



K R O N U M.®

Official Rulebook

Table of Contents

Section

- 1. Kronum Round and Equipment**
 - a. Dimensions
 - b. Zones
 - c. Equipment
- 2. Officials**
 - a. Duties of Officials
 - b. Different Decisions by Officials
 - c. Time and Place for Decisions
 - d. Correcting Errors
 - e. Duty of Scorekeeper
- 3. Players, Coaches, Spectators, and Substitutions**
 - a. Team
 - b. Team Captain
 - c. Coaches and Other Personnel
 - d. Spectators
 - e. Substitutions
- 4. Gameplay**
 - a. Offense/Defense
 - b. Clearance
 - c. Free Clear
 - d. Dribbling
- 5. Zone Presence, Scoring, and Timing**
 - a. Zone Presence
 - b. Scoring
 - c. Krones
 - d. Standings
- 6. Duration of Match, Periods, and Time Factors**
 - a. Duration of Match
 - b. End of Period
 - c. Tie Score Shootouts
 - d. Clock Stoppage
 - e. Timeout
 - f. Time in
- 7. Start of Game/Periods, Restarts**
 - a. Prime Rush
 - b. Restarts
 - c. Live Ball

- d. Dead Ball
- 8. Out of Bounds and Throw In**
 - a. Player
 - b. Ball
 - c. Throw In
- 9. Penalty Shot**
 - a. Positions
 - b. Shooter and Wedgeback
 - c. Procedure
- 10. Violations and Penalties**
 - a. Violation
 - b. Foul on the Ground
 - c. Shooting Foul
 - d. Team Technical Foul
 - e. Personal Technical Foul I
 - f. Personal Technical Foul II
- 11. Diagrams**
 - a. Kronum Round Dimensions
 - b. Zones
 - c. Scoring
 - d. Prime Rush Alignment

Section 1 – Kronum Round and Equipment

I. Kronum Round Dimensions

- a. The Kronum Round shall be measured and marked as shown in the Kronum Round diagram.
- b. The playing surface shall be a generally level circular area.
- c. The game can be played outdoor or indoor on a natural or artificial surface
- d. The Kronum Round shall be a minimum of 45 yards to a maximum of 70 yards in diameter circle marked around the perimeter of the field.
 - i. The recommended diameter is 50 yards.
- e. The Boundary Ring is the outermost circular line, which limits the inbounds playing area of the Round.
- f. The Prime Ring is a 16-yard diameter circle marked from the center of the field, parallel to the Boundary Ring.
- g. The Pivot is a 1-yard diameter circle marked from the center of the field, parallel to the Boundary Ring.
- h. The Goal Zones are 5-yard diameter half circles evenly spaced from the center of the goal
- i. The Wedge Zone shall be marked 18 yards from the center of the corresponding Goal Zone. This will be the top of the Wedge Zone.
- j. The top of the Wedge Zone shall be a 90-degree angle that extends until it intersects with the Boundary Ring.
- k. The Wedge Point is the area in between the top of the Wedge Zone and the Prime Ring.
- l. The Cross Zone includes all of the distant quadrants as well as the Prime Ring. The Cross Zone shall be marked with one vertical line and one horizontal line that divide the field into four equal quadrants. The Cross Zone lines will extend from the Prime Ring to the Boundary Ring. The Cross Zone lines will not be drawn inside the Prime Ring or Pivot.

II. Zones

- a. Goal Zone
 - i. Players on offense and defense may dribble, roll, hold, pass, catch, trap, deflect, kick, or shoot the ball with their arms, hands, torsos, legs, feet, or head. Players may play the ball with any part of their bodies; however, players must dribble as defined in Section 4.IV. A player may

transition from playing the ball with his hands to his feet and vice-versa.

b. Wedge Zone

- i. Players on offense and defense may dribble, trap, deflect, pass, kick, or shoot the ball with their legs, feet, torsos, or head.
- ii. The offense may not play the ball with their arms or hands (as defined in Section 9.I.f) at any time.
- iii. A defensive player may block or deflect a ball with his hands while established in this zone. After a player blocks or deflects a shot with his hands, that same player may be the first player to touch the ball with his hands or feet in any zone.
- iv. After a defensive player blocks or deflects a shot, that same defensive player may then punch or hit the ball with his hand out of the Wedge Zone.
 1. After a player punches or hits the ball with his hand in the Wedge Zone, that same player may not be the first person to touch the ball with his hands or feet in any zone. This is illegal defensive hands in the Wedge Zone and will result in a penalty shot.

c. Flex Zone

- i. See Section 1.II.a.i

d. Cross Zone

- i. See Section 1.II.a.i

e. Prime Ring

- i. Players must use this zone to clear the ball as defined in Section 4.II and Section 4.III.
- ii. Once the ball is cleared, this zone is considered part of the Cross Zone for scoring and game play purposes.

f. Pivot

- i. Each period starts with a prime rush that is bounced at the center of this zone.
- ii. Once the period has started, this zone is considered part of the Cross Zone for scoring and game play purposes.
- iii. All fouls are restarted within this zone

III. Equipment

a. Kronum ball

- i. Shall be an officially approved Kronum ball.

