



NORTH AMERICAN HARDCOURT

RULESET V3.3

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SECTION 1: *Referees and Responsibilities*

1 – Referee

- §1.1 – The referee has final say on any call being made.
- §1.2 – The referee has a whistle that is only used to indicate stoppage of play or the start of the game.
- §1.3 – Responsibilities
 - §1.3.1 – The referee keeps official time with a stopwatch in hand.
 - §1.3.2 – The referee signals the start of the game according to §3.1.
 - §1.3.3 – The referee signals all stoppages and starts of play according to §§3.2 and 3.3.
- §1.4 – The referee signals all dabs according to §6.1.
- §1.5 – The referee signals all penalties according to §§5, 6, 7, and 8.
- §1.6 – The referee signals the end of the game.
- §1.7 – The referee is responsible for checking all bicycles and mallets for safety before the game begins.

2 – Scorekeeper

- §2.1 – The scorekeeper is at half court on the sidelines.
- §2.2 – The scorekeeper shouts out game-times at 2-3 minute intervals and after goals.
- §2.3 – The scorekeeper shouts out a two minute warning, followed by one minute, thirty seconds, and a countdown from ten seconds.
- §2.4 – The scorekeeper maintains the official game log on paper with time and scorer of all goals, penalties, and unofficially via any displayed scoreboard.
- §2.5 – If there is a timer visible to players, the scorekeeper is responsible for starting, stopping, and resetting it.
- §2.6 – During a power play, the scorekeeper communicates with penalized players to let them know when they are able to go back into play.

3 – Goal judges

- §3.1 – The goal judge is positioned behind the net.
- §3.2 – The goal judge is easily visually distinguishable from spectators.
- §3.3 – The goal judge indicates when a goal is scored by raising one fully outstretched arm or signaling object (flag, etc.) straight upward.
- §3.4 – The goal judge indicates that a goal has not been scored by showing a ‘wash-out’ motion with both arms.
- §3.5 – The goal judge indicates a false start by waiving one hand or signaling object in the air.
- §3.6 – The goal judge returns the goal to its starting position if it is moved during play.
- §3.7 – The goal judge may be called upon by the court referee to provide perspective regarding a play near the goal. The court referee makes the final call.

SECTION 2: *Equipment and Facilities*

§2.1 – Court

- §2.1.1 – Courts are no larger than 155' x 80' (47.25 m x 25 m) and no smaller than 125' x 60' (38 m x 18 m).
 - §2.1.1.1 – Exceptions may be made to this rule by petitioning the NAH Tournament Committee.

§2.2 – Goals

- §2.2.1 – Goals have nets.
- §2.2.2 – Goalmouth will be 6' (183cm) wide by 3' (91.5 cm) tall by 2.5' (76.2 cm) deep.
- §2.2.3 – Goals have a firm top crossbar.
- §2.2.4 – Goals are placed with the front of both goal posts level with the front of the goal line and centered on the court.
- §2.2.5 – Goals are at least 183 cm (6') away from the boards.
- §2.2.6 – If the goal is moved during play, the goal line still determines if a goal is scored.
- §2.2.7 – Three lines painted or otherwise drawn onto the court will define the position of the goal:
 - §2.2.7.1 – The goal line connects the vertical goalposts and defines the threshold the ball must cross in order for a goal to be awarded.
 - §2.2.7.2 – 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.

§2.3 – Bicycles

- §2.3.1 – The bicycle has at least one braking mechanism.
 - §2.3.1.1 – A fixed gear drive train with foot retention on both pedals qualifies as a braking mechanism.
 - §2.3.1.2 – The handlebars are plugged or capped.
 - §2.3.1.3 – The chain is on the outermost chain ring or there is a bash guard.
 - §2.3.1.4 – There are no racks, fenders, bottle cages, saddlebags or other additions to the bicycle specifically designed to block the ball.
 - §2.3.1.4.1 – Wheel covers, which cover the spokes of the wheel, are an exception to §2.3.1.4 and are permitted.
 - §2.3.1.5 – There are no sharp edges, points, loose screws, or otherwise unsafe parts (at the discretion of the referee).

