

Glass City Broomball

An Ohio Non-Profit Recreational Sports Association

BYLAWS

ARTICLE I: THE ASSOCIATION

- A. The name of this association shall be the Glass City Broomball. The business of the association may be conducted as Glass City Broomball (also referred to herein as “the League”) or GCB.
- B. GCB is a broomball league for biological female 8th through high school aged students from the greater Toledo area with an encouraging and exciting activity in the competitive sport of broomball.
- C. The GCB is a non-profit association and shall be operated exclusively for amateur sports competition and charitable purposes within the meaning of Section 501 (c) (3) of the Internal Revenue Code, or the corresponding section of any future Federal tax code.
- D. The GCB is an Ohio non-profit association recognized as tax exempt under Section 501(c) (3) of the United States Internal Revenue Code.

ARTICLE II: GENERAL CONDITIONS

- A. All association meetings shall be open. Voting to be restricted to the eight (8) Board members, except on playing and eligibility rules.
- B. Vacancies occurring on the Board shall be filled by election of the Board at the next regular meeting.
- C. Emergency decisions may be made by the President on any issue. At the next regular meeting that issue will be brought before the Board.
- D. Probationary coaches, assistant coaches, and head coaches may coach only by Board approval. No individual is allowed to coach in a Glass City Broomball sponsored event without first obtaining Board approval. The only exception to this would be in an emergency situation where the Board approved coach was unavailable and the League Director opted to issue a temporary probationary coaching approval for whatever individual was available.
- E. Any coach or official member of the GCB not fulfilling his or her obligations or office shall be subject to review and may be put on probation or be terminated.
- F. Any adult seeking a coaching position for the GCB must obtain Board approval by arranging for an interview with the League Director.
 - 1. After the League Director completes the interview process, the League Director shall either recommend or not recommend the coaching candidate to the Board at the next regularly scheduled Board meeting. Once the recommendations of the League Director have been presented before the Board, it is the Board's responsibility to determine whether the candidate should be approved or disapproved as a probationary coach.
 - 2. An individual may coach in GCB sponsored events once approved as a probationary coach. A probationary coach is subject to the potential monitoring and intervention of members of the GCB Board and/or its agents. The League Director will be called on by the Board to make recommendations regarding the coaching status of the probationary coach after an individual has served as a probationary coach for one (1) complete season. Once the League Director's recommendations are presented to the Board, the Board members shall decide whether to:
 - a. continue the individual as a probationary coach,
 - b. recognize the individual as a Board approved coach, or
 - c. terminate the individual's privilege to coach at any GCB sponsored event.
- G. All questions of form and procedure not specifically covered in the association Constitution and Bylaws shall be governed by the current edition of *Robert's Rules of Order Newly Revised* in cases to which they are

applicable and in which they are not inconsistent with these Bylaws, the association Constitution, and any special rules of order the association may adopt.

ARTICLE III: DIRECTORS, OFFICERS, LEAGUE OFFICIALS, AND COACHES

A. BOARD COMPOSITION AND TERMS

1. The Board of Directors shall be composed of eight (8) elected members with three (3) being appointed league officials and an unspecified number of honorary members.
2. Election of Board members shall be held within thirty days of the end of the GCB season.
 - a. Election is by ballot.
 - b. A majority is needed for election.
3. The eight (8) elected members shall be elected to three (3) year, rotating, terms, with no limit to the number of terms that may be served.
4. The following officers shall be nominated and elected to a term of one (1) year by the existing, voting Board members: President, Secretary, and Treasurer.
 - a. The elections of officers is to be held within fifteen days after the annual election of Board members.
5. The three (3) appointed league officials include a League Manager, League Director, and Referee Director.
 - a. League officials shall be appointed to a one (1) year term, with no limit to the number of terms that may be served.
 - b. Appointments are to be made within thirty days of the general election, but not until after the yearly election of Board officers.
6. A Board member may be removed by a three-fourths vote of the remaining Board members.
 - a. Removal may be considered if the Board member is:
 - i. Not fulfilling his/her duties.
 - ii. Not acting in the League's best interest.
 - b. The Board member will be given notice and will have the opportunity to be heard at such meeting.
7. Honorary Board membership is conferred on any Glass City Broomball member who has been a former League Manager or League Director with a minimum service of four years in that role.
 - a. Honorary membership on the Board is perpetual.

B. PRESIDENT

1. To abide by and uphold the GCB Constitution and Bylaws.
2. Promotes and secures the goodwill of Glass City Broomball at all times.
3. Presides at all regular and special Board meetings.
4. To oversee all of the functions of the Board and its committees. This would include:
 - a. selects members for Board committees,
 - b. instruct the Treasurer on the disbursement of funds according to the will of the organization,
 - c. call at least one (1) regular Board meeting per month from November through March, or as deemed as necessary; and
 - d. call special meetings at his/her discretion.
5. The President shall act as a tie-breaking vote in any case the Board is evenly split on any decision.
6. The President may have coaching duties.

