the official shall proceed with the face-off.  
Sanction: Minor team penalty
- b) 2nd Specification: If, for a second time in the same game, a team refuses to start play when directed to so by the official.  
Sanction: Game awarded
- c) 3rd Specification: If a team is absent at the time the game is scheduled to begin, the officials shall submit a written report of the incident to the proper authority.

## **Rule 109 NEEDLESS DISTURBANCE**

Definition: Any player who, after being warned by the official, hits the boards with his/her broom or any other object.

Sanction: Minor penalty

If the official is unable to identify the offending player or if a person in charge is guilty of this offense.

Sanction: Minor team penalty

## **Rule 110 LEAVING THE TEAM BENCH OR THE PENALTY BENCH**

### Definition:

Any player or person in charge who deliberately leaves the team bench to go onto the ice when it is forbidden for him to do so or any player that, deliberately or not, leaves the penalty bench before the end of his/her penalty (ies) or, who has not received authorization to leave the penalty bench at the end of his/her penalty.

Sanction: Minor penalty or Minor team penalty.

Exception: In the case of an injured player.

Any goal scored by his/her team shall be refused. Any goal scored by the non-guilty team is valid. Any penalty earned in the meantime shall hold.

- a) 1st Specification: If a penalized player leaves the penalty bench voluntarily or by mistake before the end of his/her penalty, whether during play or not.  
Sanction: Minor penalty
- b) 2nd Specification: If a player returns onto the ice due to a mistake of the penalty timekeeper.  
Sanction: Finish serving the rest of the penalty. Any goal scored by his/her team while he is illegally on the ice shall be disallowed. Any goal scored by the non-guilty team is valid. Any penalty assessed in the meantime shall hold.
- c) 3rd Specification: If a penalized and injured player returns to his/her team bench before his/her penalty has expired and he/she participates in play before the penalty has ended.  
Sanction: Minor penalty
- d) 4th Specification: During the game, the person in charge shall not go beyond the limits of the area occupied by the team bench, including the door used by their team.  
Sanction: Minor team penalty.
- e) 5th Specification: Any person in charge who goes onto the ice after the game has begun, without permission of the official.  
Sanction: Game Misconduct penalty
- f) 6th Specification: Any team trainer who goes onto the ice after the game has begun, without permission of the official.  
Sanction: Misconduct penalty
- g) 7th Specification: The first player of each team to leave the penalty bench or team bench during a fight.  
Sanction: Game misconduct penalty.

## **Rule 111 EQUIPMENT VERIFICATION**

### Procedures:

During a stoppage of play, the official shall verify the equipment worn by any player if so requested by the captain or assistant-captain of the either team. No equipment verification shall take place following the scoring of a goal.

- a) The official shall immediately carry out a precise verification as requested. One measurement per stoppage of play shall be allowed. If the equipment proves to be legal, a penalty shall be awarded to the team that requested the verification.  
Sanction: Minor penalty
- b) Any illegal equipment shall be removed or normalized without delay.  
Sanction: Minor penalty
- c) If more than one player of the same team present themselves on the ice with the same piece of illegal equipment and this illegality originates with the manufacturer. The official shall award only one minor penalty per team and submit a written report of the incident to the IFBA..
- d) If a player refuses to have a piece of equipment measured.  
Sanction: Minor penalty

## **Rule 112 FORBIDDEN OR ILLEGAL EQUIPMENT**

### **A) ILLEGAL PIECES OF EQUIPMENT**

Definition: All pieces of equipment that do not conform with stipulated rules and are used or worn by a player on the ice.

Sanction: Minor penalty; in all cases the piece of illegal equipment shall be modified or replaced.

- a) All pieces that do not conform to stipulated rules;
- b) Any broken broom;
- c) Any broom wrapped in metal wire; or to which has been added any other metal or wooden piece;
- d) Any protective equipment worn or attached outside the uniform;
- e) Any unsecured protective helmet after a warning has been given.
- f) The use of more than one identical number by the same team.

### **B) FORBIDDEN EQUIPMENT**

Definition: All pieces of equipment used by a player on the ice while their use is forbidden in the rulebook.

Sanction: Minor penalty; in all cases the piece of forbidden equipment shall be removed.

- a) Shoes bearing spikes or studs, or chemically modified to give traction advantage;
- b) Hockey pants or baggy breeches (slippery pants (e.g. cooper) -all pants not to be worn).
- c) Pieces of leather added onto the exterior of the sweater or the pants knee.
- d) Any protective helmet with a football mask;
- e) Any glove with a basket, baseball or goalie style trapper;

## **Rule 113 PLAYING WITH A BROKEN BROOM**

Definition: Any player who participates in the play, in possession of a broken broom or piece of the latter.

Sanction: Minor penalty

## **Rule 114 PLAYING IN POSSESSION OF TWO BROOMS**

Definition: Any player in possession of more than one broom while participating in the play.

Sanction: Minor penalty

## **Rule 115 ILLEGAL FACE-OFF**

Definition: Any player who acts illegally during a face-off are considered illegal face-offs including executing a face-off with an upward broom motion and a player whose actions lead to physical contact during the face-off.

Sanction: Minor penalty

(**NOTE:** The officials have the privilege to remove any player from the face off circle.)

## **Rule 116 ILLEGAL INTERPRETATION REQUEST**

Definition: Any captain or assistant-captain who requests a rule interpretation while penalized.

Sanction: Minor penalty

## **Rule 117 TEAM UNSPORTSMANLIKE CONDUCT**

Definition: Any coach who fails in his/her duty to maintain order on his/her team.

Sanction: Minor penalty

## **Rule 118 UNSPORTSMANLIKE CONDUCT**

Definition: A lack of ethics towards either the opponents or the spectators.

1st Specification: If a player or person in charge uses abusive language towards whoever it may be during a game.

Sanction: Minor penalty

2nd Specification: If the official is unable to identify the person guilty of using vulgar, blasphemous or abusive language.

Sanction: Minor team penalty

3rd Specification: If a player or person in charge, guilty of unsportsmanlike conduct persists in such behavior or seeks to provoke an opponent into incurring a penalty through the use of threats, abusive language or provocative gestures.

Sanction: Misconduct or Misconduct team penalty

4th Specification: If a player or person in charge makes use of gross gestures or takes part in a fistfight outside the playing surface.