- ii. If the ball becomes defective in any manner during the game, play is stopped, and an official can substitute a new ball into play.
- b. Kronum goal
 - i. The chamber of the goal is the bottom main region of the goal and shall measure 16 feet wide and 8 feet high
 - ii. The crown is the forward, upper region and shall come out on an arc and measure 2.5 feet high.
 - iii. The crown shall have up to five rings that shall measure between 18-24 inches in diameter.
- c. Uniform
 - i. Each player on both teams is required to be in uniform to be eligible to play. The uniform consists of team jersey, team shorts, and team colored socks.
- d. Footwear
 - i. Athletic turf shoes are recommended
 - ii. Any type of cleats or spikes are prohibited
- e. Optional equipment
 - i. Mouth guard
 - ii. Shin guards
 - iii. Athletic gloves (i.e. Soccer goalie gloves, football wide receiver gloves)
 - iv. If a player has a cast or other protective equipment due to injury, it must be covered and padded. It is the official's final judgment if the equipment is safe enough to enter the game.
 - 1. If that player is to ever use that equipment to gain an advantage or physically attack another player on the field, the person will be immediately ejected from the game. That player can no longer participate in any future games until the equipment is removed.
- f. Unapproved Equipment
 - i. If any player has unapproved equipment, that player shall be removed from the game until a dead ball when an official can inspect the new equipment and approve it.

Section 2 – Officials

I. Duties of the Officials

- a. All Kronum matches shall be governed by the official Kronum Rules and enforced by Kronum officials. All calls shall be made at the officials' discretion. All decisions made by the officials are final
- b. The game officials shall be one head referee, one assistant referee, and one scorekeeper.
- c. Officials shall wear the uniform required by the Kronum League.
- d. The officials shall, prior to the start of the game, inspect and approve all players' equipment and field equipment.
- e. The head official shall have the power to make decisions on any point not specifically covered in the rules, and to overturn any call made by the assistant official and scorekeeper.
- f. The officials shall not permit any player to wear any type of jewelry.
- g. The officials shall not permit any player to wear any equipment that is dangerous to other players.
- h. Proper footwear is required. Any type of cleats or spikes, rubber or metal, are not permitted.
- i. Shin guards and mouth guards are optional equipment permitted on the round.
- j. Any equipment designed to gain a player an advantage shall not be used.
- k. The head official shall check the game ball to see that it is properly inflated.
- l. The head official shall spike the ball for the prime rush.
- m. Officials must meet with team captains prior to the game to address any rule clarifications or interpretations.

II. Different Decisions by Officials

- a. It is the primary duty of the head official to spike the ball at the start of each period.
- b. It is the primary duty of the assistant official to assure no prime rushers leave early, and that only the prime rushers enter the Prime Ring before the ball exits the Prime Ring.
- c. In the event that a violation and foul occur at the same time, the foul will take precedence.

III. Time and Place for Decisions

- a. In the event that the officials give conflicting signals, the officials may have a quick discussion at the center of the field. The head official has the final call.
- b. When a shooting foul occurs, an official will blow his whistle and signal to stop clock by waving his hands in an overhead crossing motion. The official will then signal the type of foul and where the shot will take place.
- c. When a team is entitled to a throw-in, after the ball is out of bounds, an official shall clearly call out the color of the team that is awarded the throw-in.
- d. The official does not need to call out the color of the team who is awarded a free clear after a score, unless a team score's on its own goal.
- e. When a whistle is erroneously sounded, whether the ball is in a possession or non-possession status, it is an inadvertent whistle. Play is stopped, and the team with possession of the ball is awarded a throw-in at the closest Cross corner.
- f. An official may suspend play for any unusual circumstance.

IV. Correcting Errors

- a. Officials may correct an error if a rule is inadvertently missed and the error is corrected within 20 seconds.
- b. All play that occurs shall be nullified within the 20-second time period.
 - i. Exception - All acts of unsportsmanlike conduct or flagrant fouls, and points scored from them, shall not be nullified. The game clock shall be reset and play shall resume from the spot of the corrected call.

V. Duty of the Score Keeper

- a. Set the game clock at the start of each period.
- b. Record the score after each period.
- c. Start and stop the game clock during shooting fouls, timeouts, and any violation/foul under 2 minutes in the third period.
- d. Keep time during a time out and notify the head official to signal a 10 second first whistle, as well as the end of time out second whistle
- e. Record the name and number of the four prime rushers at the start of each period.
- f. Set the possession arrow to the loser of the prime rush of every period.

g. Record all time outs taken by both teams

Section 3 – Players, Coaches, Spectators, Substitutions

I. Team

- a. Each team will have 10 players on the field. A team may not be reduced to less than 9 players. A team reduced to less than 9 players will result in a forfeit. If a player in the game receives a second technical foul, resulting in ejection, and it results in his team having less than 9 eligible players on the field, the game will end in a forfeit, and the opposing team will be declared the victor.

II. Team Captain

- a. One team captain shall be designated per team per game. The captain is the only player who may ask an official about a rule interpretation in between periods or during a timeout. He may not discuss a judgment decision.
- b. If the captain is on the bench, he remains the only player who may approach and discuss with an official
- c. If the captain is removed from the game from illness, injury, ejection, etc., a new captain will be named for the remainder of the game.

III. Coaches and Other Personnel

- a. Coaches and other personnel may not enter the field of play or cross the scorers table at the center of the field. Failure to comply will result in an unsportsmanlike conduct technical foul.
- b. Any team personnel on or around the bench area must conduct themselves in a manner that reflects favorably on the league.

IV. Spectators

- a. Must be respectful of all officials, players, coaches, and other spectators
 - i. If a spectator verbally or physically interferes with any person or object on the field that distracts from the game, an official's timeout will be called and the spectator will be removed from the building
- b. If a player verbally abuses a spectator, an official's timeout will be called and the player will be issued a personal technical foul.
- c. If a player physically abuses a spectator, an official's timeout will be called and a personal technical foul II will be issued, and the player will be ejected from the game and the building, field, or arena.

