

# **EHBA**

## **Official Ruleset**

Revision 230712

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## Section 1: Teams, Players & Equipment

### 1.1. Team Size

#### 1.1.1. 3v3 Format

1.1.1.1. There are three (3) players to a team.

#### 1.1.2. Quads Format

1.1.2.1. There are four (4) players to a team.

#### 1.1.3. Squad Format

1.1.3.1. There can be anywhere between four (4) to six (6) players to a team.

1.1.3.1.1. A team can only have a maximum of five (5) available players at any given game.

1.1.3.1.1.1. Players must be selected before the game begins and the team must inform the Game Assistant prior to the beginning of the game.

### 1.2. Team Captains

1.2.1. Teams must designate a player to be their captain for the duration of the game.

1.2.2. If the team captain is expelled from the game, they will delegate the task to a player of his/her choice and inform the Game Assistant.

1.2.3. Team captains are responsible to transmit all information from the Officials to their team members.

1.2.4. Team captains may interact with the Main Referee during stoppages regarding, substitutions, penalty disputes, equipment and other reasonable concerns.

1.2.4.1. Team captains are not allowed to interact with the Main Referee during play or from outside the court.

### 1.3. Equipment

#### 1.3.1. Uniforms

1.3.1.1. Teams must wear matching coloured uniforms, in contrast with the other team.

1.3.1.2. At the request of the Main Referee, teams will change to their second kit prior to the beginning of the game.

1.3.1.2.1. If a team does not have a second kit, they may be asked to wear a vest.

#### 1.3.2. Safety Equipment

1.3.2.1. Players must wear a sports approved helmet while on the court.

1.3.2.2. Gloves, shin and /or knee guards, facecages and other protective gear are not mandatory, but encouraged.

#### 1.3.3. Mallets

##### 1.3.3.1. Shaft

1.3.3.1.1. The shaft must be made of a metal alloy or composite material that is not susceptible to break from what is considered normal play.

1.3.3.1.2. The gripped end of the shaft must be plugged or sealed.

1.3.3.1.3. The shaft must not protrude through the bottom of the mallet head by more than 3mm.

##### 1.3.3.2. Mallet Head

1.3.3.2.1. The mallet head is made of a material that does not shatter, break or wears down to a sharp edge.

1.3.3.2.2. A mallet must have an elongated shape and have only two (2) end-sides.

1.3.3.2.3. The mallet head must be securely fastened to the shaft.

1.3.3.2.4. The maximum length may not exceed 130mm at its longest point.

1.3.3.2.5. The maximum outside diameter may not exceed 65mm at its widest point.

1.3.3.2.6. The diameter of any hole at its outermost edge on the mallet head may not exceed 59mm at its widest point.

1.3.3.2.6.1. The minimum wall thickness between the outer diameter of the head and the outermost diameter of the hole is  $1.5 \pm 0.5\text{mm}$ .

#### **1.3.3.3. Grips**

1.3.3.3.1. Mallets must have some type of grip that allows the player to firmly hold on to the shaft.

#### **1.3.4. Bicycles**

1.3.4.1. All bicycles must have at least one hand-operated braking mechanism.

1.3.4.2. Handlebars must be a maximum length of 710mm at the longest point, including grips and plugs.

1.3.4.2.1. Handlebars must be plugged or capped.

1.3.4.3. All sharp edges must be removed or covered.

1.3.4.3.1. Disc brake rotors must be protected.

1.3.4.3.2. All cogs and chain rings must be covered by the chain or protected from being openly exposed.

1.3.4.3.3. Cable ties must be left uncut or cut in a way that there are no sharp edges.

1.3.4.3.4. Exposed threads on bolts and axles must be filed down or covered.

1.3.4.3.5. Cable guides, v-brake posts and any other sharp accessories welded onto the frame must be either removed or covered.

1.3.4.3.6. All covered parts of the bike must be approved by the Head Referee.

1.3.4.4. There can be no racks, fenders, bottle cages or any other accessories that may aid in blocking the passage of the ball.

1.3.4.4.1. Wheel covers, disc guards, and round chain guards are permitted.

## Section 2: Game Facilities

### 2.1. Court

#### 2.1.1. Size

- 2.1.1.1. Courts are no larger than  $45 \pm 0.5\text{m}$  by  $25 \pm 0.5\text{m}$  and no smaller than  $35 \pm 0.5\text{m}$  by  $18 \pm 0.5\text{m}$ .

#### 2.1.2. Boards

- 2.1.2.1. Courts must be bordered by a solid perimeter that is securely held together.
- 2.1.2.2. Boards on the perimeter must be at least  $1.2 \pm 0.2\text{m}$  tall.
  - 2.1.2.2.1. In case of lower boards, the Head Referee may implement additional rules regarding physical contact and out-of-play balls.
- 2.1.2.3. There must be no gaps in the perimeter that would allow a ball or any part of the player's body or equipment to go in.

#### 2.1.3. Doors

##### 2.1.3.1. 3v3 Format

- 2.1.3.1.1. There must be at least one entrance to the court.
  - 2.1.3.1.1.1. If two entrances are available, they must be symmetrical to the center line of the court.

##### 2.1.3.2. Quads Format

- 2.1.3.2.1. There must be at least one entrance to the court.
  - 2.1.3.2.1.1. If only one entrance is available, or if both entrances are either not symmetrical to the center line of the court, or equally as accessible to player to enter or exit; a team may call for a substitution timeout as per [5.13.1](#).
- 2.1.3.2.2. On a court with two entrances symmetrical to the center line, an arc will be marked  $3 \pm 0.25\text{m}$  from the center of each door and is referred to as the player transition area.

##### 2.1.3.3. Squad Format

- 2.1.3.3.1. There must be two entrances to the court, symmetrical to the center line.
- 2.1.3.3.2. An arc will be marked  $3 \pm 0.25\text{m}$  from the center of each door and is referred to as the player transition area.

#### 2.1.4. Lines

- 2.1.4.1. All lines must be a maximum of 5cm wide.
- 2.1.4.2. The court will be segmented across its entire width in three locations:
  - Mid court, or Center Line
  - both Goal Lines
- 2.1.4.2.1. The middle point of the center line will be marked for placing the ball for jousts.
- 2.1.4.3. Goal Lines must be parallel to the backboard and 3-4.5m from it, depending on court size.
  - 2.1.4.3.1. Goal Lines cannot be less than  $29 \pm 0.5\text{m}$  apart from each other.
- 2.1.4.4. Goal Lines must be marked for the positioning of the Goalmouths, centered in regard to the width of the court, defining what will be referred to as the Goalmouth Line.
  - 2.1.4.4.1. The Goalmouth Line must be bound by two (2) perpendicular lines extending  $10 \pm 1\text{cm}$  towards centercourt and  $20 \pm 1\text{cm}$  towards the back of the goal.

- 2.1.4.4.2. The two vertical lines must coincide with the dimensions of the goals used, taking the inside of the goalposts as reference.

### **2.1.5. Tap-in Area**

- 2.1.5.1. Two (2) lines will be marked on the boards on both sides of the court and will be referred to as the tap-in area.
- 2.1.5.2. The lines will be drawn  $0.75 \pm 0.10\text{m}$  from the center line at each side.

### **2.1.6. Crease**

- 2.1.6.1. An area in front of the goal will be marked and referred to as the crease.
- 2.1.6.2. The dimension of the crease must be a semicircle of  $3 \pm 0.1\text{m}$  from the center of the goal opening, cropped to  $1.25 \pm 0.1\text{m}$  from the outside of each Goalmouth marking. Refer to [Diagram 1](#).
- 2.1.6.2.1. The crease may be drawn by straight lines according to [Diagram 2](#).

## **2.2. Goals**

- 2.2.1. Goals must have nets.
- 2.2.2. Goals must have a firm top crossbar positioned above the Goal Line.
- 2.2.3. Goals are placed with both Goalmouths facing each other, at the positions marked on the Goal Line.
- 2.2.4. The Goalmouth is  $185 \pm 5\text{cm}$  wide, measured from the interior of the goalposts.
- 2.2.5. The Goalmouth is  $90 \pm 5\text{cm}$  tall, measured from the ground to the bottom of the crossbar.
- 2.2.6. The goal is  $80 \pm 15\text{cm}$  deep, measured from the center of the goal line.