C. SECRETARY

1. Keep complete accurate records of all Board and coaches' meetings.
2. Furnish the Board with meeting minutes of each official meeting conducted.
3. In all Board meetings, all voting proceedings are to be duly recorded including:
 - a. the names of who made what motion,

- b. who seconded any motion, and
 - c. how each Board member present voted, unless sealed ballot.
4. In all coaching meetings, all voting proceedings are to be duly recorded including:
 - a. the names of who made the motion and
 - b. who seconded the motion.
5. Attend Board meetings as a voting member.
6. The Secretary may have coaching duties.

D. TREASURER

1. Be custodian of the GCB finances.
2. Place all funds in a reputable, FDIC or NCUA insured institution.
3. Disburse funds as directed by the Board.
4. Prepare accurate reports for each Board meeting.
5. See that all checks are signed by two (2) League designated Board members.
6. Keep accurate records of all money coming in or out of the league.
7. Keep a file of all current contracts and current records required for the operation of the GCB.
8. Be responsible for ensuring the GCB taxes are filed.
9. Attend Board meetings as a voting member.
10. The Treasurer may have coaching duties.

E. LEAGUE MANAGER

1. Shall be responsible to the Board of Directors for all aspects of providing support for GCB games.
Duties include:
 - a. attend Board meetings as a voting member,
 - b. preparing regular season and tournament games scheduling for Board approval,
 - c. contracting sufficient ice time,
 - d. check the bank balance of the League each month during the league season.
 - e. updating social media platforms,
 - f. updating game stats and tracking top scorers,
 - g. conducting the correspondence of the organization.
2. The League Manager will be appointed by the Board.
3. The League Manager may have coaching duties.

F. LEAGUE DIRECTOR

1. Shall be responsible to the Board of Directors for the supervision of all GCB coaches, GCB games, and the enforcement of all GCB rules and Bylaws relating to coaches, teams, and games (all of Bylaws Article III I, Article IV, and Article V). Duties to include:
 - a. conducting all coaches' meetings,
 - b. attending Board meetings as a voting member,
 - c. ensuring that all regular season and playoff games are conducted according to all league rules and Bylaws,
 - d. be available at all regular season and playoff games to answer questions, make rulings, and conduct game day activities;
 - e. interviewing prospective new coaches with any Board member and make recommendations to the Board,
 - f. at least a week prior to any coaches meeting, provide an agenda of any proposed rule changes that will be discussed and brought up for vote,
 - g. be responsible for providing opportunities for the discussion and voting within a month of the start of a broomball season.
 - h. In all issues related to rule interpretation, the League Director has authority over all GCB staff including coaches, referees, scorekeepers, and timers.

2. The League Director will be appointed by the Board.
 - a. The League Director position may be split between two (2) people (co-League Directors).
 - b. If only one (1) League Director is appointed, they may not have coaching responsibilities. If there are co-League Directors, they may not have coaching responsibilities when they acting as League Director.
3. Perform the duties of the President in his/her absence.

G. REFEREE DIRECTOR

1. Shall be responsible to the Board of Directors for all aspects regarding the GCB fellowships. Duties to include:
 - a. Provide referee training, annually at a minimum.
2. Scheduling referees.
3. The Referee Director will be appointed by the Board.
4. The Referee Director may have coaching duties.
5. The Referee Director attends Board meetings as a voting member.

H. MEMBERS AT LARGE

1. Shall be responsible to the Board of Directors for all aspects. Duties include:
 - a. assisting in all Board activities as needed.
 - b. organizing events and/or activities for the good of the league.
 - c. chair Board committees, as needed.
2. Members at Large may have coaching duties.
3. Members at Large attend Board meetings as a voting member.

I. BOARD MEMBERS

1. A Board member shall be entitled to the following:
 - a. attending and participating in discussions at Board and coaches' meetings, including any Board meeting that goes into executive session,
 - b. the right to make motions for voting purposes,
 - c. the right to vote on all motions proposed to the Board,
 - d. the right to serve as an elected Board officer or an appointed Board official,
 - e. the right to serve on Board committees, and
 - f. may have coaching duties unless otherwise outlined in the Bylaws.
2. A Board member shall have all of the duties and obligations of Board membership including:
 - a. Supporting the GCB association and fellow Board members by providing regular attendance at scheduled Board meetings, unless excused in advance by the Board President.
 - i. Board members seeking to be excused from attending a regularly scheduled Board meeting are required to contact the President no later than 48 hours prior to the starting time of the scheduled meeting (unless of emergency situation).
 - b. Non-coaching Board members are asked to provide service for at least 50% of all scheduled GCB games, participating as GCB field staff or game referees.
 - c. Coaching Board members may be asked to provide additional field staff assistance on an as needed basis.
 - d. Be available to assist in the interviewing of perspective coaches with the League Director, if needed.
 - e. Actively serve on at least one (1) Board committee. Committees will be determined on an annual basis.
3. Board members shall serve as agents of the GCB association. The role of agent includes the following duties and responsibilities:
 - a. holding all GCB elected officers, appointed officials, and Board approved coaches accountable to serving the will of the Board; and

- b. exercising responsible ownership over the GCB association with the goal of providing eligible players from the greater Toledo area with a positive and fun activity.

