

BILLIARD-HOCKEY ŠPRTEC – GAME RULES

1. GAME FIELD AND BASIC EQUIPMENT

1. The game field is wooden with basic internal dimension 1216 x 596 mm with maximum tolerance +/- 6 mm whilst maintaining the length proportion of the sides within limits from 2.07 to 2.01.
2. The game field is limited with wooden boards. The board height above the game field is within range 22 – 30 mm. The board width is within range 18 - 22 mm. Gap 1 - 2 mm is between the game field and the lower board edge. The boarding corners have 100 - 110 mm rounding radius.
3. The game field includes the lines and spaces below:
 - a) central red line 100 mm thick dividing the game fields to halves, with marked point indicating the centre of the game field.
 - b) two blue lines with 10 mm thickness marking the thirds of the game field.
 - c) two goal baselines of red colour and 0.5 - 2 mm thickness, 110 mm from the rear board.
 - d) two auxiliary goal baselines of red colour and 0.5 - 2 mm thickness, inside the goals in distance 8 - 9 mm from the base goal lines towards the rear material.
 - e) two creases, limited with red line of 0.5 - 2 mm thickness, 60 mm length and 120 mm width, placed in front of the goals. (It can also include full coloured rectangles of the same dimensions). Longitudinal axis of the crease is identical to the longitudinal axis of the game field. The crease includes the internal areas of the goals.
 - f) central circle, marked with red line of 0.5 - 2 mm thickness, with radius 100 mm, with 6 marked points for the basic positioning of the players. Two central points are placed on the longitudinal axis of the game field and always two points on the intersections of the central circle and the same circles, copied from the points on the longitudinal axis.
 - g) one half arch at the board on the central line, marked with red line with 0.5 - 2 mm thickness and 50 mm radius.
4. Both goal lines include goals with the longitudinal axis of game field passing the goals' centre. The rear boarder of the goals is at least 50 mm from the rear boarder. Internal goal dimensions: height 50 mm, width 80 mm, depth 45 - 50 mm. The goal has metal frame. The auxiliary construction, placed 2 mm above the goal posts, includes the attached net which must be loose.
5. The sticks used for the game are unified. From the front view, the width of the hockey stick gradually increases upwards towards the holding place, from the side view, the blade is bent, round at the end which gradually transfers to the trunk - holder, which also extends upwards and in this view. Bent blade and the holder are in 45 to 55 degree angle. The handle edges are round.

The hockey has the below parameters:

 - the holder (trunk) includes the axis length (from the blade centre) 113 - 117 mm, 5.5 - 6.5 mm width in the narrowest place, and 9 - 10 mm width in the widest place, and 6 - 7 mm thickness.
 - The blade includes axis length (from the centre of the blade bending) 30 - 35 mm, height of 7 - 8 mm, and 1 – 2 mm thickness.
 - total weight of the stick is within the range 6 – 10 grams.

The stick can be made from various materials (wood, plastics), and in various colours. The hockey stick cannot be additionally adjusted. The player cannot change the hockey stick which he/she started playing with (i.e. made the first move). The stick can be changed only if the original stick breaks.
6. The puck is a wooden wheel with 18 mm diameter and 6 mm height.
7. Play stones – the players are wooden wheels with 30 mm diameter and 7 mm height. The goalkeeper has double height. The play stones cannot be adjusted, only paper dresses are attached to their upper side.
8. The game field and all other equipment must be approved by the respective ČSBH committee. Protest against irregular equipment of some couches files the opponent or the referee before the match (the protest after the match will not be considered). The match will be played and the protest will be reviewed after the match by the respective ČSBH committee. If the protest is justified, the winner of the match will be team who filed the protest, and not the team which used irregular equipment.

2. COACH AND HIS/HER TEAM

1. Every team comprises of the coach (i.e. life person) and his/her set with the minimum of 6 game stones in individual dresses: 1 goalkeeper and 5 game stones in the field. If the dresses are not sufficiently unified, the opponent can request remedy. The justification of the requirement will be decided by the referee.
2. Every coach is obliged to have a stick, puck, and at least 2 sets of game stones for the game with various basic colour of the

dresses. One set with the basic dress colour white or different light colour, the second set with different basic colour, darker. If two coaches with the game stones have similar colours, one of them must change the set. If the teams do not agree on the replacement, it will be settled by lot. The defined coach is obliged to start the match with replaced set during 2 minutes from the appeal to change. If he/she fails to do so, the team will lose the match automatically.