## **2.3. Balls**

- 2.3.1. Balls must be  $67 \pm 2\text{mm}$  in diameter.
- 2.3.2. Balls must weigh  $70 \pm 5\text{g}$ .
- 2.3.3. Balls must be made of a low-bounce, impact resistant material.
  - 2.3.3.1. Hardness of the material must be matched to its optimal performance temperature.

Diagram 1. Crease

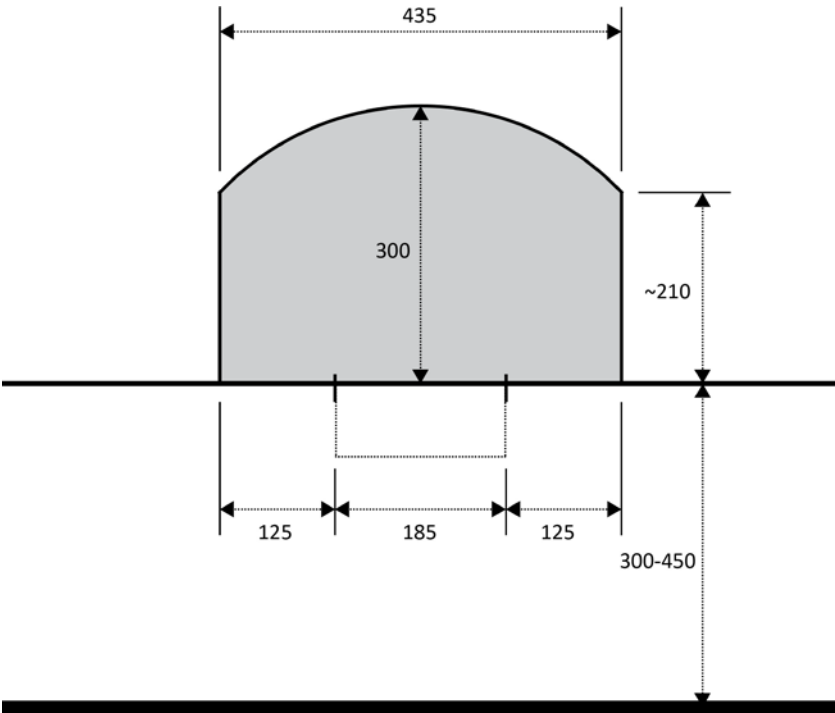
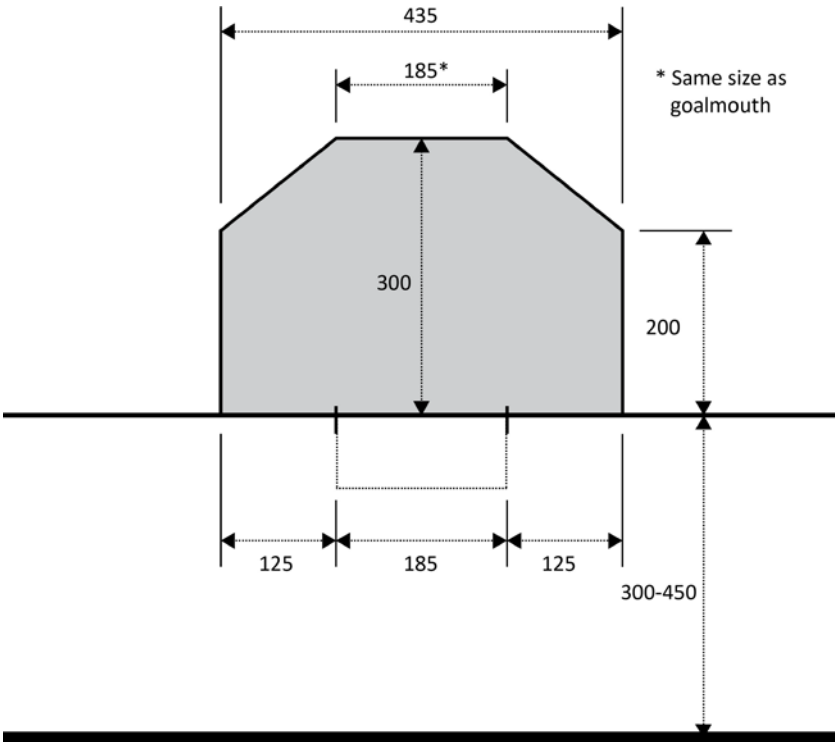


Diagram 2. Alternate Version Crease



## Section 3: Game Officials

### 3.1 Officials

- 3.1.1 A tournament requires a Head Referee designated by the event organisers and communicated to the players at the beginning of the tournament.
- 3.1.2 A game requires the following officials:
  - Main Referee
  - Goal Judges (2)
  - Game Assistant
  - Assistant Referee
- 3.1.2.1 One Referee is designated as the Main Referee to rule the game and is communicated to each team prior to the start of the game.
- 3.1.2.2 Goal Judges are appointed and approved by the Main Referee prior to the start of the game.
  - 3.1.2.2.1 Goal Judges are visually distinguishable from spectators.
- 3.1.2.3 Game Assistants and Assistant Referees are not mandatory, but encouraged.
  - 3.1.2.3.1 In case Game Assistants are not available, the Main Referee will take on their responsibilities and duties.

### 3.2 Equipment

- 3.2.1 Event organisers must provide the following equipment for the Game Officials:
  - Stopwatch
  - Whistle
  - Scoreboard
  - Flags, hats or vests (2) for Goal Judges
  - Pen and paper
  - Bike check stickers, tape, or similar markers
  - Vests for players

### 3.3 Positioning

#### 3.3.1 Main Referee

- 3.3.1.1 The Main Referee and Game Assistants must be positioned at half court, with a direct unobstructed view of the court, preferably at a height.

#### 3.3.2 Game Assistants

- 3.3.2.1 Game Assistants must be positioned close to the Main Referee, at a distance where communication is favorable and easy.

#### 3.3.3 Assistant Referees

- 3.3.3.1 Assistant Referees may position themselves across the court to help signal actions otherwise difficult to see by the Main Referee; otherwise they will take position right next to the Main Referee in order to follow the action on and off ball according to the needs of the game.

#### 3.3.4 Goal Judges

- 3.3.4.1 Goal Judges must be positioned on the opposite side across from the Main Referee, close to the goal line slightly towards mid court, with a clear and unobstructed view of the goal opening; preferably at a height.
  - 3.3.4.1.1 In case that positioning is unavailable, they must be placed behind the goal or slightly to the side of it, depending on where they obtain a better view of the goal opening and approved by the Main Referee.



### 3.4 Duties

#### 3.4.1 Head Referee

- 3.4.1.1 The Head Referee oversees the proper enforcement of the ruleset by the other Officials.
  - 3.4.1.1.1 The Head Referee cannot override a Main Referee's decision during a game.
- 3.4.1.2 The Head Referee must provide a copy of the current ruleset for reference.
  - 3.4.1.2.1 It is the responsibility of the Head Referee to explain the ruleset to players and other Game Officials.
- 3.4.1.3 The Head Referee inspects the equipment of the players prior to the beginning of the event to determine its safety and conformity as per [1.3](#).
  - 3.4.1.3.1 The Head Referee might obtain help from other Officials to verify the equipment.
- 3.4.1.4 The final score for forfeited games is defined and announced by the Head Referee before the beginning of the tournament.

#### 3.4.2 Main Referee

- 3.4.2.1 The Main Referee maintains full control of the game, enforcing the ruleset to the best of their ability.
  - 3.4.2.1.1 It is the responsibility of the Main Referee to assess the severity of all infractions and issue any penalty listed in [Section 7](#) so that the competitive disadvantage is rectified.
- 3.4.2.2 The Main Referee may inspect the equipment of the players prior to the game and proceed as per [5.12](#) if the equipment is deemed unsafe.
- 3.4.2.3 The Main Referee signals the beginning and end of the game according to [5.1](#) and [5.5](#).
- 3.4.2.4 The Main Referee signals all stoppages and starts of play according to [5.3](#) and [5.4](#).
- 3.4.2.5 The Main Referee signals all infractions according to [Section 6](#).

