

2026-2027 Broom Hockey Rules Summary

All rules not mentioned in the packet will be governed by the USA Broomball rules.

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Uniform

- All players on a team (except for the goalie) must wear matching jerseys.
 - Players **are not allowed** to wear other jerseys that were provided for another sport.
- Loose-fitting wind/athletic pants or loose-fitting/knee-length shorts are allowed.
- At minimum, any participants shorts must be loose-fitting and able to reach the top of the kneecap while they are idle or standing.
 - Shorts **are not allowed** to be modified by having the band rolled up or legs tucked in.
- The goalkeeper does not have to wear a uniform.
- If a jersey or shorts given by the Collegian Sports department cannot be worn due to not meeting the dress code outlined by the [Student Handbook](#), the player can wear their own shirt or shorts that meet the dress code and that matches the team's uniforms as much as possible.

Equipment

- A regulation ball will be used as provided by the Collegian Sports Department.
- Equipment representing possible hazards to participants will not be permitted.
 - NO hats, jewelry, exposed metal or hard, unyielding plastic on braces, casts, etc. will be allowed. Only medical alert bracelets are permitted and must be taped to the wrist.
 - For piercings that cannot be easily removed, a clear, pliable, narrow plastic stem may be used to keep the hole from closing. However, this must be approved by the referee and deemed not dangerous to other players.
- Players must wear athletic-type shoes that cover the foot completely. Ice spikes, ice cleats, or ice studs **are not allowed**.
 - The officials and supervisors on duty have the authority to disallow any uniform, equipment, or shoe that they believe could endanger the person wearing the shoe or his opponents.

Team Composition

- Games are 6-on-6 (5 + goalkeeper) and must have a minimum of 5 players (4 + goalkeeper) to start a game. Game time is forfeit time.
- If the number of players is reduced to fewer than 5 during the game, the game may continue if the official believes the team has a chance of winning.
- Team rosters may include a minimum of 8 players and a maximum of 13. A player must be added to both electronic and paper team rosters before they are eligible to participate. Collegian athletic directors are responsible for keeping their collegian's electronic and paper team rosters current.

Collegian Sports:

Student Activities Office, AC-1
850-478-8496, ext. 2740

Game Line:

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Safety

- Any player visibly bleeding must leave the field and may return with the official's permission after the wound is cleaned and bandaged; clothing must be changed before a player may reenter the match if blood is visible and/or present.
- If in the opinion of the official, a player is exhibiting symptoms/signs or behavior consistent with an "apparent concussion," that player will be removed to seek medical attention and may not return to play until cleared by an appropriate healthcare professional.
 - A written medical clearance must be submitted to the Student Activities Office **before** the participant may resume participation in any Collegian Sports competition.

Game Format

- Games consist of two 10-minute halves (running clock) with a 2-minute halftime. Teams will shoot opposite their bench for the 1st period and will switch sides at the end of the 1st period (team benches do not switch). Officials will keep the time on the scoreboard in the ice rink.
- Championship Games:** games consist of two 10-minute halves (2-minute halftime). The clock will be stopped on all dead balls.
- Each team is permitted one 1-minute timeout per half and overtime period. Timeouts can only be called by the playing captain if:
 - His team has possession of the ball
 - Officials have stopped play
- Regular season games that are tied at the end of regulation will end in a tie. Playoff games that end in a tie will be determined by a "golden goal" overtime (OT) period lasting up to 5 minutes. If the match is still tied at the end of the OT period, players currently on the ice will take a penalty shot (5 penalty shots in all). If the match remains tied after the 5 penalty shots, sudden death penalty shots will be used.
- Mercy Rule:** If a team is 7 or more goals ahead with 5 or fewer minutes remaining in the 2nd half, the mercy rule will take effect.

Game Procedures

Face-off

- A face-off takes place at:

Center Ice

Beginning of each half or overtime
Beginning of overtime

Nearest face-off location

Ball leaves the playing area
Stagnant ball occupied by opposing players

- The position of subsequent face-offs is determined by the official.
- Two opposing players face off to put the ball into play. All other players must be in their defensive zone and no closer than 3 feet.

