

¡BROBALL!



BROBALL FUNDAMENTALS

- *Broball* is a game of agility and skill played by two or more players.
- The object of Broball 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

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



These balls can be purchased wherever fine toys are sold. Here is a link to the manufacturer's website:

<http://www.poof-slinky.com/Online-Store/Category/7/Product/33/>

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 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, his turn is over.

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. The server then performs a Combro ending with a pass in either direction. Once the direction is established, the ball must continue traveling in that direction throughout the entire volley. This first Combro of the round is called the **serve**. Typically, players develop a few specialized serves, often using more aggressive velocity and spin than standard passes.

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 at fault for breaking the volley receives a strike, but 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 players are susceptible to receiving a strike. So, the first player eligible to receive a strike is the server.

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 is deemed to be at fault during the 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.

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

Once a player receives three strikes, that player is out of the game until a new game begins. Players are eliminated one at a time until only one remains. The last remaining player is the **winner** of the game of Broball.

Broball is typically played in 15 to 90 minute Broball sessions consisting of as many games as the time allows. After the first game, the **loser** of the previous game (i.e. the first player out) is entitled to pick a new position in the circle. The loser of the previous game also becomes the first server for the next game.

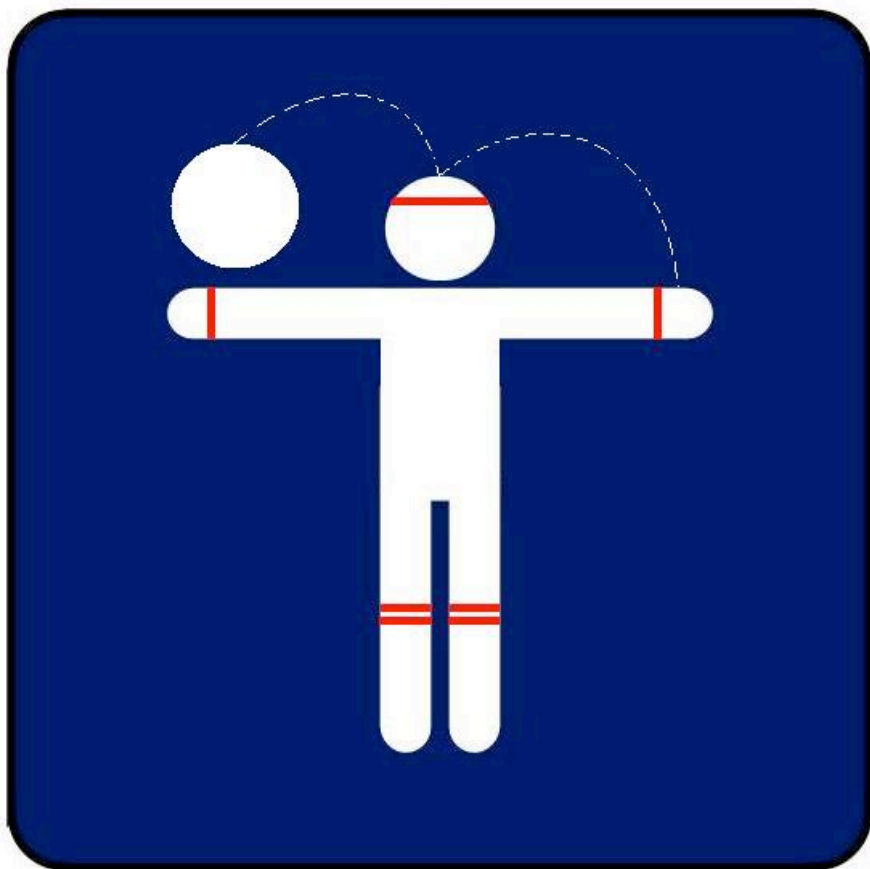


Diagram of a Rainbro (see "Special Combros")

ASSESSING THE STRIKE

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

- 1) Issue a **Strike** to the player responsible for ending the volley.
- 2) 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.
- 3) 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 (or ceiling, if indoors),
- 3) Receiving two consecutive faults, or
- 4) Ending a legal Combro with an unplayable pass.