#### 3.4.3 Goal Judges

- 3.4.3.1 Goal Judges must signal goals scored on their side of the court according to [3.5.2.1](#).
- 3.4.3.2 Goal Judges should signal what they perceive to be a penalty in their close proximity, as per [3.5.2.3](#).
  - 3.4.3.2.1 A Goal Judge must be prepared to provide perspective to the Main Referee regarding any potential scores or penalties.
  - 3.4.3.2.2 Interaction with the Main Referee is strictly consultative and the final call must be made by the Main Referee.
- 3.4.3.3 Goal Judges must return the goals to their position if moved or toppled during play.
  - 3.4.3.3.1 If the court does not allow access for the Goal Judge, the Main Referee must delegate this responsibility to another volunteer.
  - 3.4.3.3.2 If no access to the court is available, players are instructed that they are responsible for returning the goal to the correct position.
- 3.4.3.4 Goal Judges must signal as per [3.5.2.3](#) false starts at the joust as per [5.2.1.1](#).
- 3.4.3.5 Goal Judges may signal a timeout otherwise unheard by the Main Referee, Game Assistants or Assistant Referee.

**3.4.4 Game Assistant**

- 3.4.4.1 The Game Assistant keeps the time of the game and is responsible for starting and stopping the official stopwatch.
- 3.4.4.2 The Game Assistant times any penalties issued on players that result on the player being temporarily excluded from play.
  - 3.4.4.2.1 The Game Assistant is responsible for letting temporarily excluded players know when they may return to play.
- 3.4.4.3 The Game Assistant maintains the game log on paper.
- 3.4.4.4 The game log must contain the following:
  - Goals per team.
  - Penalties by player.
  - 3.4.4.4.1 A tournament organiser might additionally request:
    - Time of all goals and penalties called.
    - Name of scoring player.
- 3.4.4.5 If there is a timer and scoreboard visible to players, the Game Assistant is responsible for starting, stopping the time and adding goals to it.
- 3.4.4.6 The Game Assistant calls out game-times at periodic intervals, as well as the following:
  - After goals.
  - Half-time.
  - Restart of play.
  - Two (2) minutes from the end.
  - By player's request.
- 3.4.4.6.1 After the two minute warning, the Game Assistant must call out sixty seconds, thirty seconds, ten seconds and a countdown from five seconds to one.

**3.4.5 Assistant Referee**

- 3.4.5.1 Assistant Referees should signal what they perceive to be a penalty according to [3.5.3.1](#).
  - 3.4.5.1.1 Assistant Referees must be prepared to provide perspective to the Main Referee regarding any potential scores or penalties.
  - 3.4.5.1.2 Interaction with the Main Referee is strictly consultative and the final call must be made by the Main Referee.
- 3.4.5.2 Assistant Referee can signal a timeout as per [3.5.3.2](#), otherwise unheard by the Main Referee or the Game Assistant

**3.5 Hand Signals****3.5.1 Main Referee**

- 3.5.1.1 Start of play – Raises an arm in the air, dropping the arm as the whistle is blown.
- 3.5.1.2 Restart of play – Extends an arm outward with the palm facing up to indicate play can begin.
- 3.5.1.3 Delayed Penalty/Advantage – Raises an arm straight into the air.
- 3.5.1.4 Possession after stoppage – Extends an arm in the direction of the team who restarts with the ball.

**3.5.2 Goal Judges**

- 3.5.2.1 Goal scored – Raises an arm straight in the air.
  - 3.5.2.1.1 If a flag is available, the goal Judge raises the flag.

3.5.2.2 Missed shot/Invalid goal – Crosses arms and extends them outwards in a sweeping motion.

3.5.2.3 False Start/Infraction – Extends an arm straight in the air and the other pointing at the player that committed the infraction.

3.5.2.3.1 If a flag is available, the goal Judge raises the flag and extends the other arm.

3.5.2.4 Timeout – Makes a “T” shape with both arms.

### **3.5.3 Assistant Referee**

3.5.3.1 Infraction – Raises an arm in the air and the other pointing at the player that committed the infraction.

3.5.3.2 Timeout – Makes a “T” shape with both arms.

## Section 4: Ball Play

### 4.1. Possession

- 4.1.1. The player who made the last deliberate controlled touch on the ball with the mallet is considered to be in possession. The player in possession is referred to as the Ball Carrier.
  - 4.1.1.1. No player is considered to be in possession, or possession is forfeited, if either:
    - The ball moves approximately 3m away from the Ball Carrier.
    - The ball moves so quickly through a player's immediate proximity they cannot make more than one (1) controlled touch on the loose ball.
    - The Ball Carrier is unable to continue playing the ball with the mallet.
  - 4.1.1.2. Possession is not forfeited by the Ball Carrier if a deliberate touch on the ball by an opponent does not hinder the Ball Carrier's ability to continue playing the ball with the mallet and its proximity to the ball remains within approximately 3m.

### 4.2. Shooting

- 4.2.1. A shot is defined as an elastic collision between either end-side of the mallet head and the ball.
- 4.2.2. Actively directing the ball by making contact with any part of the body or bike is not a shot.
- 4.2.3. A 'shuffle', 'ball-joint', 'scoop' or 'carry', as per [4.3 through 4.6](#) is not a shot.
- 4.2.4. Any contact made with the shaft of the mallet is not a shot.
- 4.2.5. A ball deflecting on any surface or equipment coming from an action not being a shot is not considered a shot.

### 4.3. Shuffling

- 4.3.1. A shuffle is defined as any contact between the elongated side of the mallet head and the ball.

### 4.4. Ball-Jointing

- 4.4.1. Ball-jointing is defined as applying pressure on the ball using any hole or concave surface of the mallet head in order to trap it against any playing surface on the court.
- 4.4.2. Ball-jointing is permitted for a time period of two (2) seconds anywhere on the court.

### 4.5. Scooping

- 4.5.1. A scoop is defined as maneuvering a ball cupped in any hole in the mallet using centripetal force to keep the ball cupped in such hole.
- 4.5.2. Scooping is permitted below the height of the player's handlebar or their opponent's if the opposite player is closer than approximately 3m as per [6.4.3.3](#).
- 4.5.3. Scooping is permitted for no more than three (3) direction changes.

### 4.6. Carrying

- 4.6.1. Carrying is defined as supporting the ball with the mallet head, with gravity providing the force which holds the ball in the mallet head.
- 4.6.2. Carrying is not permitted.

### 4.7. Grabbing

- 4.7.1. Grabbing the ball is defined as using a hand to grip the ball.
- 4.7.2. Grabbing the ball is not permitted.
  - 4.7.2.1. A player may use either hand to stop the ball out of the air but must immediately deflect the ball to the ground below the point at which the ball was stopped.

**4.8. Slapping**

- 4.8.1. Deliberately redirecting or add momentum to the ball with the hands, or the feet is considered slapping.
- 4.8.2. Slapping the ball is not permitted.
  - 4.8.2.1. A defensive player within their own crease may use the hands to redirect the ball, but may not grab, an airborne ball that is below shoulder height.

## Section 5: Game Mechanics

### 5.1. Start of the Game

- 5.1.1. Teams prepare for the joust according to [5.2.](#)
- 5.1.2. The Main Referee asks each team if they are ready. The team captain has to give a clear verbal confirmation or declination.
  - 5.1.2.1. The team captains can confirm by raising their hand in the air, or decline by putting their hand out straight and waving it from side to side.
- 5.1.3. When both teams signal that they are ready, the Main Referee raises their hand then blows the whistle, dropping the hand simultaneously, signaling the start.
  - 5.1.3.1. The Game Assistant starts the game clock at the whistle.
  - 5.1.3.2. Teams may joust for possession.

