



# North American Hardcourt Bike Polo Association

## Official Rules

### Equipment

Each member of a team is expected to provide their own equipment. This equipment must include a bicycle, helmet, mallet and a uniform. Equipment must meet the safety standards outlined below. Each piece of equipment is subject to scrutiny by tournament organizers and the referees assigned to each court. The referee retains final approval of all equipment.

#### Bicycles

A bicycle will only be deemed safe when equipped with, a minimum of, one breaking mechanism<sup>1</sup> and the frame is free of aftermarket accessories<sup>2</sup>. The frame and its components must also be free from dangerous protrusions, sharp edges or loose fitting or malfunctioning components. Each end of the handlebar<sup>3</sup> must be plugged.

#### Helmets

Helmets must provide a reasonable level of protection. Each helmet must contain foam padding and a stabilization or retention strap under the chin before being considered safe. Competitors are encouraged to wear cycling or hockey helmets.

#### Mallets

Mallets may be constructed of either metal or carbon fiber shafts. The gripped end of the shaft must be plugged or capped. Plastics are the only material approved for use as the mallet head. No mallet head may exceed seven inches (180mm) in length or contain an opening or cut out larger than 2.25 inches (57mm). Any mallet with dangerous protrusions, sharp edges or a loosely secured head, as deemed by the referee, will not be allowed.

#### Uniform

Each team is required to provide their own uniforms of matching colors. Baggy or loose fitting uniforms may be deemed unsafe by tournament organizers or the referee.

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<sup>1</sup> A fixed gear drivetrain, with secure foot retention on both pedals, will serve as a braking mechanism.

<sup>2</sup> After market accessories include but are not limited to: pannier racks, bottle cages, saddlebags and fenders.

<sup>3</sup> "Bull horn" handlebars will not be allowed.

## Game Format

Each game will begin with a joust. The referee will signal the start of the joust when the clock has started. The game will conclude when a team has reached the maximum number of goals allowed or time has expired as defined by the round of play.

### The Joust

The joust will begin when both teams are positioned with their rear wheels against the boards at the farthest ends of the court. A false start by one team will result in the forfeiture of ball possession.

### Duration of Play

Swiss round games will conclude after 12 minutes or five goals have been scored by one team. Elimination round games will conclude after 15 minutes or five goals. Semi-final games will conclude after 20 minutes or five goals. Final game(s) will be a total of 30 minutes - two 15-minute halves separated by a two-minute intermission - or first to five goals. Should any elimination round game result in a tie, at the end of regulation time, there will be a re-joust. The winner will be determined by golden goal.

## Gameplay

Once play has commenced the referee will have final say in the stoppage of play. The referee will stop time to award goals, retrieve a lodged or out of bounds ball, to assess penalties, ensure the safety of competitors<sup>4</sup> and to allow for mechanical timeouts. For all stoppages of play both teams will retreat to their defensive half of the court, the ball will be awarded by the referee and time will resume when the team in possession of the ball crosses into their offensive half.

### Goals

A goal will be awarded by the referee when the whole of the ball crosses the whole of the goal line as signaled by the goal judge. A goal will be awarded if the last strike of the ball, by an offensive player, is off the round end of the mallet head or the mallet's shaft. A goal will not stand if the final touch is deemed to be a shuffle, toss or wrist shot. Offensive redirection of the ball off equipment will not stand as a goal.

### Lodged and Out of Play Balls

A ball that becomes lodged in a player's equipment and cannot be immediately retrieved will be called out of play. Any ball that escapes the court or become lodged in the facilitates<sup>5</sup> is also considered out of play. All out of play balls will be turned over to the second to last team to make contact with the ball.

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<sup>4</sup> When a referee stops play for safety purposes the team in possession of the ball when play was stopped will retain possession of the ball.

<sup>5</sup> Facilitates include but are not limited to gaps in boards, nets on goals, cracks or gaps in the playing surface.

## Tap In

A competitor must “tap in” when their foot makes contact with the ground or “dabs”. Competitor may not interact with play after making contact with the ground before tapping in.

## Penalties

A player may not endanger the safety of another player, beyond the assumed risk inherent to this sport, in order to gain an advantage. Penalties will be evaluated by the referee.

