

Wanderland Snow Broomball

This is a NON-Contact Sport.

Prize medals awarded for 1st, 2nd, and 3rd place.

Teams :

- Bring your own team or join one at registration, 1:30pm
- 4-to-6-person team, 4 players on the field at one time.
- Roster rules - unrestricted free agency between teams, but all players must be on the team registration prior to start of the game
- No age restriction for participants
- Players may be registered with more than one team, but must choose a single team if the teams go head-to-head
- Maximum number of players on a team is capped out at 6
- Player Substitution: Bench rules - player on the field can change by leaving the field of play and by tapping another player once off the field. A substitute player stepping on the field before the other exits would be a 1-minute bench penalty served in the penalty box.

Field:

- The field of play will be snow covered grass and not on ice
- Field size is 30ft x 60ft and have 2 zones defined by blue line, blue line with face-off circle at ½ way point, halfway in each Defense and Offense zone, and each Goal Crease.
- Each team will have a designated Bench area on opposite sides of the field
- There will be a designated Penalty box
- The zone which hosts the team's goalie will be referred to as the Defensive Zone, and the zone that host the opposing goal will be defined as the offensive zone for each team
- Game will have (2) halves with a 3-minute intermission between

Gear:

- Brooms will be provided
- Ball provided
- Shoes and team gear of choice, No cleats.
- Players are encouraged to wear helmet, eye protection, padding, safety equipment at their discretion.
- Broom color will define teams. White brooms, black brooms.
- Goalies will be marked with vest or tie band (supplied)

Face off:

- Will be held to start the game, after each goal, and with offside infraction in the offending team zone .
- Face off will be done by each opposing team touching the ground, then opponents broom. This occurs 3x, then they can hit the ball. (Face off players will count each time the brooms touch – hit ground, touch brooms - 1, ground, broom – 2, ground, broom – 3, hit the ball.) or referees may count to 3 at their discretion.

Out of bound:

- will be transferred to the opponent at point of out of bounds and be kicked back into field of play.

Ball movement:

- Ball can be moved with the broom or feet, no kicking, ball must be moved with the broom as final contact from the offensive player to count as a score.
- Hands may be used to stop balls over waist height but no throwing or scoring with hand contact.

The Goalie:

- Can use feet, hands, body, broom while in the crease. That would include throwing the ball back into the field of play .
- Goalie can leave the crease but cannot cross the blueline or use hands outside of Goal Crease.
- Goalie will have a designated Pennie/Jersey to define them as Goalie .

Penalty rules enforce with 2-minute penalty served in the penalty box

- Broom cannot be above chest height at any time. That would include while running, shooting, shooting follow thru or other .
- Intentional contact with an opponent. Yes, this is a no intentional contact event
- Use of referee defined foul/offensive language .
- Use of broom to contact another player deemed intentional .
- Stepping into the opponents' goal crease .

Note: Referee may choose to issue warning in lieu of penalty at their discretion.

- For possession after penalty will result in the opposing team gets an out of bound play at the nearest point of infraction sideline .
- There will be no shoving, kicking, hitting, scratching, biting, or eye gouging. Any of which may result in ejection from the game at Referee's discretion.

Offside rules:

- The ball must cross the blue line into the offensive zone before any player on the same team crosses the blue line. Offsides will result in a faceoff of the team's defensive zone

Icing:

- If the ball passes the blue line and out of the field without contact with offensive player, it will be called icing and result in a face off in teams' defensive zone.