### 5.2. The Joust

- 5.2.1. Each team positions themselves at their respective side of the court; their players stationary, on their bicycles, with rear wheel touching the boards behind the goal.
  - 5.2.1.1. A False Start is defined as players leaving the board prior to the whistle that starts the game.
    - 5.2.1.1.1. The Goal Judge must signal a False Start as per [3.5.2.3](#) if any player leaves the board prior to the whistle that starts the game.
    - 5.2.1.1.2. An advantage resulting from a team committing a False Start will result in a penalty and possession is granted to the team who lost the joust.
- 5.2.2. Jousting players must hold their mallet on the same side of their bike.
  - 5.2.2.1. By default, jousts will be right-sided.
  - 5.2.2.2. Teams can agree on a left-sided joust, but must inform the Main Referee prior to the beginning of the game.
    - 5.2.2.2.1. In case of a disagreement, the side of the joust will be determined by the side the Majority of players hold their mallet.
  - 5.2.2.3. On a right-sided joust, the jousting player must ride to the left of their opponent as they pass each other. On a left-sided joust, the jousting player must ride to the right of the opponent.
- 5.2.3. Only one (1) player per team may joust.
  - 5.2.3.1. Jousting players must maintain a straight line until a player makes contact with the ball.
  - 5.2.3.2. Any player that is rushing towards the ball at a consistent pace is considered to be jousting.
    - 5.2.3.2.1. Players may not desist jousting once they are approximately 3m away from the ball.
  - 5.2.3.3. A jousting player may not interfere with an opponents' jousting trajectory.
    - 5.2.3.3.1. Any action by a jousting player deemed dangerous by the Main Referee will be issued a Major penalty.
  - 5.2.3.4. 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.

### 5.3. Stoppage of Play

- 5.3.1. The Main Referee signals a stoppage of play by blowing the whistle.
  - 5.3.1.1. Once the Main Referee signals a stoppage of play, play must stop regardless of the circumstances.

- 5.3.2. The game may be stopped for any of the following reasons:
- Goal
  - Penalty
  - Out-of-play ball
  - Injury
  - Shifted goal
  - Time-out
  - Unsafe equipment
  - Repair of game facilities
- 5.3.3. Teams must stop playing and return to their half of the court within 10 seconds of the whistle being blown.
- 5.3.4. 3v3 format**
- 5.3.4.1. The Game Assistant must stop the game clock at every stoppage of play.
- 5.3.5. Quads Format**
- 5.3.5.1. The game clock keeps running, except for injuries or circumstances that would prevent the game from resuming quickly such as, but no limited to:
- court damage,
  - broken or missing ball,
  - play, foul or goal assessment and review by the officials.
- 5.3.5.1.1. During the last two (2) minutes of the game, the Game Assistant stops the game clock at every stoppage of play.
- 5.3.6. Squad Format**
- 5.3.6.1. The game clock keeps running, except for injuries or circumstances that would prevent the game from resuming quickly such as, but no limited to:
- court damage,
  - broken or missing ball,
  - play, foul or goal assessment and review by the officials.
- 5.3.6.1.1. During the last two (2) minutes of the game, the Game Assistant stops the game clock at every stoppage of play.
- 5.4. Restart of Play**
- 5.4.1. The Main Referee elicits verbal or visual confirmation that the team without possession is ready to begin play.
- 5.4.1.1. The Main Referee may blow two short bursts on the whistle to elicit the confirmation of the team.
- 5.4.1.2. If the team without possession does not communicate that they are ready within ten (10) seconds, a Delay of Game Penalty is issued as per [6.1.1](#).
- 5.4.2. After the confirmation, the Main Referee indicates live play as per [3.5.1.2](#) and announcing "10 seconds to cross".
- 5.4.2.1. If the team with possession does not begin play within 10 seconds of the other team confirming they are ready the team without possession can begin play by crossing the half-court line.
- 5.4.2.1.1. The Main Referee signals "game on".
- 5.4.2.1.2. The Game Assistant starts the game clock.
- 5.4.3. Play begins and the clock starts when the ball or a player from the team in possession crosses the half-court line.
- 5.4.3.1. The Main Referee indicates the start of the clock by announcing "game on".

- 5.4.3.2. Players from the team not in possession cannot engage the other team prior to the start of play.

## **5.5. End of the Game**

- 5.5.1. The official game clock marks the end of the game.  
5.5.2. The Main Referee signals the end of the game with two long whistles.

## **5.6. Scoring**

### **5.6.1. Goals**

- 5.6.1.1. A point is awarded when the entire ball crosses the entire Goalmouth Line after having originated from a 'shot' as defined in [4.2](#).  
5.6.1.1.1. A shot may subsequently deflect off of any surface except the elongated side of an offensive player's mallet head or the shaft of an offensive player's mallet before crossing the Goalmouth Line and be deemed valid.  
5.6.1.2. The Goal Judge signals a goal as per [3.5.2.1](#) and play restarts as per [5.4](#).

### **5.6.2. Invalid Goals**

- 5.6.2.1. No points will be awarded to a ball crossing the entire Goalmouth Line resulting from an action by an offensive player not being a shot.  
5.6.2.2. No points will be awarded on any of the following situations:  
- Any ball crossing the entire Goalmouth Line after the whistle is initially blown.  
- Any action on the ball occurring prior to play starting as per [5.4.3](#).  
- An offensive player commits an infraction during an action leading to a goal, regardless of the timing of the ball crossing the Goalmouth Line.  
5.6.2.3. The Goal Judge signals an invalid goal as per [3.5.2.2](#).  
5.6.2.4. The offensive team forfeits ball possession and play restarts as per [5.4](#).

### **5.6.3. Own Goals**

- 5.6.3.1. A point is awarded to the opposite team when any action on the ball by a player results in the entire ball crossing the entire Goalmouth Line of their defending Goal  
5.6.3.2. The goal Judge signals an own goal as per [3.5.2.1](#) and play restarts as per [5.4](#).

## **5.7. Ball Out of Play**

### **5.7.1. Out of Bounds**

- 5.7.1.1. A ball is considered out of bounds when it leaves the court or when it bounces off any object above the boards.  
5.7.1.1.1. Possession is forfeited by the team which last touched the ball, including deflections off of a player's body or bike.

### **5.7.2. Lodged ball**

- 5.7.2.1. A ball is considered lodged when it becomes entangled, trapped or otherwise stuck in a player's equipment or court facility.  
5.7.2.1.1. Possession is forfeited by the team that had the ball lodged in their equipment.  
5.7.2.1.2. Possession is forfeited by the team which last touched the ball, including deflections off of a player's body or bike if the ball is lodged on a court facility.

## **5.8. Injury**

- 5.8.1. Stoppage of play for an injury is called at the discretion of the Main Referee, should they determine that a player is in need of immediate attention.  
5.8.1.1. There is no time limit issued for a stoppage of play in the case of injury.



- 5.8.1.2. Players are not subject to return to their half of the court as per [5.3.3](#) if concerned for the safety or well-being of a player, in which case they may assist such player.
- 5.8.2. Possession will be returned to the team that had it at the stoppage, unless a penalty is to be issued by the Main Referee.
- 5.8.3. The game will restart according to [5.4](#) following recovery by the injured player or the introduction of a replacement player as per [5.9](#).

## **5.9. Player Replacement**

### **5.9.1. 3v3 Format**

- 5.9.1.1. A team may appeal to the Main Referee for the replacement of a player in the case of injury or other outstanding circumstances during the course of a game or between games.

### **5.9.2. Quads Format**

- 5.9.2.1. A team may not replace any players during a game.
- 5.9.2.2. A team must continue playing with three (3) players until a suitable replacement is found and approved as per [5.9.4](#).

### **5.9.3. Squad Format**

- 5.9.3.1. A team may not replace any players during a game.
- 5.9.3.2. A team may not appeal to the Main Referee for replacement of a player until the team has less than four (4) uninjured players available to play.

### **5.9.4. General Replacement Procedure**

- 5.9.4.1. Replaced players forfeit eligibility to play for any other team for the duration of the tournament.
- 5.9.4.2. The only eligible players for replacement 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.
- 5.9.4.3. A substitute player can only be replaced on the team by the original player or by subsequent injury.
  - 5.9.4.3.1. Should an original player rejoin a team after a replacement, the team forfeits the opportunity for secondary replacement for that player.
  - 5.9.4.3.2. Additional injury, or inability of the player to continue, results in the team continuing without that player for the remainder of the tournament.
- 5.9.4.4. A team is given a reasonable amount of time - not exceeding 5 minutes - to find a replacement and have that player approved by the Head Referee.
- 5.9.4.5. If a player is ejected from the tournament their team can only appeal for replacement after the game in which they were ejected.

