

# **COMETDERBY Rulebook (Simplified)**

## **Version 1, Edition 1**

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### **Commissioner of COMETDERBY**

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### **Rules Committee**

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1. The objective for the offense is for their players to score goals by having the ball fall into the basket, and to avoid having the ball cleared by the defense.
2. The objective for the defense is for their players to prevent the offense players from scoring goals. For the teams to switch sides, the defense must successfully clear the ball three times inside the Clear Zone.
3. All offensive players must stay behind the Shooting Line until the ball is live. All defensive players must stay behind the Goal Line until the ball is live. The ball becomes live once the Charger throws the ball past the Shooting Line. The ball thrown by the Charger must cross the Neutral Line.
4. 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.
5. The ball must be thrown into and caught from the CLEAR ZONE for a Clear to be scored. No player with possession of the ball may move while in this zone.
6. The OUTFIELD is the area between the Clear Line and Shooting Line. Offensive players with possession of the ball may move freely while in this zone. Defensive players with possession of the ball may not move while in the Outfield.
7. The SCORING ZONE is the area in between the Neutral Line and Goal Line. Any Player with possession of the ball may not move while in this zone.
8. The GOAL ZONE is the area behind the Goal Line where the defense sets themselves before every play. All players may move around with in this zone. The offense cannot score a goal while inside the Goal Zone.
9. No player may use their foot to kick the ball while they are in the scoring zone.
10. All violations, infractions and penalties results in a Reset. The Offense may set themselves directly behind the Neutral Line during a defensive violation, infraction, or penalty.
11. When players catch a pass while inside a zone that restricts movement, that player is allowed up to two momentum steps and must define their pivot foot. The player may not move their pivot foot until they no longer have possession of the ball. A Traveling infraction will be called if a player in a restrictive zone takes too many steps or moves their pivot foot.
12. Penalty shots will take place from the Shooting Line. Players must be either on their respective sideline or in the Outfield during a penalty shot.

**Infractions**

Offsides  
Scooping

**Violations**

Dribbling  
Basket Interference  
Illegal Equipment  
Delay of Game  
Too Many Players

**Penalties**

Tripping  
Elbowing  
Illegal Screen  
Clipping  
Chop Block  
Interference

**Personal Foul Penalties:**

Hands to the Face  
Horse collar tackle  
Illegal Collision (Head-to-Head)

**Personal Foul Penalties (Cont.)**

Illegal Contact (Slapping, punching, biting, kicking, headbutting, kneeling)

**Scoring**

Goal  
Clear  
Assist  
Steal  
Block  
Penalty