Sanction: Game misconduct penalty

5th Specification: If a player on the ice takes part in a fistfight with a player not on the ice surface.

Sanction: Game misconduct penalty

6th Specification: If a player or person in charge deliberately spits on or at an opponent, person in charge or spectator.

Sanction: Match penalty

7th Specification: No smoking or alcoholic beverages are allowed on the players bench, the ice surface or the penalty bench.

Sanction: Minor penalty

8th Specification: Participating while under the influence. Any player, coach or team representative judged by the officials to be under the influence of alcohol or drugs shall be sent to the dressing room. The player, coach or representative sent to the dressing would not be allowed to participate further in the current game.

**NOTE:** These specifications also apply to officials, scorekeeper and timekeepers.

## **Rule 119 UNSPORTSMANLIKE CONDUCT TOWARDS THE OFFICIALS**

Definition: Any player or person in charge who by his/her words or gestures argues a decision or shows contempt towards an official.

Sanction: Minor or minor team penalty

1st Specification: If a player intentionally move the ball away from the official.

Sanction: Minor penalty

2nd Specification: If the official is unable to identify the person guilty of using blasphemous or abusive language.

Sanction: Minor team penalty

3rd Specification: If the unacceptable attitude or words are continued.

Sanction: Misconduct penalty

4th Specification: If the unacceptable behavior is continued.

Sanction: Game misconduct penalty.

5th Specification: If the infraction is committed before or after the game.

Sanction: Game misconduct penalty

## **Rule 120 THROWING AN OBJECT**

Definition: The act committed by a player or team representative of throwing an object onto or off the ice.

1st Specification: If it occurs during a stoppage of play.

Sanction: Minor penalty or minor team penalty

2nd Specification: If a player on the ice throws a broom or part of a broom or any other object in the direction of the player in possession of the ball.

Sanction: Major penalty

3rd Specification: If a player throws a broom to a teammate who has dropped or broken his/her own.

Sanction: Minor penalty

4th Specification: When a player on the ice throws a broom in the direction of a player in possession of the ball, on a breakaway with no one between him and the goaltender. No other penalty shall be assessed if the penalty shot is awarded.

Sanction: Penalty Shot

4th Specification: If a team member throws any object at an opposing team member, spectator or official.

Sanction: Match penalty

## **Rule 121 INTERFERENCE**

Definition:

- a) The action of hindering the advance of an opponent whom is not in possession of the ball.  
Sanction: Minor penalty
- b) The action of removing the broom from the hands of an opponent.  
Sanction: Minor penalty
- c) The action of stopping an opponent whom has dropped his/her broom from recovering it.  
Sanction: Minor penalty

NOTE:

- a) Defending players have the right to defend their territory and cover the attackers
- b) Attacking players do not have the right to deliberately obstruct in favor of a teammate who is in possession of the ball.

## **Rule 122 HOLDING**

Definition: The act of holding an opponent with one's hand, broom or otherwise.

Sanction: Minor penalty.

Specification: If a player is held while he is in his/her attacking zone and he is deprived from having an open shot on goal with only the goaltender to out play.

Sanction: Penalty shot

## **Rule 123 TRIPPING**

Definition: Any player who places his/her broom, knee, foot, arm, hand, elbows in such a manner as to cause his/her opponent to fall.

Sanction: Minor penalty

1st Specification: If this gesture is made in the defensive zone and deprives a player from having an open shot on goal with only the goaltender to outplay.

Sanction: Penalty shot

2nd Specification: If a player injures an opponent as a result of tripping him.

Sanction: Major penalty

## **Rule 124 OBSTRUCTIVE FALL**

Definition: Any deliberate fall of a player on the ice, whether to reach the ball or not, while following an opponent or making him fall.

NOTE: If in this gesture a player succeeds in reaching or taking away the ball from his/her opponent, the penalty will still be assessed.

NOTE: CO-ED/Mixed Category only

Any player who dives along the ice or slides along the ice and trips any player will be assessed a "Minor " penalty. If the player is successful in taking away or touching the ball first, the penalty will still be assessed. (Safety factor)

1st Specification: Any player who puts his/her knee to the ice, or bends very low, in order to have an opponent trip over him. (E.g. submarining)

Sanction: Minor penalty

2nd Specification: If a player injures an opponent as a result of his/her obstructive fall.

Sanction: Major penalty

NOTE: A match penalty will be assessed if the official feels that there was a deliberate or intentional attempt to injure an opponent.

### **Rule 125 HOOKING**

Definition: The act of stopping or trying to stop the advance of an opponent by hooking him with one's broom or body.

Sanction: Minor penalty

1st Specification: If this infraction is committed against the ball carrier and it deprives him of having an open shot on goal with only the goaltender to out play.

Sanction: Penalty shot

2nd Specification: If the act of hooking results in injury to a player against whom the infraction was committed.

Sanction: Major penalty

### **Rule 126 SLASHING**

Definition: The act of hitting an opponent or his/her broom with one's own broom, held in one or both hands, and with the intent of hampering his/her progress.

Sanction: Minor penalty

1st Specification: If this gesture is made with force or is made against the goaltender inside his/her reserved zone.

Sanction: Major penalty

NOTE: No preference shall be shown towards a goaltender involved in an exchange of blows with an opponent.

2nd Specification: If, in slashing, a player injures an opponent.

Sanction: Major penalty

### **Rule 127 KNEEING OR ELBOWING**

Definition: An action consisting of hitting an opponent with one's elbow or knee.

Sanction: Minor penalty

1st Specification: If this gesture is made violently.

Sanction: Match penalty

2nd Specification: If this action results in an injury to the opposing player.

Sanction: Major penalty

### **Rule 128 CHARGING**

Definition: An action of throwing or hurling oneself on an opponent, or assailing him.

Sanction: Minor penalty

1st Specification: If this infraction is made against the goaltender inside his/her reserved zone or if the player charges an opponent from the rear.

Sanction: Major penalty

2nd Specification: If this gesture cause injury to the opposing player.

Sanction: Major penalty

4th Specification: If this infraction is committed against the ball carrier in his/her attacking zone and it deprives him of having an open shot on goal with only the goaltender to out play.

Sanction: Penalty shot

### **Rule 129 HITTING FROM BEHIND**

Definition: There is to be no hitting from behind, caused by the use of excessive force.

Sanction: Minor penalty

1st Specification: If this gesture is made and deprives an opponent of having a breakaway with an open shot on

Sanction: Penalty shot

2nd Specification: If this action results in injury to the opposing player.