## **5.10. Timeouts**

### **5.10.1. 3v3 Format**

- 5.10.1.1. A team is granted two (2) timeouts per game of up to two (2) minute duration each.
  - 5.10.1.1.1. Timeouts can be requested and taken consecutively if needed.
    - 5.10.1.1.1.1. A team not ready to play at the ten (10) second time limit past the two (2) minutes of their first timeout must request, if available, their second timeout to extend the stoppage of play.
- 5.10.1.2. During any stoppage of play, either team may call for a timeout in order to extend the ten (10) second time-limit before play resumes.

- 5.10.1.2.1. The team who is entitled possession when the game restarts does not forfeit their possession to their opponent.
- 5.10.1.3. During live game play, a team can call for a stoppage in play by gaining possession and audibly yelling "Timeout" to the Main Referee.
  - 5.10.1.3.1. The team forfeits possession to the opponent.
    - 5.10.1.3.1.1. Timeouts requested during live play due to a broken ball or an injured player requiring immediate medical attention will result in the team keeping possession after play restarts and have no influence on their team's timeout allotment.
    - 5.10.1.3.1.2. At the expiration of the timeout, or when the team which called for the timeout declares they are ready, the game may restart as per [5.4.](#)
- 5.10.1.4. Goal judges and the Assistant Referee may signal the request to the Main Referee as per [3.5.2.4.](#)
- 5.10.1.5. Mechanical issues requiring repair on a player's bike or equipment, caused by the opposing team may be granted a five (5) minute timeout by the Main Referee.
  - 5.10.1.5.1. This timeout has no influence on a team's timeout allotment.
  - 5.10.1.5.2. A team may extend into their available timeouts if needed.
  - 5.10.1.5.3. The team who is entitled possession when the game restarts does not forfeit their possession to their opponent.

#### **5.10.2. Quads Format**

- 5.10.2.1. A team is granted two (2) timeouts per game of up to one (1) minute duration each.
  - 5.10.2.1.1. Timeouts can be requested and taken consecutively if needed.
    - 5.10.2.1.1.1. A team not ready to play at the ten (10) second time limit past the one (1) minute of their first timeout must request, if available, their second timeout to extend the stoppage of play.
- 5.10.2.2. On courts that do not permit changes during live play, teams may request up to two (2) additional 30 second timeouts for changing their lineup while in possession.
- 5.10.2.3. Mechanical issues requiring repair on a player's bike or equipment will result in the substitution of the player by another member of their team with no stoppage of play as per [5.13.1.](#)
- 5.10.2.4. During live game play, a team can call for a stoppage in play by gaining possession and audibly yelling "Timeout" to the Main Referee.
  - 5.10.2.4.1. The team forfeits possession to the opponent.
    - 5.10.2.4.1.1. Timeouts requested during live play due to a broken ball or an injured player requiring immediate medical attention will result in the team keeping possession after play restarts and have no influence on their team's timeout allotment.
    - 5.10.2.4.1.2. At the expiration of the timeout, or when the team which called for the timeout declares they are ready, the game may restart as per [5.4.](#)
- 5.10.2.5. Goal judges and the Assistant Referee may signal the request to the Main Referee as per [3.5.2.4.](#)

#### **5.10.3. Squad Format**

- 5.10.3.1. Mechanical issues requiring repair on a player's bike or equipment will result in the substitution of the player by another member of their team with no stoppage of play as per [5.13.](#)

## 5.11. Shifted Goal Position

- 5.11.1. If the goal shifts position, the Goalmouth Line as defined in [2.1.4.4](#) remains the defining threshold the ball must cross for a point to be awarded.
- 5.11.2. The Main Referee may stop game play if 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.
- 5.11.3. A goal shifted from its original position by unintentional and circumstantial game play will not result in a penalty.
- 5.11.4. Possession is kept by the team that had it at the stoppage.
  - 5.11.4.1. If no team had possession at the stoppage, the game restarts by a joust as per [5.2.](#)
- 5.11.5. A shifted goal returned to its original position by the goal judge as per [3.4.3.3](#) not interfering with play will not result in a stoppage of play.
  - 5.11.5.1. A defending player in the crease may adjust a slightly shifted goal to its correct position if the action does not interfere with play in any way.

## 5.12. Unsafe Equipment

- 5.12.1. The Main Referee may to stop the game if at any point during play they deem a player's equipment to be unsafe.
- 5.12.2. The team must resort to their timeout allowance to sort the problem or to swap bikes.
  - 5.12.2.1. If the problem cannot be fixed or there is no replacement bike available within the allowed time, play will resume without the player in question in a Player Advantage for the opposite team.
  - 5.12.2.2. The excluded player can reintegrate the game at the next stoppage of play.
- 5.12.3. The Main Referee must approve the equipment of the player prior to the restart of play
  - 5.12.3.1. In the case of the equipment not being deemed safe by the Main Referee, the player will be excluded from the game until they can sort the problem.

## 5.13. Bench Mechanics –

### 5.13.1. Quads Format

- 5.13.1.1. A team is allowed to substitute 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.
  - 5.13.1.1.1. On courts that do not allow for live play changes, players must request a lineup change timeout as per [5.10.2.1.](#)
    - 5.13.1.1.1.1. During stoppages, a team is allowed to substitute players within the time limits as per [5.4.](#)
  - 5.13.1.1.2. On a team of three (3) players, any player being unable to continue play during a game, by either a mechanical or an injury will result in a player advantage for the opposing team as per [8.5](#) until such player is able to reintegrate the game.
- 5.13.1.2. Prior to a new player entering the court, the player attempting to exit the court must be within the transition area that is a  $3 \pm 0.5\text{m}$  boundary from the center of their team's designated door.

- 5.13.1.2.1. If either player entering or exiting the court interacts with a loose ball or interferes with an opponent while the substitution is occurring, an Illegal Substitution infraction is called as per [6.1.5](#).

#### **5.13.2. Squad Format**

- 5.13.2.1. A team is allowed to substitute 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.
- 5.13.2.2. Prior to a new player entering the court, the player attempting to exit the court must be within the transition area that is a  $3 \pm 0.5\text{m}$  boundary from the center of their team's designated door.
  - 5.13.2.2.1. 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 infraction is called as per [6.1.5](#).

## Section 6: Infractions

### 6.1 Technical Infractions

#### 6.1.1 Delay of Game

6.1.1.1 A team prevents the restart of play as per [5.4](#).

6.1.1.1.1 A Personal Foul will be automatically issued to the team captain on the first infraction.

6.1.1.1.2 Any subsequent infractions will be issued a Minor Penalty to the team captain.

6.1.1.2 A player pins the ball with their mallet or bicycle while leaning against the boards, preventing other players from playing the ball.

6.1.1.3 A player blatantly scoops or throws the ball out of play.

6.1.1.4 A player blatantly shifts the position of the goal as per [5.11](#).

#### 6.1.2 Unsporting Behaviour

6.1.2.1 A player is deemed to be behaving in an unsporting manner by, but not limited to any of the following criteria:

- General and continued disrupting of game proceedings.
- Excessive protest of game officials.
- Being actively involved in play after dabbing.
- Failure to leave the play after dabbing, resulting in an advantage for their team.
- Engaging or screening a dabbed player or making their equipment more difficult to retrieve.
- Creating an unfair advantage for their team.

6.1.2.1.1 Moving the dropped mallet of a dabbed player interfering with play will not result in unsporting behaviour infraction as per [6.4.8.2.2](#).

6.1.2.2 Unsporting behaviour will result in either a Minor, Major or Player Misconduct Penalty.

6.1.2.2.1 A player engaging in verbal or physical assault of a game official, Event Organizer, Spectator, or any other Player will be automatically issued a Player Misconduct Penalty.

#### 6.1.3 Interference

##### 6.1.3.1 Bike Interference

6.1.3.1.1 Bike interference, 'Screening', or 'blocking' and is defined as actively using bike movement and positioning to abruptly and/or continuously block an opponent not in possession from:

- Gaining a defensive or offensive position on the court.
- Taking a direct line to a loose ball.
- Challenging the player in possession.

