

2022

Introduction



NORTH AMERICAN HARDCOURT BIKE POLO ASSOCIATION

RULESET 2022

This document outlines the rules, formats and regulations that the NAHBPA will be utilizing for the 2022 and forward seasons' of tournaments. It can be used as a guide for tournament and club organizers worldwide, however we still encourage innovation, creativity and feedback from the bike polo community.

Table Of Contents	
Section 1	Referees & Officials
Section 2	Equipment & Facilities
Section 3	Tournament Format
Section 4	Game Mechanics
Section 5	Ball Handling
Section 6	Penalty Format
Section 7	Technical Penalties
Section 8	Bike Handling Penalties
Section 9	Mallet Handling Penalties

Available at the following address:

- <https://nahbpa.gitbook.io/2022>

Section 1: Referees & Officials

§1.1 – Referee

- §1.1.1 – The head Referee maintains full control of the game for the duration, including stoppages. Any decision the head Referee makes shall be final. There may be one or two Referees.
 - If there is only one Referee they are positioned on the side of the court at the half-court line.
 - If there are two Referees:
 - They may be positioned on the same side of the court next to one another in order to communicate who is watching on-ball play and off-ball play.
 - They may be positioned on opposite sides of the court and offset from half-court towards the goals in opposite directions. They observe on-ball play in the half of the court in which they reside.
 - One Referee is designated as the head Referee to rule on final decisions. This occurs prior to the start of the game and is communicated to each team.
- §1.1.2 – The Referee determines, prior to each game, if each player's equipment is legal according to §2.
 - §1.1.2.1 – The Referee has the discretion to signal a stoppage of play if at any point during play they deem a player's equipment to be unsafe and restarts play only when the issue is resolved. No time-outs are charged to either team.
- §1.1.3 – The Referee is equipped with a whistle and a stopwatch to indicate immediate stoppage of play, the start/restart of play and to maintain the game clock if there is no Official.
- §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 with two long whistles.
- §1.1.9 – Hand Signals
 -

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

- §1.1.9.2 - Restart of Play – The Referee requests and receives verbal confirmation that teams are ready, extends an arm outward with palm facing up to indicate play can begin.
- §1.1.9.3 – Penalty – If the team with possession of the ball commits a penalty, it is signaled by an immediate long blow of the whistle.
- §1.1.9.4 – 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)”.
 - §1.1.9.4.1 – The Referee can choose to signal a delayed penalty with a noise-making device – such as a cowbell – that is discernible from a whistle. The Referee must communicate this choice to both teams prior to the start of the game.
- §1.1.9.5 – Possession after a stoppage – Possession is signaled with an arm straight out in the direction of the team who restarts with the ball per §4.2.

§1.2 – Score & Timekeeping Official

- §1.2.1 – The Official is positioned at half court on the sidelines, near the Referee, and is equipped with a stopwatch and pen and paper if game logs are required by the tournament organizer.
- §1.2.2 – The Official shouts out game-times at 2 or 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 and scoreboard visible to players, the Official is responsible for starting, stopping the time and adding goals to it; however, the official game clock and score are on the stopwatch and game log in possession of the Official or Referee.
- §1.2.6 – While a penalized player is serving a Minor or Major penalty off the court, the Official counts down the time remaining from 10 seconds until they can reenter active play.

§1.3 – Goal Judges

- §1.3.1 – There are 2 Goal Judges each game, one positioned behind each goal.
 - §1.3.1.1 – If this position is not available, an alternative can be approved by the Referee.
- §1.3.2 – The Goal Judges are visually distinguishable from spectators.
- §1.3.3 – A 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 access for the Goal Judge, the Referee must delegate this responsibility to another volunteer. If no access to the court is available, players are instructed that they are responsible for returning the goal to the correct position.
- §1.3.4 – A Goal Judge must be prepared to provide perspective to the Referee regarding any potential scores or penalties near the crease and goal. This interaction is strictly consultative and the final call must be made by the Referee.
- §1.3.5 – A Goal Judge should signal what they perceive to be a penalty in or near the crease by waving an arm or a flag, however the final decision must be made by the Referee.

Section 2: Equipment & Facilities

§2.1 – Players

- §2.1.1 – There are three players to a team in the traditional 3v3 format and five dressed players to a team in the 5v5 squad bench-style format.
 - §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. A team can request a jersey change, but they are obligated to change before their opponents do.
 - §2.1.1.3 – In the squad format a team may utilize a roster of 6 players for the duration of a tournament. Prior to the start of each game the team must declare which 5 players are playing, and the 6th player is forbidden from entering the court during that game.
 - §2.1.1.4 – A player may not interact with any Referee or Official, excluding the following signals:
 - Any player may indicate that a team is ready to restart play during stoppages and this indication is final.
 - Any player may ask the Referee to announce the remaining game time or specify the name and severity of a penalty call during a stoppage, but cannot interact with the officials in any other way.
 - Any player may signal a timeout per §4.7.
 - If the Referee requests a conversation with the player.
 - §2.1.1.5 – Communication between all Players, the Referee and Officials must be in a commonly-shared language. This language can be determined at the beginning of the game by the Referee and both team captains. An unsportsmanlike conduct penalty per §7.2 may be assessed by the Referee.
- §2.1.2 – A team may appeal to the tournament organizers for substitution of a player in the case of injury or other outstanding circumstances during the course of a game and between games.
 - §2.1.2.1 – If a player is ejected from the tournament their team can only appeal for substitution after the game in which they were ejected.
 - §2.1.2.2 – In the squad format, you cannot appeal for a substitution during a game.
 -

§2.1.2.3 – In the squad format, if you declared a roster of 6 players those players must act as your substitute until you have less than 5 uninjured players available to play.

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

○ §2.1.2.5 – The only eligible players for substitution are players who are not entered into the tournament, or players who have already been eliminated from the tournament prior to the current stage or elimination round of games.

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

– §2.1.2.6.1 – 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 of the player to continue, results in the team continuing without that player for the remainder of the tournament.

○ §2.1.2.7 – A team is given a reasonable amount of time - not exceeding 5 minutes - to find a substitution and have that player approved by tournament organizer and head Referee. This is consistent with §4.6 timeout procedure if used during a game.

● §2.1.3 – A team must designate a Captain and inform the Referee prior to each game. The Captain may interact respectfully with the Referee during stoppages regarding, substitutions, penalty disputes, equipment and other reasonable concerns, by entering the court and approaching the Referee. The Captain is not allowed to interact with the Referee during play or from outside of the court.

§2.2 – Courts

● §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". If the tournament utilizes boards shorter than 40", the tournament organizer may implement additional rules regarding physical contact and out-of-play balls.

● §2.2.3 – Courts must have two doors located symmetric to the half-court line, for access to an area that players use to serve Minor/Major penalties, and to make player changes during squad/bench games.

○ §2.2.3.1 – A line is marked 10 feet (10' or 3m) from the center of each door in an arc and is referred to as the player transition area.

●

- §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 placing the ball for jousts. Half court is also signified by markings on the vertical boards on either side of the court to indicate where dabbed players tap-in.
- §2.2.5 – There is a crease measuring 11 feet (11' or 3.35m) in a semicircle from the center of the goal and goal line, cropped to 4 feet (4' or 1.2m) from the outside of each goalpost. Refer to the diagram at the end of §2. The goal line extends all the way across the width of the court.

