



Official Broomball League Guidelines City of Burnsville

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The City of Burnsville uses the MRPA/USSSA program as a foundation for the league rules that govern each season of play. However, in some cases the league director and the team managers have voted to modify the state/national rules based on feedback from our players and managers. The following document is a list of the rules that are either different or are a highlight of some of the more popular rules that managers and players should know.

General Information & Requirements

The following rules apply to player eligibility:

- A. All players must be 18 years or older before participating in a game.
- B. Rosters (16 max) should be on file with the City of Burnsville before your first game of the season and changes can be made to rosters up until the completion of the third week of league play.
- C. Standings are generally updated online by 12:00 pm the day after a game is completed. A tie between teams with the same winning percentage at the end of the season will be broken using the following tie breaking system:
 - a. Comparison of win/loss record in head to head games.
 - b. Total goal differential in those head to head games.
 - c. Least goal allowed for the season in all games.
- D. Post season play is no longer available thru USSSA. Teams are welcome to seek their own tournaments.
- E. Eligibility: Managers can initiate an eligibility protest with a game official before or during a game, but not after. A \$50 cash payment is due at the time of the protest. If the player is found to be ineligible, the money will be refunded.
- F. Rules: Protests of a rule interpretation must be submitted in writing with a \$50 cash deposit within two working days of the completion of the game in question. The team manager must notify the official during the game that the game is being played under protest. Judgment calls cannot be protested.
- G. Alcoholic beverages are not permitted in the park.
- H. Smoking is prohibited within 30 feet of the rink and/or in the warming house.
- I. Teams are encouraged to have two sets of jerseys. One set shall be light in color and the other set shall be dark in color.
- J. Forfeited games are reported as 2-0.

Weather Cancellations and Game Make-ups

Weather/Game Cancellations

Weather/Game Cancellations will be made AFTER 4 pm daily. The phone line is the first and most reliable source for receiving up to the minute information on the status of games for the night.

- A. The phone line is (952) 895-4507. I would encourage you share this with your players so they don't call you with questions.
- B. www.burnsville.org/broomball will also be updated if the league director is by a computer.
- C. If conditions become questionable after the 4pm decision for the day, at game time or after games have started for the night, officials should meet with the managers of each team and determine the best course of action for the night.

If the league director becomes aware of a cancellation of games by the officials after games have started play for the night, an attempt will be made to update the phone line and website accordingly. Therefore, teams that play later games should check the options before leaving for the rink if the weather is questionable.

Rescheduled Games

All games are listed online and can be viewed via the online schedule. Managers should check the schedule 2 to 3 business days after a cancellation to see the rescheduled dates and times.

Rule 1: The Rink

- A. The City of Burnsville uses North River Hills Park Rink #2 and #3 for league games on Monday nights located at 11501 19th Ave.
- B. *The early games are played at 6:20, 7:10, a five minute break is scheduled for transition and warm-ups then the last games are played at 8:05, & 8:55 pm.
**Times are tentative and may change depending on the structure of the league*
- C. Northview Park, located at 14831 Deerwood Drive, also has broomball nets for practice purposes

Rule 2: Equipment

- A. Game Ball: Shall be 2.5 in size, with a laces molded cover of 32 panels or more, approximately 47cm in circumference with a weight of 275 grams inflated. Baden 332 is the recommended game ball. **Each team must provide one good conditioned game ball at the start of each game. Failure to do so will result in a minor penalty at the start of the game.**
- B. Required Players Equipment:
 - a. Jersey's of similar color (must be numbered for post season play)
 - b. Commercially produced broomball shoes or commercially produced shoes
 - c. Brooms:
 - 1. Must be commercially produced for broomball
 - 2. Shall not exceed 53" from tip of the broom to the end of the handle
 - 3. Maximum weight of 32 ounces
 - 4. Tape is allowed on the handle. However, no electrical or plastic tape
- C. Recommended Players Equipment
 - a. Helmets are highly recommended for league play and are mandatory in post season play
 - b. Gloves, commercially produced for hockey or winter wear
 - c. Mouth protectors
 - d. Pads (elbow, knee, shins)
- D. Goalie Equipment
 - a. Helmets with a face protector are **mandatory** for goalies
 - b. A hockey-type arm blocking pad is legal
 - c. Hockey-type goalie leg pads are not allowed
 - d. All other equipment should be the same as normal players

