



NORTH AMERICAN HARDCOURT BIKE POLO ASSOCIATION

RULESET v4.3

• for the 2014 season •

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SECTION 1: REFEREES & OFFICIALS

§1.1 – Referee

§1.1.1 – The Referee will maintain full control of the game for the duration, including stoppages. Any decision the Referee makes shall be final.

§1.1.2 – The referee will ensure that all equipment abides by §2.4 and §2.5; should any equipment fail to meet these standards the referee has the discretion to immediately stop play and restart only when that issue is resolved.

§1.1.3 – The Referee will be equipped with a whistle to indicate immediate stoppage of play as well as the start/restart of play.

§1.1.4 – The referee signals the start of the game according to §4.1.

§1.1.5 – The referee signals all stoppages and starts of play according to §§4.1 and 4.2.

§1.1.6 – The referee signals all dabs according to §8.1.

§1.1.7 – The referee signals all penalties according to §§6, 7, 8, 9, 10 and enforces them accordingly.

§1.1.8 – The referee signals the end of the game.

§1.1.9 – Hand Signals

§1.1.9.1 – Start and Restart of Play – Referee gains verbal confirmation that teams are ready, raises an arm in the air and blows the whistle, dropping the arm simultaneously.

§1.1.9.2 – Penalty – If the team with possession of the ball commits a penalty, it will be signaled by an immediate long blow of the whistle.

§1.1.9.3 – Delayed Penalty – If the team that does not have possession of the ball commits a penalty, an advantage is signaled by raising an arm straight into the air and shouting: “Advantage, (Team with possession)”.

§1.1.9.4 – Possession – After a stoppage, possession will be signaled by an arm straight out in the direction of the team who will restart with the ball.

§1.1.9.5 – Extension – §10.1 will be signaled by the right arm held straight out at 90 degrees, and a pushing motion made to full extension.

§1.1.9.6 – Charging– §10.2 will be signaled by holding both arms straight out and hands pointed upward.

§1.1.9.7 – Interference – §10.3 will be signaled by putting both arms out in front to form an ‘X’.

§1.1.9.8 – Steering Arm – §10.8 will be signaled by the left arm held straight out at 90 degrees, and the right hand placed upon the forearm.

§1.1.9.9 – Flagrance – §10.10 will be signaled by both arms being held above the head in an ‘X’ formation.

§1.2 – Official Score & Timekeeper

§1.2.1 – The official is at half court on the sidelines.

§1.2.2 – The official shouts out game-times at 2–3 minute intervals and after goals.

§1.2.3 – The official shouts out a two minute warning, followed by ninety seconds, sixty seconds, thirty seconds, and a countdown from ten seconds to one.

§1.2.4 – The official maintains the game log on paper with time and scorer of all goals, penalties,

and unofficially via any displayed scoreboard.

§1.2.5 – If there is a timer visible to players, the official is responsible for starting, stopping, and resetting it.

§1.2.6 – During a power play, the official communicates with penalized players to let them know when they are able to go back into play.

§1.3 – Goal Judge

§1.3.1 – The goal judge is positioned behind the net.

§1.3.1.1 – If this position is not available, an alternative can be approved by the referee.

§1.3.2 – The goal judge is visually distinguishable from spectators.

§1.3.3 – The goal judge returns the goal to its starting position if it is moved during play.

§1.3.3.1 – If the court does not allow this, the referee will delegate this responsibility.

§1.3.4 – The goal judge may be called upon by the referee to provide perspective regarding a play near the goal. This interaction is purely consultative and the final call will be made by the referee.

§1.3.5 – Signals

§1.3.5.1 – Goal Signal – Indicated by raising the flag (or one arm) straight up in the air.

§1.3.5.2 – No Goal Signal – Indicated by raising the arms to the side, hands in the center of the chest and moving them straight outward in a ‘wash-out’ motion.

§1.3.5.3 – False Start – Indicated by raising the flag straight in the air and waving it back and forth.

§1.3.5.4 – Player Dabbed on Net – Indicated by pointing the flag straight out from the chest and waving it back and forth.