V. Substitutions

- a. Substitutions are unlimited.
- b. Substitutions are made during the regular flow of the game., during a live or dead ball.
- c. All substitutions must happen between the Wedge Zone and the Cross Line in front of that team's bench area.
- d. A Substitute player must wait until the active player completely crosses over the Boundary Ring. Failure to do so will result in a team technical of too many players on the field.

Section 4 – Gameplay

I. Offense/Defense

- a. The last team to touch the ball inside the Prime Ring, take a penalty shot, or throw the ball in bounds is on offense. This team can attack any goal while on offense and take an unlimited amount of shots.
 - i. Exception – If a team gains possession of the ball while on defense and calls a timeout, they are awarded a throw in at the nearest Cross corner, but still must clear the ball.
- b. A defensive player has the right to challenge an offensive player for space in the playing area and for control of the ball, so long as he does not commit an act of misconduct, violation, or foul.

II. Clearance

- a. If the defensive player gains possession of the ball, he must clear the ball. His team is on defense until he legally clears the ball
- b. If the defensive team gains possession, does not clear the ball, and then loses possession, the opposing team does not need to re-clear the ball.
- c. A legal clear is when a player that is established in the Prime Ring touches the ball. The last team to touch the ball inside the Prime Ring is on offense.
 - i. Exception – If a player jumps from the Prime Ring, contacts or possesses the ball while in the air, and lands in another zone, the ball is not cleared
- d. If a player is in possession of the ball and steps into the Prime Ring with one or two feet, the ball is cleared
- e. Any player may challenge a clear.
- f. If a turnover occurs inside the Prime Ring, the clear is considered complete immediately.
- g. A team that is awarded a throw in is considered on offense, and therefore does not have to clear the ball.
 - i. Exception – A team that is on defense, has possession of the ball, and calls a timeout is awarded a throw in from the nearest Cross corner, but must still complete the clear after inbounding the ball.

III. Free Clear

- a. After any score, one player from the team that was scored on must pass the ball with any part of his body from the Goal Zone into the Prime Ring.

- b. The new defensive team may not challenge the ball until the new offensive team makes contact with it inside the Prime Ring
 - i. Challenging the ball is defined as being inside the Prime Ring, interfering with the throw from the Goal Zone, and/or interfering with the player in the Prime Ring. A defensive player may pass through the Prime Ring as long as he does not interfere with the offensive team's ability to complete the free clear and/or the ability to move in a direction he pleases immediately after completing the free clear.
 - ii. A player that is caught inside the Prime Ring while the offensive team is completing a free clear must first vacate the Prime Ring in order to challenge the player inside the Prime Ring.
- c. The new defensive team can establish presence anywhere on the field, as long as it does not interfere with the free clear.
- d. Once a defensive player establishes presence on the field and both feet are planted, he is guaranteed that spot on the field. The defensive player's arms must be at his side. Arms up in the air will be an interference of the free clear, which is a violation.
 - i. If the defensive team interferes with the free clear, it is a defensive free clear interference, and results in a team technical foul.
 - ii. If the offensive team hits the established defensive player, the result is a stray clear. Once a defensive player has stopped moving and has established presence, the offensive team must avoid contacting that player with the ball.
 - 1. If that player moves his feet and makes contact, he will be at fault.
- e. If the offensive team intentionally throws the ball at a defensive player, a technical foul will be given for unsportsmanlike conduct.
- f. The offensive player receiving the free clear must be established in the Prime Ring. A player may complete the free clear while the ball is in the air, as long as any foot in contact with the ground is within the Prime Ring.
 - i. If both feet are in contact with the ground, both feet must be within the Prime Ring.

- g. A ball that is in contact with the ground must completely enter the Prime Ring before the now offensive player may touch it.
- h. A free clear attempt that hits a teammate, an official, the goal structure, or misses the Prime Ring is declared a stray clear. See Section 10.1.g

IV. Dribbling

- a. Upon taking one-handed or two-handed control of the ball, a player may take up to, but not more than, two complete steps in sequence with opposite feet before releasing the ball in the act of dribbling, passing, or shooting. Upon taking two complete steps in sequence with opposite feet, a player may not lift a foot before dribbling or passing, unless that player takes a shot on goal before completing a third step. Upon taking one-handed or two-handed possession of the ball, a player may take an unlimited number of pivot steps with a single Free Foot, so long as his Anchor Foot does not leave the playing surface. The Anchor Foot is the foot to first touch the playing surface when the player takes possession. The Free Foot is the foot to last touch the playing surface after the player takes possession. If both feet are touching the playing surface when the player takes possession, then the player may elect to designate either foot as his Anchor Foot by moving or lifting his Free Foot. Upon taking two pivot steps with his Free Foot, a player loses the right to lift his Anchor Foot, unless he takes another dribble

Section 5 – Zone Presence, Scoring, and Krones

I. Zone Presence

- a. The zone a player is established in when he scores will determine the amount of points awarded. Zone presence is established by one foot and/or hand making contact with the ground in a zone. If a player releases the ball in the air, he will be awarded the amount of points equal to the zone he was last present in. If contact is made above a zone while one foot is planted on the ground in another zone, the points awarded are decided by where the player is in contact with the ground. Exception: If a player is established in one zone, but the ball is on the ground in another zone, the ball determines presence. Example 1: The ball bounces in the air above the Goal Zone. A player has one foot planted in the Wedge Zone and extends the other foot, makes contact with the ball above the Goal Zone, and the ball passes over the goal line in the chamber. The player is awarded two points because he is established in the Wedge Zone. Example 2: The ball is on the ground in the Goal Zone. A player has one foot planted in the Wedge Zone and extends the other foot, makes contact with the ball that is on the ground in the Goal Zone, and the ball passes over the goal line in the chamber. The player is awarded one point because the ball was established on the ground in the Goal Zone.

