

Hobart Nationals Rules Reminder/Checklist

Each Team needs a Captain for the duration of the Game

Only the Team Captain can interact with Game Officials during stoppages regarding, substitutions, penalty disputes, equipment, and other reasonable concerns - not during play.

Bike Check will be run by the Head Ref and Tournament Organisers:

Handlebars max length = 700 ± 10 mm, including grips and plugs - must be plugged or capped. Sharp edges must be removed or covered. Disc brake rotors must be protected. No exposed cogs/chainrings. No sharp cable tie edges. Exposed threads on bolts and axles must be filed down or covered. No accessories that could block the passage of the ball.

A game requires the following officials/equipment: Main Referee - Goal Judges (2) - Game Assistant - Assistant Referee. - Stopwatch - Whistle - Scoreboard - Pen and paper

The Main Referee maintains full control of the game, enforcing the ruleset to the best of their ability making the final call. **Goal Judges** must signal goals and should signal what they perceive to be a penalty in their proximity. **The Game Assistant** keeps the time and logs - Goals per team. - Penalties by player. **Game-times** called - After goals - Half-time - Restart of play - Two minutes from the end. - By player's request. Last two min call out sixty seconds, thirty seconds, twenty seconds, and a countdown from ten. **Assistant Referees** watch for off ball infractions and aid on calls to the Main ref.

Possession

The player who made the last deliberate controlled touch on the ball with the mallet is in possession. No player is 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 controlled touch on the loose ball. - The Ball Carrier is unable to continue playing the ball with the mallet. Possession is not lost 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.

Shooting

A shot is an elastic collision between either end-side of the mallet head and the ball. Actively directing the ball by contacting any part of the body or bike is not a shot. A 'shuffle', 'ball-joint', 'scoop' or 'carry', is not a shot. Any contact with the shaft of the mallet is not a shot. A ball deflecting on any surface or equipment coming from an action not being a shot is not a shot.

Ball-jointing is permitted for a period of two (2) seconds anywhere on the court.

Scooping is permitted below the height of the player's handlebar or their opponent's if closer than approximately 3m. Scooping is permitted for no more than three direction changes.

Grabbing the ball is not permitted. 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.

Slapping is deliberately redirecting or add momentum to the ball with the hands and is not permitted. A defensive player within their own crease may use the hands to redirect the ball, but may not grab, an air borne ball that is below shoulder height.

Start of the Game

The Main Referee asks each team if they are ready. The team captain must give a clear confirmation

or declination. The Game Assistant starts the game clock at the whistle. 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. Only one player per team may joust. Jousting players must maintain a straight line to the ball.

Restart of Play

The Main Referee elicits confirmation that the team without possession is ready to begin play. If they do not communicate that they are ready within ten seconds, a Delay of Game Penalty is issued as per. After the confirmation, the Main Referee announces, "10 seconds to cross". Play begins and the clock starts when the ball or a player from the team in possession crosses the half-court line. 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. The Main Referee signals "game on" and the Game Assistant starts the game clock.

Scoring

A point is awarded when the entire ball crosses the entire Goalmouth Line after having originated from a 'shot.' A shot may subsequently deflect from 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.

Injury

Stoppage of play for an injury is called at the discretion of the Main Referee, should they determine that a player needs immediate attention.

Timeouts

A team is granted two timeouts per game of up to two-minute duration each. Timeouts can be requested and taken consecutively if needed. A team not ready to play at the ten second time limit past the two minutes of their first timeout must request, if available, their second timeout to extend the stoppage of play. During any stoppage of play, either team may call for a timeout to extend the ten second time-limit before play resumes. The team who is entitled possession when the game restarts does not forfeit their possession to their opponent. During live game play, a team can call for a stoppage in play by gaining possession and audibly yelling "Timeout" to the Main Referee. The team forfeits possession to the opponent, 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. At the expiration of the timeout, or when the team which called for the timeout declares they are ready, the game may restart. Mechanical issues requiring repair on a player's bike or equipment, caused by the opposing team may be granted a five-minute timeout by the Main Referee. This timeout has no influence on a team's timeout allotment. A team may extend into their available timeouts if needed. The team who is entitled possession when the game restarts does not forfeit their possession to their opponent.

