



NORTH AMERICAN HARDCOURT BIKE POLO ASSOCIATION

APPENDIX C: SQUAD BENCH FORMAT version 1.1

• *for the 2015 season* •

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SECTION 1: TEAM SELECTION

§1.1 – Squad sizes are unlimited, but all players must be declared at the start of the tournament.

§1.2 – Teams may select up to 5 players for any individual game, and need to inform the referee of their lineup before the game starts.

§1.2.1 - Teams may change those 5 players between games.

§1.3 – Teams must select a Coach/Captain before each game, and need to inform the referee of their choice.

§1.3.1 - Teams may change their Coach/Captain between games.

SECTION 2: TIMING & BREAKS IN PLAY

§2.1 – Games are 30 minutes to 1 hour long, decided by tournament organizers.

§2.2 – Time will continue during stoppages (such as goals, turnovers), except during timeouts, and major breaks in play, such as serious injury, ball lost, etc until the final 2 minutes of the game. At that point the clock will stop after goals, dead balls, injuries and timeouts.

§2.3 – Play will not stop for mechanicals, or minor injury, instead teams should bring on another player (if a player can get off court, play continues).

§2.3.1 – A referee may stop the game if a player needs urgent medical treatment.

§2.4 – Each team has 2 timeouts, of 2 minutes, which they may use for any reason, and may use consecutively if they wish. Only the Coach or Captain may request the timeout.

§2.4.1 A team may only call a timeout when in possession of the ball, or when play has stopped.

§2.4.2 If play has stopped, the team with possession will retain possession.

§2.4.3 If play has is ongoing, the team calling the timeout will forfeit possession.

§2.5 – Teams may take no more than 15 seconds after a stoppage in play to restart. After this referees may start the game, regardless of the position of the ball, or the number of players on the field for either team. This is designed to stop teams taking extra timeouts, or wasting time.

§2.6.1 The referee will count down the last 5 seconds, and call out “play on” when the 15 seconds are up.

§2.6 – If a team shows up late, they will lose 1 goal every 3 minutes after the start of play. If both teams are late, the game will be shortened.

§2.7 – In elimination games, in the event of a tie, teams will play 15 minute overtime periods, with no sudden death. Each period will restart accordingly, and have a maximum of 1 minute between them.

SECTION 3: SUBSTITUTIONS

§3.1 – Teams may switch players at any time during the game.

§3.1.1 – They may not delay the game with substitution, and any goals scored while a team does not have 3 players on the pitch will be valid.

§3.2 – The player coming on may be on court before the player going off has left the court, as long as both players are within 10' (10 feet) of the bench.

§3.2.1 – While there are more than 3 players on the court, neither the player coming on, nor the player coming off may touch the ball, impede an opposition player, or otherwise affect play. Doing so will lead to a too-many-players penalty. This will be penalized with the minimum of a 30 seconds penalty, to an awarded goal (for example if a player stops a goal).

§3.2.2 – Accidental touches of the ball, which do not affect play, can be ignored at the referees discretion.

§3.3 – A player who is dabbed does not need to tap in when substituting, the substitution replaces the tap in.

§3.4 – No players on a squad may be replaced during the tournament. If a team has an injury, or a player does not turn up, they must make do with the remaining players.

SECTION 4: PENALTY ADDITIONS

§4.1 – Personal Penalty - In addition to the usual penalties, there will be a 5 minute Personal penalty, where a player is removed from the game for 5 minutes, but can be replaced. This can be used by the referee where a player needs to be penalised, but has not affected play, for example threatening a referee, or opposition player, throwing a mallet, fighting off-court, etc.

§4.2 – Unsportsmanlike Conduct - In addition to the §7.2 in the v4.5 Ruleset there are additional rules of conduct between players and referees in the Squad format. A team captain will be designated prior to the tournament. Players are only allowed to ask the referee what the call was. The referee is not obligated to give players explanations or justifications. Team captains are allowed to use timeouts and time during stoppages to talk to the referee in a respectful manner, to get clarification. If another player begins to request the referees attention, a Minor penalty will be given, followed by a Major or Personal penalty depending on the severity of the harassment.