



Phone: 473-4330 Fax: 428-8513  
www.syracuse.ny.us/parks

## BROOMBALL LEAGUE RULES 2011-2012

*The League or the City of Syracuse will not be responsible for injuries or property damage to any team players, coaches, or other participants in the Syracuse City Recreation Broomball League. There is no accident or injury insurance provided through the league. It is up to the teams or individual participants to provide their own medical and property insurance.*

### LEAGUE FEES

\* Monies will be deducted from existing treasury.

\$1,083.00	City Ice Rental Fee (ice rental fees increased)
\$75.00	League Money for Balls, Trophies
\$75.00	Performance Bond (Refundable if NO forfeits or Fines unpaid)
\$150.00	*League Liability Insurance
<b>\$1,233.00</b>	<b>TOTAL</b>

### REGISTRATION

- A. Registration will be due on **Friday September 23, 2011 by 4:30pm**, at 412 Spencer St. Syracuse, NY 13204.
- B. \$1,233 CASH, MONEY ORDER OR CORPORATE CHECK, payable to "Recreation Broomball League."
- C. \$15.00 fee assessed for any checks returned for insufficient funds.

**ABSOLUTELY NO TEAM MAY REGISTER WITHOUT PAYMENT OR ROSTER.**

### REFUND POLICY

- A. Teams who officially drop from the league will receive refunds based on the following schedule:

Date Drop By	Refund Total
Friday October 7	Full Refund
Friday October 14	\$1,148.00
After October 14	No Refund

- B. The League will **NOT** make partial refunds to teams that play less than 20 regular season games.
- C. Teams who omit or submit incorrect or illegible information concerning the night they cannot play and subsequently drop from the league after registration will automatically forfeit their entire performance bond.
- D. Performance bond will be returned **ONLY** to teams who have not forfeited 2 or more games. Refunds are mailed back to listed manager after the final game of the playoffs has been played.

## REFEREE FEES

**\$35.00** To be paid to the official scorekeeper before the game can start. The money **MUST** be paid or the game will not be played.

- A. In case of Forfeit, the forfeiting team is responsible for the **FULL** fee which is paid to the referees through the Recreation Office, not by the team at the forfeit. The money is taken out of the forfeiting team's performance bond.

## PLAYER ELIGIBILITY

- A. **RESIDENCY:** All players must be one of the following:
1. A Resident of Onondaga County.
  2. An employee of a business based in Onondaga County.
  3. A student of an acknowledged school or college in Onondaga County.
  4. A Serviceman/woman serving in the Syracuse Area.
- B. **AGE:** All players must be 17 years of age or older.
- C. All players can only play on **ONE** team.

## ROSTER

- A. A **TYPED** roster must be submitted by September 23, 2011.
- B. Maximum number of players allowed is 25.
- C. Manager's and Captain's addresses **MUST** be typed. They must be different addresses, emails and phone numbers.
- D. **No changes in player roster may be made after January 6, 2012.**
- E. Roster adds must be submitted in writing to the Athletic Department 24 hours before the day of the game.
- F. Players are allowed to change teams one time only. A release from the original team must be signed by the team manager and submitted to the Athletic Department.
- G. Anyone playing on two different teams in the league, without properly being released will be suspended from the League and the game he participated in illegally could be forfeited.
- H. Use of ineligible players could result in the game in which he participated to be forfeited. This violation will also subject the player and team Manager to indefinite suspension from the League. Opposing team may question the eligibility of players. Offending team is also subject to be fined up to \$100.00. When the situation arises, protests are to be made at the game and also in writing to the Athletic Department within 48 hours of said game (see Protests page 7).
- I. Once submitted on your original roster, managers cannot be changed **EXCEPT** by written notification with original manager's signature or by direction of the Board of Directors via the appeal process.

