**League Registration:**
All intramural registration will take place on IMLeagues through the UWRF Intramural Sports website. During team registration, captains will select the league and division they wish for their team to participate in. The league and division will indicate the nights and times of the contests for the regular season.

**Captain’s Quiz:**
During registration, team captains will take a quiz related to the general intramural policies and rules of the specific sport they are registering for. Successful completion of the quiz ensures the captain knows the rules and policies prior to the start of the intramural league. Online quizzes have replaced mandatory in-person captains meeting.

**Entry Fee:**
The entry fee is now an individual fee. Participants must purchase a pass from IMLeagues upon registering or use a pre-purchased pass. Passes are $7.50 for a single team, $15 for a semester, or $25 for a year. The team entry fee must be paid online with a credit/debit card after the successful completion of the quiz. Payment will not be accepted in any other form. Teams cannot complete registration without payment. Entry fees help cover the cost of equipment, facility expenses, student staff labor costs, and administrative expenditures.

**Schedules, Results, and Standings:**
Schedules, results, and standings for league play and playoffs will be on IMLeagues. Please go to the UWRF Intramural Sports website at [www.uwrf.edu/campusrec](http://www.uwrf.edu/campusrec) and click on the Intramurals Sports and IMLeagues to access IMLeagues.

**Forfeit/Default:**
If your team is unable to compete in a contest, please notify the Intramural Sports staff by email (campusrec@uwrf.edu) or phone (715.425.4289) before 1pm on the day of your contest to avoid a forfeit fee. If you do not notify the campus recreation staff before the deadline or you do not show up for the contest, your team will be charged a forfeit fee.

**Questions:**
Please contact the Campus Recreation Staff with any questions or concerns.

<table>
<thead>
<tr>
<th>Contact Name</th>
<th>Position</th>
<th>Phone Number</th>
<th>Email Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>Campus Rec Staff</td>
<td>General Information</td>
<td>715.425.4289</td>
<td><a href="mailto:campusrec@uwrf.edu">campusrec@uwrf.edu</a></td>
</tr>
<tr>
<td>Alex Pendar</td>
<td>Student Manager</td>
<td>715.425.4289</td>
<td><a href="mailto:megan.pendar-work@uwrf.edu">megan.pendar-work@uwrf.edu</a></td>
</tr>
<tr>
<td>Sarah Sweeney</td>
<td>Student Manager</td>
<td>715.425.4289</td>
<td><a href="mailto:sarah.sweeney-work@uwrf.edu">sarah.sweeney-work@uwrf.edu</a></td>
</tr>
<tr>
<td>Ryan Rudesill</td>
<td>Assistant Director of Recreation</td>
<td>715.425.4717</td>
<td><a href="mailto:ryan.rudesill@uwrf.edu">ryan.rudesill@uwrf.edu</a></td>
</tr>
</tbody>
</table>

**General Procedures:**
Please refer to the Intramural Sports Handbook for all policies and procedures related to intramural contests.

1. Each participant must present a valid UWRF ID to the intramural supervisor or scorekeeper at every contest. No other form of ID will be accepted.
2. All participants must be on the team roster. Any member not on the roster must add to the roster prior to the contest. No participant may play on two teams in the same league or a forfeit will be charged to the second team he/she participated on.
3. Each participant must wear appropriate apparel and footwear.
4. Minor first aid treatment is available during intramural contests. Any bleeding must be stopped and cleaned up before participant can re-enter the contest.

5. All visible jewelry, watches, fitness trackers, and bracelets must be removed prior to participation.  
   Note: Players are allowed to wear stud earrings at their own risk. All other piercings including hoop or dangle earrings will need to be removed.

RULES:

1. GAME SETUP:
   a. One broomball official will work the contest. The Intramural Supervisor will keep track of the score, penalties, and run the clock. Judgement calls made by the official is final.
   b. Games will consist of two halves of fifteen minute each with a three minute halftime.
   c. The clock will only stop for timeouts, major injuries, and in the last two minutes of the second half.
      i. For minor injuries, teams will either need to play down players, sub their player out, or call a timeout.
   d. Each team will be allowed two timeouts of one minute per game. The timeouts may only be used during a stoppage in play.

2. PARTICIPATION:
   a. Teams will play with six players- five on the ice and a goalie.
   b. Teams may start with as few as four players.
   c. Team may have up to 14 players on their roster.
   d. If a team is reduced to less than four players, a default loss will result.
   e. Co-Rec teams are encouraged to play with an equal number of males and females. At no time may there be more than one additional gender in the contest.
      i. Ratio of 3M:2F, 2M:1F, 3F:2M, or 2F:1M are all acceptable.

3. INTERCOLLEGIATE ATHLETE ELIGIBILITY:
   a. Members of the 2019-20 UWRF Men’s and Women’s Hockey teams may not participant in broomball leagues or tournaments during the 2019-20 academic year.
   b. Only one 2018-19 collegiate hockey player may be on a competitive league team, when offered.
   c. There are no restrictions for members of a 2017-18 collegiate hockey team.

4. EQUIPMENT:
   a. Helmets, sticks, and game balls will be provided for participants.
      i. Participants may bring their own helmets as long as the helmet has a full face mask. Lacrosse helmets with intact chin straps are permitted. Football helmets are not allowed.
   b. Gloves, shin pads, knee pads, elbow protectors, and mouth guards are strongly recommended, but not required or provided.
   c. All participants MUST bring a change of shoes for competition. Players will not be allowed to play in shoes/boots worn to the rink to avoid tracking dirt and mud onto the ice.
   d. Team jerseys are provided for teams to checkout from the Intramural Supervisor.
   e. Teams may provide their own jerseys; however, teams must wear the same or similar color jerseys.
      i. The officials may request a team wear provided pinnies if it is unclear who is on each team.

