

The „Karlsruher System“

- 01 L'Equipe (Geneva)
- 02 Pipe Gang Dodici (Milano)
- 03 Rotten Apples (London)
- 04 Stuttgart 2 (Stuttgart)
- 05 O69ers (Frankfurt)
- 06 Apologies Accepted (Paris)
- 07 3P Bikepolo (Bielefeld)
- 08 Candy Colored Clowns (Karlsruhe)
- 09 Saucy Lobstarz (Paris)
- 10 Riding in Circle (Vinceza)
- 11 Berlin 1 (Berlin)
- 12 Chain Bastards (Konstanz)
- 13 Zombie United (London)
- 14 MGM (Paris)
- 15 Iron Ponies (Geneva)
- 16 Malice International (London)
- 17 Poloholica (Munich)
- 18 Metz, Schindel & Söhne (Karlsruhe)
- 19 Netto Superstars (Manchester)
- 20 Los Conos (London)
- 21 Toros (Munich)
- 22 Querschläger (Hannover)
- 23 Polo d'Oro (Karlsruhe)
- 24 Poloholic Anonymus (Munich)
- 25 Basel 2 (Basel)
- 26 Team Burzum Mediolanum (Milano)
- 27 Greif Bastards (Mixed)
- 28 Bambule (Berlin)
- 29 Qui Quo Qua - Stoccarda (Stuttgart)
- 30 BAD Polo (London)
- 31 Wheelo (Konstanz)
- 32 Basel 1 (Basel)
- 33 Polosynthese (Frankfurt)
- 34 EHVFXD (Eindhoven)
- 35 Dans ta gueule, Puceau. (Paris)
- 36 Flying Mallets (Hannover)
- 37 Three Beards, One Cup (London)
- 38 Three Beards (Mixed)
- 39 RDH rebels (Karlsruhe)
- 40 Schall & Rauch (Karlsruhe)

Schedule

Friday

13:00	Rotten Apples	Stuttgart
13:10	Netto Superstars	Los Conos
13:20	3P Polo	Candy Colored Clowns
13:30	Pipe Gang Dodici	ROH rebels
13:40	Basel 2	Cosmic3
13:50	Metz, Schindel & Söhne	Los Conos
14:00	Riding in Circle	Chain Bastards
14:10	L'Equipe	ROH rebels
14:20	O69ers	3P Polo
14:30	Candy Colored Clowns	Riding in Circle
14:40	Metz, Schindel & Söhne	Netto Superstars
14:50	Pipe Gang Dodici	Stuttgart 2
15:00	Greif Bastards	Qui Quo Qua Stoccarda
15:10	Wheelo	EHVFXD
15:20	3P Polo	Riding in Circle
15:30	Basel 2	Greif Bastards
15:40	O69ers	Candy Colored Clowns
15:50	ROH rebels	Schall & Rauch
16:00	Qui Quo Qua - Stoccarda	Wheelo
16:10	Chain Bastards	Iron Ponies
16:20	Netto Superstars	Toros
16:30	EHVFXD	Three Beards, One Cup
16:40	Pipe Gang Dodici	O69ers
16:50	Iron Ponies	Metz, Schindel & Söhne
17:00	Schall & Rauch	L'Equipe
17:10	Stuttgart 2	3P Polo
17:20	Polo d'Oro	Basel 2
17:30	Three Beards, One Cup	ROH rebels
17:40	Pipe Gang Dodici	Schall & Rauch
17:50	Cosmic3	Greif Bastards
18:00	Chain Bastards	MGM
18:10	Los Conos	Polo d'Oro
18:20	Stuttgart 2	O69ers
18:30	Three Beards, One Cup	Schall & Rauch
18:40	MGM	Iron Ponies
18:50	Toros	Polo d'Oro

How do I get to the Greif Masters?

If you don't want to cycle or take the car to the court, there is a tram going directly to the NEUE MESSE.

The tram line is the S2. Direction „Rheinstetten“.
There is one every 10-20 minutes.

You can get on the tram at „Marktplatz“ (Central Karlsruhe) and „Europaplatz“ (wich is close to the hostel). You have to get off the tram at „Messe/Leichtsandstraße“.

Don't forget to buy a ticket before you get on the tram.