Sanction: Major penalty

### **Rule 130 CROSS CHECKING**

Definition: The act of making contact with an opponent with one's broom holding it with both hands apart on the handle.

Sanction: Minor penalty

1st Specification: If a player cross checks an opponent using violence or injures an opponent.

Sanction: Major penalty

2nd Specification: If a player cross checks an opponent above his/her normal shoulder level.

Sanction: Major penalty

3rd Specification: If a player cross checks a goaltender inside his/her reserved zone.

Sanction: Major penalty

### **Rule 131 HIGH BROOM**

Definition: The act of checking an opponent above his/her normal shoulder level with one's broom.

Sanction: Minor penalty

1st Specification: an intentional act that consists of hitting an opponent with one's broom above his/her normal shoulder level.

Sanction: Major penalty

2nd Specification: If this infraction results in injury to an opposing player.

Sanction: Major penalty

### **Rule 132 HIGH BROOM ON THE BALL**

Definition: When a player intentionally contacts the ball with her/his broom above normal shoulder level.

Sanction: Minor penalty

### **Rule 133 BOARDING**

Definition: The action of projecting an opponent against the boards.

1st Specification: If a player is projected violently against the boards.

Sanction: Major penalty

2nd Specification: If the player is injured as a result of being projected against the boards.

Sanction: Major penalty

### **Rule 134 INTIMIDATING AN OPPONENT**

Definition: Any player who whirls his/her broom in the direction of an opponent. Without in fact hitting him, whether he is within reach or not, or who, under the pretext of reaching the ball, whirls his/her broom in a disorderly manner in this direction, with the intent of intimidating an opponent.

Sanction: Minor penalty

### **Rule 135 ROUGHING**

Definition: Any player who, in making contact with an opponent, uses brutality or pushes him violently away.

Sanction: Minor penalty

1st Specification: If a player uses excessive roughness.

Sanction: Major penalty

2nd Specification: If, after being warned by the official, a team continues to use excessive roughness.

Sanction: Game awarded to the non-guilty team.

3rd Specification: If a player injures an opponent as a result of roughing.

Sanction: Major penalty

### **Rule 136 FIGHTING**

Definition: There is fighting when two players have a fistfight.

A player involved in a fight will receive "Automatic Game Misconduct" as well as any other penalties that may be assessed.

1st Specification: When a player throws himself into a fight, already engaged with the intent of assuming the role of peacemaker, or engages in another fight during the same stoppage of play.

Sanction: Misconduct penalty

2nd Specification: When a goaltender leaves his/her crease in the direction of a fight.

Sanction: Misconduct penalty

3rd Specification: The rest of the players who leave their bench to come onto the ice at the moment of the infraction.

Sanction: Game misconduct penalty

4th Specification: All players not involved in a fight must return to their player's bench. Players not following this rule will be assessed a "Misconduct " penalty.

5th Specification: Any player who kicks an opponent, hits him with his/her head, pulls his/her hair, bites or scratches him.

Sanction: Match penalty

### **Rule 137 FIGHTING BETWEEN TEAMMATES**

Definition: When two players belonging to the same team start a fight.

Sanction: Game misconduct penalty

### **Rule 138 SPEARING / BUTT-ENDING**

Definition: The act of hitting or attempting to hit an opponent with one of the extremities of the broom.

Sanction: Major penalty

1<sup>st</sup> Specification: Any player who tries to injure or injures deliberately an opponent by hitting an opponent with the extremities of the broom

Sanction: Match penalty

### **Rule 139 ATTEMPTING TO INJURE OR INJURING DELIBERATELY**

Definition: Any player who tries to injure or injures deliberately an opponent, a representative or a spectator in any way whatsoever.

1<sup>st</sup> Specification: If a player uses any part of his/her equipment as a weapon during a brawl or fight or attempt. to hit an opponent with his/her broom.

Sanction: Match penalty

2<sup>nd</sup> Specification: Any player who grips an opponent's mask, helmet or chin protect or using it to gain an advantage or cause injury.

Sanction: Match penalty

### **Rule 140 BODY CHECKING**

There will be " NO " body contact in the Mixed /COED categories of International events. (see also Boarding, Crosschecking, Hitting from Behind and Roughing)

1<sup>st</sup> Specification: Incidental body checking will result in a " Minor " penalty.

2<sup>nd</sup> Specification: Deliberate body checking or boarding will result in a " Major" penalty.

### **Rule 141 REFUSAL TO COMPLY**

Definition: Any player who, after being warned, refuses to follow the official's directives.

Sanction: Misconduct penalty

1<sup>st</sup> Specification: When a player does not go directly to the penalty bench once penalized

Sanction: Misconduct penalty

2<sup>nd</sup> Specification: When a player, after being warned, remains in the officials' crease.

Sanction: Game misconduct penalty

### **Rule 142 THREATENING AN OFFICIAL**

Definition: Any player or person in charge who, during a game, tries to intimidate the officials through his/her words or gestures.

Sanction: Match penalty

### **Rule 143 THREATENING OUTSIDE OF THE GAME**

Definition: Any player or team representative who, in words or gestures, attempt to intimidate the Official or coach.

Sanction: The guilty player or team representative shall be suspended indefinitely and his/her case brought before the Discipline Committee in authority.

### **Rule 144 AGGRESSING OUTSIDE OF THE GAME**

Definition: Any player or team representative, who spits on or at, molests, shoves or hits a support person, or interferes with his/her work.

Sanction: The guilty player or team representative shall be suspended indefinitely, and his/her case studied by the discipline committee of the IFBA.

#### **Rule 145 ABUSE TOWARDS OFFICIALS AND OFFICERS OUTSIDE OF THE GAME**

Definition: Any threat or disgraceful gesture directed at a Corporation employee or officer, at the local, regional, provincial or national level.

Sanction: The IFBA suspends the person at fault.

#### **Rule 146 MOLESTING THE OFFICIAL**

Definition: Any player or person in charge, who, during a game, spits on or at an official, molests him, jostles him, hits him or interferes with his/her work.

Sanction: Match penalty and suspension from play until the discipline committee in authority has ruled on further disciplinary action.

NOTE: A written report of the incident and the resulting suspension assessed must be filed with the IFBA.

