

COMETDERBY RULEBOOK

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Commissioner of COMETDERBY

Fletcher Huelsemann

Director of the Player's Union

Mannix Orion Lee

Creative Janitorial Director

Ryan Wilson

Rules Committee

Fletcher Huelsemann, Harrison Huelsemann, Brendan Holl

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RULE 1: BASICS OF THE GAME

SECTION 1: Objectives

ARTICLE 1: COMETDERBY is a game between two teams, under direction of a manager, played on a field ruled by referees. The Shooting Line, Neutral Line, Goal Line and Clear Zone will be clearly marked for players, managers, referees, and spectators to see. (See Section 3)

ARTICLE 2: The objective for the offense is to score goals or points by having the ball fall into the goal, and to avoid having the ball Cleared by the defense.

ARTICLE 3: The objective for the defense is to prevent offensive players from scoring goals or points. For the teams to switch sides, the defense must successfully clear the ball three times inside the Clear Zone.

ARTICLE 4: Once the ball is legally in the Basket, it is scored as a Goal for the offense. (See Rule 2-1-1)

ARTICLE 5: Once the defense legally Clears the ball, it will be ruled as a Clear. (See Rule 2-1-2) After the third Clear, teams will switch sides.

ARTICLE 6: The team who has more goals by the end of regulation or extra time is the victor.

SECTION 2: Positions

ARTICLE 1: The CHARGER (CH) is the name given to the offensive player who has the ball to start the game, or to make the ball “live.” The CHARGER dictates when the other offensive players may cross the Shooting Line. The CHARGER then has the same rights as the Attackers after the ball has been thrown across the Shooting Line.

ARTICLE 2: The LEFT and RIGHT ATTACKERS (LA/RA) are offensive players who can catch and pass the ball with their attempt to score against the defense. They cannot walk past/cross the Shooting Line until the Charger no longer has a grip on the ball, and when the ball crosses the Shooting Line.

ARTICLE 3: In games with four players to a team, the fourth offensive player is known as the SAFETY (S) The SAFETY primarily protects against Defensive Clear attempts.

ARTICLE 4: The LEFT and RIGHT GUARDS (LG/RG) are defensive players who can assist the Goaltender in defending against a score. Like the offensive players, GUARDS may not cross their own Goal Line until the ball has crossed the Shooting Line. They may cover the basket, only when the ball is live. They may not obstruct the goal during live play by doing any of the following: Sitting on the goal, moving the goal (except when requested by a referee), or any other hindrance that the referee deems illegal.

ARTICLE 5: The GOALTENDER (G) is the last line of defense against the offense and is almost always nearby to the goal. They may cover the basket, only when the ball is live. They may not obstruct the goal during live play by doing any of the following: Sitting on the goal, moving the goal (except when requested by a referee), or any other hindrance that the referee deems illegal.

ARTICLE 6: In games with four players to a team, the fourth defensive player is known as the DEFENSIVE END (DE) DEFENSIVE ENDS are used as a first line of defense around the Neutral Zone. The main skill attributes that DEFENSIVE ENDS have relates to intercepting passes between the offense and for them to cause problems that force Clear attempts and Resets.

SECTION 3: The Field

ARTICLE 1: The SHOOTING LINE shall not be crossed by any offensive players UNTIL the ball is released by the Charger, and the ball has crossed the SHOOTING LINE. Any instance where the Attacker/Charger/Safety is caught crossing the SHOOTING LINE before the ball is released and crossed the Line, will result in an Offside, and causes the ball to be dead.

ARTICLE 2: The GOAL LINE is the line that all defensive players must be behind until the Charger releases the ball across the Shooting Line. The Goaltender's Zone is the area behind the GOAL LINE. The offense may not attempt to score from behind this line and will result in a Fault. A player, however, may pass to any player not inside the Goaltender's Zone to create a scoring chance. No defensive player may be tackled or held down while they are inside the Goal Zone and will result in a Goal Zone Interference Infraction.

ARTICLE 3: For the ball to be "live", it must be thrown by the Charger past the SHOOTING LINE. The ball must land on or past the NEUTRAL LINE. This was put in place to combat "dribbling", or the act of the Charger throwing the ball directly below them, but across the Shooting Line so the rest of the offense may continue toward the defense. After the ball is live, the NEUTRAL LINE has no further use for scoring, until the ball is "dead" again.

