



MIDLAND CIVIC ARENA

405 FAST ICE DRIVE

MIDLAND, MI 48642

(989) 495-0610

www.midlandcivicarena.com

2011 CO-ED BROOMBALL LEAGUES

ARTICLE I – PURPOSE

The Midland Civic Arena Broomball League is intended to provide recreational broomball for teams with individuals of high school age and older. The leagues may be separated into different skill levels to provide opportunities for beginning and experienced players.

ARTICLE II – PLAYER ELIGIBILITY AND REGISTRATION

Section A – Player Eligibility

1. Players must be in High School by the first night of play to participate in the High School Broomball League.
2. Payers must be 18 or older to participate in the 18 & Over division.
3. Players must be 30 before first night of play to be eligible for the 30 & Over division (if applicable).
4. Players are allowed on one roster per age division (High School, Adult & 30+). This includes substitutes.

Section B – Player Registration

1. A player registration form with waiver must be filled out prior to playing.
2. Players under the age of 18 must also have their parent/guardian's signature on the waiver.
3. Once a player is registered, there will be no refund.

ARTICLE III – TEAMS AND TEAM ROSTERS

Section A – Team Classification

1. The league will be divided into the following classifications: Co-ed High School & Co-ed Adult
2. Leagues may be split into competitive and recreational divisions, and grow to include Men's, Women's and 30 & Over
3. The MCA reserves the right to move teams among divisions.

Section B – Team Registration and Fees

1. Teams must register before a specified deadline. When registering, a specified deposit amount is required.
2. All team fees are due before the first game.
3. Once a team is registered, there will be no refunds.

Section C – Team Rosters

1. A maximum of eighteen (18) players are allowed on the team's roster. This includes substitute players.
2. A player is considered to be on the team roster when the registration form is turned in.
3. Players are allowed on one roster per age division (High School, 18+ & 30+). This includes substitutes.
4. A roster of names must be turned into the office before the first game of the season.
5. All rosters will be frozen as of the half way point of the regular season.
6. Players must sign in before each game in the lobby. This will be used as a check on the number of games played by each individual. Signatures that the arena staff determines to be "forged" will not count towards their total.

Section D – Policing of Rosters

Policing of team rosters and detection of illegal players is primarily the responsibility of the individual teams. The League may, however, declare a game a forfeit including, but not limited to the following circumstances:

- The name of an illegal (non-roster) player, defined as any player who does not have complete paperwork on file, appears on the score sheet;
 - A suspended player dresses while under suspension (such incidents will incur greater disciplinary action against said player and team manager);
 - League or game officials recognize an illegal player on the ice.
 - The number of players dressed for any game is more than the number of players listed on the score sheet.
1. In cases where a player's identity is in question, the protesting team has the right to require that said player produce a valid photo I.D. Any player unable to produce valid I.D. will automatically be declared illegal, unless a league or game official is

present who can vouch for his identity. In the absence of any such verification, the game will end immediately with a forfeit declared for the protesting team.

2. If the player's I.D. is verified to the satisfaction of the league and/or game officials, the game officials will indicate this on the back of the score sheet and the game will continue. The team registering the protest will be assessed a delay of game penalty.
3. Should a protest occur, the league will follow up by contacting the managers of both teams regarding appropriate action. Both the offending player and the team representative could be held responsible when an illegal player is discovered to have dressed and/or played.

Section E – Team Representatives

1. Each team will designate a team representative and alternate to represent the team at the annual meeting or any other business that concerns the team.
2. Both representatives may attend any meeting but each team has only one vote.

Section F – Team Colors

1. Each team is eligible to choose their jersey colors.
2. Each player must wear the same color jersey as his or her respective team. If a player(s) does not have one, the opposing team rep and the officials must OK it.
3. An alternate jersey color with a number is required in the case of two teams with similar colors.
4. The home team has their choice of jersey color. If the visiting team does not wear another color and the home team protests the game (before it starts), the visiting team will forfeit.

