

¡BROBALL!



BROBALL FUNDAMENTALS

- ***Broball*** is a game of agility and skill played by two or more players.
- The object is to ***hit the ball three times*** and pass it to the next player.
- The player must use a ***different limb for each hit***.
- The ball must remain ***in the air at all times***.
- If a player ***fails to execute*** a legal move, he receives a ***strike***.
- ***Three strikes and you're out***.
- ***Last man standing wins***.

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THE BALL

Brobball is most often played with a 7.5 inch Poof™ brand soccer ball, preferably adorned with lightning bolts.



These balls can be purchased from a wide variety of retailers who carry toy balls and other sports equipment, including Walmart, Target, and Toys ‘R Us. They can also be found through many online retailers.

Other balls of similar size and weight can be used for informal games, but the Poof™ brand Brobball should be used in official play. Some balls feature paper appliqués intended to make the ball look more like a traditional soccer ball. These are acceptable, but should be avoided if possible, as they tend to peel off, making the ball’s surface uneven and shortening the life of the ball.

Brobballs are not waterproof. A brobball that has gotten wet will eventually dry out, but its foam will take on a denser, less bouncy quality, and its surface will tend to peel faster.

All brobballs tend to change over time. A brand new ball will be noticeably springier than an older one, and may be more difficult for inexperienced players to control. Older balls tend to soften up considerably. Older balls also tend to shed their outer coating. This is usually a good sign that it’s time to consider replacing your brobball.

COMBROS

The primary activity in broball is the execution of *Combros*.

A Combro consists of three consecutive hits of the ball by one player without allowing it to touch the ground. Each hit must use a different part of the player's body with no part being repeated. The body is divided into six regions (commonly referred to as *limbs*):

- 1) The Head (neck and up)
- 2) The Right Arm (bicep to fingertip)
- 3) The Left Arm (bicep to fingertip)
- 4) The Torso (includes belly, back, chest, and shoulders)
- 5) The Right Leg (crotch to toe)
- 6) The Left Leg (crotch to toe)

It is illegal to use two different parts of the same limb for two hits in a Combro. (For example, Right Arm, Right Hand, Head would not be legal, since the Right Arm was used twice in one move.)

A few *Special Combros* deviate from this core procedure, and are discussed in detail later.

The third and final hit of the Combro must propel the ball toward the next player so that the receiver could realistically be expected to continue the volley. This is known as a *Playable Pass*. Once a player successfully completes a legal Combro with a Playable Pass, the turn is over, and the next player is considered to have possession of the ball.

In *Proball*, the same rules apply except that a hand hit may be used for only one of the three hits in a Combro.

GAMEPLAY

The players begin by arranging themselves into a small circle, approximately 6-7 feet apart. (If there are only two players, they simply stand approximately 6-7 feet apart.) The initial order is generally determined by common consent.

The player who begins each round of play is known as the **Server**. The first server is the player who starts the game by holding the Broball over his head and announcing in a loud, clear voice, “**Broball!**” This signifies the start of the game. It is also customary for server to then immediately announce “**Nunsies!**” indicating the current score of zero strikes for all players.

The server then performs a Combro, ending with a pass in either direction. The ball must continue to be passed in that direction throughout the **Volley** (*unless a “Brainbro” is performed—see below*). This first Combro of each volley round is called the **Serve**.

The volley continues in the direction established by the serve until

- 1) The ball hits the ground,
- 2) A player fails to complete a legal Combro, or
- 3) A player fails to end his turn with a playable pass.

The player who breaks the volley receives a strike. However, before any strikes can be awarded during a round of play, the ball must complete one full rotation around the circle. Once the ball comes back around to the server, the **brotation** is complete. The ball is now considered a **live ball**, and all players are eligible to receive a strike. So, the first player eligible to receive a strike is the server.

(Note: See “**Big Boy Rules**” below for a common variation on this procedure.)

The players determine if a strike is to be issued and to whom according to the guidelines listed below under the heading Assessing the Strike.

