

Australian Hardcourt Bike Polo Championship 2009 2010 Revised Rules

These rules were originally written for Melbourne's tournaments in 2008 and 2009. They were significantly revised prior to the first annual AHBPC in consultation with every Australian city. They were informed by rules published by the North American, European and World Championships.

They were also reviewed rule by rule in an open forum of every registered player at the start of day 1 of AHBPC and the rules for passbacks and deflections were refined at this point.

After the AHBPC 2009, this document was revised to better outline some areas (Player Voting, Double Elimination and Seeding) and address some areas that caught us out (Officials, Substitutions, No Shows). We believe that if these extra areas had been covered and understood by officials, players and spectators then many of the issues we experienced would have been addressed.

We present this redux with the aim of better informing future organisers and competitors of the AHBPC.

2010 Bike Polo Tournament Rules

Bike Polo is a game played in good spirit. The fewer rules and disruptions to play the better, Keep it simple, keep it nice and keep playing polo.

Anything not covered in these rules is subject to the determination of the referee (on the court) or officials (off the court).

Safety

- Helmets are required
- No mallets above handlebars
- Keep mallets clear of peoples faces
- No ramming
- Mallet handle must be capped
- Handlebar ends must be capped
- No exposed outer chain rings
- Referee to stop play after injury
- No mallet to body or bike contact
- No throwing mallets

Rule No. 1

- Don't be a dickhead.

Contact

- No mallets under wheels. Repeat offences will incur a strong penalty.
- Like to like only contact is allowed: mallet on mallet, body on body (hip n shoulder, no elbows) wheel on wheel.
- No grabbing, No punching, No slapping, No pushing on others people handlebars.
- Play others as they play you (if a player isn't roughing you up, don't take them out).
- Contact violations will be considered a foul.

Mallets

- No dangerous mallet heads.
- Keep your mallets down.

Bikes

- Exposed outer chain rings must be removed, filed down or covered.
- You must have a brake.
- Fixed gear counts as a brake.
- Limited time outs for mechanical failure , at the referees discretion.
- No modifications to fill your frame allowed.

Time Out

- Referee will stop the game will stop for injury or mechanical failure resulting from a crash.

Gameplay Rules

- To start the game, referee calls 3,2,1 (Polo/Go/Kill etc).
- Winner is first to 5 goals or highest score within the time limit.
- Shuffling, dribbling and passing may be done with the side of the mallet or wheels.
- The Final is untimed.

Footdown, Dabbing & Tap In

- If your foot touches the ground you cannot play the ball or obstruct other players until you have tapped back in.
- Dabbers must actively move out of the way if they are in the play.
- Tap in points will be setup on either side of the court at the half line.
- You must hit the tap out directly.
- You may put your feet onto a vertical surface.
- Putting your foot downwards onto the ground, ball, mallet, edge, cone or bike is a footdown.
- If you mallet another player and they dab, you must also tap in after them. This sub rule is not to be abused or used strategically or stronger penalties will apply.

Scoring Goals

- Goals will be either cones or nets as decided at the start of the tournament.
- Shots must be hit with an end of the mallet.
- Shuffling, ball jointing, side jointing and dragging cannot be used to score.
- Own goals count, including shuffles.
- Shot deflections off edges and bikes count.
- You cannot score by deflection after shooting backwards through goals.
- You can pass backwards through cone goals but cannot use this to score yourself.
- The referee will appoint a goal spotter before a game and consult them when required.

Goalies

- There are no special rules for goalies.
- Any player may act as a goalie at any time.

Net Goals (delete where applicable)

- Net goals will be 110cm -180cm wide.
- Net goals will be above 70cm (700cc wheel height) and below 90cm (handlebar height)
- An offensive shuffle stuck in the net will result in possession being awarded to the defending team behind the goal.
- Leaning on the goals counts as a dab.

Cone Goals (delete where applicable)

- Traffic Cone goals will be two 70cm cones placed 1.5m apart, centre to centre.
- A height limit of the cones will apply for raised or deflected shots.
- A deflection off the back wall, through the goals does not count. (eg, ball bounces off the inside of a goalie).

