

2012 Update

This page was written after the 2012 World Championships in Geneva, Switzerland.

There is now a much clearer understanding of what constitutes a foul. **Also referees usually won't interrupt the game unless the foul causes an unfair advantage.** They also issue warnings to manage the game as well as to respond to specific fouls.

Most penalising is now based on the ball turnover. Tapping in is only for dabbing, No more double tap outs. 30 second penalties were rarely applied.

If a team commits a foul and gets the ball, the ref will immediately turn the ball over to the other team.

So what is a foul?

(These are roughly in order but of course each instance varies in severity and is open to interpretation)

- **False start** on the joust
- **Mallet** under another players wheel
- **Obstruction/Interference** while dabbed
- Pushing with an **extended arm**
- Sticking your **elbow** into another players body
- Dangerous **highsticking**
- **Holding** another players body or bike
- **Hacking** another mallet with yours
- **Toppling** (falling onto another player and knocking both themselves and yourself over in the process.)
- **Steering Infraction** (interfering with another players steering arm or handlebars)
- **Bike on Bike** (T-boning or whale slapping, i.e. putting your bike into another players bike, whatever the direction)
- Checking from behind
- Checking off the ball
- (And since London) the **too many goalies** rule (more than 2 defending players in the crease marked around the goals)

What contact is allowed?

- A clean check, Bumping another players hip or shoulder with your own hip or shoulder from a parallel position without toppling onto the player.
- Hooking another players mallet
- Screening another player off the ball

But we were about to score!

What if I have the ball, another player fouls me but my team mates take advantage of the situation and get the ball and are about to score?

The Advantage and Delayed Penalty only apply if the team that committed the foul does not get the ball after they commit the foul.

Advantage

If the victim of the foul or their team keeps the ball, and the play continues to their advantage, the game is not interrupted. The ref will give a verbal warning, maybe even at the next break in the game.

Delayed Penalty

When a major foul occurs, but the victim or their team retains advantage, it doesn't make sense to stop the play. So the referee signals a delayed penalty by raising their arm.

The penalty is applied as soon as the fouling team touches the ball. This gives an added advantage to the victimised team because there is no way they can be scored on. As soon as they lose the ball, the whistle for the original penalty will be blown.

What this means for you

If your team is fouled and the ref signals a delayed penalty, you can now play 3 up and as soon as you lose the ball, the delayed penalty is applied and the ball is turned back over to you in your half.

30 second penalties

These are given for repeated or extremely dangerous fouls

Safety

- Helmets are mandatory
- Watch your highsticking
- No bike on bike contact
- 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.

Teams

- Teams will consist of 3 players
- Teams should wear matching colors. Select your team colour when you register.

Equipment

Protection

- You must wear a helmet.
- Protective equipment such as kneepads, padded gloves and face protection are encouraged.

Mallets

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

Bikes

- Exposed outer chain rings must be removed, filed down or covered.
- Protruding wheel axles must be cut down.
- 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.

Gameplay

Game start and end

- Players must wait behind their goal line before the start of the game.
- To start the game, referee blows a whistle with no countdown.
- A false start on the joust will result in a ball turnover to the opposing team.
- Winner is first to 5 goals or highest score within the time limit.
- The Final is untimed.

Contact

- Play others as they play you. Contact violations will be enforced as a priority.
- Like to like only contact is allowed: mallet on mallet, body on body (hip n shoulder, no elbows) wheel on wheel.
- Excessive, reckless or potentially dangerous play will result in a warning or a penalty.
- Pushing/checking from behind is not permitted.
- No mallets under wheels. Repeat offences will incur a strong penalty.
- Incidental bike-to-bike contact is fine. Throwing a rear wheel into another player's bike and T-boning will be penalised.
- Mallet on Mallet contact will only be permitted near the ball or the goals.
- You may defensively hook, lift or hold down another player's mallet.
- A hard strike against someone's mallet "Striking" is not permitted.
- Holding another player by grabbing or hooking their body, clothing, bike or equipment using hands, elbows, knees, feet or mallets is not permitted.