§2.4 – Mallets

- §2.4.1 – Shaft
 - §2.4.1.1 – The shaft is made of metal or carbon fiber.
 - §2.4.1.2 – The gripped end of the shaft is plugged or sealed.
 - §2.4.1.3 – The shaft does not protrude through the bottom of the mallet head.
- §2.4.2 – Mallet head
 - §2.4.2.1 – The mallet head is made of plastic.
 - §2.4.2.2 – The mallet head is securely fastened to the shaft.
 - §2.4.2.3 – The mallet head is a maximum of 180mm (7") in length.
 - §2.4.2.4 – The inner diameter of any hole on the mallet head may not exceed 57mm (2.25").
- §2.4.3 – Dangerous mallets
 - §2.4.3.1 – 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.

§2.5 – Helmets

- §2.5.1 – While on the court, all players must wear a helmet.

§2.6 – Uniforms

- §2.6.1 – Teams wear matching colored uniforms.
- §2.6.2 – Uniforms do not interfere with any player's equipment, e.g. loose clothing.

SECTION 3: *Game Format*

§3.1 – Start of the game

- §3.1.1 – Players are stationary, on their bicycles, with rear wheel touching the boards behind the net.
- §3.1.2 – The ball is placed at the center of the court.
- §3.1.3 – The referee asks each team if they are ready.
- §3.1.4 – Once both teams signal that they are ready, the referee raises his hand then blows the whistle.
- §3.1.5 – Once the whistle is blown, time begins and players ‘joust’ for advantage; race for possession of the ball.
- §3.1.6 – 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.
 - §3.1.6.1 – If the referee deems that a false start has resulted in an advantage for the team committing the false start, a ball turnover will occur.
- §3.1.7 – 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.
 - §3.1.7.1 – 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.
- §3.1.8 – Jousting players maintain a straight line until a player makes contact with the ball.
- §3.1.9 – 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.

§3.2 – Stoppages of Play

- §3.2.1 – The game clock will stop during a stoppage of play.
- §3.2.2 – Players will return to their half of the court during a stoppage of play.
- §3.2.3 – Out of bounds
 - §3.2.3.1 – 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.
 - §3.2.3.2 – The game will restart according to §3.3
- §3.2.4 – Lodged ball
 - §3.2.4.1 – A ball that is lodged in a player’s equipment is out of play.
 - §3.2.4.2 – Possession is forfeited by the team that had the ball lodged in their equipment.
 - §3.2.4.3 – The game will restart according to §3.3
- §3.2.5 – Goals
 - §3.2.5.1 – A goal is awarded when the entire ball crosses the entire goal line after originating from a ‘shot’. A shot is defined in §4.1. A shot may deflect off of any surface except the broad side of an offensive player’s mallet head before crossing the goal line and be deemed a valid goal.
 - §3.2.5.2 – A goal will be awarded when the entire ball crosses the entire goal line resulting from momentum added to the ball by a defending player. These are known as own-goals.
 - §3.2.5.2.1 – Deflections originating from ‘shuffles’ that bounce off of the stationary equipment of a defender do not count as own-goals.
 - §3.2.5.3 – After a goal is scored, the game will restart according to §3.3 with the team who was last scored on in possession of the ball.

SECTION 3: *Game Format - cont.*

§3.2.6 – Penalty

§3.2.6.1 – The referee will stop play in order to assess a penalty.

§3.2.6.2 – The game will restart according to §§5.1-5.3.

§3.2.7 – Shifted Goal Position

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

§3.2.7.2 – If the position of a goal is shifted significantly enough to influence play, the referee can stop play.

§3.2.7.3 – A delay of game penalty may be assessed according to §5.4 if the referee deems the act intentional.

§3.2.7.4 – Game restarts according to §3.3.

§3.2.8 – Injury

§3.2.8.1 – Stoppage of time for an injury is called at the discretion of the referee.

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

§3.2.8.3 – The game will restart according to §3.3.

§3.2.9 – Mechanical Timeout

§3.2.9.1 – A timeout can be called by a player for mechanical issues by yelling “Time Out” to the referee.

§3.2.9.2 – Any player having the mechanical problem has the option to call a timeout or “mechanical” only after their team takes possession of the ball. After fixing the mechanical problem, the ball is turned over to the other team and play will restart according to §3.3.

§3.3 – Resuming play

§3.3.1 – Each team returns to their half of the court.

§3.3.2 – The appropriate team receives possession of the ball.

§3.3.3 – The referee establishes both teams are ready by receiving a verbal acknowledgment.