6.1.3.1.1.1 A bike interference infraction is called when a player who is not in possession screens an opposing player who is not in possession.

6.1.3.1.2 All players not in possession have the right to the space they occupy.

6.1.3.1.2.1 A penalty is not issued 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.

6.1.3.1.2.2 A stationary and/or momentary 'screen' does not result in a penalty if the action incidentally meets the position of the player.

- 6.1.3.1.2.3 Natural impedance of an opponent based on position and velocity does not result in a penalty.
- 6.1.3.1.3 When contesting a loose ball, all players challenging for possession must move directly and naturally towards the ball or concede the ball.
  - 6.1.3.1.3.1 A penalty is not issued if the nearest player to a loose ball utilizes a 'screen' within approximately 3m of the loose ball to safely gain possession.
  - 6.1.3.1.3.2 A bike interference infraction is called if the player challenging for possession uses a screen to concede possession to another member of their team.
- 6.1.3.1.4 A player who is not in possession is entitled to attempt a screen on the Ball Carrier.
  - 6.1.3.1.4.1 If a player in possession concedes or losses possession, that player can no longer be screened.
- 6.1.3.2 **Body Interference**
  - 6.1.3.2.1 A body interference infraction is called when a player initiates physical contact with an opponent who is not in possession.
    - 6.1.3.2.1.1 Players challenging for possession of a loose ball may engage each other physically as per [6.3](#) within 3m of the ball.
- 6.1.3.3 **Mallet Interference**
  - 6.1.3.3.1 A mallet interference infraction is called when a player uses their mallet to initiate contact with the mallet of an opposing player who is not in possession or obstruct their free and open movement.
  - 6.1.3.3.2 A mallet interference infraction is called when a player uses their mallet to engage the mallet of the ball carrier on a ball that is not immediately playable for them.
    - 6.1.3.3.2.1 Incidental mallet contact will not result in a mallet interference infraction.
    - 6.1.3.3.2.2 A mallet interference infraction will not be called when a defensive player within the crease clears the ball away while their teammate uses their mallet to initiates or continue contact with the mallet of the ball carrier within the crease.
  - 6.1.3.3.3 A mallet interference infraction is called when a player uses their mallet to hook as per [6.4.6](#) a member of an opposing team to concede possession to a member of their team.
    - 6.1.3.3.3.1 A ball leaving the immediate vicinity of the players by approximately 3m will be considered a loose ball and will be deemed playable by any other player in the court.
- 6.1.4 **Crease Violation**
  - 6.1.4.1 A player is considered to be in the crease when the wheels of their bike or mallet make contact with the surface defined in [Diagram 1 & 2](#).
  - 6.1.4.2 Only one defensive player is allowed to be within the crease prior to the ball/Ball Carrier for more than 3 seconds.
    - 6.1.4.2.1 A crease violation penalty will be issued to any additional defensive player or any offensive player who is within the crease for more than 3 seconds prior to the ball/Ball Carrier.

- 6.1.4.3 At the point the ball/Ball Carrier enters the crease, players can also enter the crease to make a fair play on the ball.
  - 6.1.4.4 When the ball exits the crease, all players except one (1) defensive player are required to remove themselves within the 3 second time limit.
    - 6.1.4.4.1 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 issued on the player who remains in the crease.
  - 6.1.4.5 If a Crease Violation is committed while the opponent has no scoring opportunity a ball turnover is issued on the first occurrence of the infraction.
    - 6.1.4.5.1 Subsequent violations will result in a Minor Penalty regardless of which player on the team commits the infraction.
  - 6.1.4.6 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 issued immediately on the first occurrence of the infraction.
- 6.1.5 Illegal Substitution – Squad Format**
- 6.1.5.1 A 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.
  - 6.1.5.2 During a substitution, players within the transition area around their team's door must not actively interfere with the ball or an opposing player.
    - 6.1.5.2.1 A Minor Illegal substitution penalty will be issued to the player who actively interferes with the ball or an opposing player from within the transition area during a substitution.
  - 6.1.5.3 A loose ball contacting either player but not actively redirected, will not result in an illegal substitution penalty regardless of which player it hits or whether both players are on the court.
  - 6.1.5.4 More than 3 players from the same team on the court at the same time actively involved in play will result in a Major Penalty issued to the player who last entered the court.
    - 6.1.5.4.1 The penalized team must select one other active player to sit on the bench for the duration of the Player Advantage.

## **6.2 Bike Handling Infractions**

### **6.2.1 Dabbing**

- 6.2.1.1 A player is considered to dab, or be dabbled, when their foot rests on anything other than their own bike or the vertical face of the boards.
  - 6.2.1.1.1 A player's foot cannot touch the ground, goals or other player's bodies or equipment.
- 6.2.1.2 A player that leans with any portion of their body against the goal for stability is considered a dabbled player.
  - 6.2.1.2.1 The Goal Judge may signal a dab according to [3.5.2.3](#).
  - 6.2.1.2.2 The Main Referee or the Goal Judge announces to the player of the dab.
- 6.2.1.3 A player's hand may not grab onto anything other than their own bike, mallet, or ball as outlined in [4.7](#).
- 6.2.1.4 Holding, grabbing or otherwise resting on the goal or the top of the boards is considered a dab.
  - 6.2.1.4.1 Resetting the goal position as per [5.11.5.1](#) will not result in a dab.

- 6.2.1.5 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.
- 6.2.1.6 A dabled player cannot be engaged or screened.
  - 6.2.1.6.1 The Main Referee issues an unsporting behaviour penalty as per [6.1.2.1](#).
- 6.2.1.7 A dabled player must go to tap their mallet on the boards at the designated tap-in area.
- 6.2.1.8 A dabled player is allowed a reasonable amount of time to withdraw from the area of play.
  - 6.2.1.8.1 The Main Referee may issue a penalty if a dabled player interferes with the game play in a way that results in an advantage for their team.
  - 6.2.1.8.2 If a dabled player blocks a shot on their own goal that would have otherwise crossed the Goalmouth Line, the Main Referee awards a point to the shooter's team as per [7.5.1](#).

## **6.2.2 Toppling**

- 6.2.2.1 A toppling infraction is called when a player causes one or more opponents to dab or crash during a contact in which they dab before or after the other player or players.
- 6.2.2.2 A player in the process of losing their balance causes one or more opponent to dab or crash regains their balance solely by the contact with the dabled player or players will be issued a toppling penalty.

## **6.2.3 Bike Contact**

- 6.2.3.1 A player who uses, accelerates or maneuvers their bike to initiate contact with the opponent or the opponent's equipment is issued a bike contact infraction.
  - 6.2.3.1.1 A T-bone bike contact infraction is called when a player initiates contact with an opponent, carrying momentum with their wheel or pedal into the opponent in the direction they are traveling.
  - 6.2.3.1.2 A slapping bike contact infraction is called when a player initiates contact with an opponent by skidding or pivoting either wheel of their bike into the opponent laterally or rotationally.
  - 6.2.3.1.3 A sweeping bike contact infraction is called 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.
  - 6.2.3.1.4 A pedaling bike contact infraction is called if two players are stationary in close contact and one player uses their pedal to initiate contact with an opponent or their equipment.
- 6.2.3.2 Incidental bike-on-bike contact is defined as contact between two players vying for possession that does not affect play and is not dangerous.
  - 6.2.3.2.1 No penalty is issued for bike contact deemed incidental.
- 6.2.3.3 The Main Referee holds discretion to call bike contact penalties for infractions not explicitly outlined if the bike contact causes a dab or prevents reasonable open movement on the court.

## **6.3 Bodily Contact Infractions**

### **6.3.1 Extension**

- 6.3.1.1 An extension infraction is called 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.



- 6.3.1.1.1 Principle physical contact must be made with the shoulder when engaging with an opponent.
- 6.3.1.1.2 A player may tuck their arm up close to their body during the initiation and disengagement of contact.
- 6.3.1.1.3 An extension infraction is only called if the player extends their arm upwards or outwards from the shoulder to initiate or disengage contact in a pushing, stabbing or punching manner.