II. Scoring

- a. A legal goal can be scored when a live ball from the playing area passes fully across the goal line of the chamber or the plane of a crown ring.
- b. If the ball makes contact with an official and crosses the goal line or the plane of a crown ring, the goal counts.
 - i. The team that was on offense will be awarded the amount of points that would be given if the ball were deflected by a defender.
 - ii. The offensive player that last touched the ball will be credited the points.
- c. A throw in is a dead ball, and therefore cannot be scored without being touched by another player. If an offensive player attempts a shot on goal from a throw in, and a defensive player touches it, it is considered in play, and may then cross the goal line or plane of a ring and count as a legal score.

- d. A kick or throw from the Goal Zone that passes fully across the goal line into the chamber is awarded one point. A kick or throw from the Goal Zone that passes fully across the plane of a crown ring is awarded two points. The Goal Zone line is part of the Goal Zone. If a player's foot or hand is on the Goal Zone line when he scores, the player is considered in the Goal Zone, and shall be awarded the appropriate amount of points.
- e. A kick from the Wedge Zone that passes fully across the goal line into the chamber is awarded two points. A kick from the Wedge Zone that passes fully across the plane of a crown ring is awarded four points. The Wedge Zone line is part of the Wedge Zone. If a player's foot is on the Wedge Zone line when he scores, the player is considered in the Wedge Zone and shall be awarded the appropriate amount of points.
- f. A kick or throw from the Flex Zone that passes fully across the goal line into the chamber is awarded two points. A kick or throw from the Flex Zone that passes fully across the plane of a crown ring is awarded four points.
- g. A kick or throw from the Cross Zone that passes fully across the goal line into the chamber is awarded four points. A kick or throw from the Cross Zone that passes fully across the plane of a crown ring is awarded eight points. This is also called a Kronum. The Cross Zone line is part of the Cross Zone. If a player's foot is on the Cross Zone line when he scores, the player is considered in the Cross Zone and shall be awarded the appropriate amount of points.
- h. A kick or throw from the Wedge Point during a penalty shot that passes fully across the goal line into the chamber is awarded three points. A kick or throw from Wedge Point during a penalty shot that passes fully across the plane of a crown ring is awarded six points.
- i. A kick or throw from the offense that is redirected by a defensive player, and then passes fully across the goal line of the chamber or plane of a crown ring shall be awarded the amount of points from where the shot was initially taken by the offense. The offensive player who took the initial shot will be credited the points.
- j. If a defensive player possesses the ball and scores on his own goal, the points will be awarded to the offensive team as if it was

an offensive player who took the shot. Points will be credited to the last person on the offensive team to touch the ball.

- k. A kick or a throw from the Wedge Point during a penalty shot that is touched by the wedgeback is now in play. If the wedgeback redirects the ball into a distant quadrant and it passes across the goal line of the chamber or plane of a crown ring, it will be awarded four or eight points, respectively, and be credited to the offensive player that took the penalty shot.

III. Kronen

- a. The team that has both fewer fouls than its opponent and less than 15 total fouls in the match is awarded one Krone. Kronen are recorded along with Wins and Losses in the Kronum League standings and factors into determining the final standings at season's end.

IV. Standings

- a. The final standings at season's end will be determined in the following order:
 - i. Win percentage
 - ii. Head to head
 - iii. A three point system of points for, points against, and Kronen
 - 1. The team with more points in the three point system will be ranked above the team with less points
 - iv. Coin flip

Section 6 – Duration of Match, Periods, and Time Factors

I. Duration of Match

- a. All regulation Kronum League periods will be 20 minutes in length.
- b. One and a half minutes will be given in between each period, including at the end of the third period if the game is tied and results in a shootout.

II. End of Period

- a. A period ends when time expires.
 - i. If a live ball is in flight, the period ends when the shot is made, missed, touched by another offensive player, or blocked/saved by a defensive player.
 - ii. If a timeout is taken at the same time the period ends, the period ends and the timeout is not awarded.

III. Tie Score Shootout

- a. There are no overtime periods in Kronum. If the game results in a tie after three periods of play, the game will go into a shootout.
- b. The captain will select three shooters and one wedgback. The captain will choose the order in which the three offensive players will shoot. Each team will alternate shots. The team with the most points after all offensive players have shot is declared the winner. If the score is tied after all offensive players have shot, the game will go into a sudden death shootout in reverse order (i.e. 1,2,3,3,2,1) until one team has more points than the other at the end of the round. In a shootout, a goal in the chamber is worth three points. A goal through any of the crown rings is worth six points.

IV. Clock Stoppage

- a. The clock shall be stopped whenever the official signals for a clock stoppage. This is shown by waving both arms overhead.
- b. The following result in clock stoppages:
 - i. Shooting foul
 - ii. Technical foul
 - iii. 30 second timeout
 - iv. One minute timeout
 - v. In the last two minutes of the third period, any violation, foul or out of bounds.
 - vi. Any other emergency

- c. A team is allowed 30 seconds to replace an ejected or injured player.
- d. The clock will start once a player on the field touches the ball.
Example: Team A is fouled during a shot. Clock stops. The clock will restart when another player touches it. If Team A shoots the ball and the wedgeback of Team B makes contact with the ball, regardless of the result of the shot, the clock starts. If Team A shoots the ball and the ball goes off the crown or post, the clock does not start until a player touches the ball.