#### **Rule 147 ABUSE TOWARDS EMPLOYEES AND DIRECTORS**

Definition: Any threat or violent gestures made against an employee of the IFBA.

Sanction: Match penalty

## **APPENDIX A**

### **CO-ED BROOMBALL**

A minimum of three (3) females must be on the playing surface during regulation playing time. Unless a female receives a penalty, then there would be no less than 2 females on the playing surface. During overtime the minimum number of females on the ice can be one (1) when a penalty is being served.

In the event of a tie game, teams will play one five (5) minute overtime period, played at stop time. The team with the most goals at the end of this period will win the game. If the two teams are still tied at the end of the overtime period, the score will remain a tie and each team will be awarded 1 point in the standings.

Teams going into overtime will play with 2 female and 2 male players. A player earning a penalty will serve the penalties assessed in overtime. Goaltenders may participate in overtime at another position.

All players not involved in a fight must return to their player's bench. Players not following this rule will be assessed a "Misconduct " penalty.

Any player who dives along the ice or slides along the ice and trips any player will be assessed a "Minor " penalty. If the player is successful in taking away or touching the ball first, the penalty will still be assessed. (Safety factor)

Automatic icing will occur when the ball is shot from the defensive side of the center red line and the ball crosses the opposite goal line without interference from the opposing team.

## **APPENDIX B**

### **Icing Procedures:**

Definition:   Lead official - referee in the offensive zone  
                  Back official - the referee standing in the neutral zone

1. The ball is shot down the ice by the defending team so that it crosses the opposing team's goal line. The lead official signals a potential icing,, by raising his/her whistle hand above his/her head.
2. The back official acknowledges the potential icing by extending his/her whistle hand straight out from his/her shoulder (parallel to the ice surface), while running in the direction of the ball. Once the back referee has acknowledged the potential icing, he can drop his/her arm while running.
3. As the back official crosses the non-offending teams blue line, he must glance back to his/her partner to ensure that the icing is still in effect.
4. As the ball crosses the goal line, the back official blows his/her whistle, and then raises his/her whistle hand above his/her head signaling icing.
5. The lead referee signals icing, by crossing his/her arm across his/her/her chest.
6. The back official retrieves the ball and rolls it back to the lead official.
7. The lead official must continue moving towards the center red line while the back official runs after the ball.

## **APPENDIX C**

### **Issuing Penalties:**

1. The referee stops play or signals a delayed penalty by raising his/her banded arm above his/her head.
2. After stopping the play by blowing their whistle, the referee stops running making sure they have good balance. He/she will then point to the offending player with their hand pointing (not a finger pointing) identifying the player; he/she will then identify the player verbally in a clear, controlled voice.
3. The official will then start running to the penalty box, keeping an eye on the penalized player.
4. At the penalty box, the official will stop outside the referee's crease and again signal the penalty.
5. The referee should immediately leave the area of the timekeeper to avoid any verbal confrontations with the penalized player.

## **APPENDIX D**

### **FIRST AID KIT**

#### Essential Equipment:

Triangular bandages ( 10 - 12 & (4-6))  
Blankets (2)  
Para-medical scissors  
Penlight

#### Essential Materials:

Compression bandage  
Sterile gauze (2"x 2") and (3" x 3")  
Adhesive bandages:  
Fingertips  
Knuckles  
Ribbons  
Regular (different sizes)  
Special (various forms)

Alcohol pads  
Sterile telfa pads (plasticized absorbent pads)  
Bite-stick (tape or plastic covered stick which someone can bite into)

#### Essential Products:

Antiseptic soap  
Antiseptic solution

#### Recommended Equipment:

Plastic bag for ice (snow)  
Towels (2 or 3)  
Elastic bandages (3" & 4" )  
Tweezers

#### Recommended Materials:

Cotton tipped applicators  
Tongue stick

#### Recommended Products:

Vaseline  
Ointments  
First Aid Manual

## APPENDIX E

### DOUBLE OR MULTIPLE TIE-BREAKING SYSTEM

Spirit: To break the equality as soon as possible based on the HIGHEST criteria of the competition.

If there still exists a tie in the standings after having two points for a win and 1 point for a tie, the following procedures shall be taken to break this equality.

**Tie-Breaking:** *(Ice time must be allotted for these situations)*

*The IFBA will be trialing a new format for breaking ties in the final standings after the round robin has been completed.*

**Situation 1:** *2 teams are tied*

*The teams will play an additional 10 minute period at the conclusion of the round robin. Should this game end in a tie, then OT will be play in accordance with the IFBA overtime rules (Rule 53). The team winning this game will be granted the higher standing.*

**Situation 2:** *3 teams are tied*

*The tied teams will play each other in a 10 minute game. The team finishing with the greater number of points based on 2 points for a win will be given the highest standings. Should any game end in a tie then overtime will be played in accordance with the IFBA rules(Rule 53). A random draw will be done by the IFBA Technical director to determine the playing sequence.*

*Should the teams remain tied after the round robin playoff games, then the teams will play each other again in accordance with the IFBA overtime rules(Rule 53). These games will be repeated until the tied is broken. (First goal wins)*

**Situation 3:** *4 teams are tied*

*Same process as Situation 2. Should any teams remain tied after the round robin playoff games, then the tied teams will play an overtime games in accordance with the IFBA overtime rules.(Rule 53) These games will be repeated until the tied is broken. (First goal wins)*

*Following any procedure whatsoever, pass on to procedure 1, if applicable, and so on down the list to break remaining equalities.*

**NOTE:** When breaking three-way ties, use Procedure 2, 3 or 4 to eliminate one of the three teams. Then return to Procedure 1 to break the remaining tie.

#### Procedure 1

The team that has the best points based on two points for a win and 1 point for a tie, considering games between teams implicated in the tie, shall win.

#### Procedure 2

If equality persists, the team that has the greater difference in goals for and against, considering games between team implicated in the tie shall win.

#### Procedure 3

If equality persists, the team that has best marks, based on two points for a win and 1 point for tie, between teams implicated in the equality, in comparison with the highest team in the standing, shall win. If equality still persists, the same shall be made with the second place team in the standings, and so on.

#### Procedure 4

If equality remains after applying procedure 3, a comparison of difference in goals for and against, between teams implicated in the equality, and considering the highest team in the standings, shall determine the winner. If equality still persists, the same comparison shall be made with the second place team in the standings, and so on, if necessary.