### **6.3.2 Charging**

- 6.3.2.1 A player that is initiating contact has the responsibility to meet the opposing player "high and even."
- 6.3.2.1.1 Contact to a player's lower back, kidney, or ribs; or contact that carries momentum through an opponent from behind is issued a Charging penalty.

### **6.3.3 Holding**

- 6.3.3.1 A holding infraction is issued when a player impedes the movement of an opposing player by holding their mallet, body, or bike with their body.

### **6.3.4 Kicking**

- 6.3.4.1 A kicking infraction is issued a Minor penalty when a player kicks an opposing player's body, equipment, or the ball.

### **6.3.5 Head Contact**

- 6.3.5.1 A head contact infraction is called when a player initiates contact with an opponent's head or neck with any part of their body.

### **6.3.6 Handlebar Contact**

- 6.3.6.1 A handlebar contact infraction is called when a player initiates contact with an opposing player's handlebar.

### **6.3.7 Steering Arm Contact**

- 6.3.7.1 A steering arm contact infraction is called when a player initiates contact with an opposing player's steering arm below the shoulder carrying momentum in the direction they are travelling.

### **6.3.8 Flagrance**

- 6.3.8.1 A flagrance infraction is issued a Major penalty when a player uses excessive or disproportionate physical force on an opponent who is deemed by the Main Referee to be defenseless.
  - 6.3.8.1.1 Physical contact will be deemed excessive when a player engages in a way such that they cause themselves to crash.
- 6.3.8.2 A flagrance infraction is called if the player initiating physical contact abandons the tactical or strategic application of force in a manner deemed by the Main Referee to be reckless.

## **6.4 Mallet and Ball Handling Infractions**

### **6.4.1 Illegal Ball Handling**

- 6.4.1.1 An illegal ball handling infraction is called for any ball play not permitted as per [Section 4.](#)

### **6.4.2 Slashing**

- 6.4.2.1 A slashing infraction is called when a player swings at an opposing player's mallet shaft or body with upward, downward or sideways motion by the following criteria:

- A disproportionate response to otherwise natural play or in a violent fashion.
- Has the potential to cause damage or injury.

6.4.2.1.1 Contact with an opponent's body or bike is not a requirement to issue a slashing penalty.

### **6.4.3 Striking**

6.4.3.1 A striking infraction is called when a player hits an opponent's body with their mallet.

### **6.4.4 High Sticking**

6.4.4.1 A high sticking infraction is called when a player attempts to contact an airborne ball with the mallet at a height above the nearest opponent's handlebars within approximately 3m.

6.4.4.1.1 A player located at a safe distance – approximately 3m or more – from their nearest opponent may place their mallet in the air, without swinging it, and deflect the ball to the ground directly below their mallet.

6.4.4.1.2 A player is permitted to use their hand, with their mallet pointed straight down, to contact an airborne ball as per [4.7.2.1](#).

6.4.4.2 A high sticking infraction is called to all contact to a player's body above the shoulders by an opponent's mallet.

6.4.4.3 A high sticking infraction is called if a scoop is raised above height of the player's handlebar or an opponent's handlebars within approximately 3m.

6.4.4.4 Windup and follow through associated with normal shooting motion that extends above the height of the nearest opponent's handlebars is only subject to a high sticking infraction if the Main Referee deems the swing to be unsafe or out of control in the following situations:

- If the shot requires a full rotation of the mallet from above the players head to the ground.
- If the follow-through of the back-hand swing extends above the nearest opponent's handlebars.

### **6.4.5 Jamming**

6.4.5.1 A jamming infraction is called when a player causes an opponent to dab, or crash, by placing their mallet underneath their opponent's front or rear wheel.

6.4.5.1.1 No penalty is issued if a player incidentally rides over the firmly planted mallet of a static player.

6.4.5.2 A jamming infraction is called when a player's mallet gets caught in an opponent's bike causing them to dab.

### **6.4.6 Hooking**

6.4.6.1 A hooking infraction is called when a player hooks their mallet on an opposing player's bike or body.

6.4.6.2 A mallet hooking infraction is called when a player uses their mallet to impede the free movement of an opponent's mallet by either hooking, pinning, entangling, or grappling it continuously for a period of time.

6.4.6.2.1 A player in close proximity to the ball such that they can directly play it may engage in mallet hooking in an attempt to gain possession.

6.4.6.2.1.1 The ball must be within reach of the player prior to the attempt.

6.4.6.2.1.2 Contact must be released the moment the ball leaved the immediate vicinity or it becomes unplayable by the hooking player.

**6.4.7 Throwing**

6.4.7.1 A throwing infraction is issued a Minor Penalty when a player throws any part of their equipment during the game in a way that does not affect play.

6.4.7.1.1 A player throwing any part of their equipment 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 and the player will receive a Major penalty.

6.4.7.2 A throwing infraction is issued a Player Misconduct penalty when a player throws any part of their equipment during the game and it makes contact with another player, Officials, spectators, or it causes another player to crash.

**6.4.8 Mallet Dropping**

6.4.8.1 A player is only allowed to have one mallet on the court at any given time.

6.4.8.1.1 A mallet dropping infraction is called if a player has two mallets in the field of play at the same time.

6.4.8.1.2 If a player's mallet is broken, they may not drop it to retrieve another; they must immediately remove the entire mallet from play.

6.4.8.1.3 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 been removed from the court.

6.4.8.2 Should a player drop their mallet, they may continue play without it.

6.4.8.2.1 A mallet dropping infraction is called if the dropped mallet causes a dab or affects play in any other way.

6.4.8.2.2 Defensive players may move the mallet of an offensive player if the ability to defend the goal is impeded.

## Section 7: Penalties

### 7.1 Ball Turnover

- 7.1.1 A ball turnover is issued when a foul has been committed but no clear scoring potential or opportunity has been taken away due to the infraction occurring in neutral positioning.
- 7.1.2 Possession is granted to the fouled team and the game restarts according to [5.4](#).

### 7.2 Minor Penalty

- 7.2.1 A Minor Penalty is issued for an infraction that prevents a clear scoring-opportunity or significant advantage from the fouled team, or any other specific actions specified in [Section 6](#).
- 7.2.2 A Minor Penalty is issued for any unintended or oblivious dangerous behaviour.
- 7.2.3 A Minor Penalty is issued for any infraction as per [Section 6](#) within the crease on the Ball Carrier.
- 7.2.4 A Minor Penalty may be issued due to personal foul procedure as per [8.6](#).
- 7.2.5 A Minor Penalty may be issued for inappropriate, foul, or otherwise disrespectful language or behaviour.
- 7.2.6 Possession is granted to the fouled team and play restarts as per [5.4](#) with a Player Advantage of thirty (30) seconds as per [8.5](#).
  - 7.2.6.1 The Player Advantage ends if the team on advantage scores.
- 7.2.7

### 7.3 Major Penalty

- 7.3.1 A Major Penalty is issued for any action that the Main Referee deems to be dangerous or reckless in nature, or if a player was already issued a Minor Penalty for the same infraction.
- 7.3.2 A Major Penalty may be issued due to personal foul procedure as per [8.6](#).
- 7.3.3 Possession is granted to the fouled team and play restarts as per [5.4](#) with a Player Advantage of one (1) minute.
  - 7.3.3.1 The Player Advantage continues for the duration of the penalty regardless of teams scoring.
    - 7.3.3.1.1 The Player Advantage ends if the team on advantage scores, only if the Major Penalty is issued due to Personal Foul procedure as per [8.6.1.2.1](#).

### 7.4 Player Misconduct

- 7.4.1 A Player Misconduct penalty is issued for aggressive, violent or abusive behaviour during a game or a tournament.
  - 7.4.1.1 If necessary, the Main Referee immediately stops game play to end an altercation.
- 7.4.2 Possession goes to the fouled team and the game restarts according to [5.4](#) with a Player Advantage for the duration of the game.
  - 7.4.2.1 Prior offenses and the impact of the infraction on the course of play will determine the severity of the penalty for both the player and their team.
- 7.4.3 If a team receives multiple Player Misconduct penalties in one game, the Main Referee stops the game immediately and the penalized team forfeits the game.
  - 7.4.3.1 The offending team is subject to tournament ejection based on review by the tournament organizers and Head Referee.
  - 7.4.3.2 The game is deemed forfeited with the resulting final score determined as per [3.4.1.4](#).