## GAME RULES

- A. **GRACE PERIOD:** Grace period is 5 minutes for ALL games.
- B. **PLAYING TIME:** Three 20 minute running time periods unless otherwise stated.
- C. **TEAM CAPTAINS:** Each team shall appoint a Captain and not more than two (2) alternate captains. One of them should be on the ice at all times and only a Captain or Alternate Captain who is on the ice shall have the right of asking the Official any question.
- D. Only two (2) "Team Attendants" will be allowed in the bench area. "Team Attendants" are any non-uniformed people. i.e.: Coaches, manager, trainer, etc.
- E. **DELAY OF GAME:** Too many men on the ice, moving the goal, man in the crease, with less than 3 minutes in the game will result in a Penalty shot.  
(A) A player is not allowed to make a save in the goaltender's crease when any part of his body is in the crease, except if the ball precedes this part of the body in the crease.  
**EXCEPTION:** *A player in his defensive zone is allowed to run through the crease with the ball. Defensive players are allowed to receive a pass while in crease.*
- F. **STOPPAGE OF GAME:** A game stopped for any reason can result in no points to the team(s) causing the stoppage of the game. The team(s) can be suspended from the League for 1 game and forfeit 1 game fee from their performance bond. The team(s) can be placed on probation for the remainder of the season. this can happen to one team or both teams.
- G. **GAME START TIME:** All games start on time. If a team is not at a full 6 players at the time the game starts, then that team must have at least 4 players to start. Teams can now play with 4 or 5 players for the entire game. If a team has less than 6 players on the ice, the 4 goal "Mercy Rule" is in effect after the 1st period. You must have a minimum of 4 players at game time to begin play or it is a forfeit.
- H. **MERCY RULE:** A 4-goal rule is in effect, if a team is ahead by 4 goals or more with 10 minutes or less left in a game, the game is over. If a team has less than 6 players on the ice, the 4 goal rule is in effect **ANY** time during the 2nd and 3rd period.
- I. **CLOCK STOPPAGE:** In the final 3 minutes of the game, if the game is tied or a 1-goal difference, the clock will stop after each whistle.
- J. **TIME- OUTS:** Each team shall be granted 1 time-out per game. This time-out may be called anytime during the game. Any player can call a time-out as long as said player has possession of the ball. The ensuing face-off shall occur at the closest face-off circle where the ball was when play was stopped.
- K. **KICK PASS:** A Player may kick the ball from one player to another player as long as it does not go in goal. A kick pass across the red line is considered legal.
- L. Legal Checking between lines is allowed.
- M. **ILLEGAL BROOM:** Any player discovered using an illegally altered broom will receive a 3-minute minor penalty and the stick will be thrown out.
- N. **TIE BREAKER:** Teams tied for 1st place will play a 1-game tie-breaker at the end of the regulation season. Other ties will be decided by standings, then scores between tied teams for playoff positions.

- O. **CREASE:** If the player in crease scores the goal does not count. Any attacking team with a teammate in the crease will result in a whistle and face-off at center red line.
- P. **ICING:** If the ball crosses over the red line and the defensive team gets to the ball first, a whistle will sound and it will be called icing. If the offensive team gets to the ball first, the game will continue.
- Q. **OFFSIDES:** Offsides has been changed so that the team that is offsides can go back into the attacking zone after all their players have cleared the zone. Player must have control of the ball in order to cross before the ball (at the referees' discretion).
  - NEW RULE:** Ball must be completely over the line/out of the zone to be onsidies.
- R. After a penalty, ball will be dropped deep in the defensive zone of the team who received said penalty. If coincidental penalties on both teams, ball will be dropped at center ice.
- S. **INJURY:** If the clock is stopped due to an injury on the ice, the player **MUST** leave the ice.
  - EXCEPTION:** Goalies may stay on the ice after the clock stops due to injury.

*The League Officer or the Board of Directors will issue a decision on anything that is NOT covered by league rules.*