§1.3.5.5 – Timeout – In the case that the referee cannot hear a player call timeout, it can be indicated by the goal judge by making a “T” formation with the arms above the head.

SECTION 2: EQUIPMENT & FACILITIES

§2.1 – Players

§2.1.1 – There are three players to a team.

§2.1.1.1 – While on the court, all players must wear a helmet approved for sports use.

§2.1.1.2 – Teams must wear matching colored uniforms, in contrast with the other team.

§2.1.2 – A team may appeal to the tournament organizer for substitution of a player in the case of injury or other outstanding circumstances during the course of a game and between games, but if a player is ejected from the tournament their team can only appeal for substitution after the game in which they were ejected.

§2.1.2.1 – The substituted player forfeits eligibility to play for any other team for the duration of the tournament.

§2.1.2.2 – The only eligible players for substitution are players who are not entered into the tournament, or playing on any other team.

§2.1.2.3 – A substituted player can only be replaced on the team by the original player or by subsequent injury.

§2.1.2.3.1 – Should an original player rejoin a team after a substitution, the team forfeits the opportunity for secondary substitution for that player. Additional injury or inability to continue by the player will result in the team continuing with two players for the remainder of the tournament.

§2.1.2.4 – A team will be given a reasonable amount of time to find a substitution and have that player approved by tournament organizers. This will be consistent with §4.6 timeout procedure.

§2.2 – Court

§2.2.1 – Courts are no larger than 155' x 80' (47.25 m x 25 m) and no smaller than 120' x 60' (37 m x 18 m).

§2.2.2 – Courts are constructed of a solid material with perimeter boards extending to a minimum height of 40".

§2.2.3 – Courts must have two doors located symmetric to the half-court line, for access to an area that players will use to serve Minor/Major penalties.

§2.2.4 – A line marking half court extends across the entire width of the court with the center point of the court marked for ball placement to start the game. Half court is also signified by markings on the vertical boards on either side of the court.

§2.3 – Goals

§2.3.1 – Goals have nets.

§2.3.2 – Goals have a firm top crossbar.

§2.3.3 – Goalmouth will be 6' (183cm) wide measured from the interior of the goalposts, by 3' (91.5 cm) tall measured from interior of cross bar to the ground, by 2.5' (76.2 cm) deep measured from goal line to interior of the rear base bar.

§2.3.4 – The goal line defines the position of the goal. The goal line is 10' to 15' away and parallel to the rear perimeter boards of the court.

§2.3.5 – Goals are placed with the front of both goal posts level with the front of the goal line and centered in regards to the width of the court.

§2.3.6 – Three lines marked onto the court will define the position of the goal:

§2.3.6.1 – The goal line connects the vertical goalposts and defines the threshold the ball must cross in order for a goal to be awarded.

§2.3.6.2 – Two additional lines extending from each goalpost and running perpendicular to the goal line toward the back boards for at least 6 inches but no more than 2.5 feet.

§2.4 – Bicycles

§2.4.1 – The bicycle has at least one braking mechanism.

§2.4.1.1 – A fixed gear drive train with foot retention on both pedals qualifies as a braking mechanism.

§2.4.2 – The handlebars are plugged or capped.

§2.4.3 – There are no racks, fenders, bottle cages, saddlebags or other additions to the bicycle that may aid in blocking passage of the ball.

§2.4.3.1 – Wheel covers, which only cover the spokes of the wheel, are an exception to §2.4.3 and are permitted.

§2.4.4 – There are no sharp edges, points, loose screws, or otherwise unsafe componentry. This includes but is not limited to: exposed freewheels and cogs, exposed chain rings, and protruding axles.

§2.4.4.1 – If the part of the bike deemed unsafe can be reliably covered and secured, and approved by the referee, it will be an exception to §2.4.4 and will be permitted.

§2.5 – Mallets

§2.5.1 – Shaft

§2.5.1.1 – The shaft is made of metal or carbon fiber.

§2.5.1.2 – The gripped end of the shaft is plugged or sealed.

§2.5.1.3 – The shaft does not protrude through the bottom of the mallet head.