J. HONORARY BOARD MEMBERS

1. An honorary member shall have none of the obligations of membership to the Board.
2. An honorary member shall be entitled to all of the privileges except those of making motions, of voting, and of holding office.
3. An honorary member serves the Board as a consultant.

K. COACHES AND ASSISTANT COACHES

1. Shall be responsible to the Board of Directors for the promotion and goodwill of GCB.
2. Shall conduct their team in a manner as outlined by the GCB Constitution and Bylaws.
3. Shall instruct, supervise, and discipline the players or their team(s) throughout the entirety of the broomball season.
4. Shall show no evidence of alcohol or drug abuse at a practice or a game.
5. Shall be responsible for entire team conduct at practice, to and from games, and during all games.
6. Shall show a good example to all concerned.
7. Shall not use profanity or abusive language.
8. Shall be responsible for providing timely advance notification to the League Director if forfeiture is planned or anticipated.
9. Shall be responsible for assuring that each player on the team has paid the required fees and submitted the signed release form.
10. Any form of physical violence by a coach towards a player, coach, or referee will be grounds for immediate dismissal.
11. Provide the GCB appointed Board member with a list of any seniors from the assigned team who have achieved a 3.4 GPA or higher by the end of their seventh semester or equivalent.
12. All coaches will attend all coaches' meetings or give prior notice to a Board member.
13. No coach shall be added to the team's roster after the conclusion of the regular season games.
14. No coach shall date any player.

ARTICLE IV GENERAL LEAGUE RULES

A. GENERAL RULES

1. Before the start of each game, each team shall supply the scorer's box with a typed game turn in sheet. The turn in sheet will list the names and numbers of all team players and team coaches that will be present in either the bench area, or on the ice, during the game. Format should follow what is provided in the current season guide. This turn in sheet is the responsibility of the acting head coach of each team to put together and verify with his/her signature.
2. Only players in uniform and a maximum of three (3) Board approved coaches, who are listed on the team roster as coaches, may be in the team bench area during the game.
 - a. School photographers are allowed with Board approval.
3. All players shall wear a helmet with a face mask, knee pads, and a colored mouth piece or dental mouth piece at all times while on the ice.
 - a. The helmet must stay buckled and the mouthpiece must remain in the mouth at all times on the ice or result in a minor penalty that can be carried over to the following game.
4. Players on the ice are prohibited from wearing jewelry such as rings, watches, earrings, bracelets, necklaces (including cloth or string types), barrettes, or other cosmetic or decorative items that are hard.
 - a. Medical-alert bracelets or necklaces are not considered jewelry. If worn they must be taped to the body, so as to remain visible.
 - b. All casts, splints, and braces must be padded.

- c. Prostheses may be worn.
 - d. Any equipment judged by the referee to be potentially dangerous is illegal.
 - e. PENALTY: If a player violates the jewelry rule, the referee shall issue a team warning and notify the coach. Any subsequent offender on that team shall be restricted to the bench area (off the ice) for the duration of the game.
5. All players will be allowed to play in at least one-fourth (1/4) of the total of all league and tournament games (e.g., if there are 12 league games, all players will have played in any combination of at least three (3) of those games, six (6) halves, etc.).
6. If a coach chooses to discipline a player by restricting her play in one game, that coach will mark the game turn in sheet if the player is not playing for disciplinary action. This game then will not be counted in the 1/4 playing time rule.
7. Any player who is found abusing either league equipment or any playing equipment will receive a major penalty. If the penalty extends beyond the game being played, then the League Director, or majority of league Board members present, will determine when the offending player is eligible to play again.
 - a. This would include throwing helmets, broomballs, brooms, or any personal or league playing equipment in anger or frustration.
8. A player or coach who is ejected from a game must leave the ice and bench area. Failure to do so will result in a delay of game penalty.
9. Teams exiting the ice will do so as quickly as possible to ensure the next game can begin as quickly as possible.
10. Teams coming onto the ice will wait in a designated area for a referee's signal before proceeding to the bench.
11. The use of drugs, alcohol, and vaping is prohibited at all GCB sponsored activities, including but not limited to games, practices, and banquet.

B. REFEREES AND REFEREE DECISIONS

1. There will be two (2) referees on the ice for all games.
 - a. Additional referees may be added to call the game, but those referees will ref on the ice.
2. Any and all decisions that are made during the course of a game by the referees are final and not subject to appeal.
 - a. It must be recognized that, while this League will do everything possible to provide trained and experienced referees, even the best referees will miss some calls. This is an inherent part of any sport where humans are making judgment calls and must be accepted as part of the game.
 - b. The referees will allow or disallow any goal. It is their responsibility and their decision alone. They may, however, ask for technical assistance from the head referee or League Director regarding rule interpretation.
 - c. All referee complaints must be directed to the Referee Director.
3. Those aspects of a game that may be subject to appeal are technical rules that are established by the league and administered by the Board. These include but are not limited to illegal brooms, illegal players, and ineligible players.