**PLAYER CONDUCT**

- A. **DRUGS AND ALCOHOL POLICY:** Any player under the influence of alcohol or drugs will be ejected from the game. The player(s) / team will be reported to the League for any further action.
  - 1. There is to be NO SMOKING OR DRINKING in any facilities. This includes the locker rooms and parking lot. Any team found breaking these rules will be subject to fines and/or suspension.
- B. **TRASH:** All teams are required to clean up their bench areas and any mess left in the parking lots after their games.
- C. **UNSPORTSMANLIKE CONDUCT:** Any display of unsportsmanlike conduct while either participating in or attending a game will have that player put on a report to the League Office.
  - 1. **UNSPORTSMANLIKE BEHAVIOR:** Any display of Flagrant Unsportsmanlike behavior while playing or attending a game will subject that player(s) to a suspension and/or fine. Unsportsmanlike conduct will include any verbal or physical abuse directed to another player, fans, officials, or scorekeeper.
- D. **PROFANITY/OBSCENE LANGUAGE:** Will not be allowed by any player or coaches. Any player taunting another player/coach can result in a 3-minute unsportsmanlike penalty is deemed so by the officials.
- E. **PARKING:** Please park legally. Do not park on the grass.
- F. **FANS:** Teams are responsible for the actions of their fans while in the Facility. Unsportsmanlike actions by those teams' spectators can subject that team to disciplinary action by the League Office. All fans must stay in the assigned areas.
- G. **CHILDREN:** Children must remain seated on the bleachers and at NO TIME are allowed on the ICE or the player's bench. Teams can be fined if this rule is not followed.
- H. **RESTITUTION:** Any participant who intentionally or willfully causes damage to any City Rec Facility will be fined the cost of repairs (material and labor). These monies must be paid prior to participant reentering the facility. Fines will be deducted from team performance bond if player refuses to pay the fine.

## PENALTIES/ SUSPENSIONS

- A. **PENALTIES:** Minor penalties are 3 minutes time served or 5 minutes if a Major penalty.
- B. **SUSPENDED PLAYERS:** Suspended player(s) are not allowed to sit on his bench while he is suspended. If the suspended player(s) is/are watching his or any other team play and he is abusive towards any player(s), officials(s), scorekeeper or fan he can receive additional suspension or be dropped from the league.
- C. **FINES:** All the player(s) fines must be paid by Check, Cash, or Money Order at: The Syracuse Parks & Rec Office within 7 days from the day that the team manager was notified. If the fine is not paid, then that player will be suspended from the league. The due date for fines will always be on the weekly league standings, which are sent out to the team manager and captain.
1. Any player(s) or team(s) who didn't pay their fine by the DUE DATE and are no longer playing or the team is no longer in the league will have the fine deducted from their performance bond at the end of the season and that player(s) or team(s) will be subjected to possible further suspension from the league as determined by the Board of Directors.

D. **PENALTIES:**

*Minor Penalties*

**First Infraction:** When a player receives **3 contact or unsportsmanlike penalties** in a regular season game, player is immediately ejected from the game and suspended for **1 regular season game**.

**Second Infraction:** If said player receives **3 contact or unsportsmanlike penalties** in a second game, player is immediately ejected from the game, suspended for **3 regular season games and placed on probation**.

**Third Infraction:** If said player receives **3 contact or unsportsmanlike penalties** in a third game, *player is suspended indefinitely from the league*.

*Major Penalties*

**First Infraction:** When a player receives **2 Major penalties** in a regular season game, player is immediately ejected from the game and suspended for **1 regular season game**.

**Second Infraction:** If said player receives **2 Major penalties** in a second game, player is immediately ejected from the game, suspended for **3 regular season games and placed on probation**.

**Third Infraction:** If said player receives **2 Major penalties** in a third game, *player is suspended indefinitely from the league*.

**\*\* 3 Contact or unsportsmanlike penalties and 2 Major penalties are interchangeable. \*\***

- E. If suspension involves playoff games, said player shall sit no more than 1 playoff game and be placed on probation. The second time that player gets 3 penalties in any game, he is suspended indefinitely from the league.
- F. Any injuries resulting from a check from behind will be given a fine and 5 games suspension. Said player will also be put on probation for the remainder of the season.

Any game that is a forfeit or called due to weather does not count as a game played towards a player suspension.

**\*\*3 additional games will be assessed to any player(s) in violation of a suspension.\*\***

- G. **HIGH STICK RULE:** Striking the ball above the normal height of shoulders with the stick is prohibited. When this occurs, there shall be a whistle and a face off will be held deep in the defending zone of the team causing the stoppage.

**EXCEPTION:** If any player from the defending team strikes it above the shoulders and the ball goes in his goal- GOAL IS ALLOWED.