If a player fails to execute a legal combro during the first brotation, that player is issued a **fault**, and play begins again with the original server. If the player with a fault commits another fault during this next round, he will be given a strike for committing a **double fault**. Only one player at a time can be at fault and must commit errors on two consecutive brotations to receive the double fault.

A player one strike away from being out must get *three* consecutive faults in order to be issued the final strike rather than the usual two. This is known as the **mercy fault**.

The original server continues to serve until a player receives a strike or a hustle (*see “hustle” below*). When a strike is issued, the player receiving the strike becomes the

server. The server announces the score before serving. The score is announced by listing the number of strikes each player has, beginning with the server, in clockwise order. If a player is at fault, the server follows the score by pointing at that player and announcing, “*Fault!*” (See glossary for special terms related to scoring.)

Once per game, each player may perform an “*Ultimate Combro*,” which, if successful, removes all of the player’s strikes. It is performed by hitting the ball exactly six times, using each of the six limbs exactly one time each. The player must announce, “*Ultimate!*” when the ball has been passed to him or her. The move must end with a playable pass.

Once a player receives three strikes, that player is *out* of the game until a new game begins. Play then resumes with the player who passed the ball to the player who went out becoming the server. Play continues in this manner until only one player remains. That player is the *winner* of that game of Broball.

When the completion of a game is followed by another game, the first player eliminated in the previous game becomes the server, and is entitled to pick any position in the circle.



Diagram of a Rainbro (see “*Special Combros*” below)

ASSESSING THE STRIKE

There are four possible outcomes when a volley comes to an end.

- 1) Issue a **Strike** to the player responsible for ending the volley (if the ball is live)
- 2) Issue a **Fault** to the player responsible for ending the volley (if the ball is not yet live)
- 3) Issue a **Hustle** to a player who, despite losing control of the ball on his or her turn, made a valiant, good-faith effort to continue the volley under very difficult circumstances.
- 4) Issue a **Do-over** in situations too close to call.

Strikes

A player will receive a **strike** for

- 1) Performing an incomplete or illegal Combro,
- 2) Allowing the ball to touch the ground,
- 3) Receiving two consecutive faults, or
- 4) Ending a legal Combro with an unplayable pass.

The most difficult of these to assess is the playability of a pass. Here are some rules of thumb to keep in mind when making that determination:

A pass is considered **playable** if:

- 1) The pass is volleyed to an area within *an arm or a leg's length* of the receiver. This area is generally referred to as the **Strike Zone**.
- 2) The ball makes contact with an object (wall, tree, etc.) before arriving in the receiver's strike zone. As long as the ball is in motion and hasn't touched the ground, the receiver is expected to complete a legal Combro and playable pass.
- 3) The ball is not hit directly to the intended receiver but stays in the air long enough for the receiver to reasonably be expected to get to the ball in time to continue the volley.

A pass is considered **unplayable** if:

- 1) It is **spiked** to the receiver (i.e. the ball is hit to the receiver with unreasonably high velocity and little or no arc).
- 2) The ball never passes through the receiver's strike zone.
- 3) The ball hits the ground (or ceiling, if indoors) before it comes into the control of the receiver.
- 4) The ball touches a player other than the intended receiver before coming into his control.

The fundamental question is, “*Could the receiver have reasonably been expected to continue the volley with that pass?*” If so, the pass is playable, if not, it is unplayable.

*(Note: The rules for assessing **faults** are the same as those for assessing **strikes**, the only difference being whether or not the ball is **live**.)*

Hustle

If a player loses control of the ball but makes a valiant, good-faith effort to continue the volley under difficult circumstances, that player may be issued a **Hustle**. When a hustle is called, the hustling player receives no strike despite losing control of the ball on his turn. The hustling player becomes the server for the next round. The score doesn’t change, and any faults are wiped clean.