C. APPEALS

1. If a coach has reason to believe that a violation of league rules is taking place, then a protest must be voiced before the game is to begin to the League Director or the majority of GCB Board members present. Any violations will be dealt with prior to the start of the game.
2. If a coach has reason to believe that a referee improperly interprets some aspect of the technical rules during the game, then that coach may appeal during the game (if the referee allows for a stoppage of play, then it is an official timeout, not a charged timeout), or the coach must lodge a complaint with

the League Director or the majority of the GCB Board members prior to the start of the next game day or playoff game.

3. If a coach has reason to believe that a violation of league rules has taken place in a game, but does not discover the violation until the game has been played, then that coach must lodge a complaint with the League Director or the majority of the GCB Board members prior to the start of the next game day or playoff game.
4. If the League Director or the majority of the GCB Board members determine that a violation of league rules has occurred after a game has been played, then the team found violating the rules will, at the League Director's discretion:
 - a. be reprimanded,
 - b. forfeit one or more goals, or
 - c. forfeit the game
5. If the League Director or the majority of the GCB Board members determine that some aspect of the technical rules was improperly interpreted during the game and that this improper interpretation significantly influenced the outcome of the game, then the League Director or the majority of the GCB Board members may respond by taking whatever measures necessary to fairly rectify the situation.
6. There is no higher course of appeal other than the League Director or the majority of the GCB Board.

D. TEAMS

1. Teams can consist of the eligible players from any public, charter, homeschool, virtual, or parochial school within the greater Toledo area.
2. A team will consist of a minimum of 10 and a maximum of 20 players.
3. Teams shall not practice or condition no earlier than November 1st and shall form no later than seven days prior to the first GCB game.
4. All team rosters will be turned into the league no later than the first league game. Only 2 girls may be added to this roster after this date.
5. Players are not allowed to play for more than one team. If a player is found to be playing on more than one team, those teams that have her on their roster will forfeit all games said player has played in.
6. Team names, emblems, and uniform logos must be approved by the Board prior to implementation.
7. All teams must have at minimum two (2) coaches.

E. PLAYER ELIGIBILITY

1. Only biological females who are presently enrolled in 8th to 12th grade by the start of the broomball season are eligible. Any game won involving a non-approved player will be forfeited.
2. All players are required to present a certified birth certificate.
3. If a returning player wishes to transfer to another team in the following season, the player must request the transfer to the Board. The Board will review the case and make the decision.
 - a. All player transfer must be requested no less than 7 days prior to the first coaches meeting in October.
4. Each player will be assessed a playing fee as determined by the Board of Directors. No player will be allowed to play in a league game until all the fees are paid.
 - a. Hardships will be reviewed on a case-by-case basis and could be eligible for a discounted rate, or an alternate plan, at the discretion of the Board.
5. Players suffering a major medical injury (e.g., concussion, etc.) must have a doctor's release before participating in Broomball practices or games. Player's eligibility will be determined at the discretion of the Board.
6. Each player must turn in a signed Release Form prior to playing on a team. It is the coaches responsibility to have that release form and turn it into the Board.

F. EQUIPMENT

1. Brooms

- a. Brooms shall be a standard household broom of shoulder length.
 - b. All brooms will have wooden handles and straw bristles only; no plastic, cardboard, or metal.
 - c. Brooms may be reinforced with tape only. Brooms must be flexible after taping.
 - d. Brooms will have a minimum of ten inches (10") of straw from top to bottom. This point on the broom is where the shoulder of the broom is down to the bottom.
 - e. All brooms will be equipped with a protective tip on the handle end of the broom purchased from the League.
 - f. If a broom is broken during the course of play, the player must drop it on the ice. The broom will be removed from the ice by the referee. Any unrepaired or cracked brooms will not be allowed.
 - g. Brooms are subject to inspection at any time.
2. Uniforms
 - a. All team members will wear jerseys of the same color and type.
 - b. Each jersey will display a number on the back. Each team member will have a different number that must match at all times their number on the official team roster and game turn in sheet (unless obtaining prior approval of League Director or the majority of Board members present at that time.)
 - c. Numbers may be of paint, heat transfer vinyl, or iron-on.
 - d. No uniforms will display any obscene or inappropriate language, picture, or symbols.
 - e. If two (2) teams have similar color jerseys, then a coin toss will determine which team will wear colored slip-on jerseys provided by the League.
 - f. If team jerseys do not match, the Board will require all members of the team to wear color slip on jerseys provided by the League.
 - g. All players will wear a hockey helmet with a face mask and a colored mouth piece or dental mouth piece at all times while on the ice.
 - h. Legs must be covered with appropriate pants or shorts must be worn with colored leggings.
 3. Shoes
 - a. Players will wear athletic, non-cleated shoes, or broomball shoes.
 - b. No substance will be added to the shoes for the purpose of improving traction.
 - c. Shoes may be subject to inspection at any time.
 4. Helmets
 - a. Players will wear hockey helmets with face masks in good condition only.
 - b. Players must provide their own helmets.
 5. Knee Pads
 - a. Players will wear volleyball or hockey style knee pads.
 6. Goals
 - a. Goals will be provided by the League.
 - b. The goal post at the mouth of the goal shall be set 8' from the wall to the back of the net.
 - c. The dimensions of the goal crease shall be as follows: as long as the goal post at the mouth of the net and 48" deep.
 7. Violations
 - a. Any violations of League equipment rules may result in the loss of one (1) team goal for that game that was played under violation, at the discretion of the League Director or the majority of Board members present at that time.