ARTICLE 4: The ball must be thrown into and caught from the CLEAR ZONE for a Clear to be scored.

ARTICLE 5: The OUTFIELD is the space between the Shooting Line and Clear Line.

ARTICLE 6: The area between the Shooting Line and Neutral Line is known as the NEUTRAL ZONE.

ARTICLE 7: The SCORING ZONE is the area in between the Neutral Line and Goal Line. During live ball play, any player but the offensive player with possession of the ball is free to move around.

ARTICLE 8: The GOAL ZONE is the area where the defense sets themselves before every play. It is located behind the Goal Line. Players inside the Goal Zone may not move around while they have possession of the ball. It should also be noted that goals cannot be scored from inside the GOAL ZONE and must be moved into at least the Scoring Zone for a goal to be scored. Should the ball make its way into the basket while inside the GOAL ZONE, the defense is given sole possession of the ball.

ARTICLE 9: A "dead" ball is called anytime play has stopped; the ball going out of bounds, a Goal scored, a Clear scored, or a violation, infraction or penalty called.

ARTICLE 10: The CREASE is the radius of three feet around the basket. Only the player designated as a Goaltender can be inside the Crease

RULE 2: SCORING, INFRACTIONS, AND VIOLATIONS

SECTION 1: Scoring

ARTICLE 1: A GOAL is defined by a live ball that goes at least the length of the game ball into the basket, but the defense can take the ball away from the goal, if the ball does not go further than the length of the game ball. The ball can bounce out the goal if it falls in the minimum distance first.

ARTICLE 2: A CLEAR is defined by a defensive player with possession of the ball entering the Clear Zone. You can score a Clear by a defensive player throws the ball to their teammate in the Clear Zone and that player makes a possession of the ball inside the zone or by tackling an offensive player with possession of the ball inside the Clear Zone.

ARTICLE 3: An ASSIST will be awarded to the offensive player who possessed the ball before the player who scored a Goal.

ARTICLE 4: A SAVE will be awarded to the defensive player who legally deflects a shot attempt from an offensive player.

ARTICLE 5: A STEAL will be awarded to the defensive player who legally causes a turnover from an offensive player. Either by intercepting or deflecting a pass, or by swatting at the ball in possession of the offensive player.

ARTICLE 6: A RESET is defined by a stoppage in play that forces all players to return behind their respective Lines. A RESET can be considered as a dead ball. A RESET will occur when the Goal is knocked over by any player when the ball is not in play; either when the offensive player who possesses the ball is covered by the defense, not near the Goal/Basket, or when a clear shot to the Goal/Basket is not certain.

ARTICLE 7: If the ball (or player with possession of the ball) goes out of bounds, it will be ruled as a dead ball and will be reset.

ARTICLE 8: A CATCH will be defined as having the player having complete control of the ball, while having at least one foot inbounds.

SECTION 2: Infractions

Item 1: Infractions cannot result in a Penalty Shot and will only be ruled a Reset or Neutral Clear depending on which team commits the Infraction.

Item 2: If there is a Defensive Infraction, the play will be ruled a Reset, and the ball will be given to the Offense.

Item 3: If there is an Offensive Infraction, the play will be ruled a Neutral Clear and the ball will be given to the Defense. (See 2-4-1)

ARTICLE 1: No player may use their foot to kick the ball in a forward-swinging motion, unless they are behind the Goal Line. If a kicked ball goes out of bounds, it will be ruled a Delay of Game. A second violation of Delay of Game will result in a Penalty Shot for the other team.

ARTICLE 2: A DRIBBLING Violation will be called when any offensive player with possession of the ball moves with the ball while dribbling.

ARTICLE 3: TRAVELLING will be called when a player with possession of the ball takes too many steps in an area where it is illegal to move in or moves their pivot foot. Possession will be given to the opponent and will be ruled as a Reset (when possession is given to the offense) and a Neutral Clear (when possession is given to the defense)

Item 4: Players who change their pivot foot whilst still maintaining possession will be charged with a Travel.

Item 5: If a player intentionally fumbles the ball at the beginning of possession in order to gain additional steps it will be ruled a Traveling Infraction.