If several players in a row make heroic moves to salvage the volley, but ultimately aren’t able to regain full control of the ball, the group may call a **Group Hustle**. No players receive strikes, and the original server remains the server.

Do-Over

A **Do-Over** is called when determining which player was at fault for ending the volley is difficult or impossible. No players are issued any strikes, and the current server remains the server. Do-overs should be used sparingly and only in cases where it is not possible to make a more definitive call.

Making the Call

Broball is governed by consensus. Games are typically played without a referee, so it is up to the players to reach an agreement about whether to call a do-over, hustle, or strike when the volley ends.

If there is a disagreement, the players who were not involved in the dispute make the call, whether they are still in the game or have already been eliminated. Players who have been eliminated can act as “**brofficials**” for the remainder of a game, making calls when no clear consensus can be reached.

It is considered very **honorabro** for a player to call his or her own strike, and this can often simplify matters and speed up the game. However, even in this case the player calling a strike on himself can be overruled by the other players.

SPECIAL COMBROS

Broball features a number of *Special Combros* which have special significance in the game.

Ultimate Combro

Once per game, players have the option to perform an *Ultimate Combro*, which reduces the player's strikes to zero. To execute the Ultimate Combro, the player must announce "Ultimate!" while a live ball is in the air on its way to him. The player must then complete a *six-hit Combro*, using each of the six limbs (Right Leg, Left Leg, Right Arm, Left Arm, Head, Torso) exactly once each, in any order. If the player fails to complete the Ultimate Combro, he receives a strike.

Conventionally, players only perform the Ultimate when they are one strike away from going out. In this case, if the Ultimate fails, the player is out.

Rainbro

The *Rainbro* is a Combro that starts with a hand, continues with the head, and then finishes with the other hand. It can start with either the left or right hand. When a player executes a Rainbro, at least one of the other players must say "Rainbro!" aloud. If the ball gets back around to a player who completed a Rainbro and none of the opposing players acknowledged it by saying "Rainbro," this player may catch the ball and announce, "You didn't call my Rainbro!" That player then has one strike deducted from his or her score. If the player has no strikes, the player may issue one strike to any opponent.

Rainbros are not possible in Proball, and are generally discouraged in tournaments and other official, competitive play.

Brainbro

This Combro allows the player to use three head hits in a row. Executing a *Brainbro* automatically reverses the direction of the volley. The reversed direction stays in effect until the volley comes to an end or another player successfully completes a Brainbro.

Brainbros are quite rare, but encouraged, in competitive play, as they often tend to *dazzle* one's opponents.

BROBALL VARIANTS

Manbro y Manbro

A Broball game between exactly two opponents. Players will often play to five strikes rather than three so that the games aren't too short.

Big Boy Rules

When a large group is playing Broball (typically 5 or more players), **Big Boy Rules** can be adopted to speed up play. Only the server and first receiver are eligible for faults. All other players are eligible for strikes on their first possession. (*Note: Conventional rules regarding faults are sometimes referred to as "Little Boy Rules".*)

Gentlemen's Rules

When playing in close quarters, **Gentlemen's Rules** are adopted in order to prevent injury and property damage. Passes are expected to be clean, slow lobs that require little to no movement from the receiver, and unnecessarily risky or elaborate Combros are discouraged.

Proball

Under **Proball** rules, players may only use one hand hit per turn, as opposed to the two hand hits allowed under standard Broball rules. When experienced players meet in competition, Proball is generally the preferred mode of play. When experience levels are mixed, the less experienced players are often allowed to continue to use both hands.

Tournament Play

Broball tournaments can take a number of forms, but the most common is **7-by-1** rules. In this system, the winner of each game earns one **Meta Point**. If a player wins 5 games with a margin of at least 3 above the next closest, that player wins. If a player wins 6 games with a margin of 2, that player wins. Otherwise, the first to 7 games wins... so "7-by-1, 6-by-2, 5-by-3."

Sometimes **4-by-4** is also included, but this type of shut-out is rare enough that it isn't usually included in tournament procedures.

