

Broomball Review Sheet

Concept – Broomball is played in a very similar manner as hockey.

The object of the game is to work with your teammates to score more goals than your opponent.

General Rules of Play

- Players must play the ball, and not the body, at all times. **THERE IS ABSOLUTELY NO CHECKING!** The penalty is an ejection from play.
- Play begins with a face-off at center ice with players in their defensive zone. A face-off at center ice also occurs after a goal is scored. Any face-off requires all players not involved to be at least six (6) feet from the face-off spot.
- The ball must be passed from player to player using the stick. There is **NO KICKING**. If kicked a penalty will be assessed.
- To score, ball must be hit with the broomball stick into the goal. No goal for a ball diverted into the goal by an offensive player's foot. Deflection off of a defensive player into the goal is good. The entire ball must cross goal line.
- Players may catch the ball or knock it down to play it but they may not direct it toward another player. No hand passes are allowed
- A broom may never be swung above waist height. This results in a minor violation and a 2-minute minor penalty. A second infraction will result in a 5-minute major penalty (Player does not re-enter if a power play goal is scored). Third infraction will result in a game misconduct and player will be ejected from game.
- A ball knocked out of play will be put back in play with a face-off.
- Goalies must stay in the crease at all times.

Terminology

- Power play – when one team has a numerical advantage due to opposing player(s) serving a penalty.
- Power play goal – when a team scores a goal with a power play advantage.

- Short-handed goal – when a team scores a goal while opposing team has power play.
- Penalty – when a player commits a foul and must sit out for a period of time.
- High stick - when the head (or broom) of the stick goes above the waist.
- Tripping – using foot or stick to trip opponent.
- Hooking – using stick to pull or hold opponent.
- Holding – using hand or arm to hold opponent.
- Kicking – playing ball with foot.
- Roughing – the use of excessive body force against opponent.
- Checking – throwing body against opponent
- Slashing – swinging stick to hit opponent or opponents stick
- Freezing – stopping play by prohibiting movement of ball either with foot or stick.
- Minor penalty – a penalty lasting 2 minutes. Player may re-enter if opposing team scores a goal.
- Major penalty – a penalty lasting 5 minutes. Player may not re-enter if opposing team scores a goal.
- Game misconduct – occurs when a player commits numerous and/or flagrant fouls and is ejected from the game.
- Penalty Shot – a one on one shot awarded when a distinct break away opportunity is foiled by a penalty
- Clear – when a team sends the ball out of their defensive zone.
- Face-off – when the referee drops the ball between two opponents. Used to re-start play after a stoppage

Penalties

- High stick – 1st offense – 2 min minor
- 2nd offense – 5 min. major
- 3rd offense – Game misconduct

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| Kicking - | 1 st & 2 nd offense – 2 min minor 3 rd and up – Referee discretion |
| Holding - | 1 st and 2 nd offense – 2 min minor 3 rd and up – Referee discretion |
| Tripping - | 1 st offense – 2 min minor 2 nd offense – 5 min. major 3 rd offense – Game misconduct |
| Roughing - | 1 st offense – 2 min minor 2 nd offense – 5 min. major 3 rd offense – Game misconduct |
| Slashing - | 1 st offense – 2 min minor 2 nd offense – 5 min. major 3 rd offense – Game misconduct |
| Hooking - | 1 st offense – 2 min minor 2 nd offense – 5 min. major 3 rd offense – Game misconduct |
| Freezing - | 1 st & 2 nd offense – 2 min minor 3 rd and up – Referee discretion |

Types of pass

Punch Pass – ball is “punched” using very little backswing and limited follow through. This pass is used to make a quick pass to teammate or as a method of shooting.

Sweep Pass – ball is “swept” or pushed using no backswing and limited follow through. This pass is used to pass ball to teammate.

Chip Pass – ball is struck on the bottom portion causing lift. Moderate backswing and follow through but stick must always stay below waist. This pass is used to cross ball or get it over opponents head. It can be used as a method of clearing ball out of defensive zone.