#### Procedure 5

If equality remains after applying procedure 4, an additional period of 15 minutes shall be imposed on the teams involved, in order to achieve a final standing.

#### Procedure 6

In the event of a (3) three way tie after the (15) fifteen-minute additional period. The teams involved will play an additional period of (5) five minutes. The goal difference shall be the actual difference in the score. This period is played in the same manner as "REGULAR OVERTIME". (Four (4) players - no goalie)

#### Procedure 7

Should the game remains tied after the additional five (5) minute period. The teams involved will play "SUDDEN DEATH". The game shall end as soon as a goal is scored. This period is played in the same manner as "REGULAR OVERTIME". (Four (4) players - no goalie)

## APPENDIX F - EXAMPLES OF THE BROOMBALL TIE-BREAKING RULE

### RULE 57

#### EXAMPLE #1

- 2 Teams tied after round robin play

Use procedure #1 in the IFBA Rule book. The team winning the game between the teams involved in the tie will assume the higher standing

Team A	6 pt.
Team B	4 pt.
Team C	4 pt.
Team D	0

Team "B" defeats Team "C" by a score of 1 - 0. Team "B" will be awarded 2nd place.

#### EXAMPLE #2

- 3 teams tied with 4 points

Use procedure #3 in the IFBA Rule book. use this procedure to eliminate one (1) of the teams involved in the tie. Then go back to Procedure #1 to break the remaining 2 team tie.

Team A	4 pt.
Team B	4 pt.
Team C	4 pt.
Team D	0

Scores of games were:

A - B 1 - 0      C - A 2 - 0      B - C 3 - 0

All teams defeat Team D

Team A	for/against	=	-1
Team B	for/against	=	+2
Team C	for/against	=	-1

Team "B" will be awarded 1st place.

Team "C" will be awarded 2nd place, because of the win over Team "A".

Team "A" will be awarded 3rd place.

The team achieving the best for/against record will always be awarded the highest position of the team involved in the tie.

Once the 3-way tie is broken, go back to procedure #1. The team winning the game between the remaining two (2) teams will then be awarded the next highest position. In this example Team "C" defeated Team "A" by a score of 2 - 0.

#### EXAMPLE #3

Use procedure #3 of the IFBA rulebook - this procedure will be followed when breaking ties when all 3 teams have equal +/- differences.

Team A	6 pt.
Team B	2 pt.
Team C	2 pt.
Team D	2 pt.

Scores

A - B 1 - 0	B - C 2 - 0
A - C 2 - 0	C - D 2 - 0
A - D 3 - 0	D - B 2 - 0

Team "A" has defeated all Teams  
 All tied teams have a +/- of "0"  
 Using procedure #3 calculate the +/- for each team involved in the tie.

Team "B" has a +/- of -1 against Team "A"  
 Team "C" has a +/- of -2 against Team "A"  
 Team "D" has a +/- of -3 against Team "A"

Team "B" has the lowest +/- difference against Team "A" and is awarded the highest position in the tie breaking system.

Now there is only a 2-team tie, using procedure #1, Team "C" defeats Team "D" in round robin, Team "B" will be awarded 2nd place. Team "C" assumes 3rd place.

**EXAMPLE #4**

Use procedure #5 of the IFBA rulebook - this procedure will be followed when breaking ties, when all 3 teams have equal +/- difference. Team "A" defeats all teams by identical scores.

Team A	8 pt.		
Team B	4 pt.		
Team C	4 pt.		
Team D	4 pt.		
Team E	0 pt.		

A - B 1 - 0	B - C 2 - 0	B - E 1 - 0
A - C 1 - 0	C - D 2 - 0	C - E 2 - 0
A - D 1 - 0	D - B 2 - 0	D - E 1 - 0

All teams defeated by Team "A"  
 All teams defeat Team "E"

Team "C" is awarded the highest position because of the 2-0 wins over Team "E".  
 Team "D" is awarded the next highest position because of the win over Team "B" in round robin.  
 Team "B" will awarded the 4th place position.

**EXAMPLE #5**

Use procedure #5 of the IFBA rulebook - this procedure will be followed when breaking ties, when all 3 teams have equal +/- difference. Team "A" defeats all teams by identical scores.

Team A            10 pt.  
 Team B            6 pt.  
 Team C            6 pt.  
 Team D            6 pt.  
 Team E            2 pt.  
 Team F            0 pt.

A - B 1 - 0            B - C 2 - 0            B - E 1-0            B - F 1-0  
 A - C 1- 0            C - D 2 - 0            C - E 1-0            C - F 2-0  
 A - D 1- 0            D - B 2 - 0            D - E 1-0            D - F 1-0

All teams defeated by Team "A"  
 Teams "B, C & D" defeat Team "E" by identical scores.  
 All teams defeat Team "F".

Teams "C" is awarded the highest position because of the 2-0 win over Team "F".  
 Team "D" is awarded the next highest position because of the win over Team "B" in round robin.  
 Team "B" will awarded the 4th place position.

**EXAMPLE #6**

Use procedure #5 of the IFBA rulebook - this procedure will be followed when breaking ties, when all 3 teams have equal +/- difference. Team "A" defeats all teams by identical scores.

Team A            6 pt.  
 Team B            2 pt.  
 Team C            2 pt.  
 Team D            2 pt.

A - B 1 - 0            B - C 2 - 0  
 A - C 1- 0            C - D 2 - 0  
 A - D 1- 0            D - B 2 - 0

All teams defeated by Team "A"

The 3 teams will play 15-minute mini-games against each other to decide the final standings.

**EXAMPLE #7**

Same as #4, only after the mini-games the teams are still tied, as in example #4. Another round robin will be played between the 3 teams. The periods now will be only 5 minutes in duration.

**EXAMPLE #8**

Same as #4, only after the second set of mini-games, the teams are still tied, as in example #4. The team will play another round robin. Each game will end on the first goal scored.

## APPENDIX G

### SIGNALS

#### ICING

The official situated near the point, from which the ball is shot, shall indicate a possible icing infraction by extending his/her whistle arm above his/her head. When the other official has taken notice of the signal, he shall signal acknowledgment of the signal by extending his/her whistle arm in the direction of the possible icing. (Do not hold the signal while running down the ice) The back referee shall continue to signal icing while the front official runs down the ice in the direction of the ball. When the ball has crossed the goal line and is touched by the non-offending team, the front referee blows his/her whistle and signals by raising his/her whistle hand above his/her head. The back officials signal icing by crossing his/her arms in front of his/her chest.