§2.3 – Goals

- §2.3.1 – Goals have nets.
- §2.3.2 – Goals have a firm top crossbar.
- §2.3.3 – The goalmouth is 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 the interior of the rear base bar.
- §2.3.4 – The goal line defines the position of the goal. The goal line is 10' (3.05m) to 15' (4.57m) 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 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 hand-controlled braking mechanism.
- §2.4.2 – The handlebars are plugged or capped, and can extend no more than 13.75 inches (13.75" or 350mm) from the center of the stem.
- §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, and disc rotor guards, are an exception to §2.4.3 and are permitted.

- §2.4.4 – There are no sharp edges, points, loose screws, or otherwise unsafe components.
 - Potentially dangerous components include but are not limited to:
 - Exposed freewheels and cogs.
 - Exposed chain rings.
 - Unprotected disc rotors and protruding axles.
 - §2.4.4.1 – If the part of the bike deemed unsafe can be reliably covered and secured, and is approved by the Referee, it is an exception to §2.4.4 and is permitted.

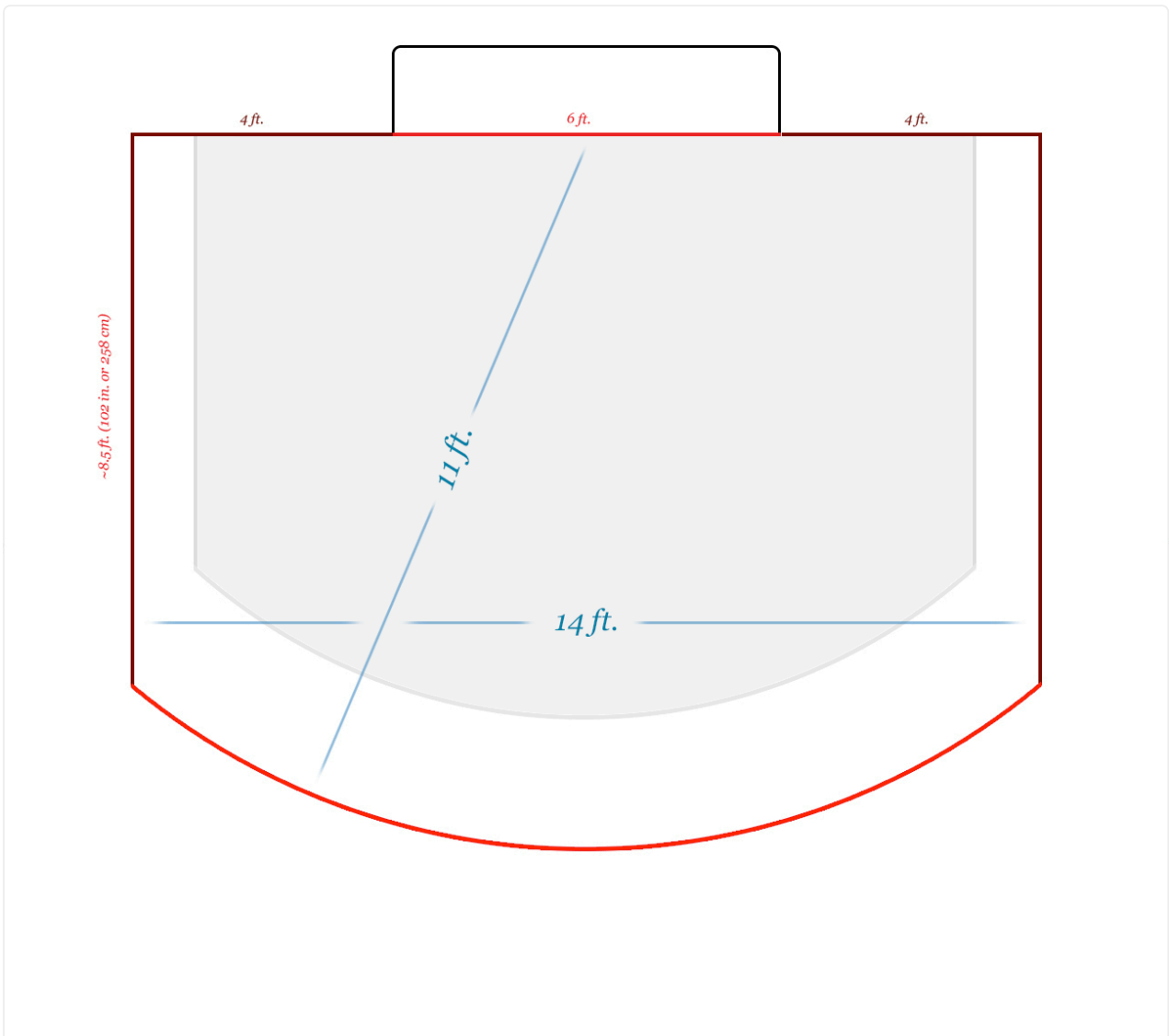
§2.5 – Mallets

- §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 6.5" (165mm) in length.
 - §2.5.2.4 – The inner diameter of any hole on the mallet head may not exceed 2.3" (58.5mm). 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 include but is not limited to: Mallets that splinter, shatter, or break easily, mallets with sharp protrusions, etc.

§2.6 – Ball

- §2.6.1 – Ball
 - §2.6.1.1 – The ball measures 2.64" (67mm) in diameter, weighs 70 grams or less, is hollow and made from a high density material suitable for the climate.

§2.7 – Crease Diagram



The goal line is 10' (3.05m) to 15' (4.57m) per §2.3.4.

Section 3: Tournament & Game Format

SECTION 3: TOURNAMENT & GAME FORMAT

§3.1 – Format

- §3.1.1 – All tournaments must have a Swiss Rounds stage (§3.2) or a Round Robin stage (§3.3) and Elimination stage (§3.4-§3.6).
 - §3.1.1.1 – Depending on the number of teams and courts, the Swiss Rounds take one or two days to complete.
 - §3.1.1.2 – Depending on the number of teams and courts, the Round Robin takes one or two days to complete.
- §3.1.2 – All tournaments that use a Swiss Rounds stage must have an Elimination stage.
 - §3.1.2.1 – This takes no more than one day to complete.
 - §3.1.2.2 – Teams play a knockout format.
 - §3.1.2.3 – This must either be Double Elimination, Single Elimination, or Set Format.
- §3.1.3 – The teams are selected based on the rankings of the Swiss Rounds.
 - §3.1.3.1 – If one Swiss group was used, the teams from that group is seeded in order.
 - §3.1.3.2 – If two Swiss groups are used, the teams are seeded from each group in turn, with first seed being the team with the best overall results.
- §3.1.4 - If the tournament consists of 16 or fewer teams then Round Robin should be used. Otherwise Swiss and Elimination should be used.

§3.2 – Swiss Rounds

- §3.2.1 – All teams play in Swiss rounds.
- §3.2.2 – Teams play in one, two or three groups.
- §3.2.3 – A split should happen if there are more than 8 teams per court (there should be a maximum of 4 games per court, per round, per group). The teams should be seeded equally between the groups.
- §3.2.4 – When played over two or three full days, the first phase can feature equally seeded groups, whereas the second phase should feature two or more groups, divided

on merit as per the first day results.

- §3.2.4.1 – The top group should be roughly $\frac{2}{3}$ of the size of the final day elimination.
- §3.2.5 – The number of teams in each group should be divisible by the maximum number of teams able to play at the same time (e.g. on 3 courts, 6 teams can play at the same time, so ideal group sizes are 18 and 24).
- §3.2.6 – The number of rounds should be a minimum of the binary logarithm of the number of teams in a group, rounded up, with the option of one extra round if the time allows it (for example 9-16 teams should be four or five rounds, 17 - 32 teams should be five or six rounds).
- §3.2.7 – Swiss Rounds games can end in a tie, and do not feature overtime.