When experience levels are mixed, players are sometimes allowed to play by regular Broball (not Proball) rules until they win their first game. After they've earned their first meta-point, they are expected to play by Proball rules for the rest of the tournament, and will receive a strike for using two hand hits in a single combro.

The 7-by-1 rules work best with group of 3-5 competitors. With larger groups, a playoff system may be necessary to bring the group down to a more manageable size. However, 7-by-1 rules will still work with a group of any size.

One-Bounce Broball

In larger spaces, the ball may be allowed to bounce on the ground once while being passed from player to player, in order to facilitate greater distances between the players.

THE BRODIUM

Broball has been adapted to a wide variety of environments. Each different style of *Broodium* brings with it different techniques, strategies, and variations in rules.

Lawn Broodium

A grassy lawn or open park spaces makes an excellent broodium, and is the preferred venue for everyday play.

Beach Broodium

The beach is the premier venue for competitive Broball. It is challenging because of limited mobility due to the sand, but more extreme Combros are possible due to the softer surface.

Urban Broodium

Urban Broball is played in an urban setting such as a parking lot, highway underpass, or back alley.

Indoor Broodium

Indoor Broball is played in an indoor Broodium. The ball can be played off of walls and other objects, but floors are still out of bounds. Indoor broball is sometimes played with a lighter, softer ball. Depending on the characteristics of the indoor venue, *Gentlemen's Rules* may be called for.

BROBALL GLOSSARY

Beach Broball

Broball played on a beach or in the sand

Broball

The Server usually announces this when he is about to serve. It is the name of the ball used in Broball, and also the name of the game, Broball.

Brodium

Area or arena where Broball is played (usually an area that is at least 12ft. x 12ft.)

Brotate

Players rotate playing positions after each game to keep it interesting and fair. Each brodium has its own unique aspects, and players should experience these aspects from each position.

Brotation

A volley that starts with the server and goes all the way back to the server. After one complete brotation the ball is considered "live" and players become eligible to receive strikes.

Call

When a player or players make a firm decision regarding the legality of a Combro or pass during gameplay.

Chatter

Talk among the players during gameplay, often surreptitiously intended as a distraction. It is generally frowned upon, but when used judiciously can be an effective tactic.

Combro

A legal three hit combination using three different limbs to hit the ball. (The "Ultimate Combro" is the only Combro that has six hits instead of three)

Dazzle

When a player performs a combo so surprising or impressive that it distracts the following player to the extent that that player fails to execute a legal combo, that player is said to have been dazzled.

Dead Ball

A ball that has stopped moving or become unplayable due to the actions of a player.

Do-Over

Called when determining which player was at fault for ending the volley is difficult or impossible. No strikes are issued, and the server re-serves the ball.

Double Fault

The penalty a player receives for committing errors during the first round of play after two attempts to complete the initial brotation. A double fault results in a strike.

Fault

The penalty a player receives for an error committed during the first brotation.

Free Ball

A Broball game played for fun or practice. No scoring is involved in this game.

Funsies

All remaining players have 2 strikes, and no player is eligible for the Ultimate Combo.

Hit

Anytime a player's body comes in contact with the ball during the volley. Three legal hits form a Combo.

Honorabro

Honorable, admirable. As when a player calls his own strike or admits to an illegal move that no one else saw.

Hustle

When a player loses control of the ball during his or her turn, but makes a valiant, good-faith effort to continue the volley under very difficult circumstances.

Indoor Broball

Broball played indoors. Ceilings and floors are out of bounds. All other surfaces are fair game.

Live Ball

This is when the ball completes one full rotation, once the server touches the ball on their 2nd volley, and players are now susceptible to receiving a strike.

Manbro y Manbro

One-on-one Broball; also used when multiplayer regulation game play is down to two players.

Mercy Fault

When a player needs only one more strike to go out, three faults are required in order to receive the final strike rather than the standard two.