#### INTERFERENCE

The Official crosses his/her arms, stationary in front of his/her chest.



#### MISCONDUCT

The Official repeatedly touches both hands to his/her hips, and points to the penalized player.

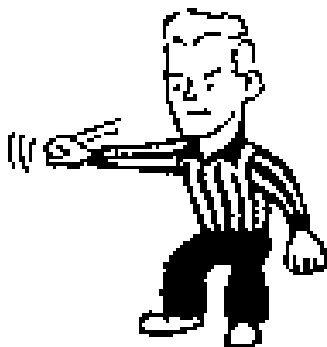


#### CHARGING

The official rotates his/her clenched fists around in front of his/her chest.

**SLASHING**

The official chops his/her forearm lightly with the edge of his/her other hand.



**ROUGHING**

The official clenches his/her fist and extends his/her arm horizontally out in front of his/her body.

**HOLDING**

Well out in front of his/her chest, the official clasps his/her wrist with the opposite hand.

NOTE: The wrist is clasped on the top of the opposite wrist.



**TRIPPING**

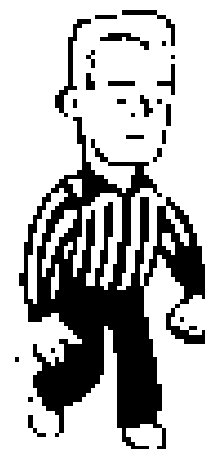
The official extends his/her right leg forward and strikes it lightly on the side with his/her right hand.

NOTE: Both feet should be on the ice when giving this signal.

**OBSTRUCTIVE TRIPPING**

The official simulates a blow behind the knee, with his/her hand.

NOTE: Both feet must be on the ice while giving this signal.



### BOARDING

The official holds his/her hands closed in front of his/her chest and then brings his/her clenched fist to strike the open palm of the other hand.



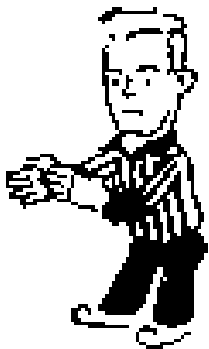
### HIGH BROOM

The official clenches both fists and holds one above the other at his/her forehead level.



### CROSS CHECKING

The moves his/her clenched fists forward and backward in front of his/her chest.

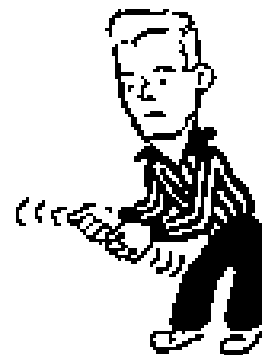


### UNSPORTSMANLIKE CONDUCT

The official forms a sideways " T " by pointing towards the open palm of his/her hand with the fingers of his/her opposite hand.

### HOOKING

The official goes through the motion of pulling something towards the body with both hands and arms.



### DELAYED PENALTY

The official extends his/her " RED-BANDED" arm above his/her head with hand open to signal a delayed penalty, while his/her whistle hand points once or twice in the direction of the faulty player, until a stoppage of play occurs.



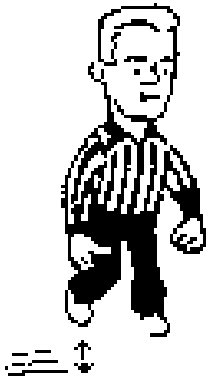
### DELAYING THE GAME

The official will tap his/her shoulders once with his/her hands.



### ELBOWING

The official taps either elbow with the palm of the opposite hand.



### KICKING THE BALL

The official swings the tip of his/her foot forward in a kicking motion.



### KNEEING

With both feet on the ice, the official taps his/her knee with the open palm of his/her hand.

#### BUTT-ENDING

The official creates a cross-motion with his/her arms, moving one under the other. The bottom hand should be a clenched fist while the top hand is open.

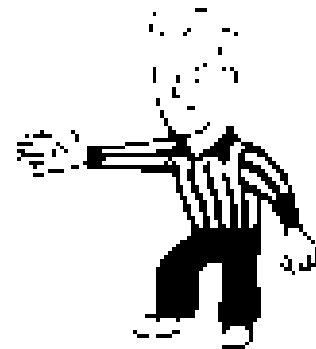


#### CALL FOR TRAINER ASSISTANCE

The official brings his/her wrist together to form a cross above his/her head.

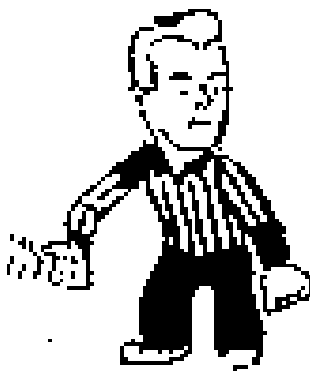
#### AWARDED GOAL

Whistling the official points towards the goal with his/her free hand.



#### HAND PASS

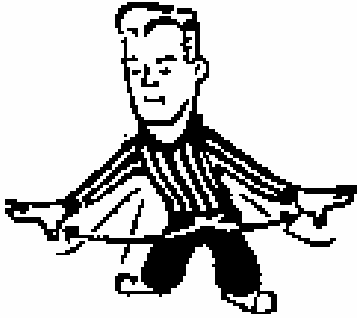
The official moves his/her open hand forward in a pushing manner.



#### SPEARING

The official extends both hands vigorously forward to simulate a jabbing motion.





#### WASH-OUT

The official sweeps both arms horizontally across the front of the body, at shoulder level, palms towards the ice surface:

- a) If the official makes the signal, it indicates that the goal is declined.
- b) If both officials make the signal, it indicates that there is no OFF-SIDE or ICING.

#### DELAYED WHISTLE

The official extends his/her whistle arm above his/her head, fist clenched to stress his/her whistle.



#### CARRYING THE BALL

The official holds one hand, well out in front, while the other holds back the wrist of the other hand.

#### HITTING FROM BEHIND

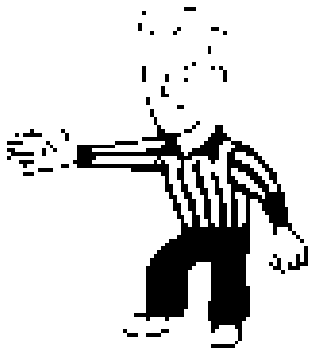
The official uses a pushing motion with both arms fully extended in front of his/her body.