3. GAME DURATION

1. Appropriate game period is 3 x 6 minutes of full time, i.e. 3 thirds, each 6 minutes long.
2. Individual game parts are separated with breaks of 30 seconds, during the breaks the coaches change sides of the game field and the players are positioned in the basic setting.
3. The thirds and other parts of the game will acoustically announced. The end of the game time and the start of the break is indicated with final acoustic signal and the last move on the game field, then everything remains idle (i.e. puck and players).

4. BASIC LAYOUT

1. Basic position of the game stones is as follows:
 - a) The goalkeeper stands on the goal line and the goal line passes through its axis and the distance of the goalkeeper from both poles is even (puck moves between the goalkeeper and the pole)
 - b) the players – defenders will take any position on their third (not the crease, not touching the crease).
 - c) the players – attackers are placed on marked points on the periphery of the central circle (the points must be overlapped at least with a part of its volume).
 - d) in case of power play, the sixth player will be placed in the field similarly to the defenders
2. The coach uses this method for placing his/her stones on his/her half of the game field.
3. The puck is placed on the point marking the centre of the game field. (this point must overlap with at least a part of its volume)
4. If the player due to any reason plays with incomplete number of stones, he/she can miss any post during the basic setting with the exception of central attacker post.
5. In case of incorrect basic post of any game stone, the opponent is entitled to demand remedy from the referee before the start of the game.

5. GAME START

1. The base position is used for the start of every third, after scoring (even invalid), after penalty shots, and in special cases.
2. The coach who starts the game in the 1st third is defined by lot, then the sides change regularly for the first shot.
3. After reaching regular, own, and technical goals are started by the coach who received the goal. In case of invalid (irregular) goal of the coach who scored, the opponent is entitled to the advantage of two (or three) consecutive moves.
4. After penalty shooting, the coach, who faced the penalty shooting, starts.
5. The central attacker always starts; the start is valid even if the central attacker does not touch the puck.
6. The goal directly after the first move is invalid from the start, except for own goal. If the invalid goal is scored, the start is repeated.

6. SCHEME OF THE MATCH

1. After the game start, every coach has alternately always one move (except for the offence, foul, penalty shooting).
2. The move includes the task when the coach by short movement of the stick moves one of his/her players and everything following this first move. The move ends when everything on the game field stays idle – the puck and the number of game stones. The move is regular, if no rule is broken after the move, the only move by hand is the positioning of the goalkeeper in the basic position.

If the puck or any game stone remain on one side (vertically or sideways, leans on the board or another object), the game continues from this position. If the puck or game stone is placed on the goal and it does not touch the game field by any part – the referee will place it on the game field (always behind the gate so it touches the construction) on the perpendicular line, started from the rear board to the original position.
3. If the player stays with the dress down on the game field, it is turned by the referee (or the coach with the consent of the referee) in such way the player remains in this position.
4. If the puck or any game stone leaves the game field, it is returned in the location, where it left the field in such way it touches the board. The referee completes this task directly or accurately defines the place of the object return to the game. In order to maintain the continuity of the game, the coach can prepare higher minimum number of the game stones and

pucks, for the immediate supply to the game.

7. IRREGULAR MOVE - OFFENCE

1. The offence is the violation of the rules when the opponent has the advantage of playing two consecutive moves:
 - a) if the coach is hit with the deflected puck or some of the players in the stick or any body part on the game field or in the air space above it within the own move (unintentional contact)
 - b) the failure to leave the game field immediately after the move without affecting the puck route or another of the players (i.e. for various stick moves to the game field, in the goal construction, and similar acting after the move)
 - c) for move to puck: if the coach touches the puck with his stick instead of the game stone, placed in idle state
 - d) double move: if the player touches the game stone with its stick 2x, or touches two (and more) game stones or the game stone and the puck, or its game stone or puck by anything other than the stick
 - e) preliminary move: if the coach plays before everything is idle on the game field – the puck and the number of game stones (without concurrent essential/intentional effects on the puck route or any of other stones)
 - f) non-sportsmanly acting
2. Essential/intentional effects on the puck route or any of the players on the game field or in the air area above within the own move or the opponent's move or within preliminary move, technical goal is awarded to the opponent.
3. The player will be cautioned by the referee as the first warning. After every next move, the opponent has the advantage of playing two consecutive moves. The goal resulting from irregular move is invalid, except for own goal. The puller is the move when the moved stone with the stick changes the movement direction during this contact with the hockey, or the move when the game stone is moved with the stick for inadequately long period or on inadequately long route.