ARTICLE IV – EQUIPMENT

1. Skates are not allowed in Broomball. Any type of shoes with rubber soles, except those with cleats or alterations/additions to the sole, may be worn. Broomball shoes are not allowed for the winter 2011 season. No alterations may be made to the bottom of any shoes.
2. Brooms and balls will initially be provided by the league.
3. Many different types of broomball sticks exist. The shaft of the broom must be wood, aluminum or graphite composite only. The head of the broom must be between 7-9 inches in height (from the handle attachment to the tip of the broom). The width of the head must be between 4-6 inches, with the tip, or base of the broom, being no less than 2½ inches. Tape may not cover up a cracked stick. Any bent or cracked shaft could be found unsafe and removed from the game by the referee. The stick must be less than 54” in total height and have no exposed screws on the broom head or the shaft.
4. All players must wear helmets that protect the back of the head. Goalies MUST wear helmets with a facemask, but they are recommended for all players. The MCA will not have helmets available for rent but will have some for purchase through the pro shop.
5. Players may wear any other type of protective equipment if they desire. Kneepads, elbow pads, groin protection and gloves are strongly suggested.
6. NO TYPE of external “hockey goaltender” equipment is allowed. (i.e. catchers, leg pads, goalie specific hockey pants) Chest protectors and arm pads ARE allowed. This rule excludes league hockey size blockers and softball/baseball mitts.

ARTICLE V – PLAYING RULES

Section A – League Format & Rules

1. Regular Season is ten (10) games.
2. Games are played the width of the ice, with either two or three games on the ice at a time.
3. Games will be played with five players (including goalie) per team on the ice.
4. There must be at least two girls on the ice at all times, unless a girl is serving a penalty, where one is ok
5. Games will consist of 2 – twelve minute run time periods.
6. Warm-up is 2 minutes and will be posted on the clock.
7. Games begin with a face-off at the center of the playing surface with each team on their respective side
8. Each team will qualify for Play-offs (unless noted otherwise.)
9. Play-offs will be single elimination.
10. All players are required to wear their registered jersey number, which must be on the score sheet prior to the start of the game. If a player who is not on the score sheet or whose number is not correct on the score sheet scores a goal, the goal will be disallowed.
11. There will be no time-outs during any game, until the playoffs, where there will be one per team.
12. A team that forfeits three or more games during the season will be ineligible for playoffs.
13. Referee decisions are final
14. Score sheets must be filled out and signed prior to each game.
15. League record points will be awarded as follows: (2) points for a win, (1) point for a tie, (0) points for a loss.
16. Games must begin with a minimum of 3 players. A team may never have more than 3 males on the ice at once. If a female is injured and has no female replacement, the team will proceed short handed.
17. The ball may be moved with any part of the body or broom with restrictions (SEE TURNOVERS in Section B)
18. A goalie may play the ball with their hands to the side or behind the net only
19. When ball is frozen by the goalie, the defending team gets a side-out behind the net

20. On a side-out, the offensive team must move the ball into play with the broom by passing the ball or carrying it into play while the defensive player(s) must give ten feet of room
21. A goal is scored when the whole ball crosses the goal line
22. Only goals from shots with the broom will be counted. Goals cannot be kicked or thrown, although they may be unintentionally deflected off of the body
23. A goal cannot be scored directly from a side-out shot, although it can be deflected off of another player. In this case, a teammate must make contact with the ball first.
24. After a goal is scored, a face-off will resume play.
25. If another ball comes into playing area, play will continue until it is affected by the illegal ball
26. NO Checking is allowed, although incidental contact cannot be avoided.
27. Players receiving 4 penalties in one game are ejected for the remainder of that game only.
28. Brooms must be carried below the waist at all times. A side-out will be called for a non-physical infraction.
29. No slap shots are allowed, a "slapshot" being defined as any play on the ball in which the windup brings the stick above the waist. Anytime a slapshot is taken, regardless of whether or not a goal is scored, the referee will whistle the play dead and a side-out is awarded. *A delay-of-game penalty may also be assessed if, in the referee's judgment, the slapshot was a deliberate attempt to kill time off the clock.*
30. Use of a broken broom also results in a penalty. A broken broom should be dropped immediately.
31. If a female gets a physical penalty and is the only female present, a male serves her penalty.