§3.3 – Round Robin

- §3.3.1 – All teams play in Round Robin, in even groups of 4 or more.
- §3.3.2 – Every team plays each other team in their group.
 - §3.3.2.1 – With less than 8 teams on 1 court, or 11 teams on 2 courts, Double Round Robin should be played, where every team plays each other twice.
- §3.3.3 – Round Robin games can end in a tie, and do not feature overtime.
- §3.3.4 – A win is worth 2 points, and a tie 1 point.
- §3.3.5 – At the end rankings are decided by points or total wins, then the head-to-head records between teams in the same position, then goal difference and finally goals scored.

§3.4 – Double Elimination

- §3.4.1 – Teams are out of the elimination when they lose twice.
- §3.4.2 – The Winners Bracket Final, Tournament Final Play-in, and Final(s) are played on one court, with 10 minute breaks between each game.
- §3.4.3 – The Winners Semi-finals, Losers Bracket Semi-finals, and Losers Bracket Final are played on two courts (where possible), with 10 minute breaks after the Winners Semi-finals & Losers Bracket Semi-finals, or on one court, with a 10 minute break after the Losers Bracket Semi Finals.
- §3.4.4 – The Winners Bracket Quarter-finals, Losers Bracket Quarter-finals, and Losers Bracket Semi-final Play-in, are played on 2 courts (where possible), with a 10 minute

break after the Losers Bracket Quarter-finals, or on one court, with no breaks.

- §3.4.5 – All other games are played on as many courts as possible, as long as teams do not need to have consecutive games, or have at least 10 minute breaks between games.

§3.5 – Single Elimination

- §3.5.1 – Teams are out of the elimination after their first loss.
- §3.5.2 – The Final and 3rd-place game are played on one court.
- §3.5.3 – The Semi-finals are played on two courts (where possible), followed by a 10 minute break.
- §3.5.4 – The Quarter-finals are played on four courts (where possible), followed by a 10 minute break, or on two courts (where possible), followed by a 10 minute break, or on one court, with no break.
- §3.5.5 – All other games are played on as many courts as possible, as long as teams do not need to have consecutive games, or have at least 10 minute breaks between games.

§3.6 – Set Series Elimination Format

- §3.6.1 – A "set" series consists of 3 or 5 games, with the winner being the team who wins the majority of games.
- §3.6.2 – If a majority of wins has been reached, before all games have been played, the set is over.
- §3.6.3 – Each game must be played to time, with overtime rules as per the other elimination stages.
- §3.6.4 – Teams are out of the elimination after their first lost set.
- §3.6.5 – The Semi-finals, 3rd-place and Final sets are played as best of 5 games, all other sets are played as best of 3 games.
- §3.6.6 – Game times remain consistent throughout the tournament, rather than increasing towards the end of the elimination bracket.
- §3.6.7 – Each set has a 3 minute break between games.

§3.7 – NAH Regional Qualifier Playoffs.

-

§3.7.2 – Where a regional qualifier produces more than 4 qualifying teams, it may be required to play playoffs between teams in the same finishing position, when not all those teams can qualify.

- §3.7.3 – For 5th place, the two teams finishing in 5th have to playoff.
- §3.7.4 – For 7th place, the two teams finishing in 7th have to playoff.
- §3.7.5 – For 9th, 10th & 11th place, the four teams finishing in 9th have to playoff. The two winning teams then playoff for 9th place and the two losing teams playoff for 11th place.
- §3.7.6 – Games are played in the first available break in the schedule, for example, between the Winners Bracket Final, and Tournament Final Play-in, or between the Tournament Final Play-in, and the Final, or on a spare court, once it is not required for the main tournament.

§3.8 – Game Timing

- §3.8.1 – Traditional Format (3v3)
 - §3.8.1.1 - Swiss Rounds / Round Robin – All games are 12 minutes long.
 - §3.8.1.2 – Double Elimination
 - §3.8.1.2.1 – The Final, Winners/Losers Bracket Final & Tournament Final Play-in, Winners/Losers Bracket Semi-finals and Winners/Losers Bracket Quarter-finals are 15 minutes long.
 - §3.8.1.2.2 – All other games are 12 minutes long.
 - §3.8.1.3 – Single Elimination
 - §3.8.1.3.1 – The Final and Semi-finals and Quarter-finals are 15 minutes long.
 - §3.8.1.3.2 – All other games are 12 minutes long.
 - §3.8.1.4 – Set Series Format
 - §3.8.1.4.1 – All games are 12 minutes long.
- §3.8.2 – Squad / Bench Format (5-player squad or 7-player bench)
 - §3.8.2.1 – Game Clock - At the tournament organizers discretion, the clock can run after goals, when a ball goes out-of-play and when penalties are being assessed. This is referred to as "Running Time". The clock must stop for these reasons within the final 2 minutes, regardless. If there is ample time in the tournament schedule, the organizer can determine which games use "Stop Time", where the clock always stops when play stops.

○

- §3.8.2.2 – Half Time / Periods - If a game is 45-60 minutes long, a half-time or 3 periods can be used at the tournament organizers discretion. The referee counts down from 1 minute to these stoppages. Play restarts with a joust per §4.1.

- §3.8.2.3 – Swiss Rounds / Round Robin – All games are 30-60 minutes long.
- §3.8.2.4 – Double Elimination – All games are 30-60 minutes long. "Running Time" cannot be used for the Finals, Tournament Final Play-in, Winners/Losers Bracket Final, Winners/Losers Bracket Semi-finals.
- §3.8.2.5 – Single Elimination – All games are 30-60 minutes long. "Running Time" cannot be used for the Finals, or Semi-finals.
- §3.8.2.6 – Set Series Format – All games are 30-60 minutes long. "Running Time" cannot be used for the Finals, or Semi-finals.

§3.9 – Overtime

- §3.9.1 – If a match in an elimination round is tied at the end of regulation time, the Referee blows the whistle to stop play and an overtime period follows.
- §3.9.2 – The teams joust according to §4.1, and the tournament organizer determines if overtime periods or a golden goal determines the winner of the game.
 - §3.9.2.1 – Golden Goal – Play continues indefinitely until one team scores to end the game.
 - §3.9.2.2 – Overtime Periods – 10 minute overtime periods are played until one team has scored more goals at the final whistle.

§3.10 – Referees and Officials

- §3.10.1 – For the duration of a tournament, there are a minimum of 2 Referees per court available to be scheduled for shifts individually or in pairs, but not necessarily active at all times. e.g.: 2 courts would require 4 Referees. 3 courts would require 6 Referees.
- §3.10.2 – Swiss Rounds / Round Robin:
 - §3.10.2.1 – There is a minimum of 1 Referee, 1 Official, and 2 Goal Judges per court.
 - §3.10.2.2 – Referees and Goal Judges should be scheduled for a maximum of a 3 hour shift.
-

– §3.10.3 – Elimination Rounds:

- §3.10.3.1 – There are a minimum of 2 Referees, 1 Official, and 2 Goal Judges per court.

