



MINNEAPOLIS PARK AND RECREATION BOARD  
Recreation Division  
**2010 OUTDOOR BROOMBALL RULE MODIFICATIONS**

**\*Draw-backs will be used when ball is frozen by the goalie or when the net is knocked out of place. All other turnovers will result in a face-off with the offending team being penalized 1 zone.**

**Bench area for both teams is on the same side of rink.**

**\*Icing:** Called in all levels of play including Rec & CoRec.

Ball cleared from defensive zone through the attacking zone beyond the opponent's goal line. (Goal tender must be in crease or retreating to crease when ball crosses center ice red line.) If ball goes through crease (not in goal) icing is waived.

Instant icing will be called, does not have to be touched by either team. (quick whistle).

**Stick Checking** - Stick may be lifted at the ball but not slashed at or held.

If a player attempts to disrupt another player's swing by extending their broom into the arc of the shot from behind, interference or slashing may be called depending upon the severity of the attempt to prevent play.

**\* Delayed Offside** - Called like hockey, delayed until all offending players clear the zone. OFFSIDES FACEOFF spot now at OFFENDING teams blue line face off spot. (Only in 6 Man.)

**Delayed Penalty** - If delayed penalty may lead to further altercations, blow whistle immediately and assess penalties.

**Ball Handling** - Use of hand or foot. If ball played with hand, the ball cannot be held on the ice or intentionally directed to a teammate( penalized 1 zone). Kick passes to a teammate are now legal, however you can't clear the zone with the kick. Penalize 1 zone. When using your feet to kick the ball you may kick it twice then the third touch must be by a stick. Kicking the ball at goalie and hits goalie, net or posts equal automatic dead ball and the team is penalized 1 zone.

**Checking - NO BODY CHECKING ALLOWED.** To be a BODY CHECK, player must be playing the opponents body in an attempt to gain control of the ball. Not to be defined as two players coming together and making body contact while attempting to play the ball.

**Fighting** - Game suspension for players involved. Major penalty assessed. Player's names recorded. Director of Athletics notified. Inform team reps of possible criminal charges that can be filed under Minneapolis City Ordinances.

**Language** - Players who use foul or abusive language in public may be subject to criminal charges under Minneapolis City Ordinances.

\* In an effort to reduce profanity, a 5-minute misconduct will be assessed to the offending player.

\* If directed at official, a 10-minute game misconduct may be assessed.

**Co-Rec 8** - No off sides. Windmill shot will not be allowed. Head of broom must remain below the shoulder on the backswing and follow through. If only seven players - must be 4 women and 3 men, (except playoffs, teams must have 8.) If a man is injured during course of play, he may be replaced with a woman, team must have at least seven (7) players to continue.

**Eight players** – No off sides and teams can start with 7 players

**Six players** – Teams must start with 6 players. Windmill shots are allowed. Playing ball with stick below the waist is ok. Playing the ball waist to shoulder is a turnover and playing the ball above the shoulder will be a 2 minute penalty. Turnovers are face offs and penalized 1 zone. If the goalie covers the ball or the net comes loose then there will be a drawback for the opposing team. Offsides will be enforced at the red line and penalized to blue line.

**Official Ball** - Baden 332 Acacia "King 21", each team must provide one playable game ball.

**Goalie** - Must wear hockey helmet with facemask (NO FOOTBALL HELMETS). Goalie Style hockey leg pads, catchers mitt (baseball or hockey) and hand blocking pad are prohibited.

**Crease Rule** – Nobody in crease but goalie when the ball is not in the crease. If the ball is in the crease everybody is allowed in the crease.

**Game Time** - Two 25 minute running time halves with the last 3 minutes of outdoor games with a 1 goal difference (2 goal or more lead or tied the clock runs).

**Penalties:** 5-minute major, 2 minute minor, 10-minute misconduct

NOTE: These changes and interpretations are for outdoor play and may be modified during indoor playoffs.

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