Meta Score/Point

In tournament play, the meta score is the tally of games won by each player since the start of play. It is usually spoken aloud by the server before the first serve of each game of the tournament, prior to announcing the score of the current game. (Eg. "*Meta 3-4-2, Nunsies, Broball!*")

Nunsies

All players have a score of zero strikes

Onesies

All players have a score of one strike

Out

Eliminated from competition until a new game begins. An out is the penalty for receiving three strikes.

Proball

A style of play favored by experienced players in which only one hand hit is allowed per turn.

Playable

Describes a pass that could realistically be played by the intended receiver.

Score

A tally of the number of strikes each player has. The server announces the score by calling out the number of strikes each player has in clockwise order starting with himself before each serve.

Serve

A legal Combros that begins a round of play in a game of Broball. Serves are governed by the same rules as all other Combros, but often involve higher velocity and more aggressive spin.

Server

The player who starts the volley for each round of play during a game of Broball. The loser of the previous game is usually the first server. The server remains the same until someone gets a strike or a hustle. Then the player who got the strike or hustle serves.

“The Spot”

A spot just over the shoulder, near the bend of the neck. Balls passed to this location are very difficult to handle, even though they are technically in the strike zone. When a player receives a strike for a ball hit to this location, other players will often comment, “*That was the spot!*”

Stank

Excessive velocity in a pass. Passes with too much stank are often considered strikes, though in informal play, players are often given warnings for borderline stank before a strike is issued.

Strike

Issued to a player at fault for causing the volley to stop. This is the basic scoring unit of Broball. Any player receiving three strikes is out.

Strike Zone

The area within an arm or a leg's length of the receiver.

Twosies

All players have a score of two strikes

Unplayable

Describes a pass that could not realistically be played by the intended receiver.

Urban Broball

Broball played on blacktop, usually under a bridge or overpass

Volley

A continuous series of Combros and passes from one player to another. The ultimate goal of all Broballers is to keep the volley going as long as possible.

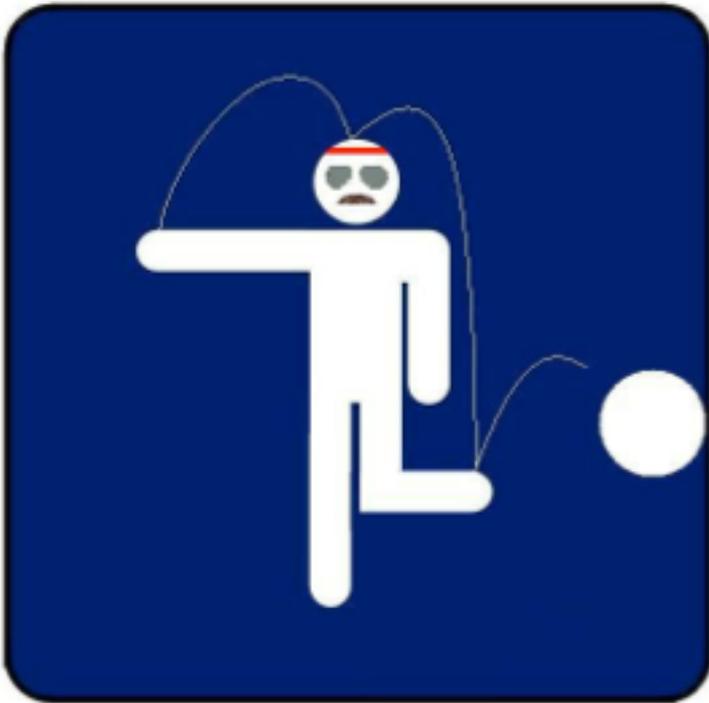
Wally

A legal Combro that bounces off of a wall or other surface between hits or on its way to the next player.

Broball – an exciting game of skill and agility for bros of every kind

*Come one,
Come all!
Say it with me...*

“BROBALL!”



Broficial Broball Rules, Regulations, and Brocedures, Second Edition, March 2014