

2019 Competition Rulebook



International Unicycling Federation

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Part 14

Team Sports: Hockey

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14A Overview

14A.1 Preface

Unicycle hockey is a variant of hockey which is played on unicycles with a tennis ball. It is usually played in a gym. These rules cannot cover every situation. Teams have to agree on a specific amount of elbowroom before playing. The different backgrounds of the players and the conditions of the location have to be considered. Fairness of everyone involved is vital.

14A.2 Rider Summary

This section is intended as an overview of the rules, but does not substitute for the actual rules.

- A player may only take part in a game when riding the unicycle. After falling off he or she has to mount at the same spot, but if necessary move out of the way of play first.
- A player must not rest on the goal or the wall.
- The game is non-contact in order to not endanger others. Only in the vicinity of the ball, the opponent's stick may be touched by the own stick. However, this contact may not be hard.
- At the beginning and after each goal all players have to go to their own half. Then the game starts as soon as a player of the team in possession or the ball crosses the center line.
- The player may touch the ball once with the flat hand (but not to score a goal directly).
- The upper end of the stick must always be covered with one hand to avoid injuries of other players.
- The blade of the stick must always be below the hips of all players in the vicinity.
- A player who holds his stick in a way that someone else rides over it is committing a foul, regardless of intention.
- A goal is disallowed if the ball was in one's own half when shot and wasn't touched by anyone afterwards (long shot).
- The free shot is indirect, i.e. after the shot another player has to touch the ball.

14B Competitor Rules

14B.1 Unicycles

Only regular unicycles may be used. The maximum outer diameter of the wheel is 640 mm (24+ Class). In addition, the unicycles must not have sharp or protruding parts anywhere that might cause injuries. This refers especially to quick-release levers and bolts. The pedals must be plastic or rubber.

14B.2 Rider Identification

All players of a team must wear shirts of the same color. The color must be clearly different from the opponent's color. At tournaments and other large events each team should have two different colored sets of shirts.

14B.3 Sticks

All sticks legal for playing ice-hockey or floorball (apart from those for the goalkeeper) can be used. Cracked or splintered sticks must be taped or repaired before play. An upper end made of rubber is recommended.

14B.4 Number Of Players

A team on the field consists of up to five players with a team requiring a minimum of three players to begin a match. Player substitutions are possible at any time with the substituting player entering the field at the same location only after the other has completely left it. It is not necessary to indicate substitutions to the referee. Each player can be the goalkeeper at any time. The goalkeeper has no special rights.

14B.5 Event Flow

14B.5.1 Game Duration

The play time is given by the playing schedule and is a relative play time. The time stops only at the request of the referee. The teams change sides during the break. At the start of each period, all players must be in their own half of the field. Each period

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starts with a face-off at the center mark. If the game ends in a draw and a decision is necessary, play is continued with extended time. If it's still a draw, a decision is reached with a penalty shootout.

14B.5.2 Penalty Shootout

Three of the players from each team get one penalty shot each. If it is still a draw, each team shoots one more penalty until there is a decision. It is possible that one player can take more than one shot. However, in all cases at least two other players have to take a shot before the same player can shoot again.

For the penalty, all players except for a defending goalkeeper leave the corresponding half of the playing field. The goalkeeper must be close to the goal line, at least until the attacking player has had contact with the ball. The referee places the ball on the center point and the player taking the shot will, after the whistle of the referee, play the ball from there, trying to score a goal. The player must remain in motion towards the goal line with no backwards movement or stopping allowed. Once the ball has been shot, the play shall be considered complete. No goal can be scored on a rebound of any kind (an exception being the ball off the goal post and/or the goalkeeper and then directly into the goal), and any time the ball crosses the goal line, the shot shall be considered complete.

14B.5.3 Riding The Unicycle

The player has to be riding the unicycle freely. He or she may use the stick as support but must not rest on the goal or the wall or something similar. It is not sufficient to release the goal only quickly for the time while the goalkeeper takes part in the game. A short support on the wall to avoid a dismount can be tolerated. A player who is falling off the unicycle may take part in the game until touching the ground. A remounting player must sit on the seat and have both feet on the pedals before participating in the game again. If a player who is not riding a unicycle shoots into their own goal, the advantage rule applies for the attacking team and the goal is valid.