#### MATCH PENALTY

The official pats the top of his/her helmet with an open hand.

#### TIME OUT

The official forms a vertical “T” by pointing towards the open palm of his/her hand with the fingers of his/her opposite hand.



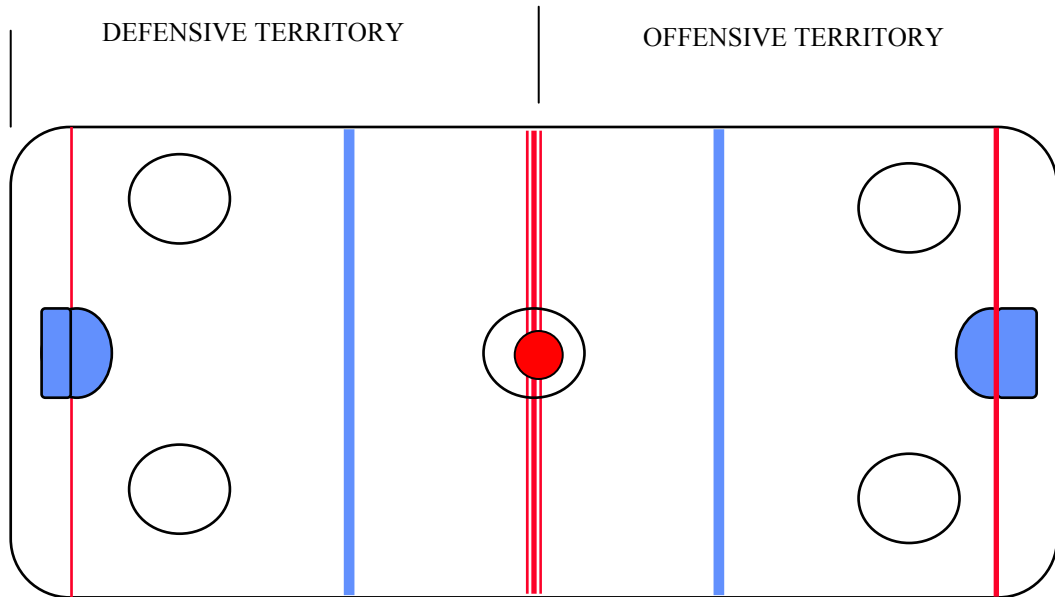
#### PENALTY SHOT

Whistling, the official points towards center ice with his/her armband hand.