G. INJURIES

1. If an injury timeout is called, the injured player must leave the ice. She shall not return to the game until she has been released by paramedic and must sit out at least one (1) minute.

2. If a player has received an injury while playing broomball and is under a physician's care because of that injury, she must have either her physician's release or written approval from her parent before she will be allowed to play.
3. Coaches may have one (1) minute with their team after an injury. This one (1) minute time out does not count for the one (1) minute the injured player must sit out.
4. If a coach chooses to call an additional time out, this time out does count for the injured players one (1) minute.
5. No coach or referee may move a player until a medic assesses.

H. TEAM SEEDINGS (Pre-Season)

1. There will be four (4) divisions and two (2) conferences. Teams will be placed in a division by the League Manager in a manner that will attempt balance each division. Each division will have one of four top seeded teams.
2. The following procedures will be adhered to in determining pre-season placement of teams in divisions and conferences, in the listed order:
 - a. where the team finished in the previous season's tournament.
 - b. where the team finished in the previous season's regular season.
 - c. team's years of experience.
 - d. team's age.
 - e. head coach's years of experience.
 - f. team's performance in any pre-season scrimmages.
 - g. no two (2) teams from the same school, from same grade, in the same conference.

I. TIE BREAKING RULES (For Post-Season Standings)

1. Team records (i.e., 1st, 2nd, 3rd, etc.) will determine the final standings of teams, both within their division and conference. In situations where two (2) or more teams share the same record, they will also share the same division and/or conference final standing. In situations where there is a tie for 1st place, then the title of the division winner and/or conference winner will be shared by all of those teams involved.
2. Tie breaking rules for the seeding of teams in the GCB post season tournament are as follows:
 - a. In case of a tie between two (2) teams, the winner of their regular season game will be seeded higher.
 - b. If still a tie, then the team with the largest difference in goals scored and goals scored against will be seeded higher.
 - c. If still a tie, then the team with the largest number of goals scored will be seeded higher.
 - d. If still a tie, then a toss of a coin between the two (2) coaches will be the tie breaker.
 - e. In the case of a tie between more than two (2) teams, and after going through all of the above tie breakers, then a coin toss is needed and the odd man will be out after all three (3) or more teams have called.

J. TEAM SEEDINGS (Post-season)

1. The post-season tournament is an invitational; not all teams will be invited to participate.
 - a. The top ten teams from each conference, based on their regular season record, may be invited to participate in the invitational tournament.
2. The Bylaws Article IV I 2 will be used to determine seeding rank for the invitational tournament.
3. All play-off games, except Championship and Consolation games, are to be played within conference.
 - a. 1st game, 8 vs. 9.
 - b. 2nd game, 7 vs. 10.
 - c. 3rd game, winner of 8 & 9 vs. 1.
 - d. 4th game, winner of 7 & 10 vs. 2.
 - e. 5th game, 4 vs. 5.

- f. 6th game, 3 vs. 6.
 - g. 7th game, winner of (8 & 9 vs. 1) vs. winner of (4 & 5).
 - h. 8th game, winner of (7 & 10 vs. 2) vs. winner of (3 & 6).
 - i. 9th game, semi-finals, winner of (1,4,5,8,9) vs. winner of (2,3,6,7,10).
 - j. 10th game, consolation game, losers of semi-finals.
 - k. 11th game, championship game, winners of semi-finals.
- 4. Conferences will be placed in different brackets.
 - 5. Tournament is for League Championship.

K. PLAYOFF GAME RULES

- 1. Playoff games will consist of two (2), nine (9) minutes halves. Each team will have four (4) time outs instead of three (3).
 - a. If the game is tied at the end of regulation play, the game goes into one (1) extra period with seven (7) players on the ice from each team. Each team will receive one (1) additional time out for any amount of overtime. Therefore, no team may ever have more than five (5) time outs in any one game.
 - b. If the game is tied at the end of the extra period, a shootout will take place.
 - 1. Shootout is the best of three (3) alternating shots. Shots must be taken by three (3) different players.
 - 2. Shootout rounds will continue until one team scores.
 - 3. Players may not take a second shot until all present players have taken one (1) shot.
 - 4. Higher seed team may choose which team takes the first shot.
- 2. The playoffs will be a single elimination tournament.
- 3. If a game is tied at the end of regulation play, then a two-minute intermission will be followed by a nine-minute, sudden death, period. The first team that scores, wins. If necessary, this procedure will be followed again until a team wins.