Section B – Turnovers

On a turnover, a side-out is awarded to the opposing team where the infraction takes place. Turnovers happen when:

- The ball goes out of play
- A player brings the broom above their waist
- A player makes a hand pass directly to a teammate
- A goalie moves the ball forward with their hands
- Any part of an opposing player (including the broom) enters the crease area

Section C – Crease Play

1. The crease is the half circle in front of the goal.
2. No attacking player shall enter, or allow their stick to enter the goal crease. When it occurs, a side out is awarded to the defending team.
3. For defensive players standing in the crease, (other than the goalie), a 3 second basketball rule will be in effect (anti-defensing).
Violation: 1st occurrence is a warning. 2nd occurrence - 2 minutes for anti-defensing.
4. Goalies are allowed to freeze the ball without penalty providing that the goalie has a body part touching the crease when freezing the ball. Should a goaltender cause a stoppage of play outside of the crease, a delay of game penalty will be imposed.
5. Goaltenders may catch, grab, or stop the ball, but for no more than 3 seconds (whistle and a side out). Goalies can move the ball in a forward direction with their foot (no drop kicking) or with their stick. Goalies, can also roll the ball behind the goal or to the side (not forward).
6. Should a goalie leave his/her crease to participate in the play outside the crease, the goalie loses the "goalie privileges" and no one else can assume those privileges. Upon re-entering the crease, the goalie regains the privileges. To change goalies & privileges there must be a stoppage in play and notification to the referee.
7. Should the goalie be pulled or the net is totally empty and the opponent has a clear opportunity to score on the empty net but is fouled or a thrown stick prohibits the goal, the goal will be awarded.

Section D – Penalties & Suspensions

1. Non-physical penalties result in a penalty shot and include: Unsportsman-like conduct, Holding, Hooking, Interference, Intentionally shooting ball out of play, Delay of game, Tripping (can also be a physical penalty when putting the opponent in danger), Too many men, Etc...
2. If the goalie commits an infraction during the act of the penalty shot (i.e. tripping) a goal will automatically be awarded
3. Physical penalties result in a short-handed situation of two or five minutes, at the referee's discretion and include: Checking, Roughing, Slashing, Tripping, High Sticking an opponent, Etc...
4. Any deliberate slide by a player that puts another player at risk of injury is a physical penalty
5. Any infraction involving an injury may result in a five minute penalty and ejection from the game
6. Fighting and game misconduct penalties result in suspension from the league.
7. Having 3 physical penalties in a game will result in a game ejection from the current game only
8. Off-ice altercations will result in suspension at the discretion of the league commissioner
9. Suspended players or coaches may not be in the player's bench area.
10. If a player is suspended and there are not enough regular season and / or play-off games remaining for them to complete their suspension, the suspension will carry over into the next season that they are registered.
11. If a player is playing in two divisions and gets a suspension in one, that player is not eligible to play in the other division until their suspension is over in the first.
12. The team representative, or in his absence, the player who has the most penalty minutes (penalties) on a team which received 15 or more penalties in one game shall be suspended for the next game the team is scheduled to play.