Highsticking

- A "high stick" is above the height of an opponent's shoulders, near an opponent.
- Players must be in control and responsible for their mallet.
- A player is permitted accidental contact on an opponent's **body** only if the swing is a normal windup or follow through of a controlled shot.
- A swing, without possession or not at the ball or that is excessive would not be considered acceptable and **any contact to an opponent above the shoulders** shall incur a penalty.

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 are on either side of the court at half court.
- 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.

Ball Handling

- Shuffling, dribbling and passing may be done with the side of the mallet or wheels.
- The ball cannot be played with the feet. Intentionally touching the ball will be penalised according to the situation.
- Jointing is the use of an open hole in your mallet head to pin the ball to the ground.
- Jointing is only allowed in the player's defensive half. Jointing in the offensive half will result in a ball turnover.
- Side jointing and ball jointing are both considered to be jointing for the purposes of these rules.
- Wrist/scoop/flick shots will not count as a goal. This technique may be used to pass.

Goals

Net Goals

- An offensive shuffle into the net will result in a ball turnover / half.
- Leaning on the goals counts as a dab.

Scoring Goals

- Shots must be hit with an end of the mallet.
- Shuffling, ball jointing, side jointing, wrist shots and dragging cannot be used to score.
- Own goals count, including shuffles.
- Shot deflections off edges and bikes count.
- The referee will appoint a goal spotter before a game and consult them when required.
- If a "dabbed" player (or any other foul such as kicking the ball), stops a goal, the ref may award a goal.
- If it is determined that the defending player intentionally committed a foul to prevent a goal the goal may be awarded.

Goalies

- Double goalie rule to be decided on the day.

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.

Out of bounds

- If the ball leaves the court it will be turned over the team that was not last to touch the ball.
- If the ball is lodged in a bike, the ball will be turned over to the other team.
- If the ball is intentionally played out of the court a timewasting penalty may be applied.

Time-outs

- The ref will call a time out for serious injury.
- The referee may stop game play for any reason.
- Any player on a team may request a mechanical timeout. This will take effect when their team takes possession of the ball.

Substitutions

- The referee will declare a forfeit if a team is not present or ready on time after a reasonable warning.
- A schedule of games or advance notice should let all teams know when they are expected to be ready.
- A team may only substitute players in the case of injury.
- Substitute players should generally be:
 - (in order of desirability)
 - 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.

Penalties

These penalties are available to the referee. The referee may use these at any time in any order.

Warnings

- For most infractions the referee will issue a verbal warning.
- Continued infractions will result in a more severe penalty

Ball turnover / Half

Both teams will return to their half. Innocent team has possession. Once the team in possession of the ball crosses half-court, either with a player or the ball, play will resume.

Delayed Penalty

- A penalty can be delayed if the innocent team has advantageous possession.
- The referee will blow the whistle when the opposing team gets the ball.
- When called the ball will be returned to the innocent team in their half.

30-second penalty

- This penalty will follow a verbal warning or for a more serious first-time rule violation.
- When called, the play will continue.

- The penalised player will wait off court at the tap in point for 30 seconds.
- A goal by the innocent team will end the penalty. And the penalised player may return to the court.

Two minute penalty

- This is for, excessive force or reckless behaviour that draws blood or results in serious injury.
- When called, the ball will be turned over to the innocent team in their half.
- The penalised player will wait off court at the tap in point for two minutes,
- A goal by the innocent team will end the penalty. And the penalised player may return to the court.

Ejection from Game

- This is penalty is reserved for fighting and acutely reckless or willfully dangerous play that either results in or if continued could cause serious physical harm.
- The penalised player will be removed from the game. The game will continue as 3 on 2 until the end of regulation time.

Ejection from Tournament

It could happen. Don't be a dick.

Tournament Organisation

Rules

- These rules should be posted online ahead of time and read out 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.

Round Robin

- A round-robin tournament or all-play-all tournament is a type of tournament "in which each team meets all other teams in turn.
- In a single round-robin schedule, each participant plays every other participant once.

Swiss Rounds

- In Swiss rounds each team is pitted against another team who is most similarly ranked.
- For the first round, teams are paired either according to seeding or randomly assigned.
- For subsequent rounds, teams are sorted according to their cumulative scores and teams are assigned opponents that have the same or similar score to that point.
- One proviso is that the same teams never oppose each other twice.

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 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 organizer 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