7.4.4 A player committing an infraction that would be issued a Major Penalty as per [7.3.1](#), having already been issued a Major Penalty will automatically result in a Player Misconduct Penalty.

7.4.5 A Player Misconduct may be issued due to personal foul procedure as per [8.6](#).

**7.4.6 Quads Format**

7.4.6.1 A player being issued a Player Misconduct Penalty will result in their team being issued a Major Penalty and a Player Advantage as per [7.3.3](#).

**7.4.7 Squad Format**

7.4.7.1 A player being issued a Player Misconduct Penalty will result in their team being issued a Major Penalty and a Player Advantage as per [7.3.3](#).

**7.5 Awarded Score**

7.5.1 An infraction that prevents a player in possession who is approaching an open and undefended goal that would otherwise score will result in the Main Referee awarding a point to the fouled team.

7.5.1.1 If the infraction committed on the player in possession warrants a Ball Turnover or Minor Penalty, the penalty is not issued and the offending team restarts play with possession per [5.4](#) as if a normal goal was scored.

7.5.1.2 If the infraction committed on the player in possession warrants a Major or Game Misconduct, the offending team does not lose possession and restarts play per [5.4](#), however the player who committed the infraction begins serving the duration of Player Advantage when play restarts.

7.5.2 A shot that deflected by a dropped mallet, dabbled player or shifted goal that would have otherwise crossed the entire Goalmouth Line will result in the Main Referee awarding a point to the team that made the shot.

## Section 8: Penalty Procedure

### 8.1 General Procedure

8.1.1 The Main Referee must assess the infraction according to [Section 6](#) and issue a penalty listed in [Section 7](#).

8.1.1.1 The Main Referee may take in consideration the set of circumstances in which the infraction occurred to assess an infraction.

8.1.2 Any decision the Main Referee makes shall be final.

8.1.2.1 The Main Referee can consult the Assistants and/or goal Judges, as well as other means such as video recordings, at his/her discretion to determine a call.

### 8.2 Penalties While in Possession

8.2.1 An infraction by the team in possession, or the Ball Carrier, will result in an immediate stoppage of play as per [5.3](#).

8.2.2 An infraction on a loose ball will not result in a stoppage of play until the team to be issued the penalty gains possession.

8.2.2.1 If the team being fouled gains possession first, a delayed penalty will be issued as per [8.3](#) and no stoppage of play will result.

### 8.3 Delayed Penalties

8.3.1 An infraction by the team not in possession may result in the delay of such penalty being enforced until a stoppage of play occurs.

8.3.1.1 During the delayed penalty, the team in possession is deemed to be in 'advantage'

8.3.1.2 Any of the following criteria will result in a stoppage of play:

- The team in advantage scores.
- Possession is gained per [5.1](#) by the team that committed the infraction.
- Out-of-play ball.
- An infraction by the team in possession.
- The infraction occurs in the offensive half of the court and the team in advantage carries the ball back past their defensive Goal Line.
- The infraction occurs in the defensive half of the court and the ball is carried across the half court line and brought back past their defensive Goal Line by the team in advantage.
- The ball is deflected out of the defensive crease of the team to be penalized by the body or equipment of a defender inside the crease.

8.3.2 The Main Referee signals the delayed penalty according to [3.5.1.3](#) and announces "advantage".

8.3.2.1 The Main Referee can choose to signal a delayed penalty with a noise-making device – such as a cowbell – that is discernible from a whistle. The Main Referee must communicate this choice to both teams prior to the start of the game.

8.3.3 No point can be awarded to the team to be penalized during the delayed penalty, except an own-goal by the team in advantage.

8.3.4 If the team in advantage scores, possession is not regained after stoppage of play.

8.3.4.1 A delayed Ball Turnover or Minor Penalty is dropped and will see a restart of game as per [5.4](#).

8.3.4.2 A delayed Major or Player Misconduct penalty will see a restart of game as per [5.4](#) with a Player Advantage for the team fouled as per [8.5](#).

8.3.5 If the team to be penalized subsequently fouls the opponent while on the delayed penalty but the team in advantage 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.

8.3.5.1 Only one Minor or Major Penalty is issued for multiple infractions on one team and is served by the player who committed the more severe infraction. This player serves the penalty when play restarts.

8.3.5.2 A Player Misconduct Penalty can be issued separately in addition to a Minor or a Major Penalty and play can restart with a 3 vs 1 Player Advantage as per [8.5](#).

8.3.6 An infraction by the team in advantage will result in a coincidental penalty call and a stoppage of play.

#### **8.4 Coincidental Penalty**

8.4.1 A Coincidental Penalty is issued for simultaneous infractions by a member of each team.

8.4.2 A Coincidental Penalty will cause a stoppage of play and restart with a joust as per [5.4](#).

8.4.2.1 A Coincidental Penalty that would be issued a Minor, Major or Player Misconduct Penalty will result in a 2-on-2 situation for the prescribed duration of the penalties issued regardless of points scored during this situation.

#### **8.5 Player Advantage**

8.5.1 A player being removed from play due to a Minor, Major or Player Misconduct Penalty being issued resulting in a 3-on-2 situation is called "Player Advantage"

8.5.1.1 On Minor penalties, the Main Referee may request the player to remain at the tap-in area closest to the Main Referee for the duration of the penalty.

8.5.1.1.1 The offending player must not interfere with play while serving the penalty

8.5.2 Play will restart as per [5.4](#)

8.5.3 The offending player may only re-enter play when the Game Assistant indicates they may reincorporate play.

8.5.3.1 The Game Assistant counts down from 5 seconds and to 0 and extends an arm towards the door where the player re-enters play.

8.5.3.2 When a player re-enters play they are not required to 'tap in' and are considered an active player from the moment they cross the threshold of the court.

8.5.3.3 A player must use the door on their side of the court for re-entering play.

8.5.4 All game stoppages stop the timer of the Player Advantage.

8.5.5 If the penalized team is issued an additional Minor or Major Penalty during a Player Advantage, the duration of the Player Advantage is extended 30 seconds or 1 minute, based on the severity of the most recent penalty.

8.5.5.1 The player who committed the more severe penalty remains off the court for the duration of the Player Advantage, at the discretion of the Main Referee.

#### **8.5.6 Squad format**

8.5.6.1 The penalized team may replace the 2 active on-court players before and during a Player Advantage by any member of the team excluding the player who committed the infraction.

8.5.6.2 A running game clock does not affect the timer of the Player Advantage.

## **8.6 Personal Fouls**

### **8.6.1 3v3 Format**

8.6.1.1 A player committing their third infraction will automatically escalate the penalty to be issued by one order of magnitude, not exceeding a Major Penalty.

8.6.1.1.1 A player advantage will result as per [8.5](#).

8.6.1.2 A player committing their fourth infraction will result in a Major Penalty as per [7.3](#).

8.6.1.2.1 Player Advantage will expire when the team in advantage scores if the infraction that would be normally issued is lesser than a Major Penalty.

8.6.1.3 A player committing their fifth or subsequent penalties will result in a Major Penalty as per [7.3](#).

### **8.6.2 Quads Format**

8.6.2.1 A player committing their third infraction will automatically escalate the penalty to be issued by one order of magnitude, not exceeding a Major Penalty.

8.6.2.1.1 A player advantage will result as per [8.5](#).

8.6.2.2 A player committing their fourth infraction will result in a Major Penalty as per [7.3](#).

8.6.2.3 A player committing their fifth penalty will be issued a Player Misconduct Penalty as per [7.4](#).

### **8.6.3 Squad Format**

8.6.3.1 A player committing their third foul will automatically be replaced by one of the available players on their team until at least the next stoppage of play.

8.6.3.1.1 A player being issued a Minor, Major, or Player Misconduct Penalty will result in a player advantage for the duration as per [8.5](#).

8.6.3.2 A player committing their fourth infraction will automatically escalate the penalty to be issued by one order of magnitude, not exceeding a Major Penalty.

8.6.3.3 A player committing their fifth penalty will be issued a Player Misconduct Penalty as per [7.4](#).