After a Goal

- The conceding team takes possession.
- Both teams return to their halves.
- Conceding team may not advance until at least 2 opponents have returned to their half and turned to face.
- The scoring team cannot cross half court until the ball or an opponent crosses half court.
- Scoring team cannot cross half till an attacker or the ball crosses halfway.
- If either team takes too long after a goal, the referee can call a warning then call game on.
- If the ball bounces back across half court immediately after a goal, the ball should be returned.
- Each court will have a scorekeeper & scoreboard.

Balls

- If a ball is stuck in a bike, the referee will stop and restart play by throwing the ball in.
- If below 25 degrees use orange balls. If above 25 degrees use red balls.
- During extreme heat, balls will be stored on ice and rotated each game.

Out of bounds

- If the ball leaves the court. The nearest spectator should to return the ball without favour, not in front of goals, as if it had bounced normally,

Referees, Fouls and Penalties

- A referee may issue a "Strong Penalty" for fouls, especially safety fouls.
- A Strong Penalty may require:
 - Double Tap In.
 - Turn over possession.
 - Leave the court till the next goal.
 - Deny a goal scored via a foul
 - Ejection with substitution
 - Ejection without substitution
- The referee will rule on a goal when players disagree.
- Players should try to resolve disputes. The referee has the final say on the court.
- Officials (not registered players) will settle major disputes after hearing from all sides.

Substitutions

- The referee will declare a forfeit if a team is not present or ready on time.
- A team may only substitute players in the case of injury.
- Substitute players should be:
 - Not in another competing team
 - Not in another team
 - From the same city/town etc.
 - Of equivalent skill.
 - Acceptable to the opposing team.
- Discretion applies for serious unexpected reasons (eg hospital, not shopping).
- Substituting multiple players should only occur in serious circumstances.
- At least one original player must remain in the team through the competition to avoid forfeit.
- Substitution later on in the competition for non injury related reasons is discouraged.

Tournament Organisation

Rules

- These rules should be posted online ahead of time and read out in full at the start of a tournament and questions should be taken.
- A large copy of these rules will be posted at each court and a small copy may be provided to teams with registration.
- Copies will also be available to spectators.

Score & Leader Board

- A large board with game results, and upcoming games will be maintained in a publicly viewable location.

Timing

- At different times of the year, you will have between 5 and 8 1/2 hours of daylight from 12 noon till sunset.
- Depending on your game duration, you can complete 3-4 games per court per hour. Don't forget to consider changeover time between games.
- Use the attached table to ensure you select the right format and have enough time to complete your tournament before sunset.

Double Elimination

- A double-elimination tournament is a tournament in which a team ceases to be eligible to win the tournament after losing two games.
- A double-elimination tournament is divided into the Winners Bracket and Losers Bracket.
- After the first round, teams proceed into the Winners losers bracket accordingly. Each Bracket is then conducted in the same manner as a single-elimination tournament,

the losers of each game in the winners bracket "drop down" into the losers bracket.

- If 2 teams don't actually meet, better teams would have placed above weaker teams in the final ranking.
- The final game is winner-take-all.

Seeding

- A seed is a preliminary ranking used in arranging a tournament so the final placing represents an accurate list of teams ordered from first to last in their performance.
- A Seeded tournament is organized in a way the players are ranked based on previous results or experience.
- A seeded tournament is set up so that the highest ranked team plays the worst team, the second highest ranked team plays the second lowest ranked team and so on.
- When there are an odd number of teams in the tournament the highest seeds receive "byes".
- If ranking information is available brackets may be seeded.
- Teams are seeded into the bracket so that better teams don't meet until later on.
- Incorrect seeding will result in inaccurate results.
- Good teams end up below teams they would otherwise have defeated and weaker teams receiving an abnormally high ranking.
- This occurs as strong teams are eliminated by other good teams too early and placing lower than weaker teams who progress further by defeating other moderate teams.