14B.5.4 Contact With The Ball

The stick, the unicycle and the whole body can be used to play the ball. It all counts as a contact. Players are allowed to play the ball with the body twice in a row only if one of the contacts is passive. When the ball is played with the body, the player must not catch or otherwise hold the ball and the contact with the ball should be instantaneous. For arms and hands see also section 14B.7.1.

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14B.5.5 Start and Stop

Starting and resuming the game is always initiated by the referee's whistle. If a team starts to play before the referee's whistle, it is stopped immediately by two or more quick consecutive blows of the whistle. Then, the previous referee ruling is repeated. When the referee blows the whistle during the game, it is interrupted immediately.

14B.5.6 Restart After A Goal

After a goal, the non-scoring team gets the ball. All players must go to their own half. After the referee's whistle, the game resumes when the ball or a player of the team in possession crosses the center line. It is legal to directly shoot a goal after passing the center line, for example without passing the ball to another player first.

14B.5.7 Ball Out Of Bounds

If the ball leaves the field, the game is interrupted immediately (even if the ball comes back in). The team opposite to that of the player who last touched it gets a free shot. The free shot is done 1.0 m in from the side line.

14B.5.8 Ball In Spokes

If the ball gets stuck between the spokes of someone's unicycle, the opposing team gets a free shot (not a 6.5 m penalty).

14B.6 Safety

Attention must be drawn to the safety of the players and spectators. Thus, the rules must be obeyed strictly and all equipment must be in good condition.

All items that protrude from the body that may cause injury (for example watches, necklaces, earrings) must be removed. In instances where this is impossible, the items must be covered sufficiently to remove likelihood of injury. Shoes must be worn and shoelaces must be short or tucked in. The following optional clothing is suggested: knee pads, gloves, helmets, safety glasses and dental protection.

14B.7 Goal Shots

14B.7.1 Goal Shot With Arms Or Hands

A goal is disallowed if scored with arms or hands. The defending team gets a free shot (goalkeeper's ball). This rule does not apply if the ball is shot into one's own goal.

14B.7.2 Long Shot

A goal is disallowed if the last contact with the ball was made when the ball was in one's own half. The defending team gets a free shot (goalkeeper's ball). This rule does not apply if the ball is shot from the opponents' half into one's own goal.

14B.7.3 Ball In The Outside Of The Net

If the ball becomes lodged in the outside of the goal net, or if the ball entered the goal through a hole in the back or side of the net, a free shot is given against the team whose player last played the ball.

14B.8 Fouls

14B.8.1 General Considerations

All players must take care not to endanger others. Exaggerated roughness can lead to injuries and must therefore be avoided. The game is non-contact: the opponents and their unicycles may not be touched. The players must take care not to hit an opponent with their stick, especially after a shot. Only in the vicinity of the ball (defined as the ball within the radius of the outstretched arm length plus stick) may a player touch an opponent's stick with their stick to block them. However, this contact may not be hard. It is illegal to turn the blade of the stick upside down in order to hook into an opponent's stick. Raising the opponent's stick is allowed in principle, if not done using exaggerated roughness. If the opponent's stick is raised to a high stick, it is always considered exaggerated roughness. Intentional delay of the game is not permitted and may result in a penalty and the stoppage of time. To keep the game going, rule violations that do not influence the course of the game should not be penalized.

14B.8.2 Right Of Way

The following rules apply when riders come into contact with each other:

- No player may endanger another player by forcing them to give way (for example, to push them toward the wall).
- A player who is idling or resting on the stick must be evaded. However, the idling or resting player must ensure the stick does not SUB players as per rule 14B.8.3.
- The leading of two players riding next to each other may choose the direction of turns. If both are evenly side-by-side, the one in possession of the ball may choose the direction.
- If two players are approaching each other directly or at an obtuse angle, both must take care to avoid contact. If contact occurs, the referee will penalise the player deemed to have caused the contact.

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- In all cases not mentioned above, it is up to the referee to make a decision.