8. FOUL

1. Foul is the failure to observe rules when the guilty part eliminates the player (except for the goalkeeper, any player can be eliminated instead of the goalkeeper, or defined player), and the opponent has the advantage of playing two consecutive moves:
 - a) direct foul: if the player during the move hits the player of the opponent without touching the neutral object at the same time
 - b) foul over the player: if the player during the move moves another player of the coach before contacting the neutral object, and it hits the player of the opponent without touching the neutral object at the same time or before. The same applies for eventual longer chains of the players without interim contact with neutral object. The originator of the foul is eliminated in this case (except for the goalkeeper), the player moved as the first.
 - c) foul with hockey stick or body: if the coach during the move touches the opponent's game stone with the hockey stick, hand, and another part of the body, clothes, etc. The player is eliminated in this case which was placed, i.e. the player positioned the closest to the violation place (except for the goalkeeper).
2. Neutral object is: board, puck, construction, and the goal net.
3. The foul does not include the move to the opponent's player, where the puck is positioned (in any position – horizontally, sideways, and vertically), or which is placed on the puck (again in any position), if at least parts of volumes are overlapping. This does not apply for a foul with hockey stick and hand.
4. The foul does not include the move with own player on top of which the opponent's player is located (in any position) or own player, which (in any position) is placed on the opponent's player, even if the opponent's player is moved (it does not apply for foul with the hockey stick and hand). It is not permitted to play with its player in such positioned players without neutral object – it is classified as foul.
5. Clauses 3. and 4. does not apply for cases when the opponent's player only touches the puck or the opponent in normal position (i.e. "sleep"). The move to the laying player of the opponent without neutral object is classified as foul.

9. PLAYING THE ADVANTAGE OF TWO AND THREE MOVES

1. If the coach commits multiple violations of the rules during one move, the punishments are added for the violations. The elimination of the player and the advantage of three moves of the opponent is the maximum game punishment for the coaches, including the cases when it commits two and more violations of the rules (when the opponents receive the advantage of two moves) at the same time with the foul.
2. The solution for the situations during the advantage playing of two or three moves after the foul or violation of the opponent (hereinafter only „advantage“):
 - a) If the coach plays the advantage and commits a foul or violation, the advantage of the moves is interrupted.
 - b) If the coach plays the advantage and the opponent's goalkeeper (or another player) is pushed behind the goal line in the

position 'non-catching', the goal is considered empty. If the puck touches such positioned goalkeeper using one of the below moves (or another player), it is a valid goal.

- c) If the coach plays advantage, the opponent does not allow to complete the advantage, i.e. any method of intervention during the advantage in the game, the technical goal is awarded to the coach plying the advantage.
 - d) If the final signal finishes the third, the option of playing or finishing the playing of advantage is terminated.
3. If the team after the foul or another violation of the opponent plays two or three moves, and during the first move (in case of playing three moves in the second move) it hits the opponent's player with the puck, who is positioned in the crease before the advantage (which is the entitlement for penalty), the advantage is provided and the team can (does not have to) finish the second or third move. If it is scored during the advantage, it is valid (including own goal) and penalty shooting is not played. If the team during the advantage commits foul or another irregular move is committed, the advantage is interrupted, penalty shooting is not played, and the team is punished according to the charge. If during the advantage the team does not reach the goal, and does not violate the rules, penalty shooting is played.