13. If a player participates in a game illegally while under suspension, or if a team uses any illegal (i.e. suspended or unregistered) player, any or all of the players and team representatives involved are subject to suspension determined by the league commissioner. The game will be forfeited 1-0. A second offense will result in the team being expelled from the league without refund.
14. It is the responsibility of the players and team captains, not the arena or the league, to notify a player of his suspension. ***Any player who dresses while under suspension will be suspended indefinitely. Both the offending player and his team manager may be accountable for further disciplinary action.***
15. The MCA reserves the right to suspend or permanently bar any player from participation in its broomball program who has demonstrated an inability to follow the rules and practices poor sportsmanship, or who, in the judgment of the MCA, poses a threat to the health and safety of other participants. This includes specifically (but not exclusively) individuals who habitually receive game misconducts, engage in fighting, threaten game officials, participate in games under the influence of alcohol or drugs or attempt to injure other players. Any action taken by the MCA in such cases shall be in addition to any disciplinary action taken by on-ice officials, or any other legal authority.
16. **Misconducts** – If a player receives three misconducts during a season, they shall receive an automatic one (1) game suspension. If a player receives a fourth misconduct, they shall receive a three (3) game suspension and be ineligible for the playoffs. If a player receives a fifth misconduct, they shall be suspended for the remainder of the season.
17. **Fighting / Third Man In Penalties** – A player receiving one of these penalties will result in the following:
First offense = 3 Game Suspension, Second offense = 5 Game Suspension, Third offense = 8 Game Suspension
17. **Game Misconduct** – A player receiving one of these penalties (not including GM from fighting/3rd man in) will result in:
First offense = 1 Game Suspension, Second offense = 3 Game Suspension, Third offense = 5 Game Suspension

Section E – Forfeit Rules

1. A team that cannot field at least 3 players will forfeit the game. A team may never have more than 3 guys on the ice at a time
2. A team that forfeits three games during the season will be ineligible to play in the playoffs.

Section F – Arena Rules

1. Teams may pick up the locker room key 30 minutes prior to game time in exchange for car keys.
2. No glass bottles are allowed in the locker rooms or players bench area.

ARTICLE VI – PROTESTS

1. The commissioner will rule on all protests.
2. Protests of illegal players must be made immediately following the period in which the suspected player participated. The team representative must present the protest to the referee at this time. Random identification checks may be made over the course of the season. If at any time a player is unable to present proper identification to MCA Staff, that player will be disqualified for the remainder of the game and the team will forfeit.
3. A protest must be filed in writing and be accompanied with a \$50 protest fee within 24 hours from the beginning of the game in question. No verbal communication will be accepted. If the protest is upheld, the \$50 is returned.
4. No protests will be allowed regarding rule interpretations or judgment calls made by game officials.
5. Only team representatives have the right to protest games.

ARTICLE VII – PLAY OFFS

1. League standings will be seeded by points.
2. Tie breakers are determined in the following order: Head to Head, Goals For/Against among tied teams, Goals For/Against Overall, Most Wins, Fewest Goals Against, Most Goals For, Coin Flip
3. Each team will qualify for Play-offs (unless noted otherwise.)
4. Play-offs will be single elimination
5. Tie games in the play-offs will be decided by the following procedure. Overtime will consist of one (1) five (5) minute stop time sudden death period. If the game remains tied, a three (3)-player shootout will take place with one shooter being a female. The opposing teams will take alternating shots on opposite ends of the ice. If a tie remains, one additional, different shooter is picked (sudden death with a female shooting at least once every three shooters) and the same procedure will be followed until a winner is determined. No player can shoot twice until the entire roster of eligible players has shot.
6. A minimum of 25% of the regular season games must be played in order for a player to be eligible for a team's playoff roster.
7. Each team will be allowed one time-out per game.

ARTICLE VIII – SCHEDULING

1. A schedule will be available one week prior to the first game. Each team rep will be notified by phone that they are ready.
2. Once the schedule is complete, there will be a \$50 (or more) fee to reschedule any game. There is no guarantee that a game can or will be rescheduled.

ARTICLE IX – LAWSUITS

1. Any player that brings a lawsuit against another player forfeits his/her right to participate in the MCA Broomball League until the lawsuit is resolved.
2. An appeal may be filed in writing to the commissioner where a 75% Team Rep approval must be met in order for that player to be reinstated.