V. Timeouts

- a. Each team is entitled to (1) one minute timeout and (2) 30 second timeouts. The timeouts can be called at any time in the game.
- b. A timeout shall be awarded only during a dead ball or when the team requesting the timeout has possession of the ball.
- c. When a timeout is awarded to either team, the full time will be given to both teams.
- d. If a timeout is called while a team is on defense, that team must still clear the ball.
- e. If a timeout is called when a team has no remaining timeouts, a team technical is given, and the opposing team is awarded a penalty shot and a throw in from the nearest Cross corner.
- f. If the defensive team calls a timeout after they are scored on, they are awarded the time out any time after the ball completely crosses the goal line. They do not have to complete the free clear to be awarded the timeout.
- g. A player shall not be granted a timeout if both of his feet are in the air. One foot must be inbounds to establish himself in play.
- h. The officials may call an official's timeout at any time during the game for player injuries, an officials meeting at the scorer's table, an emergency, or any other reason they deem necessary for stoppage of play.

VIII. Time in

- a. The clock will restart once a player on the playing field touches the ball.
- b. After a timeout is over, the official will signal for the ball to restarted at its necessary area. If the opposing team is not on the field by the time the official signals for the start of play, a delay of game team technical foul will be given.

Section 7 –Start of Game/Periods, Restarts

I. Prime Rush

- a. Each game/period starts with a prime rush. The clock will start when the prime rush touches the ground. The prime rush consists of two players from each team converging on a ball that is bounced at the center of the field inside the Pivot. All four prime rushers must start on a Wedge Point. The rest of the players on the field must have at least one foot on the Prime Ring. The home team will have 4 players line up on each of the vertical sides of the Prime Ring in reference to the scorer's table. The away team will have 4 players line up on each of the horizontal sides of the Prime Ring in reference to the scorer's table. The prime rushers will line up on the right Wedge Point of their corresponding side of the Prime Ring. Once the prime rush is down, only those four players may enter, and only one of those four players may bring the ball out. The last prime rusher to make contact with the ball before it exits the Prime Ring will be declared on offense. All other players are not allowed to enter the Prime Ring until the ball exits the Prime Ring. If another player enters the Prime Ring and interferes, it is a prime rush violation, and the opposing team is awarded a throw in at the nearest Cross corner.
 - i. An outside player who is established outside of the Prime Ring may lean in and possess the ball, as long as he is established outside of the Prime Ring and the ball is in neutral space in the air.
 - ii. If the ball is in contact with the ground inside the Prime Ring, it is considered established in the Prime Ring, and therefore must be exited by a primer rusher.

II. Restarts

- a. After a dead ball, the ball will be put in play by:
 - i. A prime rush (beginning of period only)
 - ii. Throw in from any of the four Cross corners
 - iii. Throw in from the Pivot
 - iv. Penalty shot from the Wedge Point
- b. A throw in from the Cross corner must be taken within one yard on either side of the Cross corner of the Cross and the Boundary Ring.

- c. All violations result in a throw in from one of the Cross corners. See Section 10.I for all violations.
- d. All fouls on the ground result in a throw in from the Pivot. See Section 10.II for all fouls on the ground.
- e. A throw in from the Pivot must be taken with at least one foot planted in the Pivot.
- f. All shooting fouls result in a penalty shot. See Section 10.III for all shooting fouls.
- g. A penalty shot must be taken from the Wedge Point at the quadrant designated by the official.
- h. All technical fouls result in a dead ball penalty shot and a throw in from the nearest Cross corner. See Section 10.IV, 10.V, and 10.VI for all technical fouls
- i. Technical Foul penalty shots must be taken from the Wedge Point at the quadrant designated by the official.

III. Live Ball

- a. The ball becomes live when:
 - i. It touches the ground during the prime rush at the start of the period
 - ii. It is given to a player by an official to throw in
 - iii. It is given to a player by an official to take a penalty shot
- b. If the ball makes contact with an official and stays inbounds, the ball is live and play will continue as normal.
- c. If ball makes contact with an object above the inbounds playing field, the ball is live.

IV. Dead Ball

- a. The ball becomes dead and remains dead when the following occurs:
 - i. Official blows his whistle and stops play
 - ii. The ball makes contact with any player or object out of bounds
 - iii. Penalty shot that will not remain in play (technical foul, shootout)
 - iv. Time expires at the end of a period, except when ball is in flight. Ball will become dead once shot is missed, made, or touched by an offensive player.
 - v. The ball makes contact with an official and goes out of bounds.

1. The team who last touched the ball will be charged an out of bounds violation, and the opposing team will be awarded a throw in at the nearest Cross corner.

Section 8 – Out of Bounds and Throw In

I. Player

- a. A player is out of bounds when he touches the field or any object outside the Boundary Ring. For a player in the air, his location is wherever he last touched the field. A player that exits the round may not be the first player to make contact with the ball after re-entering the round.

II. Ball

- a. The ball is out of bounds when it touches a player, object, or field that is outside the Boundary Ring. The ball is also out of bounds if it touches the outside of the top of the crown netting.
- b. If two players touch the ball simultaneously, the result will be a jump ball, and the team that lost that period's prime rush will be awarded a throw in.