§2.5.2 – Mallet head

§2.5.2.1 – The mallet head is made of plastic.

§2.5.2.2 – The mallet head is securely fastened to the shaft.

§2.5.2.3 – The mallet head is a maximum of 7” (180mm) in length.

§2.5.2.4 – The inner diameter of any hole on the mallet head may not exceed 2.25” (57mm). The maximum outside diameter of the mallet head may not exceed 2.559” (65mm).

§2.5.3 – Dangerous mallets

§2.5.3.1 – The referee disallows the use of mallets that they deem dangerous. Examples of dangerous mallets may include: Mallets that splinter, shatter, or break easily, mallets with sharp protrusions, etc.

SECTION 3: TOURNAMENT & GAME FORMAT

§3.1 – Tournament Structure

§3.1.1 – Regional qualifying tournaments and the North American Championship will conform to the structure as outlined in Appendix A: Tournament & Game Format 2014.

§3.2 – Game Timing

§3.2.1 – Games will be played without intermission with the length of time as outlined in Appendix A: Tournament & Game Format 2014.

§3.2.2 – The winning team is the first team to be awarded 5 points, or the team that has been awarded the most points at the expiration of the allowed time.

§3.3 – Overtime

§3.3.1 – If a match in an elimination round is tied at the end of regulation time, the referee will blow the whistle to stop play and an overtime period will follow.

§3.3.2 – The teams will joust according to §4.1.

§3.3.3 – There overtime period will be sudden death. Play will continue indefinitely until one team scores to end the game.

SECTION 4: GAME MECHANICS

§4.1 – Start of the game

§4.1.1 – Players are stationary, on their bicycles, with rear wheel touching the boards behind the net.

§4.1.2 – The ball is placed at the center of the court.

§4.1.3 – The referee asks each team if they are ready.

§4.1.4 – Once both teams signal that they are ready, the referee raises their hand then blows the whistle, dropping the hand simultaneously.

§4.1.5 – Once the whistle is blown, time begins and players ‘joust’ for advantage by racing for possession of the ball.

§4.1.6 – The goal judge signals a false start when a player’s back wheel leaves the boards behind the net prior to the whistle that starts the game.

§4.1.6.1 – If the referee determines that a false start has resulted in an advantage for the team committing the false start, a ball turnover will occur.

§4.1.7 – Jousting players hold their mallet on the side of their bike that a majority of players in the game consider their “mallet side”. I.E., if 4 of 6 players on the court hold their mallet in their right hand, the joust will be a right-handed joust.

§4.1.7.1 – If there are an equal number of left and right-handed players, the joust will be determined by a coin flip, in which each side of the coin correlates to a left-handed or right-handed joust.

§4.1.7.2 – Any player that is traveling at a substantial and uninterrupted pace towards the ball will be considered to be racing for possession of it and are subject to the rules for jousting players.

§4.1.8 – Jousting players maintain a straight line until a player makes contact with the ball.

§4.1.9 – On a right-handed joust, players will joust to the left of the opponent. On a left-handed joust, players will joust to the right of the opponent.

§4.2 – Stoppages of Play

§4.2.1 – The game clock will stop in the case of a goal, an out-of-play ball or shifted goal position, extensive injury, a penalty, or a called time-out. The referee will signal a stoppage of play by blowing the whistle.

§4.2.2 – Following a stoppage of play, teams have 30 seconds to return to their respective half of the court and prepare to resume play.

§4.2.3– The referee will elicit a verbal acknowledgement that both teams are ready and the play will resume when either the ball or a player from the team in possession of the ball crosses half-court.

§4.2.3.1 – If the team with possession of the ball does not communicate that they are ready within the allowed time limit, they will be forced to use a time out.

§4.2.3.2 – If the team with possession of the ball has previously expended their time out allotment, possession will be forfeited to the opposing team.

§4.2.3.3 – If the team without possession of the ball does not communicate that they are ready within the allowed time limit, a minor delay of game penalty will be issued.

§4.3 – Ball out of Play

§4.3.1 – Out of bounds

§4.3.1.1 – When the ball leaves the area of play, possession is forfeited by the team which last touched the ball. This includes deflections off of a player’s body or bike.