L. PAYMENT OF FEES

- 1. Each team is required to make complete payment of their league fees by the Board decided payment meeting. This fee should be paid to the League Treasurer with a money order or cash. The funds will accompany two (2) copies of typed roster and the amount of funds should correspond with the number players on the roster.
- 2. If a girl on any team has not paid her fees as outlined in Bylaws Article III E 3 prior to the first GCB game, she will not be eligible to play.
- 3. There will be a maximum of thirty-two teams allowed to participate in the league.
 - a. All team rosters with signed release forms and registration fees, will be turned into the League Secretary and League Treasurer no later than the Board-decided payment meeting. Teams that do not have the required items, listed above, turned in by the due date will jeopardize their roster spot in the league. All forms must be typed.
 - b. Returning teams are subject to the above rules. Schools losing teams due to graduation will be guaranteed a new team the following year, up to two (2) teams per school, if they turn a roster and release forms for at least ten players by the Board-decided payment meeting.
 - c. New team spots will be filled as a first come basis with the following priority given. First to a new school, then to an existing school with less than four (4) current teams, and then schools with less than two (2) teams from a class.

M. DISCIPLINARY PROCEDURE

- 1. Any Board member, coach, assistant coach, or other staff member who has been accused of a violation of the Constitution or Bylaws of the GCB, and that accusation results in a Board disciplinary action of that individual either being placed on probation, being suspended, or being terminated, shall have the right of due process.

2. The right of due process shall include:
 - a. Be informed of the charges in a timely manner.
 - b. Given reasonable time to prepare their defense.
 - c. Appear before the Board and defend themselves at a regular or special Board meeting, within a reasonable timeframe from the original notification of the charges.
3. After reviewing all of the information presented, the decision of the Board shall be final.

N. ALL-STAR GAME

1. The All-Star games are to be a fun experience for all of the players.
2. At the end of the regular season, the All-Star exhibition games will take place.
3. The All-Star teams will be comprised of players from all teams.
 - a. If a team chooses to not send players or their team cannot attend, their spots will be offered to Senior teams.
4. Each coach will select a minimum of one (1) player to represent their team in the All-Star games.
5. Additional players may be selected by the coach of the All-Star team, for a maximum of 20 players on the team. Those players may be selected from any team in their division.
6. All-Star coaches will be determined by division. The team with the best record against the other teams in their division will coach the All-Star games. In the event of a tie record, those coaches may choose to co-coach or a coin toss may occur.

ARTICLE V: GAME RULES

A. GENERAL GAME RULES

1. A game will consist of two (2) nine-minute halves with a two (2) minute intermission between halves.
2. At the end of each period of play, teams will change ends of the ice.
3. A team will have a maximum of ten players on the ice at any one time. These players may be positioned in any manner the coach sees fit, with the following exceptions:
 - a. There will only be one (1) player allowed within the goal crease for the purpose of defending the goal. That player will be referred to as the goalie.
 - b. There will only be six (6) players allowed within the defensive half of the playing surface.
4. The team with the most goals at the end of the game is the winner of that game. The winner of regular season games will receive two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss.
5. The game will consist of a three (3) minute pregame warm up period. Following the warm up, the game will begin. If one (or both) of the teams is not available (i.e., not on the ice ready to play) when the game is ready to begin, that team will be assessed one (1) minor penalty. If after four (4) minutes from the declared starting time, the missing team has still not assembled on the ice and positioned itself to initiate game play, they shall forfeit the game and the final score shall be 5-0.
6. The mercy rule will apply when a team is ahead by a 10-point margin. The game will terminate and final score will be recorded. Teams will then have the option to use remainder of the ice time for scrimmage or practice, at the Board's discretion.

B. PLAY INITIATION

1. Play is initiated with a face-off at the appropriate location.
 - a. Two (2) players, one (1) from each team, shall be in the circle.
 - b. No players other than those facing off shall be allowed inside the approximately 10' diameter circle.
 - c. The ball shall be placed on the ice.
 - d. Both players' brooms shall be placed on the ice no closer than one (1) foot from the ball on their defensive side of the ice, until play starts with the referee's whistle.
2. No player may assume a position in the offensive direction of the face-off line. Violations will result in another face-off.

3. Face-offs may take place at center ice or to the left and right sides and halfway between center ice and the goal line. Face-offs other than center ice will be in the area that the ball was last in play.
4. Face-offs will start play at the beginning of each half, after a time-out, after an out of bounds, or after a penalty or injury that has stopped play.
5. Face-offs at the beginning of a game and at the beginning of the second half will always be at center ice.
6. The game clock will start at the referee's whistle if the faceoff is a result of the clock being stopped.
7. The referee will set up the faceoff as quickly as possible when a faceoff occurs while the clock is running.