§3.11 – Game Sheet

- §3.11.1 – [A printable game sheet is available here.](#)

Section 4: Game Mechanics

§4.1 – Start of the game

- §4.1.1 – Players are stationary, on their bicycles, with rear wheels touching the boards behind the goal.
- §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. The captain confirms by raising their hand in the air, or declines by putting their hand out straight and waving it from side to side.
- §4.1.4 – When both teams signal that they are ready, the Referee raises a hand then blows the whistle, dropping the hand simultaneously.
- §4.1.5 – When the whistle is blown, the game clock begins to run and one player may 'joust' for possession by accelerating towards the ball.
- §4.1.6 – A Goal Judge signals a false start if any player's back wheel terminates contact with the board behind their 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 is granted to the team who lost the joust.
- §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". e.g., if 4 of 6 players on the court hold their mallet in their right hand, the joust is a right-handed joust.
 - §4.1.7.1 – If there are an equal number of left and right-handed players, the teams determine which corresponding right-handed or left-handed players joust.
 - §4.1.7.2 - Any player that is traveling at a substantial and uninterrupted pace towards the ball is considered to be racing for possession and is subject to the rules for jousting players.
- §4.1.8 – Jousting players must maintain a straight line until a player makes contact with the ball.
- §4.1.9 – On a right-handed joust, the jousting player must ride to the left of their opponent. On a left-handed joust, the jousting player must ride to the right of the opponent. All other players cannot challenge for possession or place themselves in the path of a jousting player until possession has been established by one player, or both jousting players fail to gain possession as they pass the ball.

§4.2 – Stoppages of Play

- §4.2.1 – In the 3v3 format the game clock stops 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 signals a stoppage of play by blowing the whistle. In squad/bench games the clock only stops for a timeout or injury.
- §4.2.2 – In Squad or Bench format the game clock does not stop for a goal, an out-of-play ball or penalties, but does stop for time-outs and injuries. During the final two minutes of the game the clock stops after a goal, an out-of-play ball, penalties, time-outs and injuries.
- §4.2.3 – Following a stoppage of play, the Referee gives the team who scored a reasonable amount of time – no more than 5-10 seconds – to prepare for play to restart after they return to their half.
- §4.2.4 – The Referee indicates play can restart by announcing “Play will restart in 15 seconds” and begins counting from 15 down to 0. Play begins and the clock starts, if it’s not already running, when the ball or a player from the team in possession of the ball crosses the half-court line.
 - §4.2.4.1 – If the team with possession of the ball does not begin play within 15 seconds of both teams confirming they are ready, the clock begins to run, the Referee signals “play-on”, and the team without possession can begin play by crossing the half-court line.
 - §4.2.4.2 – For the team without possession of the ball to indicate they are ready to begin play, players must cross back the half-court line to their half.
 - §4.2.4.3 – If a player from the team without possession of the ball does not return to their half, or remains in their opponent’s half until the last possible moment, a Delay of Game penalty is assessed as a Minor.
 - §4.2.4.4 – If a player from the team with possession of the ball crosses half before the Referee has begun counting down, a Unsportsmanlike Conduct penalty is assessed as a Minor.

§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 restarts according to §4.2.3.

§4.4 – Scoring

- §4.4.1 – A point 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 valid. A player may not actively direct the ball across the goal line using their body or bicycle.
- §4.4.2 – A point is also awarded when the entire ball crosses the entire goal line resulting from any action on 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 point is awarded. Own-goals must meet the requirement of “primary action” by the defender.
- §4.4.3 – Following a point, the team that was scored on has possession of the ball.

§4.5 – Penalties

- §4.5.1 – The Referee stops 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 is returned to the team that was last in possession of it.
- §4.6.3 – The game restarts 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 “Timeout” to the Referee.
 - §4.7.1.1 – The team forfeits possession of the ball to the opponent, unless the Timeout is requested due to a broken ball or a player who is injured and requires immediate medical attention.
- §4.7.2 – During any stoppage of play, either team may call for a timeout in order to extend the 10 second time-limit before play resumes.
 - §4.7.2.1 – The team who is entitled possession of the ball when the game restarts does not forfeit their possession to their opponent.
- §4.7.3 – A team is granted two timeouts per game. A Timeout is 2 minutes in duration. A team is allowed to take these timeouts sequentially if more time is needed at the end of the first timeout.
- §4.7.4 – At the expiration of the timeout, or when the team which called for the timeout declares they are ready, the game resumes 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 grant a timeout to the team for up to 5 minutes. This will not count against the team’s timeout allotment.

§4.8 – Shifted Goal Position

- §4.8.1 – If the goal shifts position, the goal line between goal post markings remains the defining threshold the ball must cross for a goal to be awarded.
- §4.8.2 – The Referee stops game play if they determine that the position of the goal has shifted greatly enough to inhibit a Goal Judge’s ability to determine whether a point 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 that the goal shifted position due to unintentional and circumstantial game play rather than intentional action by a player, possession is granted to the team that has possession or last had possession of a loose ball.
- §4.8.3 – A Delay of Game penalty is assessed according to §7.1 if the Referee deems that a player intentionally shifted the goal to force a stoppage of play.

§4.9 – Bench Mechanics

- §4.9.1 - In Bench/Squad format, a team is allowed to substitute in any of their bench players for one of the 3 active players on the court by entering and exiting through their

designated door on their defensive half of the court.

- §4.9.2 - Prior to a new player entering the court, the player attempting to exit the court must be within the transition area that is a 10 feet (10' or 3m) boundary from the center of their team's designated door.
 - §4.9.2.1 - If either player entering or exiting the court interacts with a loose ball or interferes with an opponent carrying ball while the substitution is occurring, an Illegal Substitution penalty is assessed according to §7.4.
- §4.9.3 – If any court at a tournament has entrances that are uneven, difficult to operate, or otherwise not conducive to making substitutions during live play, the Tournament organizers will inform teams that substitutions can only be made during stoppages of play and must occur during the time allotted to teams before play restarts, per §4.2.

Section 5: Ball Handling

§5.1 – Possession

- §5.1.1 – The player who made the last deliberate controlled touch on the ball is considered to have possession. No player is considered to have possession, or possession is forfeited, if:
 - §5.1.1.1 – The ball moves approximately 12 to 15 feet (12-15' or 3.6 - 4.5m) out of the immediate proximity of the player in possession.
 - §5.1.1.2 – The ball moves so quickly through a player's immediate proximity they cannot make more than 1 controlled touch on the loose ball.

§5.2 – Shooting

- §5.2.1 – If the final contact on the ball is made with either round end of a player's mallet head, it is considered a shot.
- §5.2.2 – A 'shuffle', 'ball-joint', 'scoop' or 'carry' is not a shot.
- §5.2.3 – Actively directing the ball into the net by making contact with any part of the body or bike is not a shot.
- §5.2.4 – Any contact made with the shaft of the mallet 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 goal is not awarded a point. 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 2 seconds anywhere on the court.
-

- §5.4.3 – The Referee counts out-loud for 2 seconds and signal a Ball-Jointing penalty, which results in a ball turnover and can be escalated to a Minor or Major at the Referees discretion.

§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 for a time period of 2 seconds anywhere on the court.
- §5.5.3 – The Referee counts out-loud for 2 seconds and signals a Scooping penalty, which results in a ball turnover and can be escalated to a Minor or Major at the Referees discretion.

§5.6 – Carrying

- §5.6.1 – Carrying with a mallet is defined as picking up the ball, beginning as a “scoop”, 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 with the body is defined as using a hand, or other part of the body, to shoot, pass, or otherwise deliberately redirect or add momentum to the ball. If a player uses their hand to “catch” the ball out of the air they must immediately drop the ball on the ground below the point at which the ball was caught.
 - §5.6.2.1 – A defensive player within their own crease may deliberately redirect, but may not “catch”, an airborne ball that is below shoulder height to prevent it from entering the net.
- §5.6.3 – Carrying is not permitted and results in a ball turnover, subsequent carrying penalties can escalate if the Referee deems them to be excessive.