Shifted Goal Position

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.

Delay of Game

A team prevents the restart of play. A Personal Foul will be issued to the team captain on the first infraction. Any subsequent infractions will be issued a Minor Penalty to the team captain. A player pins the ball with their mallet or bicycle while leaning against the boards, preventing other players from playing the ball. A player blatantly scoops or throws the ball out of play. A player blatantly

shifts the position of the goal.

Unsporting Behaviour

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. - Engaging or screening a dabbled player or making their equipment more difficult to retrieve. - Creating an unfair advantage for their team. Unsporting behaviour will result in either a Minor, Major or Player Misconduct Penalty. 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.

Bike Interference

Bike interference, 'Screening,' or 'blocking' and is defined as actively using bike movement and position to abruptly and/or continuously block an opponent not in possession. A stationary and/or momentary 'screen' does not result in a. Natural impedance of an opponent based on position and velocity does not result in a penalty. 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. A bike interference infraction is called if the player challenging for possession uses a screen to concede possession to another member of their team.

Body Interference

A body interference infraction is called when a player initiates physical contact with an opponent who is not in possession. Players challenging for possession of a loose ball may engage each other physically within 3m of the ball.

Mallet Interference

A mallet interference infraction is called when a player uses their mallet to initiate or continue contact with the mallet of an opposing player who is not in possession or obstruct their free and open movement. Mallet on mallet contact when challenging for possession of a loose ball within 3m from the ball will not result in mallet interference penalty. A player using their mallet to initiate contact with the mallet of an opposing player, to concede possession to a defensive player within the crease will not be issued a mallet interference penalty.

Crease Violation

Only one defensive player is allowed to be within the crease prior to the ball/Ball Carrier for more than 3 seconds.

Toppling

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. 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 dabbled player or players will be issued a toppling penalty.

Bike Contact

A player who uses their bike to initiate contact with the opponent or the opponent's equipment. **T-bone** is when a player initiates contact with an opponent, carrying momentum with their wheel or pedal into the opponent in the direction they are traveling. **Slapping** is when a player initiates contact with an opponent by skidding or pivoting either wheel of their bike into the opponent laterally or rotationally. **Sweeping** is when a player uses their front or rear wheel to contact a

stationary player's mallet that is firmly established and planted on the ground. **Peddalling** is if two players are stationary in close contact and one player uses their pedal to initiate contact with an opponent or their equipment. **Incidental** bike-on-bike contact is as contact between two players vying for possession that does not affect play and is not dangerous - No penalty. The Main Referee can call bike contact penalties for infractions not outlined if it causes a dab or prevents reasonable open movement on the court.

Extension

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.

Charging

A player that is initiating contact has the responsibility to meet the opposing player high and even. Contact to the lower back, kidney, or ribs; or contact that carries momentum from behind is issued a Charging penalty.

Holding

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.

Kicking

is issued a Minor penalty when a player kicks an opposing player's body, equipment, or the ball.

Head Contact

Is called when a player contacts an opponent's head or neck with any part of their body.

Handlebar Contact

Is called when a player initiates contact with an opposing player's handlebar.

Steering Arm Contact

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.

Flagrance

Is called when a player uses excessive force on an opponent who is defenceless. Physical contact will be deemed excessive when a player engages in a way such that they cause themselves to crash. A flagrance infraction is called if the player initiating physical contact abandons strategic application of force in a manner deemed to be reckless.

Slashing

Is called when a player swings at an opposing player's mallet shaft or body by the following criteria: A disproportionate response or in a violent fashion. Has the potential to cause damage or injury. Contact with an opponent's body or bike is not a requirement to issue a penalty.

High Sticking

Is called when a player attempts to contact an airborne ball with the mallet at a height above the nearest opponent's handlebars within 3m. 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.