C. PLAY

1. The ball may be advanced only by the use of a broom. Hands, feet, or head may not be used.
2. A player may use the broom to hit the ball in any manner she sees fit; however, she may not pull her hands together less than six (6) inches between closed hands. She may scoop the ball into the air as long as the head of the broom does not go beyond a twelve o'clock position and remains centered between her shoulders.
3. She may use the handle of the broom to control a ball in the air. When the broom handle is in the air, the player's hands must be separated on the handle, with the top hand being within six (6) inches from the top of the broom.
4. A player may not advance or carry the ball balanced on the head of her broom.

D. TIMEOUTS

1. Time will be stopped for time-outs (regular, official, or injury) and any penalty that in the opinion of the referee has unfairly changed the momentum of the game. (See Bylaws Article V B 3 for location of face-off.)
 - a. A referee may stop play if in his opinion a situation arises that needs to be immediately resolved.
2. Time will be stopped if the ball leaves the boundary or play. (See Bylaws Article V B 3 for location of face-off.)
3. Time will be called if the ball is caught on the top of the net. Neither the goalie nor a player will be allowed to play the ball. (See Article V B 3 for location of face-off.)
4. Time is not called for goals.
5. Each team will be allowed three (3) timeouts per game. Four (4) timeouts will be allowed for teams throughout the tournament playoffs.
6. Timeouts may be called by a player on the ice who is control of the ball or at the request of the controlling team's coach. The referee will blow his/her whistle and stop play when, at his/her judgment the team requesting the time-out is in control of the ball. Control of the ball is defined as when a play on the ball is not being closely contested. (See Article V B 3 for location of face-off.)
7. Timeouts will be called if a penalty shot has been awarded.
8. Timeouts will be called if a player or group of players ties the ball up for longer than five seconds. An example of this is holding the ball against the wall or another broom in such a way as to make it impossible for another player to make a play on the ball.
9. Timeouts will be one (1) minute in duration.
10. Injury timeouts will be handled as follows:
 - a. If a player is injured and an official time out is called, then each team will go to a neutral area of the ice, not the bench.
 - b. No coach will be allowed to coach their team during injury time-out; however, the coach of the injured player will be allowed to attend to the player.
 - c. After the injury time-out, each coach will have one minute to coach their team prior to the resumption of play.

E. GOALS

1. A goal is scored when a team hits the ball into the goal during the play of the game.
2. A goal is scored only when the initiation of the ball was from the result of being hit with a broom.
3. A goal is scored only when the ball is entirely across the goal line.
4. Goals will be scored if:
 - a. It is hit with a broom.
 - b. If the goalie catches the ball and pulls it inside of the goal.
 - c. It is accidentally knocked in by the goalie or a defensive player.
 - d. It is caught by the goalie, but the ball is inside the plane of the goal.
 - e. It is deflected off a defensive player.
5. Goals will be disallowed if:
 - a. The initiated motion of the ball was not initiated by a broom.
 - b. If the ball is hit out of the goalie's possession.
 - c. If there was an offensive player in the goal crease before the ball.
 - d. If the buzzer sounds before the ball crosses the goal line, even though the ball was hit before the buzzer sounds.
6. The referee will allow or disallow any goal. This decision is final.

F. THE GOALIE

1. The goalie will play within the goal and goal crease. Within the crease shall be defined as the goalie having both knees within the crease. If the goalie is not going to use the broom, she must make sure that the broom is out of play.
2. If goalie chooses to play with a broom, her broom shall comply with Bylaws Article III F 1.
3. She may control the ball within that area in any manner she sees fit. (Her options of how to control the ball only becomes limited if she chooses to catch the ball.) She may use a broom or any part of her body to prevent the ball from crossing the goal line.
4. If she catches the ball, she has five (5) seconds to put the ball into play. If the goalie chooses to throw the ball, she must throw the ball to the side of, or behind, the net. She may not advance the ball beyond the plane of the goal line.
5. If the goalie takes longer than five (5) seconds or advances the ball by throwing it, play will be stopped and a face-off will ensue.
6. Any player on the ice can switch with the goalie; however, only one (1) player may be within the goal area at a time. (See Bylaws Article V H 4 m)
7. A goalie may not use her broom to trip or hit another player. (See Bylaws Article V H 4 c & i)
8. If the goalie is assessed a minor penalty, the coach will be given the option of selecting a different player to be penalized.

G. SUBSTITUTIONS

1. A coach may substitute freely during a game.
2. Substitutions may occur during a timeout or during play.
3. Substitutions during play:
 - a. Substitutions can be made on the fly as long as the substituting player coming on the ice does not make a play until they tag the girl they are replacing. The girl coming off the ice cannot make a play on the ice as they leave.
 - b. If either makes a play on the ball when ineligible, then play will be stopped and a faceoff will ensue. (See Bylaws Article V B 3 for location of face-off.)