§3.3.4 – The play restarts when either the ball or a player from the team in possession of the ball crosses half-court.

§3.4 – Overtime

§3.4.1 – If a match in an elimination round is tied at the end of regulation time, a sudden-death overtime period will follow.

§3.4.2 – The teams will joust according to §3.1.1.

§3.4.3 – The first team to score during overtime wins.

SECTION 4: *Ball Handling*

§4.1 – Shooting

§4.1.1 – A shot occurs when a player strikes the ball with the round end of the mallet head or shaft of the mallet.

If a player ‘pushes’ the ball rather than strikes it, the motion is deemed a shuffle.

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

§4.1.3 – A shuffle (see §4.2) is not a shot.

§4.2 – Shuffling

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

§4.2.2 – A shuffle which enters the opposing team’s net is not a goal. In this case a restart occurs per §3.3.

The team that shuffled the ball into the net forfeits possession.

§4.3 – Ball jointing

§4.3.1 – A ball-joint is when downward pressure is put on a ball with a mallet head.

§4.3.2 – Ball-jointing is permitted in the defensive half only. Ball-jointing in the offensive half will result in a ball turnover.

§4.4 – Scooping

§4.4.1 – 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.

§4.4.2 – Scooping is permitted.

§4.5 – Carrying

§4.5.1 – 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 binds the ball to the mallet head.

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

SECTION 5: *Penalties*

§5.1 – Types of penalties that can be assessed.

- §5.1.1 – Ball Turnover – the game will restart per §3.3.
- §5.1.2 – Minor – 30 second man-advantage (2 players vs. 3 players).
- §5.1.3 – Major – 2 minute man-advantage.
- §5.1.4 – Game misconduct – the offending player will be removed from the court and bench area, and will not be allowed to return for the duration of the match.
- §5.1.5 – Game suspension – the offending player will be removed from the court and bench area, will not be allowed to return for the duration of the match, and will also not be allowed on the court or in the bench area for the entirety of his/her team's subsequent match.

§5.2 – Power plays

- §5.2.1 – A power play is a man-advantage situation resulting from a major or minor penalty as defined in §5.1 and §9.3.2.
- §5.2.2 – A power play begins with a start as per §3.3, with the exception that the penalized team must play with only two players on the court.
- §5.2.3 – A power play begins with the team having the man-advantage in possession of the ball.
- §5.2.4 – A power play ends under one of two conditions: 1) the prescribed time elapses off of the game clock. 2) the team with the man-advantage scores a goal.
 - §5.2.4.1 – If a power play ends via the first condition, no stoppage of play will occur. The penalized player will return to play.
- §5.2.5 – If the penalized team is assessed an additional penalty during a power play, a restart will again occur as in §5.2.2. On-court manpower will remain 3 against 2, with the duration of the power play extended to account for the subsequent penalty assessed.

§5.3 – Coincidental penalties

- §5.3.1 – Coincidental penalties are simultaneous penalties assessed to a member of each team.
- §5.3.2 – Coincidental penalties will result in a 2-on-2 situation for the prescribed duration of the penalties assessed.
- §5.3.3 – After coincidental penalties are assessed, a start will occur per §3.1.1 (re-joust), with the exception that each team has two players on the court instead of three.
- §5.3.4 – On-court manpower will remain 2-on-2 for the duration of the coincidental penalties, regardless of goals scored during this situation.
- §5.3.5 – When the time for the coincidental penalties expires, each team will return to full strength on the fly by sending a player onto the court from the bench. No stoppage of play will occur.

§5.4 – Delay of game

- §5.4.1 – A delay of game penalty will be assessed when a player shifts the goal according to §3.2.7.
- §5.4.2 – A delay of game penalty will be assessed when a player pins the ball with his or her bicycle while leaning against the boards preventing other players from playing the ball.
- §5.4.3 – A delay of game penalty will be assessed when a player intentionally strikes or throws the ball out of play.
- §5.4.4 – A delay of game penalty is assessed in other situations at the referee's discretion
 - §5.4.4.1 – Examples include showing up late for the start of a match, rendering the court or a player's equipment unplayable, taking too long to restart play after a stoppage.