Incidental or situational infractions will result in a forfeiture of ball possession to the innocent team. A 30-second man advantage situation may be awarded if it is determined that the safety of another player was put in danger or if a scoring opportunity was disrupted by prohibited means. The man advantage time will increase to 60 seconds for repeated infractions and for reckless retaliation.

Fighting or clear intent to injure will be subject to a five-minute penalty<sup>6</sup> or game ejection, at the discretion of the referee. It is the responsibility of tournament organizers to issue any further game bans.

Common infractions include:

- **Ball Joint**  
Ball-jointing is permitted in the defensive zone only. Ball-jointing in the offensive zone will result in a ball turnover.
- **Slashing**  
Slashing will be enforced when a competitor uses excessive force, as judged by the referee, to prevent an opponent from playing the ball or in an attempt to disarm their opponent.
- **High Stick**  
A High Stick infraction will be called anytime a mallet is lifted over shoulder level. Competitors will not be penalized if contact is made during their normal swinging motion. A wild swing at a bouncing ball will not be considered normal swinging motion.
- **Holding and Pushing**  
Competitors may not attempt to gain an advantage by using any part of their hand. Restraining an opponent by holding their person or equipment will not be allowed, likewise, pushing or shoving an opponent by extending their arm will also not be permitted.
- **Throwing**  
Competitors may not release their mallet to gain an advantage or out of aggression. If a released mallet stops a ball from entering the goal, as judged by the referee, a goal will be awarded.
- **Steering Arm**  
Contact may not be made with a competitor's steering arm from the elbow down, in an attempt to maneuver an opponent. Checking and physical play is allowed but must remain above the elbow.
- **Non-like Contact**  
Non-like contact will not be permitted. Incidental non-like contact will result in a penalty. This can include: hooking a wheel or other equipment with a mallet and pushing off an opponent's bicycle with hands or feet.

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<sup>6</sup> The guilty competitor must serve the entire five-minute penalty regardless of goals scored.

- Excessive Bike to Bike Contact  
This includes T-bone scenarios as well as dangerous and high speed bike to bike contact.<sup>7</sup> Skidding, hopping or front wheel pivoting into an opponent's bicycle as well as backing into the path of an oncoming opponent will not be allowed.
- Unsportsmanlike Conduct  
This can include but is not limited to: relocating an opponent's dropped mallet, excessive verbal heckling of referees or competitors and delay of game. A competitor may not use their feet to play the ball.
- Trapping  
A competitor may not steer an opponent, not in possession of the ball, into the boards and pin the opponent there to remove them from play.
- Goalie Contact  
A competitor may use their mallet to shift or pull a opponents mallet when they are positioned in goal but only the competitor in possession of the ball may make physical contact with the opponent in goal. Any other contact will result in a penalty.

## Safety

A referee may stop play, at their discretion, to ensure the safety of competitors. This may include; the assessment of an injured competitor<sup>8</sup> or repairing or repositioning of facilitates, if play will be hindered and adjustments cannot be made without interrupting play.

## Mechanical Timeout

A team may only call one mechanical timeout, per game, when their team is in secure possession of the ball. Competitors will have two minutes to repair or substitute their equipment during Swiss rounds and early double-elimination rounds. Competitors will have five minutes during semifinal and final games. The team enacting the mechanical timeout will lose possession of the ball when play resumes.

## Facilities

It is the responsibility of tournament organizers to ensure that competition facilities meet the criteria outline by NAH. Tap in locations must be clearly marked.

### Courts

Courts must be no larger than 155 feet long by 80 feet wide (47.25m x 24.5m) but no smaller than 125 feet long by 60 feet wide (38m x 18m)<sup>9</sup>. Center court and goal lines are to be marked on the playing surface of the court.

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<sup>7</sup> In a 50/50 situation, where both players are at fault, the offensive team will take possession of the ball in their defensive half of the court.

<sup>8</sup> If a substitution is deemed necessary for an injured player the substitute must be of equal or lesser ability of the injured player, based on the judgement of the referee and tournament organizers, and may not be actively participating in the tournament on another team.

<sup>9</sup> Host clubs with existing court dimensions may petition the tournament committee and NAH board for approval.

## Goals

Goals will be 6 feet wide by 3 feet tall and 2.5 feet deep (183cm x 91.5cmx76cm) with a rigid crossbar. Each goal must have a securely fastened net. The goal is to be positioned at least 6 feet from the boards.