Saturday

10:00	Querschläger	Poloholic Anonymus
10:10	Basel 1	EHVFXD
10:20	Los Conos	Toros
10:30	Apologies Accepted	Saucy Lobstarz
10:40	L'Equipe	Three Beards, One Cup
10:50	Malice International	Poloholica
11:00	Team Burzum Mediolanum	Bambule
11:10	Pipe Gang Dodici	Rotten Apples
11:20	Qui Quo Qua - Stoccarda	BAD Polo
11:30	Candy Colored Clowns	Berlin 1
11:40	Basel 1	Dans ta Gueule, Puceau.
11:50	Zombie United	MGM
12:00	Greif Bastards	Bambule
12:10	Malice International	Metz, Schindel & Söhne
12:20	L'Equipe	Rotten Apples
12:30	Netto Superstars	Querschläger
12:40	Poloholic Anonymus	Cosmic3
12:50	POLOsynthese	EHVFXD
13:00	Candy Colored Clowns	Saucy Lobstarz
13:10	Wheelo	Basel 1
13:20	O69ers	Apologies Accepted
13:30	Basel 2	Team Burzum Mediolanum
13:40	Metz, Schindel & Söhne	Toros
13:50	Dans ta Gueule, Puceau.	Three Beards, One Cup
14:00	MGM	Poloholica
14:10	Los Conos	Querschläger
14:20	Greif Bastards	BAD Polo
14:30	Wheelo	POLOsynthese
14:40	Saucy Lobstarz	Riding in Circle
14:50	Bambule	Qui Quo Qua Stoccarda
15:00	Berlin 1	Chain Bastards
15:10	Polo d'Oro	Cosmic3
15:20	Rotten Apples	Schall & Rauch
15:30	POLOsynthese	Flying Mallets
15:40	L'Equipe	Stuttgart 2
15:50	Zombie United	Malice International
16:00	Apologies Accepted	3P Polo
16:10	Toros	Poloholic Anonymus
16:20	Dans ta Gueule, Puceau.	ROH rebels
16:30	Poloholica	Netto Superstars
16:40	Saucy Lobstarz	Chain Bastards
16:50	EHVFXD	Flying Mallets
17:00	BAD Polo	Basel 1
17:10	Iron Ponies	Malice International
17:20	Cosmic3	Team Burzum Mediolanum
17:30	Riding in Circle	Berlin 1
17:40	Bambule	Wheelo
17:50	Querschläger	Polo d'Oro
18:00	Rotten Apples	Apologies Accepted
18:10	Dans ta Gueule, Puceau.	Flying Mallets
18:20	Poloholic Anonymus	Team Burzum Mediolanum
18:30	Iron Ponies	Poloholica
18:40	BAD Polo	POLOsynthese
18:50	Berlin 1	Zombie United

Sunday

10:30	Flying Mallets	Three Beards, One Cup
10:40	Cosmic3	Bambule
10:50	Basel 1	POLOsynthese
11:00	Saucy Lobstarz	Berlin 1
11:10	Riding in Circle	Zombie United
11:20	BAD Polo	Wheelo
11:30	EHVFXD	Dans ta Gueule, Puceau.
11:40	Poloholic Anonymus	Basel 2
11:50	Toros	Querschläger
12:00	Malice International	Netto Superstars
12:10	Apologies Accepted	Candy Colored Clowns
12:20	Poloholica	Metz, Schindel & Söhne
12:30	Flying Mallets	Schall & Rauch
12:40	Rotten Apples	O69ers
12:50	Qui Quo Qua Stoccarda	Basel 1
13:00	Chain Bastards	Zombie United
13:10	Bambule	BAD Polo
13:20	Team Burzum Mediolanum	Greif Bastards
13:30	Berlin 1	MGM
13:40	POLOsynthese	Dans ta Gueule, Puceau.
13:50	L'Equipe	Pipe Gang Dodici
14:00	Querschläger	Basel 2
14:10	3P Polo	Saucy Lobstarz
14:20	Polo d'Oro	Poloholic Anonymus
14:30	Stuttgart 2	Apologies Accepted
14:40	Flying Mallets	ROH rebels
14:50	Zombie United	Iron Ponies
15:00	Team Burzum Mediolanum	Qui Quo Qua Stoccarda
15:10	MGM	Malice International
15:20	Poloholica	Los Conos
15:30	Quarterfinals (Best 8 teams. Time limit: 15 min)	
16:45	Semifinals (Time limit: 20 min)	
17:30	Final (Time limit: 30 min)	

IMPORTANT:

The complete schedule is flexible and all the times are estimated.