III. Throw in

- a. A throw in must be taken from one of the four Cross corners or the Pivot at the center of the field.
- b. Opponents must be at least one yard away from the spot of the inbounds, unless an offensive player is receiving the ball less than one yard from the inbounds. If the offense has a player within one yard of the throw in spot, the defense may defend that person.
- c. If a throw in is being taken from the Pivot because of a foul, all defensive players must be outside of the Prime Ring. In all other scenarios, defensive players must be one yard away from the Pivot unless there is an offensive player inside one yard.
- d. While throwing in from the Pivot, the offensive player is only required to have one foot inside the Pivot. An offensive player may have one foot outside of the Pivot as long as one foot remains inside.
- e. A player may not hand the ball off to a teammate.
- f. A legal throw in consists of:
 - i. Taking no more than two complete steps before releasing the ball.
 - ii. Releasing the ball with one or two hands outside of the Boundary Ring at the Cross corner or inside the Pivot.
- g. A throw in at the Cross corner starts when the player establishes himself at the throw in area with possession of the ball. Once one player has possession of the ball in the throw in area,

another player may not take his place, unless that team chooses to use a timeout.

- h. A throw in at the Pivot starts when the player establishes himself at the throw in area with possession of the ball. Once one player has possession of the ball in the Pivot, another player may not take his place, unless that team chooses to use a timeout.
- i. A player has 5 seconds to throw the ball in. Failure to do so results in a turnover.
- j. A throw in is an indirect throw. Another player on the field must touch it in order to count as a goal. If a goal is scored directly from a throw in, the opposing team will be awarded a throw in at the original spot of the throw.
- k. The player throwing in the ball may not be the first player to touch the ball until it has touched another player.
- l. If a throw in does not touch another player on the field and goes out of bounds, the ball will be inbounded at the closest Cross corner where the ball went out of bounds.

Section 9 – Penalty Shot

I. Positions

- a. The shooter may line up anywhere within the Prime Ring.
- b. The wedgeback must have both feet on the goal line.
- c. All other players must stand behind the Cross Zone line in a distant quadrant.
- d. If the ball is being kicked, it must be positioned within the Wedge Point.
- e. If the ball is being thrown, punted, or dropkicked, the shooter will hold the ball.

II. Shooter and Wedgeback

- a. If the penalty shot was awarded because of a shooting foul, the player who was fouled shall take the shot in any manner he prefers.
- b. If the penalty shot was awarded due to a technical foul or hand ball in the wedge, any player on the field may take the shot in any manner he prefers.
- c. In any penalty shot, the defense can choose any player to play wedgeback, as long as he was on the field at the time of the foul/violation.
- d. A team may not substitute a player from off the field to be the shooter or wedgeback.
- e. If a shooter and/or wedgeback is injured or ejected from the game and cannot attempt the shot, the opponents captain will choose a player from the opponents bench to take the shot.

III. Procedure

- a. The shooter must wait for the official to signal by whistle that he may start his penalty shot.
- b. The shooter has 10 seconds after the whistle to attempt the penalty shot.
- c. The shooter has the following options:
 - i. Dribble up to the line with his hands and throw, punt, dropkick, strike the ball with any part of his body within the Prime Ring
 - ii. Stand stationary and throw
 - iii. Strike a stationary ball on the Wedge Point with an approach
 - iv. Strike a stationary ball on the Wedge Point without an approach

- d. The wedgeback must have both feet touching the goal line until:
 - i. The shooter starts his approach
 - ii. The shooter releases or contacts the ball
- e. The shot must be a legal throw or kick taken behind the Prime Ring line. The approach must be started within the Prime Ring.
- f. If there is no approach, the wedgeback must have both feet on the goal line until the shooter releases or contacts the ball.
- g. If the wedgeback leaves the goal line early, the shooter will continue with the penalty shot. If the shooter scores, the goal counts and play continues as normal. If the shooter misses, the play will be blown dead for the wedgeback violation, and the shooter will take the penalty shot again.
- h. All players other than the shooter and wedgeback must remain outside of the quadrant until the shooter releases the throw or makes contact with the ball with his foot.
- i. If a defensive player enters the quadrant before legally allowed, the shooter continues with the penalty shot. If the shooter scores, the goal counts and play continues as normal. If the shooter misses, the play will be blown dead for illegally entering the quadrant, and a second penalty shot will be taken.
- j. If an offensive player enters the quadrant before legally allowed, the penalty shot will be immediately blown dead, and the defense will be awarded a throw in from the nearest Cross corner.
- k. If both an offensive and defensive player enters the quadrant before legally allowed, the penalty shot will not count, and a second penalty shot will be taken.
- l. To be recorded, the penalty shot must do one of the following without another player's assistance, other than the wedgeback:
 - i. Cross the goal line for a score
 - ii. Be saved by the wedgeback
 - iii. Make contact with the goal structure
 - iv. Be thrown, punted, or kicked out of bounds
- m. If a penalty shot is taken and does not satisfy any of Section 7.II.I, the shot will be declared an abandoned penalty shot, and will result in a throw in by the defense at the nearest Cross corner
- n. Once the ball makes contact with the goal structure or wedgeback, the ball is live, and may be contacted by any player, including the shooter.

- o. Neither team may distract or taunt the shooter or wedgeback in any way after the penalty shot has started, as signaled by the official
 - i. If defense distracts the shooter and shot goes in, the goal counts. Play continues as normal.
 - ii. If defense distracts the shooter and shot does not go in, an additional shot will be awarded to the shooter.
 - iii. If the offense distracts the wedgeback, the shot will be called dead and the defense will be awarded a throw in at the nearest Cross corner.