Most disagreements in Broball result from disputes over the playability of a pass. Here are some rules of thumb to keep in mind when making that determination.

A pass is generally 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 the receiver makes contact with the ball. As long as the ball is in motion and hasn't touched the ground (or ceiling, if indoors), 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 get to the ball in time to continue the volley.

The pass is generally 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.

Determining the playability of a pass is subjective. The fundamental question is, “*Could the receiver realistically have continued the volley with that pass?*” If so, the pass is playable, if not, it is unplayable.

Hustle

If a player loses control of the ball but makes a valiant, good-faith effort to continue the volley under very 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 the hustling player’s effort is exceptionally heroic, the players that weren’t involved in the volley may reward that player by removing a strike from his score. This is known as the **Hustle Clause**. If several players in a row make heroic moves to salvage the volley, but ultimately aren’t able to keep it going, they may call a **Group Hustle**. No players receive strikes, and the original server reserves the ball.

Do-Over

While a hustle is earned by a player for outstanding effort under difficult circumstances, a **Do-Over** is called when determining which player was at fault for ending the volley is difficult or impossible.

When a Do-Over is called no players are issued any strikes, and the server reserves the ball. This is the most neutral call, and should be used whenever the outcome of a volley is unclear.

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 battle in question make the call, whether they are still in the game or have already been eliminated. Deference is given to eliminated players when making calls.

It is very **honorabro** when a player calls his 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

A handful of *Special Combros* have special significance in the game, and affect scoring and gameplay slightly differently than normal Combros.

The “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.

The “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.

The “Ultimate Rainbro”

The *Ultimate Rainbro* is similar to the Rainbro, but uses the shoulders rather than the hands. The player must begin with either shoulder, then hit the ball with his head, and then conclude with a playable pass off the other shoulder. Completing an Ultimate Rainbro clears all of a player’s strikes.

The “Ultimate Combro”

Once per game, players have the option to perform an *Ultimate Combro*, which will reduce the player’s score to zero. To execute the Ultimate Combro, the player must announce “Ultimate Combro!” or simply “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 in any order. If a player completing the Ultimate Combro has no strikes, he may issue one strike to any opponent. If the player fails to complete the Ultimate Combro, he receives a strike.

BROBALL VARIANTS

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

Indoor Broball

Indoor Broball is played in an indoor Broodium. The ball can be played off of walls and other objects, but ceilings and floors are out of bounds. Indoor Broball is usually played with a larger, softer, lighter ball.

Beach Broball

The beach is the premier venue for competitive Broball. It is challenging because of limited mobility due to the sand, but outrageous Combros are possible on the softer surface. Beach Broball is always played barefoot.

Urban Broball

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

Manbro y Manbro

When only two players are playing Broball (in any Broodium), they typically play to five strikes rather than three.

Large-Scale Broball

When six or more players are participating in a Broball session, it is usually best to split them into groups of three or four and have play-offs among the winners. To include all players in a single game, the rules change so that only the server and first receiver are eligible for faults. All other players are eligible for strikes on their first possession.

Neverending Rainbro

Players agree in advance that if any player does a Rainbro and then every other player does a Rainbro until the ball gets back to the first player, then the first player to fail to perform a Rainbro after that gets a strike.

BROBALL GLOSSARY

Battle

A volley between one passing and one receiving player

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.

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)

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.

Hit

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

Honorabros

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

Hustle Clause

This is when a player goes above and beyond what they are expect to do. (For example, when a player keeps a volley going even if that player received an unplayable volley from his/her opponent.) In these situations, the players that weren't involved in the volley generally tend to reward that player by removing a strike from their score.

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.

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.

Playable

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

Score

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.

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

Broball – an exciting game for Bros of every age, sex, ethnicity, sexual orientation, and all that.

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

“BROBALL!”