§4.3.2 – Lodged ball

§4.3.2.1 – A ball that is lodged in a player’s equipment is out of play.

§4.3.2.2 – Possession is forfeited by the team that had the ball lodged in their equipment and play will restart according to §4.2.3.

§4.4 – Goals

§4.4.1 – A goal is awarded when the entire ball crosses the entire goal line after originating from a ‘shot’. A shot is defined in §5.2. A shot may subsequently deflect off of any surface except the broad side of an offensive player’s mallet head or the shaft of an offensive player’s mallet before crossing the goal line and be deemed a valid goal. A player may not actively direct the ball across the goal line using their body or bicycle.

§4.4.2 – A goal will also be awarded when the entire ball crosses the entire goal line resulting from active deflection of the ball by a defending player. These are known as own-goals.

§4.4.2.1 – If an offensive player shuffles the ball according to rule §5.3 and the ball then contacts a defender’s stationary equipment and crosses the goal line, no goal is awarded.

Own-goals must meet the requirement of ‘active’ deflection by the defender.

§4.4.2 – Following a goal, the team that was scored on will have possession of the ball.

§4.5 – Penalties

§4.5.1 – The referee will stop play in order to assess a penalty according to the procedure outlined in §1.1.7 and §1.1.9.

§4.6 – Injury

§4.6.1 – Stoppage of play for an injury is called at the discretion of the referee should they determine that a player is in need of immediate attention. There is no time limit issued for a stoppage of play in the case of injury.

§4.6.2 – Possession of the ball will be returned to the team that was last in possession of it.

§4.6.3 – The game will restart according to §4.2.3 following recovery by the injured player or the introduction of a substitute player according to §2.1.2.

§4.7 – Timeouts

§4.7.1 – During live game play, a team can call for a stoppage in play by gaining possession of the ball according to §5.1 and audibly yelling “Time Out” to the referee.

§4.7.1.1 – The team forfeits possession of the ball to the opponent.

§4.7.2 – During any stoppage of play, only the team that has possession of the ball for the impending restart may call for a time out in order to extend the 30 second time limit before play resumes.

§4.7.2.1 – In this case, the team does not forfeit possession of the ball to the opponent.

§4.7.3 – A team is granted two time outs per game of 2 minute duration each. A team is allowed to take these time outs sequentially if more time is needed at the end of the first time out.

§4.7.4 – At the expiration of the time limit, or when the team which called for the timeout declares they are ready, the game will resume according to §4.1.

§4.7.5 – If the referee deems that mechanical issues requiring repair on a player's bike or equipment were caused by the opposing team, they will grant a time out to the team for up to five minutes. This will not count against the team's time out allotment.

§4.8 – Shifted Goal Position

§4.8.1 – If the goal shifts position, the goal line remains the defining threshold the ball must cross for a goal to be awarded.

§4.8.2 – The referee will stop game play if they determine that the position of the goal has shifted greatly enough to inhibit the goal judge's ability to judge whether a goal is scored or it is apparent that the shifted position of the goal is affecting game play.

§4.8.2.1 – If the referee deems the goal shifted position due to circumstantial game play rather than intentional action by a player, possession is granted to the team that has possession or last had possession of the ball.

§4.8.3 – A delay of game penalty will be assessed according to §7.1 if the referee deems that a player intentionally shifted the goal to force a stoppage of play.

SECTION 5: BALL HANDLING

§5.1 – Possession

§5.1.1 – The player who made the last deliberate touch on the ball will be considered to have possession.

§5.2 – Shooting

§5.2.1 – A shot occurs when a player strikes the ball with the round end of the mallet head. If a player ‘pushes’ the ball rather than strikes it, the motion is deemed a shuffle.

§5.2.2 – Actively directing the ball into the net with any part of the body or bike is not a shot.

§5.2.3 – A shuffle (see §5.3) is not a shot.

§5.3 – Shuffling

§5.3.1 – A shuffle is defined as any contact between a broad side of the mallet head and the ball.

