



## **2012-2013 BROOMBALL MANAGERS MANUAL**

Supplement to:  
THE OFFICIAL MRPA BROOMBALL GUIDE AND RULE BOOK

### **WHY A MANAGERS MANUAL AND RULEBOOK?**

To promote fairness and provide a more enjoyable playing experience for all participants. Your Managers Manual is a supplement to the MRPA Rule Book. The Manual explains how Shoreview will operate its broomball leagues as well as any modifications of MRPA rules and policies. It is part your responsibility as team manager to understand the information in your Manual and the Rulebook. Ultimately it will help your team have a more enjoyable season.

### **ROSTERS**

1. A legible and complete roster is due in the Parks and Recreation office by your team's first scheduled game.
2. **Final rosters are due to League Director by January 21st.** No roster changes allowed after this date.
3. Team roster is limited to 16 players.
4. Players must be 18 years of age or older to participate.
5. Players are only eligible to play on one team per league.

### **GAME OFFICIALS**

Referees have sole authority and control of the game. Referee's decisions are final, no appeals. The referees shall enforce all MRPA and local league rules, and rule on situations not specifically addressed by the MRPA rulebook or Manager's Manual.

1. Referees will keep time and score.
2. Only the playing captains from each team have the privilege to talk with the referees.
3. 5-minute forfeit time for each game. Games need to start on time to stay on schedule.

### **INCLEMENT WEATHER**

In the event of inclement weather, the league director will record a message on the weather line (651-490-4765) by 3:30 pm if games are cancelled. If games are not cancelled by 3:30 pm players need to show up at the rink and a decision will be made onsite by the referee. The league director will attempt to re-schedule games cancelled due to the weather. A decision will be made at 9:00 am for any morning/early afternoon games.

## **PLAYER EQUIPMENT / UNIFORMS**

1. Each team should supply one regulation ball. Teams will agree on which ball to use before play begins. If teams cannot agree on a ball the referee will decide.
2. Teams must have some form of distinguishing marking such as similar colored jerseys, jackets, scrimmage jerseys, etc.
3. Commercially made brooms are required. The official can remove any broom considered dangerous.
4. Commercially produced broomball shoes or overshoes are recommended. No altered shoes will be allowed.
5. Commercially produced hockey equipment is recommended (helmet with face protector, blocker, gloves, elbow pads, knee guards, shin guards or mouth protector).
6. Goalie catching glove is not allowed

## **FORFEITS**

1. If you must forfeit, notify the opposing team manager and the league director ASAP.
2. Six players are needed to start a game. If you do not have six players present you will receive a 5-minute grace period before the game will be declared a forfeit.
3. Forfeits will be recorded in the standings as 1-0 score.
4. Forfeiting two or more league games may result in the team being removed from further league play with no refund.

## **PLAYING RULES AND INFORMATION**

Shoreview leagues operate under MRPA (Minnesota Recreation and Parks Association) rules and policies. The following are local league modifications of MRPA rules and policies. Playing rules and information will be taken directly from the MRPA Rule Book except as stated below.

1. Each team should supply one regulation ball. Teams will agree on which ball to use before play begins. If teams cannot agree on a ball the referee will decide.
2. Six players are needed to start a game. Teams are composed of a goalkeeper, right/left defense, center, right/left wing. **CoRec leagues must have three male/three female.** Except if a team has a player in the penalty box (violation: minor penalty).
3. Length of game is two 22-minute periods with running time. The final 3 minutes of the second period is played under stop time, unless goal differential is 2 or more goals. 2-minute intermission between periods. Teams change ends for the beginning of the second period.
4. If a game ends tied, there will be one 5-minute sudden death overtime period using running time. Overtime is played 3-on-3 (4-on-4 in CoRec league; 2 male/2 female). The first team to score is declared the winner. If no team scores the game will be a tie. During playoff games, we will play a full period until a team scores.

