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 short quiz related to the general intramural rules 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 the mandatory in-person captains meeting.

Entry Fee:
The team entry fee of $35 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 register without payment.

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 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 campus recreation staff by 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 of $5.

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>
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<tr>
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<td>Ryan Rudesill</td>
<td>Assistant Director of Recreation</td>
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</tbody>
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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 may complete an add sheet at the time of 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 athletic 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, and bracelets must be removed prior to participation.
**RULES:**

1. **GAME SETUP:**
   a. Two broomball officials will work the contest and one scorekeeper will keep track of the score and run the clock. Judgement calls made by the officials are final.
   b. Games will consist of two (2) halves of fifteen (15) minutes each with a three (3) minute halftime.
   c. The clock will only stop for timeouts, major injuries, and in the last two minutes of the second half.
   d. Each team will be allowed two (2) timeouts of one (1) minute per game. The timeouts may only be used during a stoppage in play.

2. **PARTICIPATION:**
   a. Teams will play with eight (8) players.
   b. Teams may start with as few as six (6) players.

3. **INTERCOLLEGIATE ATHLETE ELIGIBILITY:**
   a. Members of the 2016-17 UWRF Men’s and Women’s Hockey teams may not participant in broomball intramurals during the 2016-17 academic year.
   b. Intercollegiate hockey players from 2015-16 are eligible. No more than one (1) player from the 2015-16 may be on a roster.
   c. There are no restrictions on the 2014-15 or earlier intercollegiate hockey players per team.

4. **EQUIPMENT:**
   a. Helmets, brooms, 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. 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 at all times and may only throw the ball out laterally from the goal.
      i. If a goalie drops their stick without contact from opponent/ball, a penalty shot will be awarded.

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 circle nearest to where the action occurred.
      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 face-off circle nearest to where the infraction occurred.
      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 he/she must play the ball next before another team member.
   c. When a ball is hit out of play or comes in contact with the protective nets, scoreboards, or banners, it is ruled a dead ball and play is restarted with a face-off at the face-off circle nearest to where the ball exited the ice.
   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 his/her body is touching the crease.
   e. When a goalie holds the ball for three (3) 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.

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 he/she will serve the penalty. A player from that team may play goalie while the penalized player is in the box.
i. **High Sticking:** when a player swings his/her stick above the waist and it results in contacting 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 his/her 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

Substitutions:

1. 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 between the face-off circle hashes.
   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 his/her 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 his/her 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 his/her whistle to indicate readiness for play.
   e. The shooter has five (5) 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 (1) minute intermission will be followed by a two (2) minute sudden death period with game play reduced to six (6) on six (6).
    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 (1) minute intermission will be followed by a second two (2) minute sudden death period with game play reduced to four (4) on four (4).
    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.