Jamming Is called when a player causes an opponent to dab by placing their mallet underneath

their opponent's wheel. No penalty if a player rides over the firmly planted mallet of a static player.

Hooking

Is called when a player hooks their mallet on an opposing player's bike or body.

Striking

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

Throwing

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

Mallet Dropping

A mallet dropping infraction is called if a player has two mallets in the field of play at the same time. If a player's mallet is broken, they may not drop it to retrieve another; they must immediately remove the entire mallet from play. If a player drops their mallet in 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. Should a player drop their mallet, they may continue play without it. A mallet dropping infraction is called if the dropped mallet causes a dab or affects play. Defensive players may move the mallet of an offensive player if the ability to defend the goal is impeded.

Ball Turnover

Is issued when a foul has been committed but no clear scoring opportunity has been taken away due to the infraction occurring. Possession is granted to the fouled team and the game restarts.

Minor Penalty

Is issued for an infraction that prevents a clear scoring-opportunity or significant advantage from the fouled team. Is issued for any unintended or oblivious dangerous behaviour. A Minor Penalty is issued for any infraction within the crease on the Ball Carrier. A Minor Penalty may be issued due to personal foul. Possession is granted to the fouled team and play restarts with a Player Advantage of thirty seconds. The Player Advantage ends if the team on advantage scores.

Major Penalty

Is issued for any action that the Main Referee deems to be excessively dangerous or reckless in nature, or if a player was already issued a Minor Penalty for the same infraction. Major Penalty may be issued due to personal foul procedure. Possession is granted to the fouled team and play restarts with a Player Advantage of two minutes. The Player Advantage continues for the duration of the penalty regardless of teams scoring. The Player Advantage ends if the team on advantage scores, only if the Major Penalty is issued due to personal foul procedure.

Player Misconduct

Is issued for inappropriate, aggressive, violent, or abusive behaviour during a game or a tournament. Possession goes to the fouled team and the game restarts with a Player Advantage that can range from five - ten minutes or the duration of the game. The Main Referee may consult the Head Referee on the length of the penalty. 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. 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. The offending team is subject to tournament ejection based on review by the tournament organizers and Head Referee. A player committing an infraction that would be issued a Major Penalty, having already been issued a Major Penalty will automatically result in a Player Misconduct Penalty.

Awarded Score

An infraction that prevents a player in possession who is approaching an open and undefended goal that would otherwise score will result in an awarded score. 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 an awarded score.

Delayed Penalties

An infraction by the team not in possession will result in delayed. During the delayed penalty, the team in possession has 'advantage.' Stoppage of play occurs when: The team in advantage scores. - Possession is gained by the team that committed the infraction. Out of play ball. An infraction by the team in possession. When 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. Advantage is signalled by the Main Referee a cowbell. No point can be awarded to the team to be penalized during the delayed penalty, except an own goal. If the team in advantage scores, possession is not regained after stoppage of play. A delayed Ball Turnover or Minor Penalty is dropped and will see a restart of game. A delayed Major or Player Misconduct penalty will see a restart of game with a Player Advantage for the team fouled. 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 but not exceeding a Major Penalty. 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. 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. An infraction by the team in advantage will result in a coincidental penalty call and a stoppage of play.

Coincidental Penalties

Coincidental penalties are simultaneous penalties issued to a member of each team. Coincidental penalties will cause a stoppage of play and restart with a joust. Coincidental penalties that would be issued as a Minor, Major or Player Misconduct will result in a 2-on-2 situation for the prescribed duration of the penalties issued regardless of points scored during this situation.

Player Advantage A player being issued a Minor, Major or Player Misconduct penalty will be removed from play for the duration of the penalty. 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.

Personal Fouls

A player committing their third infraction will automatically escalate the penalty to be issued by one order of magnitude, not exceeding a Major Penalty. A player committing their fourth infraction will result in a Major Penalty. Player Advantage will expire when the team in advantage scores if the infraction that would be normally issued is lesser than a Major Penalty. A player committing their fifth or subsequent penalties will result in a Major Penalty.