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- Players may move after the official's whistle during the face-off.
- Players are not to touch the ball until after the ball contacts the ice.

Substitutions:

Players may sub during live ball situations, provided the following conditions are met:

- Players leaving the ice must exit at the same place (team bench) from which the substitute is entering the ice.
- Players entering the game must wait until the player leaving the floor is completely off the ice before entering the playing area.
- Players entering the ice after an expired penalty may not participate in play until after touching the centerline.

Penalty: *Indirect shot awarded to the opponent at the spot of the infraction.*

- Goalies must notify the official when substituting and may only sub between periods unless the goalie is ejected or suffers an injury.
- In the last 2 minutes, if a team is down 2 or fewer goals, the goalie may be pulled. However, the substitute loses all rights of the goalie. If the goalie is pulled, the team loses all rights to having a goalie.

Goalie regulations

- Goalies may use a broom, but a broom is not required. If a broom is used, the goalie must always maintain possession of the broom.
- Goalies may use their hands and may catch and/or freeze the ball if some part of their body is in the crease. *If the goalie is completely out of the crease and the ball is frozen, an indirect shot is awarded to the opponent at the spot of the infraction.*
- Goalies have 3 seconds from time of possession to releasing the ball.

Penalty: *Face-off in that zone.*

- When the goalie throws, rolls, or kicks the ball, a teammate must contact it before the ball crosses the center line. If the ball crosses the center line without the goalie's team contacting the ball, the opposing team must be the first to gain possession and control of the ball.

Penalty: *The play will be called dead, and the ball is given to the opposing team's goalie.*

Note: Goalies may use their sticks to pass/shoot the ball without breaking this rule.

- Goalies may not:
 - Cross over the center line
 - High stick when shooting or passing the ball
- Goalies must wear the helmet provided by the Collegian Sports Department. There is optional equipment at the ice rink for goalies to use. Goalies are allowed to wear hockey shin pads, a goalie glove, and/or baseball mitt.

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Goals

- A goal is scored when the ball wholly passes over the goal line, between the goal posts, and under the crossbar.
- If the ball was last touched by a defending player, the goal is allowed regardless of the way it entered.
- No offensive player can:
 - Stand or stay in the goal crease when the ball is outside the crease
 - Be in the crease when a goal is scored by a teammate who is outside the crease

Note: An attacking player may be in the crease when the ball is in the crease or he himself is in possession of the ball.

Penalty shots

- Shootouts and penalty shots will be taken from 15 feet in front of the goal line with all players behind and away from the shooter except the goalie.
- At the official's signal, the shooter may dribble the ball as close to the goal as he wishes and take the shot. A shootout or penalty shot may be taken only once by the shooter – no rebounds.
- There is no faking allowed in shootouts or penalty shots. If done, the goal will not count and no retry is awarded.
- High-sticking is not allowed. If in violation, the shot is no good and no retry is given.
- The goalie must remain on the goal line until the ball is touched. Once touched, the goalie may move but must remain in contact with the crease. If the goalie remains in contact with the crease, he may trap the ball before the shot is taken.
- The goalie may not throw his stick or glove. A goal will be scored if the goalie is in violation whether or not the shot is good.
- If, during a penalty shot, any player on the opposing team causes a distraction or interference, a 2nd penalty shot attempt will be awarded (provided the first attempt was unsuccessful) and a misconduct penalty will be given.
- If a penalty shot is awarded during the game, the following provisions apply:
 - If a goal is scored, play will resume with a face-off at center ice.
 - If the shot is unsuccessful, there will be a face-off at the nearest face-off location.
 - The fouled player must take the penalty shot unless he is physically incapable of doing so. In such a case, the captain will choose from a participating player on the ice. If the goalie is fouled, he will choose a player currently on the ice to take the penalty shot in his place.