Section 10 – Violations and Penalties

- I. Violation – Results in change of possession and throw in at nearest Cross corner
 - a. Ball out of bounds
 - i. See Section 8.II
 - b. Traveling
 - i. A player must legally dribble the ball as defined in Section 4.IV
 - c. Illegal throw in
 - i. See Section 8.III
 - d. Three seconds in the Goal Zone
 - i. When the ball has entered a quadrant, no offensive player may be established (as defined in Section 4.I) in that Goal Zone for three seconds. Once a player establishes himself in another zone, the three seconds restart. If a player is established in both the Goal Zone and Wedge Zone, the time shall not start. When a player is established in only the Goal Zone, time shall start.
 - ii. Once an offensive player gains possession of the ball inside the Goal Zone, he has three seconds to score or get the ball out of the Goal Zone.
 - e. Two or more players in the Goal Zone without the ball
 - i. Only one offensive player may enter the Goal Zone without the ball. Once the ball enters the Goal Zone, an unlimited amount of offensive players may be in the Goal Zone for an unlimited amount of time.
 - f. Offensive hands in the Wedge Zone
 - i. An offensive player may never make contact with the ball with any part of his arm while established (as defined in Section 4.I) in the Wedge Zone. The arm shall be considered any part of the body lower than the shoulder extending to the fingertips. A ball contacted with the shoulder is legal.
 - g. Stray clear
 - i. Once scored on, possession immediately changes. The newly deemed offensive team must clear the ball from the Goal Zone into the Prime Ring. Failure to throw or kick the ball from the Goal Zone to the Prime Ring results in a stray clear.

- ii. If a player attempts the free clear and it hits the any part of the goal structure or an official and does not reach the Prime Ring, it will be deemed a stray clear.
- h. Offensive free clear interference
 - i. After the initial throw or kick, an offensive player may not assist the free clear in any way. No offensive player may touch the ball until it enters the Prime Ring.
- i. 10-second shooting violation
 - i. It is at the referee's discretion to issue a 10-second shot clock.
 - ii. If an official deems a team excessively stalling, he will give a 10-second warning. The offensive team then has 10 seconds to attempt a shot. If a player not in the Goal Zone blocks a shot, it is not considered a shot attempt. A shot is any attempt with the ball that makes contact with the goal structure, is saved by a player in the Goal Zone, or crosses over the goal line or plane of a crown ring.
- j. Five second trapped player
 - i. If a player is in possession of the ball and does not make an attempt at advancing the ball in five seconds, that player will be deemed a trapped player.
- k. Five second throw in violation
 - i. A player has five seconds from when he establishes himself at the throw in area, as defined in Section 7.III to throw the ball in.
- l. Five second free clear violation
 - i. A defensive player that is scored on has five seconds from the time the ball crosses the goal line or plane of a crown ring to complete a free clear.
- m. Held ball
 - i. When both teams have simultaneous possession of the ball. The jump ball shall be awarded to alternating teams starting with the team that lost the Prime Rush at the start of the period.
- n. Prime rush violation
 - i. After a prime rush, a player must wait until the ball exits the Prime Ring as defined in Section 6.I.
- o. Abandoned penalty shot

- i. During a penalty shot attempt, the shot must fulfill at least one requirement in Section 8.III.I to be recorded. If the shot does not fulfill at least one requirement, it will be an abandoned penalty shot.
 - p. Illegal prime rush entrance
 - i. During the prime rush, a non-prime rusher must wait for the ball to exit the Prime Ring before making contact with the ball. If a non-prime rusher is present outside the Prime Ring, he may lean in and gain possession of the ball if it is in the air, which is neutral space.
 - q. Illegal offensive quadrant entrance
 - i. During a penalty shot, all players other than the wedgeback and shooter must remain outside of the quadrant where the penalty shot is being taken until the ball is either released or contacted by the shooter
- II. Foul on the Ground - Results in change of possession and throw in from the Pivot
 - a. Reaching
 - i. A player may not reach around a player with both hands in an attempt to gain an advantage or to gain possession of the ball
 - ii. If the offense gains an advantage from defensive reaching, the official will call out advantage, which notifies players that it was a foul, but it is more beneficial at this time for the offense for the play to continue.
 - b. Hacking/Slapping
 - i. A player may not hack or slap and make contact with a player's body in an attempt to gain an advantage or to gain possession of the ball
 - ii. If the offense gains an advantage from the hacking or slapping, the official will call out advantage, which notifies players that it was a foul, but it is more beneficial at this time for the offense for the play to continue.
 - c. Grabbing/Holding
 - i. A player may not grab/hold any part of another player's body in an attempt to gain an advantage or to gain possession of the ball
 - ii. If the offense gains an advantage from the grabbing/holding, the official will call out advantage,

which notifies players that it was a foul, but it is more beneficial at this time for the offense for the play to continue.