- H. **CROSS-CHECKING:** Any cross-checking to the back, shoulder or neck with the attempt to injure will be a 3-minute Minor or 5-minute Major Penalty and that player will be placed on report for review to determine if any further action is needed.
- I. **VERBAL ABUSE:** Verbal abuse of an official, scorekeeper, players, and/or fans during the game will result in a 3-minute minor, 10-minute misconduct and/or a game misconduct depending on the severity of the infraction. Any player(s) who is turned in or written up for verbal abuse during or after a game will be fined \$15.00 for the 1st offense and possible suspension. 2nd offense will result in a \$25.00 fine and suspension.
- J. **MATCH PENALTY:** A match penalty for any offense will also carry a 5-minute penalty that must be served by another player. A player getting a match penalty will be ejected for that game. The player could also be suspended longer.
- K. **SLASHING:** Slashing is a 5-minute Major penalty. Two slashing penalties in a game by the same player will result in a \$10.00 fine and that player will be on report to the League Office for possible suspension. If a player is written up again for getting two slashing penalties in a game, then that player could be subject to further suspension by the League Office.
- L. **BUTT ENDING:** Butt ending will be an "Intent to Injure" Match Penalty. That player will be placed on report to League Office for any further action.
- M. **GOALIE:** The goalie will serve his own penalty, when the penalty has been served the goalie can return to the ice as a player, BUT can only return to the goal on a stoppage of play.
- N. **BROOM:** Throwing a broom from inside the rink to outside the rink, or throwing a broom within the rink will carry a game misconduct penalty for that game. Also, possibly 3 games suspension upon review of the official report by the League Office. If the official feels that the broom has been moved from one area to another for the purpose of safety by a player then the penalty may be waved off. No player can kick, throw, hand, or push a broom towards a player who has dropped his broom. If a player does, the a 3-minute minor penalty will be called. The ONLY player that can be handed a broom is the goaltender. The broom must only be handed to him. Also be aware that you cannot throw a broom from the bench area to the ice or vice versa. This is a 3-minute penalty. **No player can have 2 sticks in their hand at any time.**
- O. **CHECKING FROM BEHIND:** Is a 3-minute Minor penalty; however if the officials feel that it was too aggressive then a 5-minute Major penalty will be called. Can also be considered a Match penalty if injury occurs.
- P. **PENALTIES IN PLAYOFFS:** Any player in the playoffs that receive a game misconduct will automatically be suspended for 2 playoff games. If it is the team's last game then his case will be brought before the Board of Directors before the next season begins. Displays of Flagrant unsportsmanlike conduct may subject player to additional suspension.
- Q. **BOARDING:** Any excessive force into the boards is boarding when ball is not played. Can result in a 3-minute Minor or 5-minute Major or a Match Penalty if player is injured.
- R. **CLIPPING:** If you leave your feet and make contact with player and take out their legs while they have the ball can result in a 3-minute Minor, 5-minute Major, or Match Penalty. If you leave your feet and take out other player from behind, regardless of you get the ball, it is considered clipping.
- S. **CHARGING:** Is more than three steps, can result in 3-minute Minor, 5-minute Major, or Match Penalty.
- T. **FACE MASK:** Any player that grabs an opponents' face mask will be given a 5-minute major and a game misconduct. Any player that rips off an opponents' helmet off will be issued a 5-minute major and a double game misconduct.
- U. Any player that gets injured by attempt to injure can be given a Match penalty at the Referee's discretion.

- V. **FIGHTING:** A player is automatically suspended from the league for 5 games for fighting and fined \$25.00 and placed on probation for the remainder of the season. Also, if reported by the officials, that a player is deemed to be the aggressor or instigator of the fight, then that player can be suspended for more games.

**FISTICUFFS (Fighting):** When, at the discretion of the referee, a player throws one or more punches at another player, this will be considered fighting. For clarification, fighting will be assessed solely at the discretion of the referee.