10. ELIMINATION AND RETURN OF ELIMINATED PLAYERS IN THE GAME

1. The elimination will be completed by the referee by removing the player from the game field, or accurately defines the eliminated player (except for situations when the eliminated player is defined by the coach) and will ask the coach to remove the player.
2. In situation when the coach has only 3 players and the goalkeeper available in the field and commits the violation of punishable elimination, the punishment is postponed. The eliminated player will be placed by the referee to the half circle marked on the central line. It is possible to play with the player during the next process of the game.
3. If during the game with incomplete number of players it is scored on any side, every coach can return one eliminated player. If any of the coaches was punished by elimination more than twice, the player is not returned after the valid score. The return of the player in the game is possible when the number of reached valid goals is equal to the number of postponed punishments.
4. The end of the third or another part of the game terminates all eliminations and postponed punishments. Every part of the game is started by both coaches with complete number of players regardless the number of eliminations during the former part of the game.

11. GAME ACTIVITY

1. If all players leave of one coach leave the play half of the opponent (i.e. if they are on own half or touching the red half line or the surface or periphery of the central circle on the half of the opponent), it is obliged to move the puck from its half using four moves.
2. If the coach fails to move the puck with the defined number of moves, it is punished as if committing foul.
3. The coach which plans to use the rules on game activities, is obliged to count the opponent's moves out loud and clearly, immediately after their removal. If the coach interrupts the counting, the opponents do not have to remove the puck.
4. The puck is considered removed after stopping on the half of the opponent, it touches the half line or the surface or periphery of the central circle even on own half, or it is deflected back from the rear board behind the opponent's goal, from the construction of the opponent's goal or goalkeeper. Puck deflected from the opponent's half from the game stones in the field, not removed, with the exception of the player fulfilling all conditions for the announcement of the criminal proceedings).
5. Before the last counted move, the player of the counting coach can move to the opponent's half and block the puck to make its removal more difficult. If the puck moves during such move, the opponent does not have to remove the puck.
6. If any player of the counting coach moves to the half of the counted opponent before the last counted move, the opponent is no longer obliged to remove the puck.
7. If the counting coach violates the rules during counting (violation or foul), the opponent is no longer obliged to remove the puck, and the coach is punished according to the violation.

12. PLAY OF THE GOALKEEPER

1. If the goalkeeper is in different than basic position in the crease (see provision 3.1.a) or at least touches the crease periphery, the coach can place it in the basic position by hand and the task is considered as move. Outside the crease, the goalkeeper can play solely with the stick.
2. The coach can place the goalkeeper in the basic position, if the goalkeeper in own crease moves after the opponent's move without moving the puck. In this case it excludes the move.
3. In case of incorrect basic post of the goalkeeper, the opponent is entitled to demand remedy from the referee before the

move.

4. The goalkeeper fulfilling the conditions in clause 1 cannot be positioned in the basic position in situation when the puck is located before this move (at least part of the volume) in its crease or at least touches the crease. From this position, the goalkeeper can play solely with the stick. The violation of this rule is punished by penalty shooting against the guilty team or – in case the violation prevents a clear goal – technical goal is awarded to the opponent.
5. The goalkeeper can foul without punishment (directly and mediately, i.e. by moving the player) all opponent's players who are found (at least with a part of their volume) in the crease or at least touch the periphery of the crease. This applies in case the goalkeeper before the move is outside the crease (it does not relate to the foul with stick and hand).
6. The opponent's players placed outside the crease before the goalkeeper's move, the goalkeeper must not foul (directly and mediately, i.e. by moving the player) regardless if it was in own crease before the move or outside the crease. If the goalkeeper moves in own crease the player of the opponent, and it will then contact its co-player without interim contact with neutral object, it is not considered foul.
7. The goalkeeper can (directly and mediately, i.e. by moving any player of both teams) play only with puck placed at least partially in the defence third (or at least touches the lines marking this third). The violation of this rule is punished as offence.
8. The goalkeeper (pulled) must not (directly or mediately – i.e. by moving any player of both teams) score. Such score is irregular.
9. If the goalkeeper (or another player) is behind the goal line (does not overlap the auxiliary goal line to interrupt it) it cannot catch and the goal is considered empty. If puck touches such positioned goalkeeper (player), it is a score. If the goalkeeper (player) is pushed behind auxiliary goal line during the move and it is hit by puck which deflects from the goal, the game continues (no score).