§5.3.2 – A shuffle by the offensive team which enters the opposing team’s net is not a goal. In this case a restart occurs per §4.2.3. The team that shuffled the ball into the net forfeits possession.

§5.4 – Ball-jointing

§5.4.1 – Ball-jointing is defined as applying pressure on the ball using any hole or concave surface in the mallet head in order to trap it against any playing surface on the court.

§5.4.2 – Ball-jointing is permitted for a time period of two seconds anywhere on the court.

Ball-jointing that extends beyond this time limit will result in a ball turnover.

§5.5 – Scooping

§5.5.1 – A scoop is when the ball is cupped in any hole in the mallet head using centripetal force and is maneuvered, whether it be on the ground or in the air.

§5.5.2 – Scooping is permitted.

§5.6 – Carrying

§5.6.1 – Carrying is defined as picking up the ball and carrying it in the air, in any hole in the mallet head, with gravity providing the force which holds the ball in the mallet head.

§5.6.2 – Carrying is not permitted and will result in a ball turnover.

SECTION 6: PENALTY FORMAT

PENALTY PROCEDURE

§6.1 – Severity of Infraction

§6.1.1 – It is the responsibility of the referee to assess the severity of any infraction listed in §7 – §10 and issue a penalty that rectifies the disadvantage created by the fouling team.

§6.1.2 – The referee may issue any penalty listed in §7 – §10 according to the severity of the infraction and the set of circumstances in which the infraction occurred.

§6.2 – Delayed penalties

§6.2.1 – All penalties listed in §7 – §10 will be called by the referee according to the delayed penalty procedure.

§6.2.2 – If the team in possession of the ball commits an infraction of the rules, the referee immediately signals the stoppage of play and issues the penalty.

§6.2.3 – If the team not in possession of the ball commits an infraction of the rules, the referee delays signaling the stoppage of play to issue a penalty until the team to be penalized gains control of the ball. This is known as a “delayed penalty”. The fouled team is considered to have “advantage”.

§6.2.3.1 – No goals will be awarded to the team to be penalized during a delayed penalty except own-goals by the team on the advantage.

§6.2.4 – The referee will signal the delayed penalty according to §1.1.9.3.

§6.2.4.1 – If the team to be penalized subsequently fouls the opponent while on the delayed penalty but the non-penalized team maintains possession, the delayed penalty will continue and the penalty will increase in magnitude by one degree.

§6.2.4.2 – If the non-penalized team subsequently fouls the opponent while on the delayed penalty, the play is stopped by the referee and the game will restart according to the procedure outlined in §6.3.

§6.2.5 – The penalty is not called if a goal is scored against the team to be penalized during the delayed penalty.

§6.3 – Coincidental penalties

§6.3.1 – Coincidental penalties are simultaneous penalties assessed to a member of each team.

§6.3.2 – Coincidental penalties at the severity level of a ball turnover will cause a stoppage in play and restart per §4.1. Coincidental penalties that would be assessed as a minor, major or game misconduct will result in a 2-on-2 situation for the prescribed duration of the penalties assessed.

§6.3.3 – After coincidental penalties are assessed, a start will occur per §4.1, with the exception that each team has two players on the court instead of three.

§6.3.4 – On-court manpower will remain 2-on-2 for the duration of the coincidental penalties, regardless of goals scored during this situation.

§6.3.5 – When the time for the coincidental penalties expires, the third player from each team will tap in at center court and rejoin play. No stoppage of play will occur.

TYPES OF PENALTIES

§6.4 – Ball Turnover

§6.4.1 – A ball turnover is issued when a foul has been committed but no clear scoring potential or opportunity has been taken away due to the infraction occurring in neutral positioning.

§6.4.1 – Possession will go to the fouled team and the game will restart according to §4.2.3.

§6.5 – Minor Penalty

§6.5.1 – An infraction that takes away a clear scoring opportunity or a distinct situational advantage from the fouled team will result in a 30-second man-advantage penalty.

§6.5.2 – The penalty will be called according to §1.1.9.3. Possession will go to the fouled team and the game will restart according to §4.2.3 with the following exception:

§6.5.2.1 – The player who commits the infraction will be removed from the court to serve the 30 second penalty. They will rejoin play and tap-in without a stoppage of play at the expiration of the 30 second penalty.