General rules

- Players may *not* carry or “bobble” the ball with their stick. (Bobble = to bounce the ball more than once.)

Penalty: *Indirect shot awarded to the opponent at the spot of the infraction.*

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- Players may use their hands and/or feet to stop and control the ball but *cannot* kick, push, throw, or bat the ball to a teammate. *(If a player's foot is stationary, no penalty for kicking will be assessed.)* Players may *not* advance the ball to themselves with their feet or hands. Players may only stop the ball or drop it to themselves.

Penalty: Minor penalty assessed.

- **There is NO checking or body contact.** Any excessive contact to an opponent using the body or stick will result in a penalty shot.
 - Players cannot use excessive body contact to gain a competitive advantage.
 - Player may, at the officials' discretion, be warned and/or ejected for excessive physical contact.
 - Any player playing in a dangerous or reckless manner will be warned, penalized, and/or ejected.
- Sticks should always be kept below the level of the goal crossbar. There is *no* high-sticking at any time during play. This includes penalty shots and passing/shooting from the sidelines. Goalies are also required to adhere to this rule and will be penalized if they raise their stick above the crossbar.

Penalty: Minor penalty assessed.

- Players may *not* intentionally slide. Players that, in the officials' judgment, slide will be assessed a warning. Players that slide a second time will be ejected from the contest.
- There is NO offsides or icing in broom hockey.

Penalties

- If a player receives both a minor and major penalty, the player will serve the major penalty first and then the minor.

Minor penalties

(1 minute off ice for offending player, no substitution) *An indirect shot will be awarded to the opponent at the spot of the infraction.*

Note: Two minor penalties of the same infraction become a major penalty. If a third minor penalty of the same infraction occurs, a misconduct penalty will be applied (applies only to same game).

- High sticking/slashing
- Tripping/pushing
- Kicking/passing the ball
- Use of illegal equipment
- Charging/elbowing
- Too many players on the ice
- Intentionally causing the ball to leave the rink
- Intentionally displacing the goal cage
- Stalling or purposeful delay of the game
- Intentionally sliding to play the ball

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Major penalties

(2 minutes off ice for offending player, no substitution) *The fouled player is awarded a penalty shot.*

Note: Two major penalties = ejection.

- Flagrant and/or repeated personal fouls
- Cross/body checking
- Body checking or otherwise interfering with the goalkeeper (Goalie will choose which player currently on the ice to take the penalty shot in his place.)
- Throwing the broom

Misconduct penalties

(Ejection, a player may sub in for a player who has been ejected) *A Face-off will occur at the team's goal that committed the infraction.*

- Wearing of illegal equipment (on 2nd offense after warning is issued)
- Any foul which causes injury, or which is intended to do so
- Throwing a broom or other piece of equipment. If it interferes with an attempt to score, a penalty shot will also be awarded.
- Showing of disrespect toward an official
- Use of foul or abusive language or gestures

Game Cancellations

- A game may be canceled at any point due to inclement weather.
- If a game is canceled and the 1st half is complete, it is considered a complete game. The score will stand as it was at the end of the 1st half. (Example: If it rains at halftime or in the middle of the 2nd half, the game stands as complete and the score remains as it was when the game was stopped.)
- If a game is canceled and the 1st half is not complete, the game will be rescheduled. The rescheduled game will begin where the canceled game stopped (i.e., time remaining, score, possession of the ball, etc.) (Example: If it rains at the 20:55 mark of the 1st half with the score of 1-2 in Team B's favor, and Team B has possession of the ball, the game will resume at the rescheduled date with the score of 1 – 2, a time of 20:55 in the 1st half, and the team in possession of the ball [Team B kickoff] as it was when it was rained out.)
- If possible, games that are canceled prior to being played due to weather or poor playing conditions will be rescheduled. Please check [game schedule](#) for exact game times, dates, and locations.

Teams will meet for prayer on the field 1 minute before the start of each game. The captain of the *home* team prays.

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