

RULES GREIF MASTERS 2011 PAGE 1



Court:

1 indoor court with ankled edges. Built from soccer-walls. Size: 32x20m (27m 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 10 players. 3 players per team will be playing on court at the same time.

Start of the Game:

Players will start from behind their goal-line, back wheels touching the back walls of the court, with the ball placed at court centre. At the referee's shout of "3,2,1, Polo!" (or on the whistle) teams can charge the ball for possession. If there is a left-handed player willing to charge, he is only allowed to do so if the other team agrees.

Scoring Goals:

A goal can only be scored "hitting" the ball with the end of a player's mallet head. Goal is called when ball entirely passes the goal-line. A 'Shuffle' is hitting the ball with the broadside of the mallet head or when the ball is being shoved with the 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 an offensive player actively deflects the ball (including using his bike or body) into the goal, it will not be called a goal (other than a passively reflected shot). 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 lobe 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 (with any part of the mallet head) but you cannot score with either method. If ball is cupped up to goals, it has to be passed once before scoring.

Switching players:

The Captain can switch players at any time during the game. There will be a "switching zone", the player that goes on the court has to wait in that area till the player leaving the court is also in that zone. All players that are switching must not purposefully obstruct play.

RULES GREIF MASTERS 2011 PAGE 2



After a goal is scored/resetting the game:

After a goal is scored, both teams must return to their own half and cannot cross center court until the ref calls "game-on" (or on the whistle). This is to allow the captains to switch players. A player is not required to tap out for a foot-down after a goal has been scored. Time will not be stopped.

Fouls:

Players must not touch the floor with their feet. Each time a player does foot-down, that player is out of play until tapout has been succeeded. The player must immediately tapout and not purposefully obstruct play. Intentionally obstructing play after foot-down or while switching players will be punished with a double tap out. 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 punished with a time penalty. Overly aggressive behavior such as unnecessary elbowing, grabbing, pushing, punching with hands, pushing or kicking with feet, and head-butting will be punished with a time 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.

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. Call "Game on" after a goal was scored. 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

A time penalty means being removed from the game for a set time (1 min without substitution) or even permanently (substitution allowed after 1 min).

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

Ball Possession:

- After any kind of foul (except a foot-down), the fouled team gets possession of the ball.
- If the ball gets outside the court, the team of the player who touched the ball last will be in defense, the other team gets possession of the ball.