14B.8.3 SUB (Stick Under Bike)

A player who holds his or her stick in a way that someone else rides over or against it is always committing a foul regardless of the situation.

14B.8.4 SIB (Stick In Bike)

If a stick gets into the spokes of an opponent, the holder of the stick is committing a foul.

14B.8.5 Insults

A player must not insult the referee or other players.

14B.8.6 Moving The Goal

The players are not allowed to move the goal.

14B.8.7 Obstacle

A player who is off the unicycle must not be an obstacle for opponents. The player is considered an obstacle if the player, the unicycle or stick is hit by the ball and also if an opponent cannot move around freely. The player should remount at the same spot, but if necessary move out of the way of play first.

14B.8.8 Throwing Sticks

A player must not intentionally drop or throw his or her stick.

14B.8.9 Top Of The Stick

The upper end of the stick must always be covered with one hand to avoid injury to other players. A brief removal of the upper hand from the stick to play the ball with that hand is acceptable provided that this is done in a safe manner.

14B.8.10 High Stick

The blade of the stick must always be below the players' own hips and the hips of all players in the vicinity who might be endangered. Exception: When defending a shot on goal in the direct vicinity of one's own goal, the lower end of the stick can be raised as high as the crossbar of the goal.

14B.9 Penalties

In every instance of a violation of the rules the referee must penalize the offending team or play the advantage. When playing the advantage the referee does not blow the whistle but should display the hand sign for a free shot and shout "Advantage!" In the event that an advantage was not gained, the referee should enforce the appropriate penalty from the initial point of infringement or, when the penalty has occurred within the goal area, the closest corner mark or 1 m in front of goal line. Additionally, at the referee's discretion, offending players may be sent off after advantage has been played. The referee should not enforce this penalty until the offending team gains possession of the ball and should resume the game with a face off at the point of possession change. When two or more players fall and/or it is unclear whether a foul occurred, the referees can interrupt the game and restart it with a face-off.

14B.9.1 Free Shot

The free shot is the standard penalty for all violations of the rules. It is applied in all cases except for those explicitly mentioned in sections 14B.9.2-14B.9.4. The free shot is executed from the point where the violation was done. Exceptions: If a team receives a free shot within the opponents' goal area, the free shot is executed at the closest corner mark (corner shot). If a team receives a free shot within their own goal area, the free shot is taken at a distance of 1 m in front of the goal line (goalkeeper's ball). In the instance that a delay of game penalty is given, the penalty will be taken from the center mark.

The free shot is indirect. The player executing the free shot may only touch the ball once until a contact by another player occurs. The ball shall be hit with the stick, not dragged, flicked or lifted on the stick. Opposing players must keep a distance with their unicycles and their sticks of at least 2.0 m from the ball.

14B.9.2 6.5 M

If legal play would have led to a direct chance to score a goal, a "6.5m" is given. The following situations are a prevention of a direct chance to score and should be punished with a 6.5 m penalty:

- An attacking player is fouled in the opposition goal area while in a strong position to score.

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- An attacking player is fouled when moving towards the opposition goal with a single opponent in front.

The ball is placed at the 6.5 m mark. A player of the defending team goes to the goal and must sit with the bottom of the wheel of their unicycle within 0.5 m of the goal line. The other team chooses a player to shoot the 6.5 m. All other players must leave the goal area. After the referee's whistle the goalkeeper must ride the unicycle freely and not rest on the goal. The 6.5 m is direct. The player executing the 6.5 m may only touch the ball once. The ball shall be hit with the stick, not dragged, flicked or lifted on the stick. If no goal is scored, play continues as soon as the ball touches the post, the keeper touches the ball or the ball crosses the extended goal line. A 6.5 m awarded at the end of, or after a time period has ended, is still executed but play does not continue after an unsuccessful shot.

14B.9.3 Penalty Goal

If the defending team prevents a goal from being scored through an illegal play and if, in the opinion of the referee, the ball was traveling directly toward the goal and would definitely have entered the goal without being touched by another player, a penalty goal may be awarded to the attacking team. If there is any doubt as to the certainty of a goal, a 6.5 m must be awarded as described in section 14B.9.2.