§6.5.2.2 – The penalty expires if the team that has man-advantage scores a goal. Play will restart according to §4.2.3.

§6.5.2.3 – If the penalized team is assessed an additional penalty, a restart will again occur as in §6.5.2. On-court manpower will remain 3 against 2, with the duration of the advantage extended to account for the subsequent penalty assessed.

§6.6 – Major Penalty

§6.6.1 – Any infraction listed in §7 – §10 that is overtly dangerous or reckless in nature will result in a 2-minute man advantage penalty.

§6.6.2 – The penalty will be called according to §1.1.9.3. Possession will go to the fouled team and the game will restart according to §4.2.3 with the following exception:

§6.6.2.1 – The player who commits the infraction will be removed from the court to serve the 2 minute penalty. They will rejoin play and tap-in without a stoppage of play at the expiration of the penalty.

§6.6.2.2 – The penalty does not expire if the team that has man-advantage scores a goal. The entire 2 minute penalty will be served. Play will restart, after the goal is scored, according to §4.2.3 with the penalized team retaining two players on the court.

§6.6.2.3 – If the penalized team is assessed an additional penalty, a restart will again occur as in §6.6.2. On-court manpower will remain 3 against 2, with the duration of the advantage extended to account for the subsequent penalty assessed.

§6.7 – Game Misconduct

§6.7.1 – Physical aggression or an attempt to fight by a player who has dismounted from their bicycle, or a blatant attempt to injure another player through the use of physical force, will result in a game misconduct penalty.

§6.7.2 – If necessary to avoid escalation, the referee will immediately stop game play to end the altercation. Otherwise, the penalty will be called according to §1.1.9.3. Possession will go to the fouled team and the game will restart according to §4.2.3 with the following exception:

§6.7.2.1 – The offending player will be removed from the court for the remainder of the game and their team will play with two players.

§6.7.2.2 – Following the issuance of a game misconduct penalty, the offending player is subject to tournament ejection based on review by the tournament organizers.

§6.7.3 – If the penalized team is assessed an additional timed penalty, a restart will again occur as in §6.7.2. The penalized team will now have one player on the court, with the second player serving their major or minor penalty according to §6.5 or §6.6.

§6.7.4– Two game misconduct penalties issued to a team in one game will result in a forfeited game by that team. The offending team is subject to tournament ejection based on review by the tournament organizers.

§6.8 – Awarded Goal

§6.8.1 – An infraction against a player in possession of the ball and facing an open goal that prevents them from scoring will result in a goal being awarded to the fouled team by the referee.

§6.8.1.1 – No subsequent penalty will follow the awarded goal for infractions that would have resulted in the issuance of a ball turnover or minor penalty. If the infraction against the player would have resulted in the issuance of a Major penalty or a Game Misconduct penalty, it will be enforced on the impending restart.

§6.8.2 – Play will resume according to §4.2.3 with the fouled team retaining possession.

SECTION 7: TECHNICAL PENALTIES

§7.1 – Delay of game

§7.1.1 – A delay of game penalty will be assessed in the following scenarios:

§7.1.1.1 – A player or team prevents the restart of play according to §4.2.

§7.1.1.2 – A player pins the ball with their bicycle while leaning against the boards, preventing other players from playing the ball.

§7.1.1.3 – A player intentionally scoops or throws the ball out of play.

§7.1.1.4 – A player shifts the goal according to §4.8.

§7.2 – Unsportsmanlike conduct

§7.2.1 – An Unsportsmanlike Conduct penalty will be assessed when a player is judged by the referee to be behaving in an unsportsmanlike manner. Examples of this include:

§7.2.1.1 – General disruption of game proceedings or excessive protest of referee's decisions.

§7.2.1.2 – Verbal or physical assault of a referee, goal judge, timekeeper, event organizer or any other player on the court.

§7.2.1.3 – Knocking or relocating an opponent's dropped mallet in order to make it more difficult for them to recover.