5. GOALIES:
   a. Goalies may not wear goalie pads or a hockey/baseball glove.
   b. Goalies must hold their stick.
      i. If a goalie drops their stick without contact from opponent/ball, a penalty shot will be awarded.
   c. Goalies may only throw the ball out laterally from the goal, not vertically down ice.
   d. Goalies must attempt to remain on their feet until a shot is attempted.
e. When the ball is in the crease, goalies may move to their hands and knees at their own risk when trying to recover the ball.

f. If the ball goes behind the net, the official will call the play dead and play will resume with a faceoff at center ice.

6. GAME PLAY:
   a. A face-off at center ice will start the contest, second half, overtime periods, and play after goals.
   b. On dead balls or infractions, face-offs will take place at the center-circle.
      i. Infractions such as controlling the ball with hands, kicking the ball, or stopping the ball with a high stick will result in a free hit for the opposite team from the center-circle.
      ii. No dribbling is allowed with hands or feet. If a player stops the ball with a hand, the ball must drop straight to the ice where they must play the ball next before another team member.
   c. When a ball is hit out of play or comes in contact with the nets, scoreboards, or banners, it is ruled a dead ball. Play is restarted with a face-off at the center-circle.
   d. No player, other than the goalie, may stand in the crease when the ball is outside the crease.
      i. A player is considered to be in the crease if any part of their body is touching the crease.
   e. No player may interfere with the goalie when in possession of the ball until the ball is released from their hand. However, a goalie may only hold the ball for three seconds, a dead ball will be called and a face-off will result.
   f. Two penalties charged to any one player in the same game automatically disqualifies that player from any further participation in that game.
   g. Mercy rule will be enforced at the final two-minute mark of the second half when a team is ahead by five goals or more.

7. PENALTIES:
   a. All penalties, including those assessed to goalies, will result in serving two minutes in the penalty box.
   b. If a goalie receives a penalty, they will serve the penalty. A player from that team may play goalie while the penalized player is in the box.
      i. **High Sticking**: player swings their stick above the waist resulting in contact to another player
         1. Players will be warned if their stick is above the waist when shooting in an open area
      ii. **Sliding**: any player leaving their feet will be penalized
      iii. **Checking**: contact with another player using the body or stick
          1. Minor contact is allowed if both players are attempting to play the ball
      iv. **Slashing**: intentionally chopping at an opponent’s stick, legs, or body
      v. **Interference**: any intentional impeding of another player’s opportunity to move freely with or without the ball (i.e. hooking, grabbing, holding, etc.)
      vi. **Roughing**: any unnecessary physical contact with a player with the intent to harm the opponent
          1. This can also be called after a whistle has blown
   c. Hitting of the scoreboard or ceiling or too many players on the ice will result in a two minute penalty for that player/team. These penalties will not count towards the 2 penalty ejection rule.

8. PENALTY SHOTS:
   a. A penalty shot is taken from the dot in the face-off circle nearest to the goal being shot at.
   b. Penalty shots are awarded when:
      i. A player from the defending team other than the goalie is standing in the crease
      ii. Illegally preventing or attempting to prevent a breakaway attempt
      iii. The goalie takes both hands off their stick with excessive contact from opponent or ball
      iv. Any penalty happening within the offensive zone on the shooter during an attempted shot
   c. The player fouled will attempt the shot.
i. When the penalty shot results from a non-player foul or the player to take the shot has been injured and left the contest due to the injury, the team captain shall designate any player currently on the ice from their team to take the shot.
   1. The designated player may not be serving a penalty at the time the penalty is called.

d. Once the ball is placed by the official, the official shall check with the goalie before sounding their whistle to indicate readiness for play.

e. The shooter has five seconds in which to contact the ball.
   i. The player attempting the shot may stand stationary or run up to the ball and shoot.
   ii. The player attempting the shot may only contact the ball once before the play is dead.
   iii. The rebound may not be played.
   iv. During the penalty shot the goalie must remain on the goal line.

f. At the conclusion of the penalty shot, a face-off will restart play at the nearest face-off circle.

9. SUBSTITUTIONS:
   a. Teams may sub players on the fly as often as they desire.
   b. All subs must reach the players box before the sub enters the playing surface.

10. OVERTIME:
   a. If the score is tied at the end of regulation, a one minute intermission will be followed by a two minute sudden death period with game play reduced to four on four.
   b. No player is allowed in the crease during overtime periods (no goalie) unless a penalty shot is awarded.
   c. Teams will not have timeouts during overtimes.
   d. If the score is tied at the end of the first overtime period, a one minute intermission will be followed by a second two minute sudden death period with game play reduced to three on three.
   e. If the score is tied at the end of the second overtime, teams will move to a shootout.
      i. Teams will rotate through shooters for three rounds.
      ii. At the end of three rounds, the team with more goals will be declared the winner.
      iii. If the score is still tied after three rounds, the shootout will continue until one team is leading after a round. The team leading at the end of a round will be declared the winner.

   1. All participants checked into the contest must shoot before attempting a second shot.

11. OTHER:
   a. Other than the above exceptions, official WIAA Hockey rules will be followed.