14B.9.4 Face-off

To resume the game without penalizing one of the teams, a face-off can be used. For the face-off, the referee drops the ball between two opposing players. The ball should be dropped from below hip height of players in the vicinity. One player from each team may take part in the face-off with all other players' unicycles and sticks at a distance of at least 2 m from the ball. Play starts when the ball touches the ground as signalled by the referees whistle. A face-off during the game is executed where the ball was when the game was interrupted. Exception: Within the goal area, the face-off is executed at the closest corner mark.

14B.9.5 Penalty Box

The referee can send a player off the field for two minutes, five minutes or for the remainder of the game. When a player is sent off for the remainder of the game they may not take part in the current match or their teams following match. However, after a five minute period the penalised team may bring a player on. These penalties are given in the case of unsporting behavior and also for intentional or dangerous disregard of the rules. While a player is in the penalty box, the team may not substitute a replacement for that player.

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The referees should consider the following guidelines when punishing a player. The timer should be stopped while referees discuss the appropriate punishment and explain their ruling to players:

2 minutes:

- Intentional delay of the game
- Repeated fouls by the same player
- Intentional foul
- Dangerous play
- Backchat to referee (Constant backtalking to the referee or questioning decisions)
- Intentional usage of incorrect equipment and clothing
- Intentionally having too many players on the field

5 minutes:

- Repeated fouls by a player who has previously received a 2 minute penalty
- Intentional dangerous foul
- Violent conduct against other players, their team officials or spectators

Off for the remainder of the game:

- Repeated fouls by a player who has previously received a 5 minute penalty
- Repeated violence of a player who has already received 5 minutes before
- Violence against referees

14B.10 Protests

Protests must be filed on an official form within two hours of the posting of event results. Every effort will be made for all protests to be handled within 30 minutes from the time they are received.

14C Judges and Officials Rules

14C.1 Hockey Director

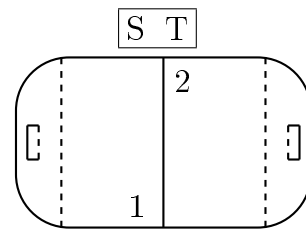
The Hockey Director is the head organizer and administrator of hockey events. The Hockey Director is responsible for the logistics and equipment for the hockey competition. The Hockey Director is in charge of keeping events running on schedule.

14C.2 Board of Referees

14C.2.1 Members Of The Board Of Referees

The Board of Referees consists of:

- First Referee (1)
- Second Referee (2)
- Secretary (S)
- Timer (T)



14C.2.2 The Referees

The two referees are positioned on opposite sides. They try to stay close to the ball. They should not ride a unicycle. The clothes of the referees must be of different color than those of the players. Both referees are responsible for checking all violations of the rules. The First Referee has three additional tasks:

- The First Referee overrules the Second Referee, if they disagree.
- The First Referee restarts the game after every interruption by a long blow of the whistle.
- The First Referee drops the ball in for the face-off.

14C.2.3 The Secretary

The Secretary sits at the desk and takes care that the scoreboard always shows the current score. After a goal the Secretary seeks eye contact with the First Referee to check if the goal is declared valid or not. After the end of the game the Secretary writes the final score into the report. When a player has been sent-off for the remainder of the match, the secretary records the name of the player on both the completed match and the team's next match and should inform the hockey director that the player must miss the teams next match.

14C.2.4 The Timer

The Timer checks the time of play with a stopwatch and/or with a score board. The time is started whenever the referee starts the game by blowing the whistle. Each period is ended by the sound of the score board (e.g. horn, bell, gong) or the blowing of a whistle by the timer. The Timer also stops the time whenever the referee requests a stoppage of time. In the case of a send-off, the timer records the time of send-off and the time the offender or substitute player will be allowed back on to the field.

14C.2.5 Before The Game

Before the game, the referees assemble all players on the field (including substitutes). They check the following:

- Are the colors of the shirts of the players clearly different?
- Do all players fulfill the safety rules for clothing?
- Is the ball suitable?
- Are the unicycles and sticks orderly, without sharp, pointed or protruding parts that might injure others?
- They explain to the players how strictly they will interpret the rules.
- If necessary, they tell the players how long the game will be and also if there is extended time in case of a draw.