In case of quick finished games we continue after a 2min break.
That means: Be at the court 30min before your scheduled game.



Rules

Court:

1 indoor court with ankled edges. Built from soccer-walls. Size: 29x20m (25m goal to goal distance)

Goals:

Goals will be „real-goals“ with a net. Size: 180x80x40cm

Bikes:

You can ride any bicycle you like, handlebars must be plugged and you must have at least one brake. A fixed drivetrain equals a brake. Wheel covers are allowed but any defense oriented frame additions are not.

Mallets:

Referee will have the final say in mallet safety. Mallet heads should not be made of metal or any material that is sharp and/or could obviously chip, shatter or splinter. The handle end of the mallet shaft must be securely plugged.

Players:

Teams will consist of 3 players.

Start of the Game:

Players will start from behind their goal-line. At the referee's shout of "3,2,1, Polo!" Any player or players can charge the ball for possession.

Called Goals:

Goal is called when ball entirely passes the goal-line.

Shuffles & Hits:

A 'Hit' is only made from the end of a player's mallet. A 'Shuffle' is hitting the ball with the broadside of the mallet or when the ball is being shoved with the end of player's mallet. An offensive shuffle does not count as a goal. If the ball is shuffled into the goal by the offensive team, the defensive team gets possession of the ball. If a team puts the ball into their own goal in any way, it is a goal for the opposing team.

Ball Joint and Lobs:

It is legal to lob the ball ('throw' the ball with the mallet) and/or to travel with the ball using the 'ball joint' cupping style of carrying the ball but you cannot score with either method. If ball is cupped up to goals, it has to be passed once before scoring.

After a goal is scored/resetting the game:

After a goal is scored, the scoring team must return to their own half and cannot come back across center court until the ball or any player of the conceding team has come past center court. The conceding team takes possession of the ball. No conceding player with or without the ball can then pass half court until at least two players of the scoring team have returned to their own half, one of these players can be a 'goalie' who was already in the goal area. A player is not required to tap out for a foot-down after a goal has been scored but must return to his own half.

Fouls:

Players must not touch the floor with their feet. Each time a player does foot-down, that player is out of play until tap-out has been succeeded. The player must immediately tap-out and not purposefully obstruct play. Intentionally obstructing play after foot-down will be considered a strong penalty. A possible goal that is blocked by a player out of play due to foot-down is not a goal. Leaning on the goal while playing goalie is not allowed, you have to tap-out. Throwing your mallet is not allowed at any time and will be considered a strong penalty. Overly aggressive behavior such as unnecessary elbowing, grabbing, pushing, punching with hands, pushing or kicking with feet, and head-butting will be considered a strong penalty.

'Like' contact that is allowed:

Non-aggressive body to body, mallet to mallet, and bike to bike. Apart from the fouls listed above. Players are allowed to tap goal keeper's mallet.

'Non-like' contact that is allowed:

Body to ball is allowed if the player is sat on saddle, feet on the pedals, hand holding mallet, other hand on bars. If the ball becomes trapped within a player's bike or person, let player drop the ball.

Time outs:

Refs can call and extend injury and mechanical failure timeouts over and above these rules, but is under no obligation. The ref will call game-on when appropriate and if the timeout is unnecessary. Can be called by a player only after a goal is scored. May be called in order to tend to physical injury. Will be limited to maximum five minutes, one per game per team.

Referees and Penalties:

Above all, the players have the responsibility to keep legal play on the court. In the case of disputes there is a referee that will be appointed per game. The referees' duties will be: Call goals. Determine what is and is not a foul that can result in a penalty and what the penalty is for such foul. Keep track of score. Score must be called out after every goal. Keep track of time. Keep track of fouls of players during games. Call injury time outs for major injuries. Respect ref's final call.

Penalties can be:

- First accidentally foul = tap out
- Second accidentally foul or first purposely foul = double tap out
- Second double tap out = Time penalty
- Be removed from the game for a set time (Time penalties: 8 min game = 30 second penalty, 15 min = 45 sec, over 20 min = 1 min) or even permanently.

Tap out in the middle of the court (Both sides)

After any kind of foul (except a foot-down), the fouled team gets possession of the ball.