

Rules and Gameplay

BIKE POLO

SUMMER SESSIONS 2009

Bike Polo is a game played in good spirit. The fewer rules and disruptions to play the better. These rules are based on more than a year of bike polo in Melbourne. Keep it simple, keep it nice and keep playing polo.

Safety

- No mallets above handlebars.
- No ramming.
- Stop play after injury
- No mallet to body contact.
- Scorer cannot ride through goal after scoring.

Gameplay

- To start the game, both teams call 3,2,1 (Polo/Go/Kill etc).
- Shuffling, dribbling and passing may be done with the side of the mallet.
- Games are 10 or 15 minutes or first to 3 or 5 goals.
- Games will be timed by spectators.

Selecting Teams

- Teams for normal games are selected randomly.
- During busy times, several teams may be queued up in advance. This will be clearly indicated by a pile of mallets courtside.
- Summer Sessions games include alternating games for new and experienced people including games of 2 on 2 or 3 on 3, and variations.

Mallets

- No mallets above handlebars
- No throwing mallets.
- No mallets under player's wheels.
- No metal mallet heads

Contact

- Like to like only contact is allowed: mallet on mallet, hip n shoulder, parallel bike on bike.
- No ramming, no grabbing. Kicking the ball counts as a dab.

Tapping In

- Dabbing (touching the ground or ball with your foot) results in you having to tap in before you can re-enter play.
- A tap in post will be setup for all games away from the goals.

Scoring

- Shuffles do not count as a goal.
- Shots on goal must be done with the end of the mallet to score.
- You cannot feed yourself the ball through the goal then score.
- You cannot be in goals when scoring or ride through goals after scoring
- To ensure an adequate break in play after scoring, both teams to return to their halves.
- Defenders cannot cross half till an attacker or the ball crosses half.
- Defenders to keeping goal cones correctly in place.

Out of bounds

- Nearest player or preferably spectator to retrieve and return the ball to play by throwing over the shoulder without favour.

Substitutions

- Game play will stop for injury but not mechanical failure.
- It is the responsibility of the team playing to have a spare player, bike or wheels available for instant substitution.

Broken ball

- When a ball breaks, possessing player or spectator may stop play to replace the ball otherwise the ball will be replaced when a goal is scored or when it goes out of bounds.