SECTION 4: *Penalties - cont.*

§5.5 – **Unsportsmanlike conduct**

- §5.5.1 – 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:
 - §5.5.1.1 – Verbal abuse of a referee, goal judge, timekeeper, scorekeeper, or any other event organizer or official.
- §5.5.2 – Knocking or relocating an opponent's dropped mallet in order to make it more difficult for them to recover it.
- §5.5.3 – Failure to tap out or leave the play after dabbing.

§5.6 – **Delayed penalties**

- §5.6.1 – 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.
- §5.6.2 – 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 possession of the ball.
- §5.6.3 – The referee will signal a delayed penalty by raising his or her arm into the air until the stoppage of play.
- §5.6.4 – A penalty is not called if a goal is scored against the team to be penalized during the delayed penalty.

SECTION 6: *Bike Handling Penalties*

§6.1 – Dabbing

- §6.1.1 – A dab occurs when a player’s foot touches a horizontal surface other than his pedals.
- §6.1.2 – A dabled player must go to tap his or her mallet on the boards at half-court (on either side) before re-entering play.
- §6.1.3 – 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.
 - §6.1.3.1 – 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 §6.1.4.
- §6.1.4 – A player that leans against or grabs the goal with their hand for stabilization is considered a dabled player.
 - §6.1.4.1 – The referee or goal judge will verbally alert the player that they are dabled. This player must tap out.
 - §6.1.4.2 – The referee may assess a penalty for cases of excessive grabbing or leaning on the goal.

§6.2 – Toppling

- §6.2.1 – A toppling penalty will be assessed when a player gives his or her team an advantage by causing an opposing player to dab while dabbing himself or herself.
 - §6.2.1.1 – Examples include dabbing as a defender and falling/remaining in the goal mouth in an attempt to block or discourage shots, jumping off of the bike while in the process of dabbing to check or impede an opposing player, and initiating a pile-up by dabbing and forcing one or more defenders to dab in the process.

§3.1 – Bike contact

- §3.1.1 – A player who causes contact between their bike and the bike or body of an opponent will be assessed a penalty ranging from ball turnover to major.
 - §3.1.1.1 – Examples of penalized bike contact can include:
 - §3.1.1.1.1 – A player riding his or her bicycle in such a way that wheel-to-wheel or wheel-to-frame contact is initiated on an opponent. This includes collision with an opponent while riding forwards OR backwards.
 - §3.1.1.1.2 – Skidding to a stop while changing directions which results in wheel-to-wheel or wheel-to- bike contact on an opponent. This is commonly referred to as the “whale tail” or “dolphin slap”.
 - §3.1.1.1.3 – Causing contact to an opponent’s bike with your chainstay, pedals, or any other part of your bike.
 - §3.1.1.2 – 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.

SECTION 7: *Mallet Handling Penalties*

§7.1 – **Slashing**

§7.1.1 – A slashing penalty will be assessed on player who swings at an opposing player's mallet shaft or body in a violent manner.

§7.2 – **High Sticking**

§7.2.1 – A high sticking penalty will be assessed in the following situations:

§7.2.1.1 – A player attempts to contact an airborne ball with their mallet at a height above the shoulder.

§7.2.1.2 – The mallet is brought into contact with an opposing player's body above the level of the shoulders.

§7.3 – **Tripping**

§7.3.1 – A tripping/wheel hook penalty will be assessed when a player causes an opposing player to dab by hooking their wheel with their mallet.

§7.3.1.1 – If the referee deems that the dabled player rode into the mallet of an opponent, rather than a situation in which an opponent hooks the player's wheel, no penalty is assessed.

§7.4 – **Hooking**

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

§7.5 – **Throwing**

§7.5.1 – A mallet throwing penalty will be assessed when a player throws his or her mallet.

SECTION 8: *Bodily Contact Penalties*

§8.1 – Pushing

§8.1.1 – A pushing penalty will be assessed when a player uses his arm, extended more than 90 degree at the elbow, to make contact and push a competitor.

§8.2 – Holding

§8.2.1 – 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 his or her body.

§8.3 – Kicking

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

§8.4 – Head-butting

§8.4.1 – A head-butting penalty will assessed when a player head-butts an opposing player.

§8.5 – Handlebar Infraction

§8.5.1 – A handlebar infraction penalty will be assessed when a player, using his or her body or equipment, initiates contact with an opposing player's handlebar.

§8.6 – Steering Arm Infraction

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

§8.7 – Trapping

§8.7.1 – 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.