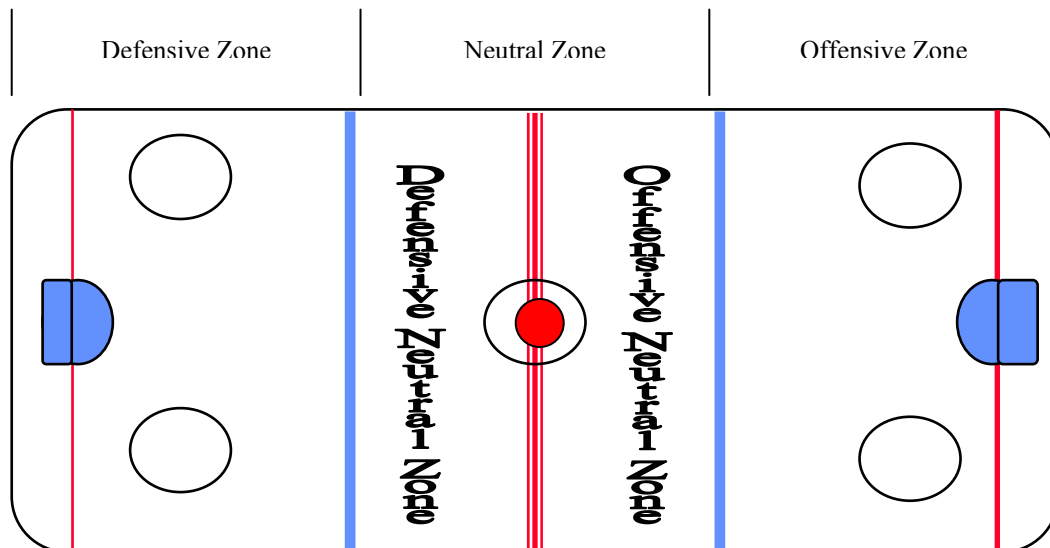
## APPENDIX H

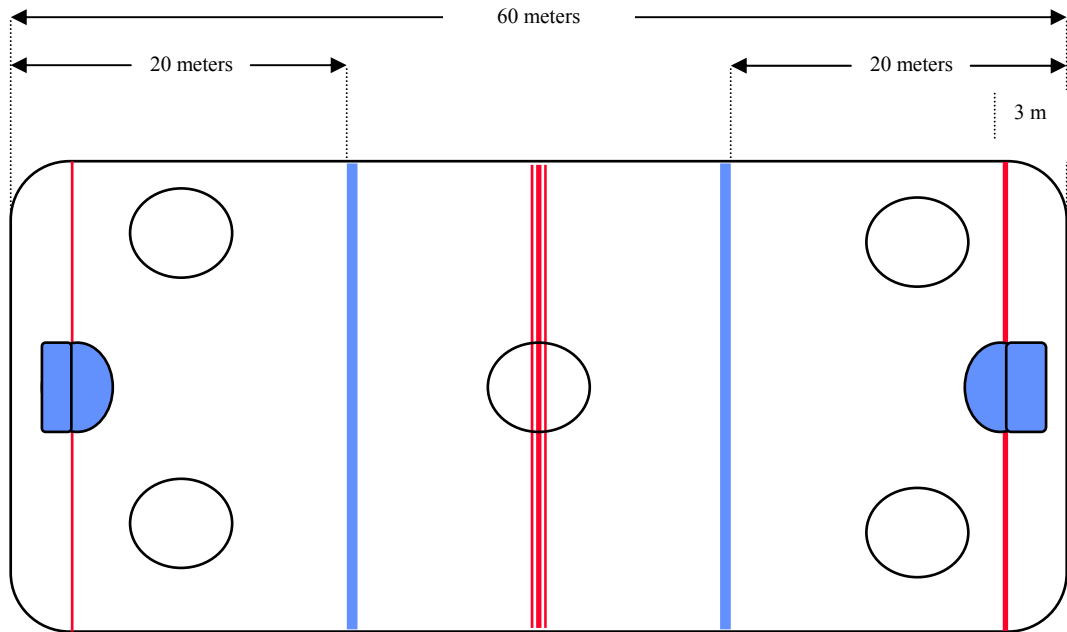
### Rule 4 DIVISION OF THE ICE SURFACE

#### TERRITORIES AND ZONES

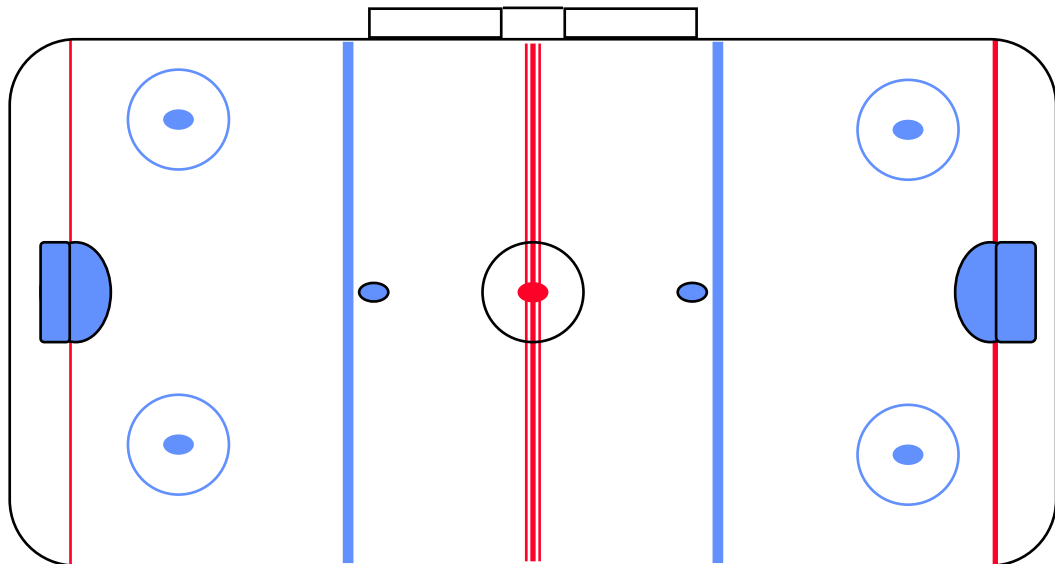


#### DIMENSIONS OF PLAY SURFACE





**FACE OFF LOCATIONS**

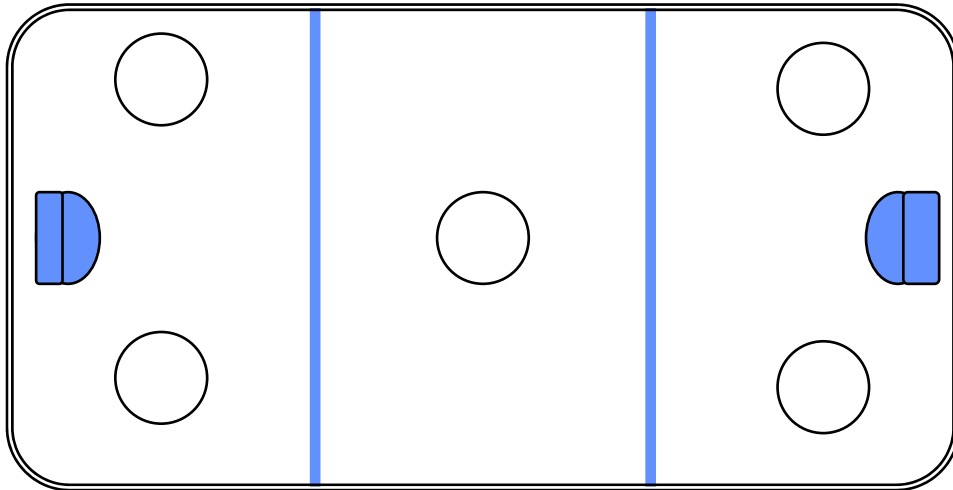


## Appendix J

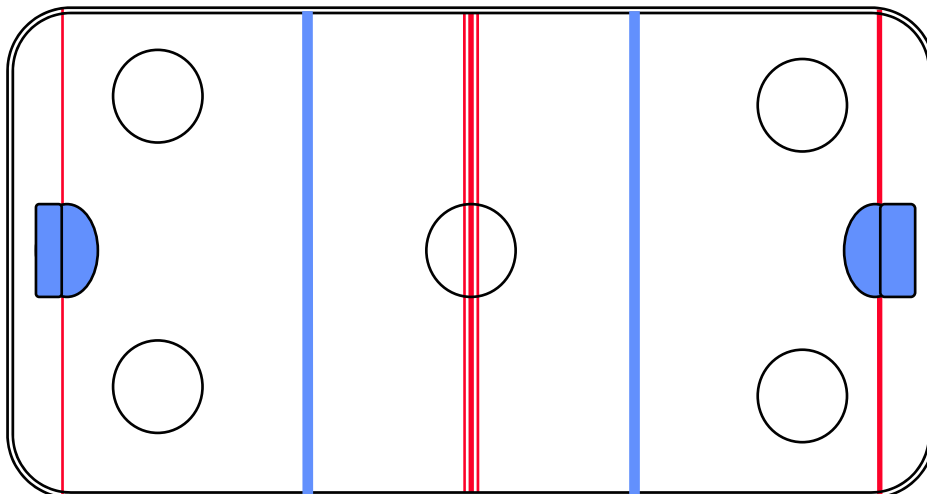
### The Floating Blue Line (Currently not an IFBA authorized rule)

Some members have show on interest in not using the Center Red line as the location for off-sides. This rules has not been adopted by the IFBA, but member are free to modify existing rules for their own leagues.

1. The Center Red will not exist.



2. Off sides will be determined at the defending teams blue line, the attacking team must gain the zone by passing or carrying the ball into the Attacking Zone.



3. Once the Zone has been gained, then the Defensive Neutral Zone becomes part of the Attacking Zone. The defensive team must clear the ball over the center red line to force the attacking team into an off side situation.

# Appendix J

## The Broom

### THE BROOM'S MEASUREMENTS



Minimum 6.5 cm

