

# **Mildmay Junior Broomball**

invites you to their  
**Twenty-Third Annual Broomball Tournament**

**U9 Co-ed, U12 Co-ed,  
U14 Boys & Girls, U16 Boys & Girls**

This is meant to be a **FUN** tournament.

**Please Note:** FBAO Appendix G: Code of Conduct in effect; Violations can lead to team ejection.

**Friday to Sunday, January 17, 18 & 19, 2025** at Mildmay Arena

***Friday to Sunday Hall open for Food & Candy Booths, Draws, teams and equipment.***

\*\*\*\*\* No Admission Charge at the door \*\*\*\*\*

**Entry Fee - \$375.00 per Team**

**Registration Deadline:** December 15, 2024

**Schedule is being prepared the week before Christmas, so don't miss the deadline.**

**FBAO Roster copy & Jersey Numbers Deadline:** Dec 15, 2024

**This year, game sheets also prepared before Christmas – coach must add late info to each sheet.**

**All players must be registered FBAO players. Full RULES attached below.**

Each team guaranteed 3 games; round robin, where possible. **Two points for a win; one point for a tie.**

U12, U14 & U16 Games will consist of two 12-minute stop time periods. U9 will be two 9-minute periods.

**Teams may play up to 3 players from a younger age division to bring their team to a MAXIMUM total of 12 players, as long as waiver & pick up forms are completed & submitted **prior to first game**.**

U9-Atom will have no gender requirements and double shifting is allowed, if less than two lines.

We will do our utmost to have fair, responsible referees. **Referees decision is final.**

**No body checking will be allowed.** Any player involved in a fist fight will be assessed a game misconduct penalty and suspended from further action during tournament.

One punch thrown can be considered a fight.

For more information contact:

**Ice Side – Anne Duncan, 519-901-0577, anne.duncan@wightman.ca**

No alcohol or cannabis use permitted at any time. Violators will be ejected from tournament.

Page 2 - Mildmay Tournament Rules Jan 17th, 18th & 19th, 2025 (Subject to errors or revisions.)

All players must be registered FBAO players. FBAO rules apply, unless noted here.

Code of Conduct in effect. Current COVID Protocol in effect.

Mercy rule: Straight time after 5 goal difference in second period.

U9-Atom & U12-PeeWee buzzer will still go every minute 1:30.

Random or Round Robin games do not need to break ties. No overtime will be played in these games.

Referee decisions are final. All teams must play in proper age category or higher.

Each team is guaranteed 3 games. This is meant as a fun tournament.

U12, U14, & U16 Games will consist of two 12-minute stop time periods. U9 – two 9-minute periods.

Please be at the arena a half hour before your scheduled game time.

Teams, even Co-ed, assigned 1 change room. An alternate small room is available upon request.

Gold winner awards will be handed out in change room immediately following the game.

Please feel free to take team pictures in front of our MJB Tournament Banner.

Special U9-Atom & U12-PeeWee Rules Let's all be fair.

U9-Atom will have no gender requirements and double shifting is allowed, if less than two lines.

U12-PeeWee must follow regular Co-Ed rules.

U9 and U12 will have a stoppage of play at every 1:30 minutes where all players (U9, if possible), with the exception of the goaltender, must be changed. Player changes can occur on the fly, but a complete line change must still take place at the 1:30 minute buzzer. Shift changes will be monitored. Shift change errors should be drawn to the attention of the officials before play begins and corrected without penalty. Once play commences, the officials shall determine whether a penalty will be given to the illegal player. No goals will be allowed for the team with the illegal player, while the illegal player was on the ice.

Penalties will be 1:30 minutes for U9 (Atom) and U12 (PeeWee) divisions.

Penalized players are counted as on the ice. Any player may replace an injured goalie.

Penalized players must go directly to the player's bench upon expiration of their penalty and are substituted on the ice by a player from the bench. The penalized player can return to play at the next full line change.

Overtime:

If game is tied at end of regulation time in round robin or random selection games, game remains tied. 1 point each. However, in all games where a winner must be decided, ties will be broken:

4 on 4 without goalies - 12 minute stop time, sudden death.

After first overtime period, shoot out will occur. Shoot out rules: One player per team at the same time.

First unanswered goal difference wins all - sudden death.

Each team will select 5 players, write down their jersey numbers, and shoot in that order. If still tied, teams will select 5 new players to shoot in that order. If still tied, each team will select 5 players, but can reuse the first 5 and keep repeating this rule until one team scores an unanswered goal.

Division Playoff Placing Determined by Points

If a tie happens in the points division, tie to be broken: first by +/-; then Head-to-Head points with highest points team, 2nd, etc.; then +/- points with highest points team, 2nd, etc.; least penalty minutes: flip a coin  
Any questions, please email or text to Anne Duncan at [anne.duncan@wightman.ca](mailto:anne.duncan@wightman.ca) or 519-901-0577