14C.2.6 General

The game is interrupted by a short and loud blow of the whistle. If any players don't hear the whistle, it is necessary to blow the whistle again. It is not possible to let the game continue after blowing the whistle.

The referees should set the tone through their positive and calm appearance. Decisions are explained upon request but they are not discussed with the players. In an unclear situation, the referees can ask the players before making a final decision.

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Neither the referees nor the Timer or Secretary may be distracted from the game. Most of all, they must not talk with the spectators during the game.

If two violations of the rules occur back-to-back, only the first one is penalized. Exception: Unsporting behavior should be penalized even after the game has been interrupted.

After a goal, the referee waits until both teams are back in their own halves and ready to continue. Only then, the First Referee starts the game by blowing the whistle.

To apply the advantage rule, the referee makes the normal sign for a free shot with one arm pointing in the direction of play of the team who has the advantage. In addition, the referee may shout “Advantage” or “Go ahead!”, but does not blow the whistle. The end of advantage play should be signified, either by blowing the whistle to give a free shot for the original foul in the case where no advantage was gained, or by lowering the arm again and/or shouting “Advantage over”.

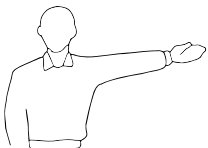


After each interruption of the game the referee briefly explains the decision. In addition the corresponding hand sign is shown.

When two or more players fall and it is unclear whether a foul occurred, the referees can interrupt the game and then continue it with a face-off. This prevents more players being drawn into the situation.

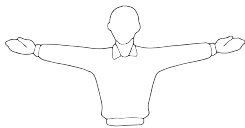






The referees suspend the game if an injury occurs. Afterwards, a free shot is given to the team that was in possession of the ball at the time of the interruption. If it is unclear who was in possession, the game is continued with a face-off.

If a referee is hit by the ball, the game is only interrupted if the contact has changed the course of play to benefit either team. In this case, the game is resumed with a face-off.




14C.2.7 Referee Hand Signs

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|  | <p>“Free shot” Point with the extended arm in the direction of play. This sign is also used to indicate the advantage rule.</p> |
|  | <p>“Face-off” Hold both thumbs up.</p> |
|  | <p>“6.5 m” Point with the index finger to the 6.5 m point.</p> |

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|  | <p>“No Foul” Extend both arms horizontally. This sign is used to indicate that there was no foul in a critical situation. It is not used in conjunction with a blow of the whistle.</p> |
|  | <p>“Stop Timer” Form the letter “T” with both hands. The stoppage of time is deemed necessary by a referee for example if a player is injured, intentional delay of game occurs or discussion between referees or between referee and players is needed.</p> |
|  | <p>“Goal” Point upwards vertically with one arm. The referees should check here that the secretary notes the goal. To control this it may be useful for the referees to write down the score themselves.</p> |
|  | <p>“No goal” Move the flat hand horizontally (palm pointing down). With this hand sign a goal shot is declared invalid. This is for example the case if the ball was last touched by hand or arm, in case of a long shot, if the ball entered the goal through the net from the outside, or if the game had already been stopped before the ball entered the goal. The referees should check here that the Secretary does not inadvertently count the invalid goal.</p> |
|  | <p>“High stick” Hold clenched fists next to each other above the head.</p> |
|  | <p>“SUB and SIB” Hit your shinbone with the edge of your hand.</p> |
|  | <p>“Obstacle” Cross arms in front of the chest.</p> |

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|  | <p>“Body contact” Strike the clenched fist of one hand into the open palm of the other hand directly in front of the chest.</p> |
|  | <p>“Penalty box for 2 minutes” and also “Two consecutive plays with the hand” Spread and raise two fingers.</p> |
|  | <p>“Penalty box for 5 minutes” Spread and raise five fingers.</p> |

14D Event Organizer Rules

14D.1 Venue

Hockey should be played in a gym that is large enough to house the playing field. The surface should be smooth to protect stick blades while still allowing traction for tires. Indoor court surfaces that provide some absorption of falls such as sprung floors are ideal to reduce injuries.