13. POWER PLAY – GAME WITHOUT GOALKEEPER

1. The coach can play with common stone instead of the goalkeeper. The placed player has the features of common player in the field during power play, not a goalkeeper. The coach must clearly announce the replacement and the repeated replacement before completing it and it is not considered a move.
2. The replacement will be completed by placing the complete goalkeeper outside the crease, the coach (referee) removes it from the game area, and places another common player of the same team in its place. The replacement must be completed before the opponent's move.
3. The repeated replacement will be completed by the coach by removing the player placed at least one move (if the opponent is in advantage during the game), and places the goalkeeper in its place.
4. The replacement and repeated replacement must be completed even before the start from the basic position. The player placed instead of the goalkeeper will be placed identically to the defenders (see provision 3.1.b).

14. GOALS

1. Every puck placed mostly on the goal line for some period after a regular move is considered a score. Volume exceeding one half passes the goal line if it touches the auxiliary goal lines. Own goal is valid after the foul directly from the start.
2. If the puck is in vertical or inclined position, the auxiliary goal line does not have to be reached. The decisive position of the puck is on the base goal line.
3. The goal at the end of the third or another part of the game is valid if it was moved before the signal at the end of the game part. The period the puck needs to reach the goal is not decisive.
4. If the puck reaches both goals during one move, the first goal is valid.

15. PENALTY SHOOTING

1. Penalty shooting is ordered if any of the common players before the move of the opponent's team (in case of playing two or three moves before starting the advantage) is positioned in own crease (full or partially) or it touches the crease line, and it is touched during regular move of the opponent (common player, not goalkeeper) with the puck in the crease area. If regular goal is scored, penalty shooting is not applied, and the goal is valid (except for own goal).
2. If the puck start point during the move is in situation according to clause 1. of this provision, the area behind the goal line (or the puck touches the line) or the crease area (or the puck touches at least the crease periphery) on any side of the field, penalty shooting is not necessary, and the game continues without interruption.
3. The penalty shooting at the end of the third or another part of the game is valid if it was moved before the signal at the end of the game part. The period the puck needs to reach the player, it is not decisive.
4. Penalty shooting is always played (completely), even if the time signal ending the third (or another part of the game) or

after. Such goal from penalty shooting is valid.

5. The position of the game stones is as follows: goalkeeper, player, and puck are positioned as per provision 3. (basic position), the player is positioned as any attacker (see provision 3.1.c).

All other game stones are placed behind the goal line to prevent the restriction of the playing coach.

6. During penalty shooting the playing coach has 3 moves available, during the penalty shooting the puck and playing player can touch the goal construction (if they do not cross the goal line), and side boarders in the area between the goal lines.
7. Penalty shooting ends after scoring, or it is not successful. Failed penalty is in case:
 - a) the puck during the first move does not leave the central circle.
 - b) the first move results in scoring.
 - c) the puck touches the goalkeeper and it is not scored during the move.
 - d) the puck crosses the goal line on any side of the goal or it touches the line.
 - e) the playing player overtakes the puck with the axis closer to the goal of the opponent than the puck axis.
 - f) if the coach commits an offence or a foul - it is not further punished.
 - g) if the coach plays the moves back (inclined backwards, etc.)
 - h) if the puck reaches the goal of the coach playing penalty shooting (own goal in this case is invalid).

16. ADDITIONAL PROVISIONS

1. Every match of the tournaments and teams controlled by Czech billiard hockey association is decided by the referee. The referee must not be a relative of any of the opponents, and both must not be the members of the same club.
2. The referee who does not fulfil the conditions of clause 1. of this provision, can control the match if both sides agree with the state, and the control of the match by the referee.
3. During the evaluation of disputable situations, the majority opinion applies. If both parties do not agree, the statement of the referee applies. If both opponents share a different opinion than the referee the statement of the referee is invalid.
4. The referee is entitled, as he/she assesses the seriousness of the specific situation on the field, to decide on lower (possibly no) punishment of the guilty side than defined by the rules. It relates particularly to technical offences punished by technical goal, penalty shooting, and two moves of the opponent. It does not affect the valid rule that if both opponents share a different opinion than the referee the statement of the referee is invalid.

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