ARTICLE 4: A 3 SECOND VIOLATION will be called on any player besides the Goaltender for being inside the Crease for three or more seconds while the ball is in play.

ARTICLE 5: A CREASE INFRACTION will be called on any offensive player with possession of the ball that is inside the Crease at any time.

Item 6: Defensive players blocking the goal will be limited to one set of hands hovering over the basket blocking against the offense. See 2-3-13

Item 7: Crease Infractions will be called if a player not designated as the Goaltender has at least one foot inside the Crease for three or more seconds or if they come in contact with the ball, whichever happens first.

Item 8: If any offensive player is inside the crease before or during a goal is scored, the goal will not count, and possession immediately goes to the defense. A reset will not be called in either case.

SECTION 3: Penalties and Fouls

ARTICLE 1: Penalty shots will be taken from the Shooting Line. The field should be clear of any players during a Penalty shot. Other players must be either on the designated bench/rest area or behind the player attempting a Penalty shot (not in their line of sight.) No player may interfere with a penalty shot at any time.

ARTICLE 2: An offensive penalty that was called before a goal was scored will be enforced and the goal will not be counted.

ARTICLE 3: A defensive penalty that was called during play will not be enforced until 1) the ball goes out of play, 2) a goal is scored, 3) the defense takes possession of the ball, or 4) the basket falls over.

Item 1: Any player on the offense may jump or hover over The Line to give themselves a head start on the throw, and it will not be ruled an Offside. The same applies to the defense.

Item 2: The following penalties will result in a One-Shot Penalty (Minor Penalty)

ARTICLE 4: OFFSIDES will be called with any offensive player is caught crossing the Shooting Line before the ball is thrown across The Line. Defensive Offsides will be called if any defensive player crosses the Goal Line before the ball is thrown across The Line.

ARTICLE 5: TRIPPING will be called when any player deliberately uses their foot to induce another player to trip and fall.

ARTICLE 6: HOLDING is called when any player grabs their opponent's jersey with both hands, preventing that player from moving. Neither player can have possession of the ball for this foul to be called.

ARTICLE 7: TOO MANY PLAYERS ON THE FIELD will be called when any team has more than the allowed number of players on the field while the ball is live.

ARTICLE 8: HANDS TO THE FACE will be called when a non-ballcarrying player leads a block by putting their hands in an opponent's face. One Penalty Shot will be taken by the player who was blocked illegally.

ARTICLE 9: ILLEGAL EQUIPMENT. Any player with equipment or objects during play that are deemed inappropriate for playing COMETDERBY will be taken out for one play. The offending player may come back after the next play is blown dead.

ARTICLE 10: BASKET INTERFERENCE will be called if a player unintentionally knocks over the basket while the ball is in the Outfield or Clear Zone.

ARTICLE 11: DELAY OF GAME will be called when the shot clock reaches :00 seconds and no shot was taken by the Charger, or when a ball is thrown out of the playing area.

ARTICLE 12: GOAL ZONE INTERFERENCE will be called on any offensive player who tackles or holds down any defensive player (who has possession of the ball) while both players are inside the Goal Zone.

ARTICLE 13: CLEAR ZONE INTERFERENCE will be called on any player that pushes off or collides with an opponent without first making a play on the ball.

Item 3: The following penalties will result in a Two-Shot Penalty (Major Penalty)

ARTICLE 14: HEAD-TO-HEAD COLLISION is the act of banging one's head into the head of an opposing player with the intent to knock down or injure the other person.

ARTICLE 15: The following will be deemed as "Unnecessary Roughness" and must be deliberate and obvious to be called as fouls: Tackling, Slapping, Punching, Biting, Kicking Headbutting, Elbowing and Kneeing.

ARTICLE 16: INTENTIONAL BASKET INTERFERENCE will be called if any player intentionally knocks over the basket while the ball is in the Scoring Zone, Neutral Zone, or Goal Zone.

ARTICLE 17: UNSPORTSMANLIKE CONDUCT will be called under the head referee's discretion for any conduct considered against the nature and spirit of COMETDERBY. If a player receives multiple Unsportsmanlike Penalties, that player is disqualified.

Item 4: If an offensive player, while inside the basket crease scores a goal, the goal does not count.