## **PLAYING THE BALL:**

The following are key rules to remember:

1. Ball cannot be played above shoulder with the broom (turnover).
2. Ball cannot be intentionally hand-passed to a teammate (turnover) except for the defensive zone.
3. Ball can be kick-passed to a teammate and can be stopped with the hand or foot.
4. Player cannot throw a broom at the ball (minor penalty)

## **PENALTIES**

Anything other than incidental body contact when playing the ball is not allowed. **No checking, pushing, boarding or other rough play.** Players **MUST** play the ball and not the opponent. Any contact with the goaltender in the crease will be a minor penalty (ie. sliding into the goaltender on a break-away).

Minor penalty: 3 minutes of actual playing time

Major penalty: 6 minutes of actual playing time

Misconduct: 12 minutes of actual playing time

Game Misconduct: Game ejection and suspend next scheduled game

## **TEAM CONDUCT/UNSPORTSMANLIKE BEHAVIOR**

- Unsportsmanlike behavior will not be tolerated. Players are responsible for their conduct along with their families, friends and other fans. Shoreview Parks and Recreation views good sportsmanship as a concrete measure of the understanding and commitment to fair play, ethical behavior and integrity. The conduct of teams playing in this recreation league must be above reproach. Managers must set examples to their players of fair play and sportsmanship.
- Players, managers, and fans do not have the right to verbally harass, insult, or threaten opponents or referees.
- Referees have the right to eject players, managers, and fans for inappropriate behavior. Ejected persons must leave the game and premises immediately. If persons are uncooperative in leaving, the remainder of the game will be forfeited to the opposing team.
- Any person ejected from a game can face additional punishment ranging from multiple games suspended to league expulsion. The severity of the incident or any previous altercations will factor into deciding what punishment will be assessed.
- Any player, manager, or fan is subject to league suspension, at the discretion of the League Director, for the following infractions:
  - Verbal abuse of any league official, employee, or player
  - Threatening a league official, employee, or player
  - Fighting before, during or after a league game
  - Possession of alcohol or illegal drugs on school property
  - Abuse of equipment
  - Giving false information to league officials
  - Failure to follow the direction of a league official

### **FINAL STANDINGS / AWARDS:**

1. Game results and league standings will be emailed to team managers within two days after the games have been played.
2. Final Standings will be based on points earned (Win = 2 pts, Tie = 1 pt, Loss = 0 pts)
3. In case of a tie between teams after the final league standings, the tie will be broken by:
  - a. If tied, head-to-head record between tied teams
  - b. If tied, fewest amount of goals allowed between tied teams.
  - c. If tied, fewest amount of goals allowed during the season.
  - d. If still tied, a coin toss will be held
4. The playoff champion gets to choose one award from the following list:
  - a. \$150 refund
  - b. Championship t-shirts
  - c. Team Trophy
5. Playoffs will be cancelled if the weather prohibits these games from being played. MRPA tourney berth compensation will then be awarded to top league finisher in the regular season after that team has completed participation the MRPA State Tourney.

### **ELIGIBILITY PROTEST PROCEDURE**

If you feel the opposing team is playing with non-rostered player(s); you must follow the correct procedure to submit a protest.

1. A team wishing to protest a player's eligibility must notify the referee before the end of the game.
2. The referee will then notify the other manager of the protest.
3. The referee will obtain the alleged illegal players full name by seeing a picture I.D. The name of the alleged illegal player will be written on the back of the scorecard and given to the league director the following day.
4. Any player refusing to show picture I.D. will be assumed to be ineligible.
5. Protests filed after the completion of the game or after the player has left the broomball rink will not be allowed.
6. If the protest is upheld, the official will notify the league director of the violation. The penalty for using an ineligible player during a game is a forfeit.

### **INSURANCE**

Be aware that there are inherent risks to playing the game of broomball. Injuries may occur due to collisions with other players, running into the boards, etc. The City of Shoreview does not provide insurance for the participants of our leagues. Each player as a result of participation in the leagues assumes all liability and risk of injury. It is strongly suggested that each player obtain medical and liability insurance prior to participating in the league.