

Bike Polo Tournament Rules Jan 2011 Draft

Bike Polo is a game played in good spirit. Anything not covered in these rules is subject to the determination of the referee (on the court) or organisers (off the court). These rules were written in 2008 and are reviewed each year to adapt to the development of the game.

Safety

- Helmets are mandatory
- Watch your highsticking
- No t-boning/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.

Teams

- Teams will consist of 3 players
- Teams will be required to wear matching colors. Select your team colour when you register online.

Equipment

Protection

- You must wear a helmet.
- Other 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.
- 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.
- One normal drink bottle is allowed within the frame.

Gameplay

Game start and end

- Players must wait behind their goal line before the start of the game.
- 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.
- 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 only if the swing is a normal windup or follow through of a controlled shot.
- A swing without possession or not at the ball would not be considered acceptable and **ANY CONTACT TO AN OPPONENT ABOVE THE SHOULDERS** shall incur a penalty.
- This is a new rule that replaces the handlebars limit, it is based on NHL rules.

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.

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 the ball turnover and concession of half-court**
- **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 (disregard where applicable)

- Net goals are between 110cm -180cm wide.
- Net goals will be above 70cm (700cc wheel height) and below 90cm (handlebar height)
- An offensive shuffle into the net will result in a ball turnover / half.
- Leaning on the goals counts as a dab.

Cone Goals (disregard 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.
- You cannot score from a pass backwards through cone goals.
- You cannot score by deflection after shooting backwards through goals.
- A deflection off the back wall, through the goals does not count. (eg, ball bounces off the inside of a goalie).

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, 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 they will receive a two-minute penalty.**
- The referee will rule on a goal when players disagree.

Goalies

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

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. The game will be paused until the ball can be retrieved. The ball should be returned to play at the point of exit.
- **If the ball goes out directly from one player (even if unintentionally) the returned ball may be awarded to the possession of the other team.**
- If a ball is stuck in a bike, the referee will stop play and give possession to that player.

Time-outs

- The ref will call a time out for serious injury.
- The referee may stop game play for any reason.
- Time-outs can be called by players when:
- A goal is scored. A time-out can be called for a mechanical, or water, etc.
- Mechanical problem. The team with the mechanical problem may request a timeout only after they take 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 are the penalties available to the referee. Some infractions have predetermined penalties. Otherwise, the referee has the right to use any of 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

Tap-out

- The referee may instruct a player to tap-out at either side of centre court.
- If required, a player must hit the tap-out point with their mallet or they will still be considered "out."
- If a player does not physically touch the tap-out with their mallet, they may be asked to tap-out a second time.
- Tap-outs will always happen without stoppage.

Double Tap-out

- The referee may instruct a player to tap-out at both sides of centre court.
- The player must hit both tap-out points with their mallet or they will still be considered "out."
- If a player does not physically touch both tap-outs with their mallet, they may be asked to repeat the tap.
- Tap-outs will always happen without stoppage.

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.

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.

Delayed Penalty / Advantage

- A delayed penalty can be called 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 turned over to the innocent team in their half.
- The penalised player will wait off the court at the tap in point for 30 seconds or 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 push your luck.

Penalty Guidance

Infraction Guidance

Infractions that will result in a tap-out:

- "Malleting", Mallet under another players wheels causing them to foot down. Repeated instances of this violation will incur greater penalties.

Infractions that will result in a ball turnover:

- Tossing the ball out of the court - This is a delay of game penalty. If the ball is shot and deflects off a mallet or other surface, the ball will simply be placed on the court at the point of exit and play will resume with no ball turnover.
- Ball-jointing in the offensive zone - Ball jointing is only allowed in the player's defensive zone. Scooping the ball, throwing the ball is permitted.
- Shuffling the ball into an opponents net.

Infractions that can result in a Warning, 30-second or Two-minute penalty:

- Hooking or holding- Hooking is defined as using a mallet to restrain a bike or player. Holding is grabbing a player, their clothing or their bike with your hand or elbow, a.k.a "chicken winging."
- Cheap shot- Checking, hitting or pushing someone in the back. Physical blows about

the neck or head, any punching or kicking will also be penalised as a "cheap shot."

- Striking - A hard strike against someone's mallet may be called as "striking." You can defensively hook another player's mallet, lift it or hold it down with yours, but striking will be called.
- Mallet throwing.
- High sticking

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.
 - 30 Second or two minute penalty
 - Deny a goal scored via a foul
 - Ejection with substitution
 - Ejection without substitution

Disputes

- 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.

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.

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 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.

Bike Polo Rules 2011

Draft for comments Jan 2011

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 also 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.

In January 2011 we reviewed the North American ruleset for the 2010 season. Whilst we found it did not address certain areas we had already covered (deflections, sidejointing, substitutions) it did introduce a number of new rules, some of which have been adopted informally at weekly pickup.

We have drawn the new sections from the NA 2010 rules and incorporated them here: (Warnings, Penalties, Striking, Checking from behind, wrist shots and jointing limitations)

Whilst this is not the same document used internationally, they are entirely compatible with world rules.