Section 6: Penalty Format

PENALTY PROCEDURE

§6.1 – Severity of Infraction & Escalation

- §6.1.1 – It is the responsibility of the Referee to issue any infraction listed in §7 – §10 and assess the severity of the penalty so that the competitive advantage gained from the infraction is equitably nullified. To determine the appropriate level of penalty, the Referee uses the following factors:
 - §6.1.1.1 – The area of the court in which the infraction occurred. The closer an offensive player is to their opponents net, or a defensive player is to their own net.
 - §6.1.1.2 – Whether an offensive player is fouled while they have earned an open net breakaway or one-on-one situation with the defensive player in the crease.
 - §6.1.1.3 – The degree to which the player is fouled based on speed and force, and the potential danger.
 - §6.1.1.4 – The relevance of the infraction in the course of fair play or the impact of the infraction on the outcome of the game. The greater effect the infraction had on the developing play increases the severity of the assessed penalty.
- §6.1.2 – **Escalation**
 - §6.1.2.1 – A player who commits any infraction from §7, §8, §9 and §10 that does not cause a player to fall or dab, or does not disrupt a scoring opportunity per §6.1.1, is given a maximum of **1 (one) Ball Turnover**. Every infraction thereafter is to be assessed a **Minor** or **Major** penalty, and the referee can choose to skip a **Ball Turnover** penalty and immediately assess a **Minor** or **Major** penalty at their discretion.
 - §6.1.2.2 – A player who commits any infraction from §7, §8, §9 and §10 that does cause a player to fall or dab, or does disrupt a scoring opportunity per §6.1.1, is immediately assessed a **Minor** or **Major**. All subsequent infractions are assessed a **Minor** or **Major** penalty at the discretion of the Referee.
- **6.2 – Foul Accumulation**
 - §6.2.1 – **Individual Accumulation**
 - §6.2.1.1 – A player who has been assessed **1 (one) Ball Turnover** or **1 (one) Minor penalty** is automatically assessed a **Minor** or **Major** penalty for **all** subsequent infractions they commit in that game, at the Referee's discretion.

- §6.2.1.2 – Any infraction that cannot be clearly assessed to an individual player
 - such as a Substitution penalty per §7.4 – is not added to an individual player’s infraction count.
- §6.2.1.3 – **Fouling Out**
 - §6.2.1.3.1 – A player who has accumulated the total allowable penalty points as per §6.2.1.3.1.4 is considered to have “**fouled out**” of the game.
 - §6.2.1.3.1.1 – A **Minor penalty** is worth 1 penalty point.
 - §6.2.1.3.1.2 – A **Major penalty** is worth 2 penalty points.
 - §6.2.1.3.1.3 – A **Personal Misconduct penalty** is worth the total allowable penalty points as per §6.2.1.3.1.4.
 - §6.2.1.3.1.4 – The total penalty points a player is allowed to acquire is **3 (three)** for games 25 minutes or shorter, and **4 (four)** for games longer than 25 minutes.
 - §6.2.1.3.2 – A player who has “**fouled out**” must leave the court and they are not allowed to re-enter the game.
 - §6.2.1.3.2.1 – The game restarts according to §6.7 and §6.8, with the player’s team resuming play with 2 (two) players on the court, and only after the Minor/Major penalty clock has expired can another player from that team re-enter the game.
 - §6.2.1.3.2.2 – In 3v3 format, the game must be concluded with only the two remaining players from the penalized team.
- §6.2.2 – **Tournament Accumulation**
 - §6.2.2.1 – **Game Ban**
 - §6.2.2.1.1 – A player who has “**Fouled Out**” **twice** per §6.2.1.4 is not allowed to play in the subsequent game their team is scheduled to play.
 - §6.2.2.1.2 – For every additional occurrence of a player “**Fouling Out**”, they are not allowed to play in the subsequent game their team is scheduled to play.
 - §6.2.2.2 – If multiple players have “**Fouled Out**” and are due to serve a **Game Ban**, a team is guaranteed a minimum of 3 players in each game or a maximum of 2 players ineligible in each game, if their roster has 4 or more players.
 - §6.2.2.2.1 – The order in which game bans are served is determined by the order in which the penalties were assessed in the prior game.
 - §6.2.2.2.2 – A squad team with only 2 eligible players on their roster plays with 3 players until all **Game Bans** have been served. As an example, if a team of 5

players has 3 players foul out in one game then 2 of those players are ineligible the first subsequent game and the 3rd player is eligible for the first subsequent game but ineligible for the second subsequent game as determined by the order in which the penalties were assessed.

○ §6.2.2.3 – **Records and Appeals**

– §6.2.2.3.1 – Individual penalty records are kept by tournament organizers and teams are informed prior to a game by the referee if a player is not eligible, or could potentially “**Foul Out**” of the tournament in that game.

– §6.2.2.3.2 – A team can formally appeal to the tournament organizers if they believe the total was recorded incorrectly, or if they would like to dispute a penalty that was assessed by the Referee in that game. The organizers confer with the Referee(s), goal judges, and both team captains and inform the team of their final decision.

▪ §6.2.2.3.2.1 – Appeals can only be made after a game, and not during the game.

▪ §6.2.2.3.2.2 – If a player circumvents their “**Game Ban**” they are not be eligible to play any subsequent games in that tournament.

▪ §6.2.2.3.2.3 – Video review is encouraged, if available.

§6.3 – Delayed penalties

● §6.3.1 – All penalties listed in §7 – §10 are required to be signaled by the Referee according to the following delayed penalty procedure:

● §6.3.2 – If the team in possession of the ball commits an infraction of the rules, the Referee immediately signals the stoppage of play by blowing their whistle and assesses the penalty.

● §6.3.3 – If the team who is not in possession of the ball commits an infraction of the rules, the Referee delays the assessment of the penalty until any stoppage in play occurs.

○ §6.3.3.1 – Any of the following criteria results in a stoppage of play:

– Possession of the ball is gained per §5.1 by any player from the team that committed the penalty.

– The ball naturally goes out of play by entering areas deemed "out-of-bounds".

– The team with possession is fouled in their opponents half of the court and carries the ball back into their defensive half of the court and behind their Goal Line.

- The team with possession is initially fouled in their defensive half of the court and carries the ball into the offensive half and back into their defensive half and behind their Goal Line.
- §6.2.3.2 – No point is awarded to the team to be penalized during a delayed penalty, excluding an own-goal, by the team in possession of the ball during the delayed penalty.
- §6.3.4 – The Referee signals the delayed penalty according to §1.1.9.4.
 - §6.3.4.1 – 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 continues and the penalty severity increases in magnitude by one degree from Ball Turnover to Minor, or Minor to Major, but not exceeding a Major penalty.
 - §6.3.4.1.1 – Only one Minor or Major penalty is assessed for multiple infractions on one team and is served by the player who committed the more egregious offense as determined by the Referee. This player serves the penalty per §§6.5-6.6 when play restarts per §4.1. A Game Misconduct can be assessed separately in addition to a Minor or a Major and play can restart according to §4.1 with a 3 vs 1 player advantage.
 - §6.3.4.2 – If the team with advantage subsequently fouls the opponent during the delayed penalty, the play is stopped by the Referee and the game restarts according to the procedure outlined in §6.3.
- §6.3.5 – If the team with advantage scores a goal on the team who committed the original penalty, a ball turnover is not given. Minor, Major and Misconduct penalties are assessed after the team with advantage scores a goal, with the penalized player serving the penalty per §§6.5-6.6 when play restarts per §4.1.