Tournament Awards

Player awards by ballot

- As determined by a poll of all players in the championships, awards shall be given for: Most Valuable Player (MVP - Best overall team player) Best Goalie and Best Goal.
- A ballot for each of these awards will be included in registration packs, or handed out to all players after the final before the prize ceremony.
- Most Valuable Player (MVP) as determined by a poll of all players in the championships. This may be awarded to a player on the winning team or any other team. This is not necessarily the player who has scored the most goals (though it may be) but the best all round player, in shooting, scoring, passing, defending and sportsmanship.
- The MVP award should not be confused with a rising star or most improved player award.
- Best Goalie as determined by a poll of all players in the championships. This award is given to acknowledge that a good defender can be invaluable to a teams success, though

this player may not appear to be a high scoring player.

- Best Goal, the most spectacular goal, as determined by a poll of all players in the championships.
- Honorable mentions should be made for players who scored highly in each of these areas.

Player awards by officials

- The officials may also wish to award other prizes or acknowledgements for:
- Team that traveled furthest
- International visitors
- Rising stars or most improved players
- Best crash
- Wooden Spoon
- Volunteers

Tournament Timing Table Example

Teams	Single Elim	Time Req'd	Double Elim	Time Req'd	Round Robin	Time Req'd
4	3	1.00	6	2.00	6	2.00
5	4	1.33	8	2.67	10	3.33
6	5	1.67	10	3.33	15	5.00
7	6	2.00	12	4.00	21	7.00
8	7	2.33	14	4.67	28	9.33
9	8	2.67	16	5.33	36	12.00
10	9	3.00	18	6.00	45	15.00
11	10	3.33	20	6.67	55	18.33
12	11	3.67	22	7.33	66	22.00
13	12	4.00	24	8.00	78	26.00
14	13	4.33	26	8.67	91	30.33
15	14	4.67	28	9.33	105	35.00
16	15	5.00	30	10.00	120	40.00
17	16	5.33	32	10.67	136	45.33
18	17	5.67	34	11.33	153	51.00
19	18	6.00	36	12.00		
20	19	6.33	38	12.67		
21	20	6.67	40	13.33		
22	21	7.00	42	14.00		
23	22	7.33	44	14.67		
24	23	7.67	46	15.33		
25	24	8.00	48	16.00		
26	25	8.33	50	16.67		
27	26	8.67	52	17.33		
28	27	9.00	54	18.00		
29	28	9.33	56	18.67		
30	29	9.67	58	19.33		
31	30	10.00	60	20.00		
32	31	10.33	62	20.67		
33	32	10.67	64	21.33		
34	33	11.00	66	22.00		
35	34	11.33	68	22.67		
36	35	11.67	70	23.33		

Variables

Minutes per game	15 min
Changeover	5 min
Number of courts	1

Three games per hour per court
15min games + 5 min changeover

Four games per hour per court
12 min games 3 min changeover

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Daylight Hours timeanddate.com
12pm – Sunset (15th of each month)

Brisbane, Sydney, Melbourne

	Sunset
January	8.40pm
February	8.20pm
March	7.40pm
April	5.50pm
May	5.20pm
June	5.00pm
July	5.20pm
August	5.40pm
September	6.10pm
October	7.30pm
November	8.10pm
December	8.40pm

Schedule Example

Registration	10:00am
Game 1	11:00am
Game 2	11:20am
Game 3	11:40am
Game 4	12:00pm
Game 5	12:20pm
Game 6	12.40pm
Game 7	1:00pm
Game 8	1:20pm
Game 9	1:40pm
Game 10	2:00pm
Game 11	2:20pm
Game 12	2:40pm
Game 13	3:00pm
Game 14	3:20pm
Game 15	3:40pm
Game 16	4:00pm
Game 17	4:20pm
Final	4:40pm

Timing

- Games are 15 minutes
- Final is untimed
- 5 mins max between games
- Be ready 30 mins before your game
- No show = forfeit