Rule 3: The Game

- A. Two teams of six players each on the ice with not more the 16 players to a team. The home team will have choice of ends at the start and teams will switch at half-time. Game time is forfeit time except for the first game of the evening. A five minute grace period will be allowed for the first game
- B. The "team manager" for the game is the person who meets with the official before the start of each game.
- C. Only official rostered coaches and players can be on the rink or in the player's area. Fans, pets, children under the age of 18 and fans are not permitted in these areas at anytime.
- D. There shall be two periods of 21 minutes with a 3 minute intermission. The last two minutes of play in the SECOND HALF will be stopped time IF the goal differential is 2 or less.

- E. **Mercy Rule** (8 goal differential) If the difference in score is or becomes eight goals or greater, at or after the eighteen minute mark (3 minutes left in the game) of the second period the game will be stopped.
- F. Games which are tied after regulation play has expired shall be resolved through sudden death overtime. Teams shall be reduced to four players with no player allowed to stand in the crease area unless the ball is in the crease.
- G. A game becomes official after one complete half of play if a game cannot be completed in its entirety for any reason.
- H. The ball will be put in play by a face-off with the ball on the ice. Players' shoulders should be square, with broom tips on the ice. All team members must be on-side. Play will begin when the official blows the whistle.
- I. Burnsville uses a floating blue line in league play. Once the zone has been established on-sides, the red line (not the blue line) becomes the line the ball has to pass to clear the zone.
- J. Only the goalie is allowed to be in the crease unless the ball is in the crease
- K. Icing is called when a player hits the ball from behind his **defending blue line** and it travels untouched over the opposing goal line and is first touched by an opposing player other than the goalie. Icing will be waived off if the goalie leaves the crease and/or makes an effort to play the ball.
- L. A goal is scored when the ball enters from the front of the net and passes over the entire goal line between the posts as the result of a legal hit or deflection.
- M. A protested game can result when there is a difference of opinion on the ice between the protesting team and the official regarding the application or interpretation of an official rule. A team must follow the protest procedure correctly for the protest to be considered by the league director.
- N. A 5 minute grace period is given to teams for the first game of the day on each rink. If the grace period is used to delay the start of the game, that time will come off of the official game time allotment.
- O. In the event a penalty shot is called by the official, the shot shall be performed to that similar to the game of hockey. The ball shall be placed at the blue line. On the whistle, the player may move the ball towards the net and shoot at anytime. If the ball stops moving in a forward direction, the attempt fails.

Rule 4: Players and Substitutes

- A. Each team should have a team captain who will be the only player allowed to address the official
- B. Substitutions may be made at anytime provided the player coming off the ice must have a hand on the board in the bench area before the substituting player enters the ice.
- C. Players serving penalties must remain in the penalty area for the entire time of the penalty
- D. A player is prohibited from playing if they are bleeding and must come out of the game until the bleeding has stopped and the wound is covered.

Rule 5: Playing the Ball

- A. The ball cannot be played above shoulder level – Minor Penalty (3 minutes)
- B. Playing the ball between your waist and shoulder will result in the play being blown dead and a face-off down in the offending team's defensive zone.
- C. The broom may be carried at any height, but if injury occurs, a Major Penalty (6 minutes) will be assessed.
- D. Brooms may not be thrown - Misconduct Penalty (12 minutes) and a penalty shot
- E. The ball may be stopped with the hand or foot.
- F. The ball may be passed to another teammate with the foot.
- G. Inside the defensive teams own blue line area, defenders may pass the ball with their hand to another teammate. If this happens outside of the defensive blue line zone, play shall be stopped and a faceoff should occur deep in the defensive team's zone.