§6.4 – Coincidental penalties

- §6.4.1 – Coincidental penalties are simultaneous penalties assessed to a member of each team.
- §6.4.2 – Coincidental penalties assessed as a Ball Turnover result in an immediate stoppage in play and play restarts per §4.1. Coincidental penalties that would be assessed as a Minor, Major or Game Misconduct results in a 2-on-2 situation for the duration of the penalty assessed.
 - §6.4.2.1 – On-court play remains 2-on-2 for the duration of the Coincidental penalties, regardless of points scored during this situation.

§6.5 – Player Advantage

- §6.5.1 – If the Referee assesses a Minor, Major or Personal Misconduct penalty, the offending player is removed from the court for the duration of the penalty and their team may only continue play with 2 players. This is referred to as a "Player Advantage". The offending player may only re-enter play when the Referee or Official indicates they may re-enter by counting down from 5 seconds to 0 and extending an arm towards the door where the player re-enters play.
 - §6.5.1.1 – When a player re-enters play, they are not required to 'tap in' and is considered an active player from the moment they cross the threshold of the court.
 - §6.5.1.2 – All game stoppages stop the timer of the Player Advantage, even if the game clock does not stop per §4.
 - §6.5.1.3 – If the penalized team is assessed an additional penalty during a Player Advantage, the duration of the Player Advantage is extended 45 or 120 seconds based on the severity of the most recent penalty.
 - §6.5.1.3.1 – The player who committed the more severe penalty remains off the court for the duration of the Player Advantage, at the discretion of the Referee.
 - §6.5.1.3.2 – In Squad format the penalized team may change the 2 active on-court players as usual per §4.9, unless a player has been assessed a Personal Misconduct penalty.

TYPES OF PENALTIES

§6.6 – Ball Turnover Penalty

- §6.6.1 – A Ball Turnover penalty 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.
- §6.6.2 – Possession is granted to the fouled team and the game restarts according to §4.2.3.

§6.7 – Minor Penalty

- §6.7.1 – An infraction that prevents a clear scoring-opportunity or significant advantage from the fouled team, or any other specific actions specified in §6 – §10, results in a 45-second Player Advantage penalty.
- §6.7.2 – The penalty is signaled according to §1.1.9.3. Possession goes to the fouled team and the game restarts according to §4.2.3 with the following exception:
 -

§6.7.2.1 – The player who commits the infraction is removed from the court to serve the 45-second Player Advantage per §6.5.

- §6.7.2.2 – The Player Advantage expires if the non-offending team scores a goal. Play restarts according to §4.2.3 and each team may have 3 active players on the court.

§6.8 – Major Penalty

- §6.8.1 – An infraction listed in §7 – §10 that the Referee deems to be excessively dangerous or reckless in nature, or if a player was already assessed a Minor penalty for a similar infraction, results in a 120-second Player Advantage penalty.
- §6.8.2 – The penalty is signaled according to §1.1.9.3. Possession is granted to the fouled team and play restarts according to §4.2.3 with the following modifications:
 - §6.8.2.1 – The player who committed the infraction is removed from the court for a 120-second Player Advantage per §6.5.
 - §6.8.2.2 – If either team scores a goal, the penalty does not expire. Play restarts according to §4.2.3 and the penalized team may have only 2 active players on the court.

§6.9 – Personal Misconduct

- §6.9.1 – Physical aggression or verbal abuse as defined in §7.2, or "Fouling Out" as defined in §6.2.1.4, are assessed as a Personal Misconduct penalty by the Referee.
- §6.9.2 – If necessary, the Referee may immediately stop game play to end an altercation. The penalty is assessed per §1.1.9.3. Possession goes to the fouled team and the game restarts according to §4.2.3 with the following modifications:
 - §6.9.2.1 – The offending player is removed from the court for 5 minutes, 10 minutes, or the remainder of the game - at the discretion of the Referee.
 - §6.9.2.2 – On the first offense, their team continues play with 2 players on the court for 45 seconds – the duration of a Minor penalty – before a third player can enter play. On subsequent offenses, the offending player's team continues play with 2 players on the court for 2 minutes – the duration of a Major penalty – before a third player can enter play.
- §6.9.3 – Prior offenses and the impact of the infraction on the course of play determines the severity of the penalty for both the player and their team, per §6.1 Escalation.
 -

§6.9.3.1 – If a team receives multiple severe Personal Misconduct penalties in one game, the Referee stops the game immediately and the penalized team forfeits the game. The offending team is subject to tournament ejection based on review by the tournament organizers and head Referee. The final scoreline is determined by the head Referee.

§6.10 – Penalty Shot & Awarded Score

- §6.10.1 – An infraction that affects a player in possession of the ball who has a clear path to the goal that is being defended by an opponent in the crease, results in a penalty being signaled by the Referee per §1.1.9.3 and a Penalty Shot is taken with the game clock stopped.
 - §6.10.1.1 – Penalty Shot Procedure
 - §6.10.1.1.1 – The player who was fouled takes the Penalty Shot.
 - §6.10.1.1.2 – The defender who was in the crease defends the Penalty Shot.
 - §6.10.1.1.3 – All other players move behind the goal at the opposite end of the court.
 - §6.10.1.1.4 – The shooting player begins with the ball at center court, and begins to approach the goal after the Referee has received acknowledgement from the shooter and the defender that they are ready.
 - §6.10.1.1.5 – The shooting player maintains forward progress of the ball towards the goal without turning and riding towards the opposite goal until the moment they choose to release the shot. Any additional bike or ball movement during the shooting motion is allowed.
 - §6.10.1.1.6 – The defending player remains within the crease for the duration of the Penalty Shot.
 - §6.10.1.1.7 – The Referee whistles the Penalty Shot over if:
 - §6.10.1.1.7.1 – Any player violates procedure or any infraction from §7-§10.
 - §6.10.1.1.7.2 – The ball crosses the goal line. The shooter's team is awarded a goal.
 - §6.10.1.1.7.3 – The ball is no longer within the crease. The shooters' team is not awarded a goal.
 - §6.10.1.1.8 – Play restarts according to §4.2 with the team who was fouled maintaining possession of the ball.
 -

§6.10.1.2 – If a Minor penalty is assessed for the infraction, and the shooter successfully makes the penalty shot, the penalty is over per §6.7.2.2 and the team can restart play with all 3 players on the court. If the shooter misses the penalty shot, play restarts per §6.5.1 with a player advantage.

- §6.10.1.3 – If a Major penalty is assessed for the infraction, that team restarts play with 2 players on the court per §6.5.1, regardless of whether the penalty shot is made.

● §6.10.2 – The Referee whistles the play dead and award a team a goal if:

- §6.10.2.1 – An infraction affects a player in possession of the ball who has a clear path to an undefended open goal.
- §6.10.2.2 – If the ball hits a player who is dabbed in front of the goal they are defending.
- §6.10.2.3 – Play then restarts according to §4.2.