§7.2.1.4 – Failure to tap out or leave the play after dabbing.

SECTION 8: BIKE HANDLING PENALTIES

§8.1 – Dabbing

§8.1.1 – A dab occurs when a player’s foot touches a horizontal surface other than their pedals.

§8.1.2 – A dabled player must go to tap their mallet on the boards at half-court (on either side) before re-entering play.

§8.1.2.1 – A dabled player is considered out of play and cannot be engaged with in any way. Physical contact, mallet play, bike contact or screening of a dabled player will result in an Interference penalty.

§8.1.2.2 – A dabled player is allowed a reasonable amount of time to withdraw from the area of play. However, a referee may assess a penalty if a dabled player interferes with the game play in a way that results in an advantage for their team.

§8.1.2.3 – If a dabled player blocks a shot on their own goal that would have otherwise crossed the goal line, the referee may award a goal to the shooter’s team. This is emphasized in regards to §8.1.3.

§8.1.3 – A player that leans against or grabs the goal with their hand for stabilization is considered a dabled player.

§8.1.3.1 – The referee will verbally alert the player that they are dabled. The goal judge can signal a dab according to §1.3.6.4. This player must tap out.

§8.1.3.2 – The referee may assess a penalty for cases of excessive grabbing or leaning on the goal.

§8.2 – Toppling

§8.2.1 – A toppling penalty will be assessed when a player causes an opponent to dab or crash in the course of their own dab.

§8.2.1.1 – Examples include: Jumping off of the bike while in the process of dabbing to check or impede an opposing player, initiating a pile-up by dabbing and forcing one or more defenders to dab in the process, following through on a check to the point where the player who initiated contact loses balance and dabs, taking down the other player with them.

§8.3 – Bike contact

§8.3.1 – A player who uses their bike to initiate contact with the opponent or the opponent’s equipment will be issued a bike contact infraction according to §8.4–§8.6.

§8.3.1.1 – The referee holds discretion to call bike contact penalties for infractions not explicitly outlined in §8.4 – §8.6.

§8.3.1.2 – Incidental bike-on-bike contact is contact that doesn’t affect play and is not dangerous. No penalty will be assessed for bike contact deemed incidental.

§8.4 – T-Boning

§8.4.1 – A T-Bone penalty will be assessed when a player initiates contact with an opponent by using their front or rear wheel to carry momentum into the opponent in the direction of travel.

§8.5 – Tail Whip

§8.5.1 – A Tail Whip penalty will be assessed when a player initiates contact with an opponent by skidding or pivoting the rear of their bike to carry momentum into the opponent laterally or rotationally.

§8.6 – Sweeping

§8.6.1 – A Sweeping penalty will be assessed when a player uses their front or rear wheel to make contact with a stationary player's mallet that is firmly established and planted on the ground.

SECTION 9: Mallet Handling Penalties

§9.1 – Slashing

§9.1.1 – A slashing penalty will be assessed on a player who swings at an opposing player's mallet shaft or body with excessive force that has the potential to cause damage or injury, at the discretion of the referee.

§9.2 – High Sticking

§9.2.1 – A high sticking penalty will be assessed when a player attempts to contact an airborne ball at a height above the nearest opponent's shoulders.

§9.2.1 – A high sticking penalty will be assessed when a player's mallet makes contact with an opponent's head or neck.

§9.2.1.1 – Windup and follow through associated with normal shooting motion that extends above the height of the opponent's shoulders is not subject to a high sticking penalty. Wild swings or blind backhanded swings that extend far behind a player are not considered "normal shooting motion" and will be subject to a high sticking penalty at the referee's discretion according to proximity of other players.

§9.3 – Jamming

§9.3.1 – A Jamming penalty will be assessed when a player causes an opponent to dab by placing their mallet underneath the opponent's front or rear wheel.

§9.3.1.1 – If the referee deems that the player rode into the mallet of an opponent, rather than a situation in which an opponent actively placed their mallet under the player's wheel, no penalty is assessed.

§9.4 – Hooking

§9.4.1 – A hooking penalty will be assessed when a player hooks their mallet on an opposing player's bike or body.