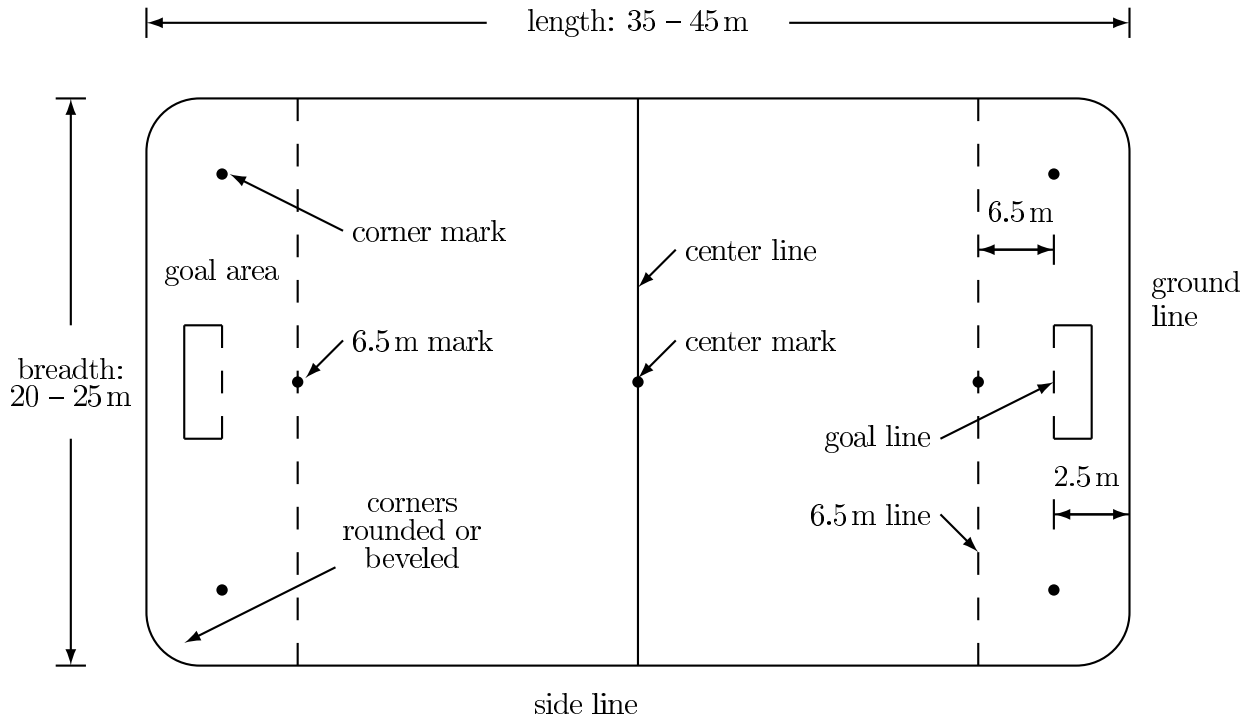
14D.2 Officials

The host must designate the following officials for each hockey tournament:

- Hockey Director
- Board of Referees

14D.3 Playing Field

14D.3.1 Dimensions



The field has a length of 35 to 45 meters and a breadth of 20 to 25 meters. It is surrounded by barriers. The corners are rounded or beveled.

14D.3.2 Goals

The posts are 2.50 m in from the ends of the playing field (ground lines), ensuring that the players can go behind them. The inside dimensions of goal openings are 1.20 m high and 1.80 m wide. The goals must be made in such a way that the ball cannot enter through the rear or sides. The goals must not have sharp, pointed or protruding parts.

14D.3.3 Markings

The center line divides the field into two equal halves, and the center mark is in the middle of the center line. There are marks in front of each goal at a distance of 6.5 m. The goal lines connect the posts on the ground. The corner marks are on the extension of the goal lines, 1.0 m in from the boundaries. The 6.5 m lines are parallel to the goal lines and run through the 6.5 m marks. The goal areas are between the 6.5 m lines and the ends of the field.

14D.4 Ball

A tennis ball that rebounds off concrete greater than 30 percent of the height from which it was dropped is used.

14D.5 Practice Time

At a tournament, sufficient practice time and/or warm up time must be offered to the participants.