Section 7: Technical Penalties

§7.1 – Delay of Game

- §7.1.1 – A Delay of Game penalty is 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 prevents other players from playing the ball by pinning the ball with their bicycle while leaning against the boards, or shielding the ball with their bicycle, body or mallet while dabbed.
 - §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 is assessed when a player is judged by the Referee to be behaving in an unsportsmanlike manner. Examples of this include, but are not limited to:
 - §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, Scorekeeper, Event Organizer, Spectator, or any other Player on the court.
 - §7.2.1.2.1 – This is automatically assessed as Personal Misconduct per §6.9.
 - §7.2.1.3 – Relocating an opponent's dropped mallet in order to make it more difficult for them to recover per §9.6.
 - §7.2.1.4 – Failure to tap-in or leave the play after dabbing.
- §7.2.2 – This penalty is assessed as a Minor, Major or Personal Misconduct at the Referees discretion, except in §7.2.1.2.

§7.3 – Interference

- §7.3.1 - A player who is not in possession of the ball is entitled to attempt a fair play on the ball or ball carrier and is entitled to free and open movement on the court to gain an offensive or defensive position.
- §7.3.2 – A Bike Interference penalty is assessed when a player who is not in possession of the ball actively impedes the movement of an opposing player who is

not in possession of the ball.

- §7.3.2.1 – This movement is referred to as ‘screening’ or ‘picking’ and is defined as using bike movement and position to abruptly and/or continuously block an opponent from taking a direct line to a loose ball, challenge the player in possession of the ball, or gain a defensive or offensive position on the court.
 - §7.3.2.1.1 – A penalty is not assessed if a player is occupying their own space when stationary, or is moving at a predictable and constant speed when taking their own offensive or defensive position on the court.
 - §7.3.2.1.2 – A penalty is not assessed if the nearest player to a loose ball utilizes a 'screen' within approximately 10 feet (10' or 3m) of the loose ball to safely gain possession.
- §7.3.2.2 – If a player in possession concedes or loses possession according to §5.1.1, that player can no longer be 'screened' and an interference penalty is assessed if the 'screen' is held to prevent them from contesting the loose ball.
- §7.3.2.3 – If a 'screen' is set that is stationary or momentary a bike interference penalty is not assessed, however legal bodily contact as described in §7.3.3 is allowed.
- §7.3.2.4 – When contesting a loose ball, all players challenging for possession must move directly and naturally towards the ball or concede the ball. Natural impedance of an opponent based on position and velocity does not result in a penalty
- §7.3.3 – A Body Interference penalty is assessed when a player initiates physical contact with an opponent who is not in possession of the ball.
 - §7.3.3.1 – If the ball leaves the immediate vicinity of the player in possession according to §5.1.1, that player can no longer be engaged physically.
- §7.3.4 – Mallet Interference penalty is assessed when a player uses their mallet to restrain or impede the movement of an opposing player's mallet, body or bike.
 - §7.3.4.1 – A player is only allowed to impede the movement of an opposing player's mallet if that opponent is in possession of the ball and if both players are in close enough proximity to the ball to play it with their mallets. Proximity is defined in §7.3.5.
 - §7.3.4.1.1 – If the ball leaves the proximity of the player before they have an opportunity to attempt to gain possession, a penalty is not assessed.
 - §7.3.4.2 – Examples of mallet impediment/restraint include, but are not limited to:
 -

Multiple actions such as slashing, tapping or lifting an opponent's mallet without attempting to gain possession of the ball.

- Prolonged pinning or occupying the space of an opponent's mallet without attempting to gain possession of the ball.
 - Reaching around the ball carrier from the front or back to occupy their mallet space.
 - Impeding the ball carriers mallet so your teammate can gain possession of the ball.
 - §9.4.2 and §9.1.1 further regulate mallet play by defining hooking and slashing, respectively.
- §7.3.5 – The referee can determine bike, body and mallet interference by considering:
 - The proximity of the 'screening' or impeding player to their opponent.
 - Proximity to the ball is determined by which side of the ball carrier the defender is on, the velocity at which the players are moving and the position the ball carrier has in relation to the defender.
 - The duration of a 'screen' or impediment after it is initiated.
 - An abrupt change in speed or direction of the 'screen'.
 - The use of any mallet on mallet, bike, or body contact to create the scenario for a 'screen' or impediment to be initiated.

§7.4 – Illegal Substitution

- §7.4.1 – When there is a bench of players, teams are allowed to substitute players from their bench during live play, stoppages and timeouts. Substitutions can be made by either team before and during a Minor or Major penalty Player Advantage, excluding the player who committed the penalty.
- §7.4.2 – The player exiting the court must have at least one wheel in the designated transition area around their team's door before the player entering can cross the threshold of the court or an Illegal Substitution penalty is assessed.
 - §7.4.3 – If both players are within the transition area around their team's door and either player actively interferes with the ball or ball carrier, an Illegal Substitution penalty is assessed as a Minor penalty and must be served by the player who perpetrated the action.
 - §7.4.3.1 – If a loose ball contacts either player but is not redirected actively, no penalty is assessed regardless of which player it hits or whether both players are

on the court.

- §7.4.4 – If more than 3 players from the same team are on the court at the same time and are actively involved in play, a Major penalty is assessed and served by the player who last entered the court and the team must select one other player to sit on the bench for the duration of the Player Advantage.

§7.5 – Crease Violation

- §7.5.1 – Only one defensive player (the “Goalie”) is allowed to be within the crease prior to the ball/ball carrier for more than 3 seconds. Any additional defensive player or any offensive player who is within the crease for more than 3 seconds prior to the ball/ball carrier is assessed a Crease Violation penalty.
 - §7.5.1.1 – At the point the ball enters the crease, players can also enter the crease to make a fair play on the ball. When the ball exits the crease, all players except the “Goalie” are required to remove themselves within the 3 second time limit. Any player who remains within the crease and disrupts subsequent offensive plays, is assessed a penalty according to §7.5.1.4.
 - §7.5.1.2 – All body, mallet, or bike contact initiated by any player who enters the crease is not allowed, unless it is a direct play on the ball or ball carrier.
 - §7.5.1.3 – If a player uses their bike, body or mallet to prevent an opponent from exiting the crease within the 3 second time limit, a penalty is not assessed on the player who remains in the crease.
 - §7.5.1.4 – The Referee determines the severity of the Crease Violation using the following criteria:
 - §7.5.1.4.1 – If the penalty is committed while their opponent has no scoring opportunity, a ball turnover is assessed. Subsequent penalties elevate by one degree to a Minor and then Major penalty regardless of which player on the offending team commits the infraction.
 - §7.5.1.4.2 – If the penalty is committed while their opponent has a clear scoring opportunity because of a shot, pass or loose ball in or near the crease, a Minor penalty is assessed immediately on the first occurrence of the infraction. Subsequent infractions are elevated to a Major penalty regardless of which player on the offending team commits the infraction.

Section 8: Bike Handling Penalties

§8.1 – Dabbing

- §8.1.1 – A dab occurs when a player’s body touches anything other than their own equipment or the vertical face of the boards, with limited exceptions.
 - §8.1.1.1 – A player cannot touch the ground, goals or other player’s bodies or equipment with their body, and a player must remain in control of their bike at all times.
 - §8.1.1.2 – A player can touch their hand to the ground momentarily to block the ball or recover their dropped mallet, but cannot use their hand to maintain balance over their bike.
 - §8.1.1.3 – A dab is not an infraction subject to penalty escalation rules unless it meets criteria defined in §8.1.2 and §8.1.3.
- §8.1.2 – A dabled player must tap their mallet on the boards at half-court (on either side). This action is referred to as a “tap-in.”
 - §8.1.2.1 – A dabled player is considered out of play and cannot interfere with play by using their bike, body or mallet to impede an opponent from making a play on the ball or ball carrier.
 - §8.1.2.2 – A dabled player is considered out of play and cannot be engaged. Physical contact, mallet play, bike contact or screening of a dabled player results in an Interference penalty.
 - §8.1.2.3 – A dabled player is allowed a reasonable amount of time to withdraw from the area of play. However, a Referee may assess a minimum of a Minor penalty if a dabled player interferes with game play in a way that results in an advantage for their team.
 - §8.1.2.4 – If a dabled player blocks a shot on their own goal that would have otherwise crossed the goal line, the Referee may award a Penalty Shot. A dab on the goal is defined in §8.1.3.
- §8.1.3 – A player that leans or places any part of their body on or against the goal is considered a dabled player.
 - §8.1.3.1 – The Referee verbally alerts the player that they are dabled. The Goal Judge can signal a dab according to §1.3.6.4. This player must tap-in.
 - §8.1.3.2 – The Referee may assess a penalty for cases of excessive grabbing or leaning on the goal, or if a player does not remove themselves from the play

immediately.

