

Burlington Broom Ball Tournament

January 20, 2018

Echo Lake Park – Burlington, WI

Saturday, Registration at 1:30 pm;

Start at 2 pm in Echo Park

Registration Form and Roster

MUST BE 16 YEARS OF AGE OR OLDER TO PARTICIPATE

Team Name: _____
Contact Name: _____
Contact Address: _____
Contact Phone: _____ (H) _____ (C)
Email: _____
How did you hear about the tournament? _____

Team entry fee:

Adult Recreation \$50/Team (Teams of up to 8 players, play is 5 v. 5)

Prizes:

Payment Method: (Check One) Make checks payable to: BACC

Check Money Order Visa Mastercard

Cardholder's name: _____

Credit Card Number: _____ Expiration Date: _____

Security Code: _____ Signature: _____ Zip Code: _____

Team Roster

(Valid state issued ID required at check-in for proof of age)

Name: _____ DOB _____ Email _____

Name: _____ DOB _____ Email _____

Name: _____ DOB _____ Email _____

Name: _____ DOB _____ Email _____

Name: _____ DOB _____ Email _____

Name: _____ DOB _____ Email _____

Name: _____ DOB _____ Email _____

Name: _____ DOB _____ Email _____

**Send Registration form and payment to:
Burlington Area Chamber of Commerce
P. O. Box 156**

Burlington, WI 53105

REGISTRATION DEADLINE JANUARY 19, 2018

Burlington Adult Broom Ball Tournament

Official Rules

Teams must have at least 5 players, maximum of 8

Play is 5 on 5

Tournament Rules

- Players may only play on one team. Players cannot play for multiple teams.
- Maximum of eight (8) players on a roster. Minimum number of players on a roster is five (5). Teams must have five (5) players at the start of each game. All players must be 16 or older.
- Teams need to be ready to play at their designated start time; if a team does not have five (5) players ready to play, they will be penalized one (1) goal for every two minutes the game starts late.
- One referee will be used for each game and penalties will be enforced.
- Any major infractions called will result in team ejection from the tournament with no replacement team.
- Fighting is strictly prohibited. If any player fights, the team will be ejected from the tournament.
- There will be no checking or body contact. A minor penalty or team ejection for major infraction will result if the referee deems it serious enough.
- There will be no slap shots. If the stick comes above the knee in a slap shot motion it will be deemed a slap shot and result in a goal for the non-offending team plus change of ball possession.
- No more than one player can occupy the space in front of the net. A goal for the non-offending team and change of ball possession will result for violations of this rule.
- If the ball goes out of the playing area, possession will be given to the non-offending team at the point where the ball went out. The defending team must provide two stick lengths to their opponent upon re-entry and play must start immediately. Players are expected to make the call on who last touched the ball before leaving the rink. In the event of a disagreement, the referee will make the final

determination.

- There will be a center ice face-off to start the game and the second half. Otherwise, teams will be required to wait on their side of the center line for goals scored and penalties. Defensive teams can engage the offensive teams once the play starts moving up ice. The offensive team must move the ball up ice quickly on the referee's command (whistle). Whenever play has stopped for any reason, player must resume play on the referee's signal (whistle).
- All games are running-time and substitutions can be made during play ("on the fly") or while a ball is being retrieved. There is no stoppage of play after a goal is scored, or after a penalty is awarded. It is up to each team to ensure that there are only five (5) players on the ice.
- All decisions of the referee are final. If any player argues with the referee, at the referee's discretion a goal and ball possession will be awarded to the non-offending team.
- All games will be composed of two 10-minute halves with a 2-minute halftime. Games that end in a tie will be decided by a sudden-death overtime where the first team to score wins.