SECTION 4: Neutral Clears

ARTICLE 1: If a player on the Offense commits an infraction, possession is given to the Defense and the game shifts to a Neutral Clear.

Item 1: Players on the Offense must be inside the Neutral Zone or Clear Zone during a Neutral Clear.

Item 2: Players on the Defense will stay behind the Goal Line until the Head Referee signals.

Item 3: The Game Clock does not run during a Neutral Clear and will only continue until after the Offense gains possession.

ARTICLE 2: Defensive players are allowed to move with the ball in the following areas: Goal Zone, Neutral Zone, Clear Zone, Outfield.

ARTICLE 3: Once the Head Referee gives their signal, all defensive players may move freely.

ARTICLE 4: If an Offensive player gains possession of the ball during a Neutral Clear, the play will be blown dead and a Reset is called.

ARTICLE 5: During a Neutral Clear, Offensive players must stay behind the Neutral Line.

RULE 3: Movement

SECTION 1: Moving with the Ball

Item 1: If the player with possession of the ball illegally moves in a zone, it will be ruled a TRAVELLING VIOLATION. (See Rule 2-2-9)

ARTICLE 1: It is LEGAL for ANY PLAYER with the ball to move around while inside the GOAL ZONE.

ARTICLE 2: It is **ILLEGAL** for OFFENSIVE PLAYERS with the ball to move around while inside the SCORING ZONE.

ARTICLE 3: It is **ILLEGAL** for DEFENSIVE PLAYERS with the ball to move around while inside the NEUTRAL ZONE.

ARTICLE 4: It is **ILLEGAL** for DEFENSIVE PLAYERS with the ball to move around while inside the OUTFIELD.

ARTICLE 5: It is **ILLEGAL** for DEFENSIVE PLAYERS with the ball to move around while inside the CLEAR ZONE.

SECTION 2: Restriction Zones

ARTICLE 1: In an area where it is prohibited to advance with the ball, after a player catches the ball, they are allowed a maximum of two momentum steps to gather themselves. Any more than two steps and it will be ruled a Travel. (See Rule 2-2-9)

ARTICLE 2: For players inside Restriction Zones (Scoring/Neutral Zones) with possession of the ball can strategically “pivot” on one foot.

ARTICLE 3: If a player tackles an opponent in a Restricted Zone (any zone where a player is not allowed to freely move in) will be called as an Illegal Tackle and will be ruled a Minor Penalty.

ARTICLE 4: Only the designated Goaltender is allowed in the Crease.

Item 1: A player that is not allowed to be inside the crease has three seconds to leave the crease and cannot touch the ball in any way.

RULE 4: SPECIAL RULES

SECTION 1: Substitutions

ARTICLE 1: Teams may substitute players an unlimited number of times during the game, but only when the ball is dead, during a timeout or in between breaks.

ARTICLE 2: The team's manager must notify the officiated crew of any substitutions that they intend to make.

SECTION 2: House Rules

Item 1: In non-sanctioned COMETDERBY matches, club organizers can pick and choose between these rules that they want to apply to a specific game.

ARTICLE 1: Teams get 3-7 Timeouts that can be used throughout the game. These can be divided between 30-second timeouts and full 1-minute timeouts. The Head Referee will decide before the start of the game how many Timeouts teams get.

ARTICLE 2: Matches can be any length of time, but it is recommended to play two 30-minute halves. However, this can be broken down to four 15-minute quarters, as well as one 60-minute match.

ARTICLE 3: If both teams are tied at the end of regulation, the match will go to OVERTIME. Just like regulation, OVERTIME game lengths can vary and can be set to a time that the Head Referee decides is fair. It is recommended to play one 15-minute period to decide a winning team. If a second Overtime Period is necessary, it is recommended to play one 10-minute period, or teams can go into a Shootout.

ARTICLE 4: SHOOTOUTS are a last resort to decide a winning team. It is to be played after at least one Overtime Period. Teams will decide an order in which their players will shoot penalty shots from the Shooting Line. The order in which teams shoot their shots is decided by a coin flip. The winning team shoots first. Penalty shots will be a Best-of-five. If after five shots the winner is still not decided, teams will go back-and-forth until one player misses, and the other makes their shot.