- H. No player other than the goalie may trap or carry the ball- Minor Penalty (3 minutes)
- I. The goalie may hand-pass the ball in any direction to a teammate provided it is touched by a teammate inside the defensive blue line zone. If the ball carries beyond the blue line before being touched, play shall be stopped and a faceoff shall occur deep inside the defensive zone.
- J. A player who leaves his feet to play the ball will receive a penalty if he initiates dangerous contact with an opponent – Minor Penalty (3 minutes)
- K. No player shall freeze the ball other than the goalie in the crease – Penalty Shot
- L. Delay of game will be called if a team intentionally causes the ball to leave the rink- Minor Penalty (3 minutes)
- M. Teams are responsible for retrieving any ball that leaves the rink. Failure to do so may result in a delay of game as determined by the official – Minor Penalty (3 minutes)

Rule 6: Officials

Officials are contracted employees through the City of Burnsville. As such, they are authorized and required to enforce the rules that govern league play. Officials have the power and should use it with discretion to order managers, players and fans to do or not do any act within their judgment to manage the game and to enforce the rules of play. Officials are required to obtain team and player names involved in any incident that leads to an ejection. Any persons refusing to cooperate with an umpire will receive additional disciplinary actions. An official can also eject players one by one until the team cooperates or there are not enough players remaining to complete a game. Their duties are as follows:

- A. The game will be administered by one official who will be responsible for time, scoring, and general play and reporting of the score to the director.
- B. The referee shall have sole authority and control of the game. The decision of the referee shall be final and there shall be no appeal. The referee shall enforce all rules and shall rule on situations not covered in these rules.
- C. The referee will call the game by moving along the side boards between the blue lines and then enter into the zone once control has been established.
- D. Penalties enforced: Holding, icing, high-broom, hooking, slashing, interference, misconduct, cross-checking, tripping, elbowing, roughing, hand pass, checking
- E. The official shall call in the results of each game at the end of each night including the scores of the games and any issues that took place in the games if applicable

At times it is possible that an official is late to a game or fails to show at all. If that happens to your team and more than 5 minutes have elapsed from the scheduled game time, the teams should jointly agree to one of two choices:

- A. Choose to not play the game and have the game rescheduled (knowing weather issues in February could prevent this) by the league director.
- B. Choose to find a person who can stand in as the official until the scheduled official arrives. This person will be paid if they work a complete game at the general official rate. If you choose to play the game with the stand in official:
 - a. The game is official regardless of how the stand in official performs
 - b. The winning team should report the score of the game to another official at the complex or to the league director via phone or email before 10:00 a.m. the next day.

Note: If teams cannot reach an agreement, the game will be rescheduled.

Rule 7: Penalties

Officials will use the following penalty calls during league play (all running time):

1. Penalty Shot
2. Minor penalties: 3 minutes
3. Major penalties: 6 minutes
4. Misconduct penalties: 12 minutes (subject to additional league penalties)
5. Game Misconduct: remaining portion of that night of games and all of the next scheduled week

Rule 8: Sportsmanship

Burnsville Sportsmanship Policy

The City of Burnsville offers a variety of competitive and recreational leagues. However, in all leagues, it is required that managers, coaches, players and fans treat their opponents, umpires and other fans appropriately. If individuals fail to display good sportsmanship before, during or after a game while on or near city property, their actions can be viewed as a violation of our sportsmanship requirements.

An official, the league director, or another agent of the Burnsville broomball program has the authority to utilize any of the tools in any combination to maintain control and the integrity of the game:

- A. A warning
- B. Request that a manager voluntarily choose to remove a player from the game (prior to ejection)
- C. An ejection : no warning required (player must supply proper name or the player, manager and team may face additional penalties)
- D. Termination of the game

The base time period for an ejection is 1 weeks from the date of ejection and the player/coach is on probation for 1 year. This includes all games/teams the player/coach is involved during that time. If a player is ejected or a game is terminated as a result of continued unsportsmanlike conduct, the league director may increase the length of the ejection and may choose to forward a report on to the state MRPA office for review. The league director reserves the right to increase or decrease the length of a suspension after reviewing the details of the incident.

If a player/coach is ejected, the individual has 24 hours to contact the league director via email or phone to appeal his/her ejection. Failure to contact the league director is a sign of acceptance of the penalty chosen by the league director. Ignorance of this rule does not grant one additional time to appeal his/her ejection.

Rule 8: Awards

For 2018, the league will play 5 weeks of an unbalanced schedule for a total of 10 games. The league director will then split teams into two groups (Group A and Group B) for the last week of the season. In the last week, match-ups will be A1 vs. A4 and A2 vs. A3 at 6:20. The winners will play each other for first place at 7:10 and the losers will play each other for 3rd place. The same format will be used for Group B at 8:05 and 8:55 (*if applicable*).

The winner of group A gets \$30. The winner of group B gets \$20 (*if applicable*).