**If clock stops due to injury, player MUST leave the ice.**

## PLAYOFFS

- A. **PLAYOFF GAMES ENDING IN A TIE:** Will be decided by one 10-minute 4 on 4 with goalies SUDDEN DEATH overtime period with running time. If the game is still tied, a 10-minute 3 on 3 with goalies will be played with SUDDEN DEATH to determine a winner. The clock will be running time for all overtime periods except the last 3 minutes; clock will stop after every whistle. If a penalty occurs during the overtime, the player that received the penalty will serve time in the box. Both teams will then add a player to the ice. **There are NO timeouts in overtime.** There must always be at least 3 players per team on the ice and no more than 5 players per team on the ice at any one time. Any penalty that has occurred in either regulation or overtime must still be served in the overtime.
- B. Players must actually play in at least three (3) regular season games to be eligible for post season playoffs. Forfeits DO NOT count towards games played (for either team). Players can play on only ONE team.
- C. **PENALTIES IN PLAYOFFS:** Any player in the playoffs that receive a game misconduct will automatically be suspended for 2 playoff games. If it is the team's last game then his case will be brought before the Board of Directors before the next season begins. Displays of Flagrant unsportsmanlike conduct may subject player to additional suspension.

## FORFEITS

- A. **FORFEITS:** Any team that forfeits a game during the playoffs will be dropped from the league and could be denied entry into the League next year.
- B. **PERFORMANCE BOND:** If a team forfeits, they must replenish their forfeit bond before their next game in order to stay in the league. If a team fails to replenish their bond they will be dropped from the league.

## PROTEST PROCEDURE

- A. **PROTESTS:** Must be made in accordance with the official League Broomball rules.
- B. All protests must be lodged during the game and filed in writing with a \$25.00 Money Order to the: Parks and Rec. Dept. Broomball League between 9:00am and 5:00pm within 24 hours of protested game. If the protest is valid, the \$25.00 fee will be refunded. All parties involved will meet face-to-face.
- C. Ineligible player (roster) must be protested before or during the game (not after).

- D. Use of ineligible players could result in the game in which he/she participated forfeited. This violation will also subject team to indefinitely suspension PER PLAYER from ALL recreation activities and leagues. ONLY opposing team may lodge a protest.
- E. A formal protest should contain the following information:
1. Date, time and place of the game.
  2. Names of the Officials and scorekeepers.
  3. The rule and section of the official rules or local league adopted general rule under which the protest is being filed.
  4. All essential facts involved in the matter of protest.
  5. Copy of the book or League rule.
- F. Highly technical protests and those which did not have any effect on the final result should be discouraged or disallowed.

## UNIFORM RULE

- A. Teams must have all players with the same color jersey with a number on the back and right sleeve.
- B. Team Captain and Alternate shall be noted with a "C" or "A" on the front of their jersey.
- C. **UNIFORMS:** If both teams scheduled to play have similar colored uniforms then a coin toss will determine which team will wear pinnies.
- D. Referees have the right to disallow any questionable garments.
- E. No tape can be used to represent a number, captain or alternate.
- F. No duplicate jersey numbers can be used.

## EQUIPMENT

- A. **HELMET:** It is mandatory that all players wear a hockey or lacrosse helmet with a full-face cage.
- B. **CHIN STRAP:** MUST be snapped or risk delay of game penalty. Straps must connect both sides (no shoelaces). First warning will warrant player to bench. Second warning will result in a minor penalty.
- C. **FOOTWEAR:** Footgear must be regulation Broomball shoes and are mandatory that they be worn. Any broomball shoe that is treated to provide greater traction will result in that player being ejected from that game and reported to the League Office for any further action. Normal street footwear will not be allowed.
- D. **PROTECTIVE GEAR:** All protective equipment except gloves and headgear must be worn entirely under the uniform.
- E. **NO SHOULDER PADS ALLOWED.**
- F. **BROOM:** The broom will consist of a rounded Wooden/ Aluminum 1 1/8" in diameter. It must not measure more than 53" lengthwise, from the tip of the broom to the end of the handle. The broom itself must not exceed 9" in height from the handle to the top of the broom. the maximum width is 5". The minimum is 4".

## STANDINGS

- A. If a team notices incorrect standings they should contact the Main Office (473-4330 ext 3002) and leave a message as soon as possible to avoid confusion. Teams should not base playing strategy on published standings due to occasional inaccuracies.

WIN	=	2 POINTS
TIE	=	1 POINT
LOSS	=	0 POINTS

## ROSTER

**ALL ROSTERS MUST BE TYPED. NO EXCEPTIONS.**

You can find a roster to type in on the website:  
[www.syracuse.ny.us/parks](http://www.syracuse.ny.us/parks)