§8.2 – Toppling

- §8.2.1 – A Toppling penalty is assessed when a player causes an opponent to dab or crash during an action in which they dab before or after the opponent with whom they made contact.
 - §8.2.1.1 – The Referee determines Toppling if a player:
 - Jumps off of their bike while in the process of dabbing to check or impede an opposing player.
 - Initiates a pile-up by dabbing and forcing one or more defenders to dab in the process.
 - Following through on a check that causes a player to dab while the player who initiated contact loses balance and also dabs.

§8.3 – Bike Contact

- §8.3.1 – A player who uses, accelerates or maneuvers their bike to initiate contact with the opponent or the opponent's equipment is assessed a Bike Contact penalty.
 - §8.3.1.1 – The Referee holds discretion to call Bike Contact penalties for infractions not explicitly outlined in §8.3.2 – §8.2.4 if the contact causes a dab or prevents reasonable open movement on the court.
 - §8.3.1.2 – Incidental bike-on-bike contact is defined as contact between two players vying for possession of the ball that does not affect play and is not dangerous. No penalty is assessed for contact deemed incidental.
- §8.3.2 – A T-bone Bike Contact penalty is assessed when a player initiates contact with an opponent by using their wheel or pedal to carry momentum into the opponent in the direction they are traveling.
- §8.3.3 – A Tail Whip Bike Contact penalty is assessed when a player initiates contact with an opponent by skidding or pivoting either wheel of their bike into the opponent laterally or rotationally.
- §8.3.4 – A Sweeping Bike Contact penalty is 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, or a stationary opponents body or bike.
- §8.3.5 – A Pedaling Bike Contact penalty is assessed if two players are stationary in close contact and one player uses their pedal to initiate contact with an opponent or

their equipment.

Section 9: Mallet Handling Penalties

§9.1 – Slashing

- §9.1.1 – A Slashing penalty is assessed when a player swings at an opposing player's mallet shaft or body with upward, downward or sideways motion, that has the potential to cause damage or injury as deemed excessive by the Referee.

§9.2 – High Sticking

- §9.2.1 – A High Sticking penalty is assessed when a player's mallet makes contact with an opponent's head or neck. A player is responsible for their mallet at all times with only the following exception:
 - §9.2.1.1 – Windup and follow through associated with normal shooting motion that extends above the height of the nearest opponent's shoulders is only subject to a High Sticking penalty if the Referee deems the swing to be unsafe or out of control using the following criteria:
 - If the shot "wind up" requires a full rotation of the mallet from above the players head to the ground.
 - If the 'scoop' pass is raised above the nearest opponents handlebars.
 - If the follow through of the back-hand shot or pass extends above the nearest opponents handlebars.
- §9.2.2 – A High Sticking penalty is assessed when a player attempts to swing their mallet or either hand at an airborne ball at a height above their shoulders or the nearest opponent's shoulders.
 - §9.2.2.1 – If the player is located a safe distance – approximately 10 feet (10' or 3m) or more – from their nearest opponent they are permitted to place their mallet in the air, without swinging it, and knock the ball to the ground directly below their mallet.
 - §9.2.2.2 – If the player is located a safe distance – approximately 10 feet (10' or 3m) or more – from their nearest opponent they are permitted use their hand, with their mallet pointed straight down, to contact an airborne ball. A Carrying penalty per §5.6 further regulates this action if the ball is below shoulder height.
- §9.2.3 – A High Sticking penalty is assessed when a player attempts to initiate contact or impede the mallet of an opposing player above the height of either player's handlebars.
-

- §9.2.4 – A Minor or Major penalty is assessed to any player who hits the body of another player while High Sticking, as determined by the Referee.

§9.3 – Jamming

- §9.3.1 – A Jamming penalty is assessed when a player causes an opponent to dab by placing their mallet underneath their opponent's front or rear wheel.
 - §9.3.1.1 – No penalty is assessed if the Referee deems that the player who is not in position to make a play on the ball uses their wheel to initiate contact with an opponent's mallet that is planted or otherwise cannot be avoided.

§9.4 – Hooking

- §9.4.1 – A Hooking penalty is assessed when a player initiates or maintains contact with their mallet to hook or hold an opposing player's mallet, bike, or body.
 - §9.4.1 – If a player moves their mallet in a way that causes their own mallet to become hooked, a penalty will not be assessed.

§9.5 – Throwing

- §9.5.1 – A Mallet Throwing penalty is assessed when a player throws their mallet.
 - §9.5.1.1 – If a player throws their mallet directly in front of their own net to prevent an opponent's shot a point will be awarded to the team who shot the ball.

§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 entire mallet from play.
- §9.6.3 – A Mallet Dropping penalty is 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, at their discretion, assesses a Mallet Dropping penalty if the dropped mallet causes a dab or 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 is assessed when a player extends their arm to use their elbow, forearm, or hand to initiate contact with another player or push another player after contact has been initiated . 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 during the initiation and disengagement of contact. A penalty results only if the player extends their arm upwards or outwards from the shoulder to initiate or disengage 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 is 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 is assessed.

§10.3 – Holding

- §10.3.1 – A Holding penalty is 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.

§10.4 – Kicking

- §10.4.1 – A Kicking penalty is assessed when a player kicks an opposing player’s body, equipment, or the ball.

§10.5 – Head Contact

- §10.5.1 – A Head Contact penalty is assessed when a player initiates contact with an opponent’s head or neck with any part of their body.

§10.6 – Handlebar Contact

- §10.6.1 – A Handlebar Contact penalty is assessed when a player initiates contact with an opposing player's handlebar.

§10.7 – Steering Arm Contact

- §10.7.1 – A Steering Arm Contact penalty is assessed when a player initiates contact with an opposing player's steering arm at or below the elbow.

§10.8 – Trapping

- §10.8.1 – A Trapping penalty is assessed when a player holds the player in possession of the ball against the boards for an extended period of time by leaning on them or otherwise impeding their movement without attempting to play or challenge for possession of the ball.

§10.9 – Flagrance

- §10.9.1 – A Flagrance penalty is assessed when a player – including the ball carrier – initiating physical contact uses excessive force on an opponent who is defenseless, or if the player initiates physical contact legally but abandons any tactical or strategic application of force, or if the player initiating contact dabs or falls but does not cause the other player to dab or fall.
- §10.9.2 – A Flagrance penalty is assessed when a player initiates physical contact which results in a potentially dangerous crash or is otherwise deemed dangerous by the Referee.
- §10.9.3 – A Flagrance penalty is assessed when a player – including the ball carrier – uses their elbow, forearm, or hand, to initiate contact with an opponent in a way deemed by the Referee to be lacking tactical or strategic application.