H. PENALTIES

1. Major penalties:
 - a. A major penalty will result in, as determined by the League Director or by a majority of Board members, one (1) of the following actions:

- i. The ejection of the offending player or coach for half of one game for a total of nine (9) minutes.
 - ii. An ejection of a complete game or ejection from all of the league and/or tournament games, whichever the officials feel is the most appropriate action. There will be no refund of fees.
 - b. All major penalties will be observed at the first possible opportunity.
 - c. Major penalties are player penalties, not team penalties. The offending player or coach will leave the game, but the team will not play shorthanded.
 - d. A major penalty will also be assessed to a player committing multiple minor penalties within the period of a single game. The first and second penalties will be assessed as identified in Article V H 3 a. The third penalty will be a two-minute penalty. A single player committing a fourth minor penalty in a game will result in that player serving a two-minute penalty. After that penalty is served, that player will need to leave the ice for the duration of that game. After the fourth penalty is served, the coach will be permitted to replace that player and not be required to play short.
- 2. Major penalties are:
 - a. Fighting
 - i. There will be no fighting or attempt to injure an opposing player either on or off the ice, before, during, or after a game.
 - b. Abuse
 - i. The severe abuse of the referees, league officials, league equipment, or playing equipment by any player, coach, or assistant coach will result in a major penalty.
- 3. Minor penalties:
 - a. Minor penalties will result in the penalized player being placed in the penalty box one (1) minute for each minor penalty incurred. During the penalty time a team will play shorthanded for each person in the penalty box.
 - b. Minor penalties do not begin until the player has entered the penalty box.
 - c. All minor penalties must be served at the first opportunity available.
- 4. The following are considered game violations which will result in a minor penalty:
 - a. Body checking (i.e., playing the player instead of the ball).
 - b. Slashing at a player's ankles or legs.
 - c. Spearing at a player's body or arms.
 - d. High sticking: bringing the broom head above the chest. (The following through of a scoop to the 12:00 position will not be called high sticking.)
 - e. Kicking the ball.
 - f. Throwing the broom at the ball.
 - g. Playing the ball above another player's head and striking that player in the head with the broom.
 - h. Tripping or pushing another player to the ice.
 - i. Holding or interfering with another player's play on the ball. (Hooking of the broom is a legal play, so long as the ball is within a brooms reach.)
 - j. Using hands or feet to direct the ball.
 - k. Swinging at the ball when it is in the possession of the goalie.
 - l. Violation of any of the equipment or safety rules.
 - m. Any player in the crease area other than the goalie. If a goal is scored with an offensive player in the crease, then the goal is disallowed and the offensive player is given a minor penalty.
 - n. Unsportsmanlike conduct and inappropriate behavior both on and off the ice, and any game activity that a referee judges to be dangerous play, may result in a minor penalty. Such

behavior may include: pulling hair, scratching, spitting, swearing, obscene gestures, arguing with the referee, or any other action that referees and or league officials find inappropriate.

- o. There will be a one-minute penalty if the goalie is interfered with in any way at the discretion of the referee on the ice.
- p. The first time that a team is penalized for using an illegal defense, the player(s) in violation will be given a minor penalty.

I. PENALTY PROCEDURES

- 1. For all penalties, other than major penalties, the penalized player will leave the ice and enter the penalty box for a period of one minute.
- 2. Penalty time will be kept by the time keeper and will start only when the player has left the ice and is in the penalty box.
- 3. More than one player can be penalized from one team at any time.
- 4. If a player is in the penalty box at the end of the first half, then the remainder of the penalty will be carried over at the start of the second half.
- 5. If a penalized player's team is scored upon, then all penalized players from that team may return to the ice for the face-off.
- 6. At the end of penalty time, the penalized player will return to the ice on the run.
- 7. If a player is penalized for more than one (1) infraction, then her time will be served consecutively.
- 8. During a penalty, the player may not leave the penalty box during timeouts or halftime until their full penalty is served.

J. PENALTY SHOT PROCEDURES

- 1. A penalty shot may be awarded for the following reasons:
 - a. If a player is fouled in the act of attempting to score and the foul was committed solely to prevent the score.
 - b. If a defensive player commits an infraction of the rules solely to prevent a score.
 - c. If a team is penalized for the second time during a game for using an illegal defense (i.e., has more than 6 players in their defensive zone).
 - d. All players must be in their defensive zone following a goal within 7 seconds of the ball being set. If a team is not ready for the faceoff when the whistle blows, a penalty shot will be awarded to the opposing team.
- 2. The penalty shot procedure is as follows:
 - a. An official timeout is called.
 - b. The ice is cleared of all players except the fouled player and the opposing team's goalie or designated defender.
 - c. The fouled player will be given possession of the ball at center ice. She must advance the ball towards the net. If she stops or retreats the shot is ended. She may shoot the ball at any point prior to the goal crease. A goal will be disallowed if the shooter commits a penalty.
 - d. The fouled player has only one (1) shot. If the ball crosses the goal line, then a goal is scored. If the goalie stops the ball from crossing the goal line, then the penalty shot is ended and play is resumed with a center ice face-off.

I, Allison Shrader, hereby certify that I am the duly elected Secretary of the Glass City Broomball; that the attached hereto are the Bylaws of the within named association, and that such have been duly enacted and are in full force and effect as of the date hereof.

Dated:

Secretary

Witnessed by on this same date:

President