§9.5 – Throwing

§9.5.1 – A mallet throwing penalty will be assessed when a player throws their mallet.

§9.6 – Mallet Dropping

§9.6.1 – A player is only allowed to have one mallet in the field of play at any given time. If a player drops their mallet in the course of play, they must pick it up and are not allowed to use a backup mallet until the original mallet has left the field of play.

§9.6.2 – If a player's mallet is broken, they may not drop it to retrieve another. They must immediately remove the mallet from play.

§9.6.3 – A mallet dropping penalty will be assessed if a player has two mallets in the field of play at the same time.

§9.6.4 – Should a player drop their mallet, they may continue play without it.

§9.6.4.1 – The referee will assess a mallet dropping penalty if the dropped mallet blocks a shot, causes a dab or, at their discretion, affects play in any other way.

§9.6.4.2 – Defensive players may move the mallet if the ability to defend goal is impeded.

SECTION 10: BODILY CONTACT PENALTIES

§10.1 – Extension

§10.1.1 – An extension penalty will be assessed when a player extends their arm and uses their elbow, forearm or hand to initiate contact with another player. Principle physical contact must be made with the shoulder when engaging with an opponent.

§10.1.1.1 – A player may “tuck” their arm up close to their body in the initiation of contact. A penalty will result only if the player extends their arm upwards or outwards from the shoulder to initiate contact in a pushing, stabbing or punching manner.

§10.2 – Charging

§10.2.1 – A player that is initiating contact has the responsibility to meet the opposing player ‘high and even’. Contact to a player’s lower back, kidney or ribs or contact that carries momentum through an opponent from behind will be assessed a Charging penalty.

§10.2.1.1 – If the referee determines that a player invites the contact outlined in §10.2.1 by altering their body position just prior to contact, no penalty will be assessed.

§10.3 – Interference

§10.3.1 – An interference penalty will be assessed when a player initiates physical contact with an opponent who is not in possession of the ball. All players not in possession of the ball have the right to the space they occupy.

§10.3.2 – In the case of the ball leaving the immediate vicinity of the player in possession according to §5.1.1 but having not been touched by any other player, the player in possession can not be engaged physically if they have forfeited pursuit of the ball. An opponent may only engage in physical contact with the player in possession if they continue to advance towards the ball.

§10.3.3 – If the referee determines that a player is setting a ‘screen’, the opponent is allowed to contest the screen with physical contact subject to the rules outlined in §10 and no interference penalty will be assessed.

§10.3.3.1 – A ‘moving screen’ is defined as the active obstruction of an opponent’s movement to shield the ball, to block them from challenging the player in possession of the ball, or to prevent them from gaining a particular position on the court.

§10.4 – Holding

§10.4.1 – A holding penalty will be assessed when a player impedes the movement of an opposing player by holding (rather than blocking the path of) their mallet, body, or bike with their body.

§10.5 – Kicking

§10.5.1 – A kicking penalty will be assessed when a player kicks an opposing player’s body, equipment, or the ball.

§10.6 – Head Contact

§10.6.1 – A head contact penalty will be assessed when a player initiates contact with an opponent’s head or neck with any part of their body.

§10.7 – Handlebar Contact

§10.7.1 – A handlebar contact penalty will be assessed when a player initiates contact with an opposing player's handlebar.

§10.8 – Steering Arm Contact

§10.8.1 – A steering arm contact penalty will be assessed when a player initiates contact with an opposing player's steering arm at or below the elbow.

§10.9 – Trapping

§10.9.1 – A trapping penalty will be assessed when a player holds an opponent against the boards for an extended period of time, not near the location of the ball, by leaning on them or otherwise impeding their movement.

§10.10 – Flagrance

§10.10.1 – A Flagrance penalty will be assessed when a player uses excessive physical force on an opponent who is deemed by the referee to be defenseless, or if the player initiating physical contact abandons the tactical or strategic application of force in a manner deemed by the referee to be reckless.

§10.10.2 – A Flagrance penalty will be assessed when a player initiates physical contact in an excessive nature such that they cause themselves to crash.