- d. Defensive contact with passer
 - i. While attempting a pass, a defensive player may not make contact with the passer's arm.
- e. Offensive charge
 - i. If a defender has stopped his momentum and is occupying an area on the field, he is entitled to that area on the field from the ground to the ceiling. If an offensive player jumps into the defensive player's area while the defensive player is within the plane above his area on the field, it is a charge.
 - ii. If the defender jumps, leans, or reaches forward, backward, or to the side, he is giving up his ability to take a charge.
 - iii. The defender must stay within his area and the plane above him to take a charge.
- f. False dive
 - i. If it is deemed by an official that an offensive player has taken a false dive to gain an advantage, the play will be whistled dead and the defense will be awarded a throw in from the nearest Cross corner.
 - ii. If it is deemed by an official that a defensive player has taken a false dive, the dive shall be ignored and play will resume as normal.
 - iii. If a player or team excessively false dives, a warning will be given to the player or team. The next occurrence will result in an unsportsmanlike conduct technical foul.
- g. Offensive foul in the Goal Zone
 - i. An offensive player may not foul a defensive player while he is in possession of the ball in the Goal Zone whether he is passing, shooting, or on the ground.
- h. Wedgeback interference
 - i. An offensive player may not interfere with a wedgeback in the Goal Zone at any time during the game.
 - ii. On a quick transition, the defensive player now turned offensive player is entitled to the space he is occupying, as long as he remains stationary. Any movement from that

player can be deemed interference at the referees discretion

- i. Wedgeback Obstruction
 - i. An offensive player may not occupy a space in the Goal Zone or Wedge Zone and obstruct the wedgeback's view
 - j. Illegal pick
 - i. An offensive player's feet must be set and his arms must be at his sides or straight up in the air to set a pick. He may not lean or jump into a defensive player while setting a pick. If feet are moving, arms are out to side, or the player leans in one direction, it is an illegal pick.
 - k. Foul off ball
 - i. Any defensive foul off of the ball during a shot will be a delayed call.
 - 1. If the result of the offensive shot is a goal
 - a. The offensive team regains possession in the Pivot
 - 2. If the result of the shot is not a goal, it is a dead ball and the offensive team regains possession in the Pivot
 - l. Defensive charge
 - i. A defender may not run through a pick
- III. Shooting Foul - Results in a penalty shot
- a. Defensive interference on shot attempt
 - i. A defender may not contact the shooter's arm from below the shoulder to the wrist during a shot attempt.
 - 1. The hand that is in possession of the ball is considered part of the ball. If a defender contacts the hand or ball of the shooter during a shot attempt, it is legal
 - ii. A defensive player may not shove or push an offensive player during a shot attempt.
 - iii. Body to body contact in the air is illegal
 - 1. If a shooter and defender simultaneously jump into each other in a neutral vertical plane, no foul shall be called.
 - iv. If shooter scores while being fouled, the shot counts and the shooter is awarded a penalty shot
 - b. Defensive hands in the Wedge Zone

- i. See Section 1.II.b.iv
 - c. Intentional wrap anywhere on the field
 - i. A player may not intentionally wrap a player, hindering their ability to shoot, anywhere on the field.
 - d. Defensive foul in the Goal Zone
 - i. A defensive player may not foul an offensive player while he is in possession of the ball in the Goal Zone whether he is passing, shooting, or on the ground.
 - e. Any foul under two minutes in third period
 - i. Any intentional foul defined in Section 9.II by the offense or defense under two minutes in the third period will result in a penalty shot.
- IV. Team Technical Foul - Results in a penalty shot and offense is awarded a throw in from the nearest Cross corner.
 - a. Defensive free clear interference
 - i. See Section 4.III
 - b. Too many players on the field
 - i. A team may not have more than 10 players on the field at any time
 - c. Illegal substitution
 - i. A player that is substituting into the game must wait until his teammate is completely out of the playing area to enter the field
 - d. Excessive, unnecessary team fouling
 - i. Multiple players from the same team that continuously foul to an extent that the official deems excessive.
 - e. Timeout with none remaining
 - i. A team may not call a timeout if they have none remaining
- V. Personal Technical Foul I- Results in a penalty shot and offense is awarded a throw in from the nearest Cross corner. Two personal technical fouls result in an ejection from the game
 - a. Malicious Act
 - i. Any intentional, unnecessary contact by a player towards another player
 - b. Delay of game
 - i. Any act such as kicking, punting, throwing, holding, or spiking of the ball that delays the game in any way can be deemed a delay of game by the official
 - ii. Any false injury intended to delay the game

- iii. Arguing a call or rule with an official for an extended period of time
 - c. Unsportsmanlike conduct
 - i. Verbal abuse from a player on or off the field towards another player, team, official, or spectator
 - ii. Inappropriate body language directed towards another player, team, official, or spectator
 - d. Taunting
 - i. Excessive celebration directed at an opponent
 - ii. Provoking or challenging another player, team, official, or spectator with insulting remarks
 - e. Illegal slide tackle
 - i. Slide tackling is blocking or kicking the ball away from an opposing player with the ball at his feet.
 - ii. A player may only slide tackle another player from a 180-degree angle from directly in front of the person's vision.
 - iii. A player must make initial contact with the ball
 - f. Excessive, unnecessary fouling
 - i. A single player that continuously fouls to an extent that the official deems excessive.
- VI. Personal Technical Foul II - Results in immediate player ejection, two penalty shots, and throw in from nearest Cross corner
 - a. Excessive physical force
 - i. Any intentional, unnecessary, excessive contact by a player towards another player, team, official, or spectator
 - b. Brute physical force
 - i. Punch, elbow, slap, or any other brute physical force
 - c. Fighting
 - i. Violent act of any nature between two or more players. All players involved will immediately be ejected. If ejections result in less than 8 players able to participate, the team with more players will be declared the winner by means of forfeit. If both teams have equal number of players and do not have 8 or more players eligible to play, the team with more points at the time of the ejections will be declared the winner.
 - d. Verbal abuse

- i. Excessive verbal abuse by a player towards another player, team, official, or spectator
- e. Vile action
 - i. Any vile action such as spitting on an opponent