

comBATON OFFICIAL RULES AND REGULATIONS

(Updated 11/15/2003)

THE comBATON CODE

Only the highest standards of sportsmanship and conduct are expected of players, coaches, officials and anyone else associated with the game. There is no place for unfair tactics or maneuvers deliberately designed to inflict injury on another player.

Talking to an opponent in any manner that is demeaning, vulgar, abusive or considered to be "trashy" or intended to incite a physical response is illegal. Coaches are required to discuss this conduct with the players and support all officials' actions to control it.

EQUIPMENT

THE BATON

The BATON is a cylinder shaped rubber tube that is 457 millimeters (14 inches) in length and 38 millimeters (1 ½ inch) in diameter, weighing approximately one pound. The body is rigid with a hollow core yet will collapse if fallen upon. The color shall be bright yellow, orange or blue. It can be thrown or handed to another player during the course of the game. It is used as the focal point in which the action of the game revolves around the location of the baton.

Batons shall be supplied by the home team. A minimum of three batons shall be available for use.

THE GOAL POLE

The GOAL POLE (GP) is made of a semi-hard core rubber and will be 38 millimeters (1 ½ inch) in diameter and 457 Millimeters (14 inches) in length. A Poly High-Car vinyl type material will cover the Goal Pole. The Goal Pole will be attached to the extension arm by a magnet on its base. The magnet will be sufficient in strength to require a technically executed kick in order to dislodge it from its base. A tether will be attached to the Goal Pole and secured to the extension arm to prevent injury after dislocation by a kick. The use of magnets will allow the GP to be kicked from any direction.

The extension arm will measure 2.5 meters (8 feet) in length, and will be attached to the base pole that will be affixed in the ground or to a portable foundation. The base pole will be 2.5 meters from ground surface to top and

located .61 meter (2 feet) on the outside of the end line and away from the playing field. The extension arm will be centered in the approximate middle of the 4 by 4 meter (12' by 12') Goal Zone. The Goal Pole will extend downward at the end of the extension arm. The height from the bottom tip of the Goal Pole to the field surface will measure 1.5 meters (5 feet). The extension arm and foundation pole supporting the Goal Pole will be sufficiently padded to protect players if contact is made.

HELMET, UNIFORM, ETC.

All players shall wear the designated uniform and equipment. The helmet is a fiberglass type shell with interior padding and a face guard. The helmet chin strap shall be firmly attached and must be used during the course of the game. If any snaps are hanging, the official will request that the player fix the snaps. Players can wear martial art shoes with instep padding or go bare foot. All competing players shall wear intra-oral mouthpieces during play.

For now, numbered jerseys and martial art pants with team colors and designs, standard protective padding, including cup, will be worn during game competition.

A special padding system and uniform is currently under development. The uniform will consist of skin tight spandex suits that cover the entire body except for the feet and hands. Colors will designate the team identity and the name and number will identify the player imprinted visibly on the uniform. Custom pads will be worn underneath the uniform and streamlined to the player's physique.

PROHIBITED EQUIPMENT

No player shall wear or carry equipment that, in the opinion of the officials, endangers that individual or other players. Players shall not wear anything on the outside of their jersey or alter it in any other way that might obstruct the view of their identifying number. Duplicate numbers on jerseys shall not be permitted on the same team.

Any equipment used by a player that is not sanctioned by the league will be removed from the game until the problem is corrected. The referee has jurisdiction to remove the player for the entire game if the problem persists.

THE FIELD

The FIELD OF PLAY (FOP) shall be rectangular, 30 meters wide and 60 meters long, measured to the inside of the perimeter line. If a player's foot touches on

any part of the perimeter line, they are out of bounds. The boundaries of the field shall be marked with white or contrasting-colored lines. The long sides of the field shall be designated sidelines; the short sides shall be designated end lines.

A bold white or contrasting-colored line shall be marked through the center of the field perpendicular to the sidelines. This line shall be known as the CENTER LINE and shall continue through any midfield logos, the middle square demarcation or other markings. There will be two similar parallel lines 12 meters out from the end lines. They will be known as the 12 METER LINE. The area between the 12 meter line and the End Boundary Line of the field will be known as the STRIKE ZONE (SZ).

Three SQUARE DEMARCATIONS will be located on the Field Of Play in a diagonal line to the other. Facing the field from the press box side, the first Square Demarcation will be positioned on the south side (the lower third of the playing field) on the left 12 meter line. The second one located in the middle on the Center Line (and will be painted yellow), and the third Square Demarcation will be on the north side of the right 12 meter line. The squares will be 5 by 5 meters and will be split by the 12 meter lines and center line.

The GOAL ZONE (GZ) will be 4 meters square located on each end of the field centered at the middle of the end perimeter line. The turf within the goal zone lines will be painted blue on one end of the field and red on the other.

(Note: chalk lines shall be a minimum of 51 millimeters (2 inches) in width and no more than 102 millimeters (4 inches) in width.

GAME PERSONNEL

TEAMS

Six players shall constitute a full team. Each player has the same capability and function as any other. There are no restrictions to any one position. Each player can rove to any part of the field within the context of the game. For example, the positions named below relate to locations on the field within an attacking play. Some of these positions are as follows:

Offense:

The baton carrier is known as the SHOOTER. The baton is the load, the carrier the gun. Only the player with possession of the baton can shoot and score on the goal pole.

SPEARHEAD: a player who leads a phalanx attack, the one out in front and usually the first to make contact with an opponent.

INNER WING LEFT and RIGHT: player on each side of the Spearhead but located farther behind.

OUTER WING LEFT and RIGHT: each player on the outside of the Inner Wing but located farther behind and out (like an arrowhead).

BODY GUARD: located in front or around the Shooter on the inside of the phalanx. His mission is to protect the Shooter and/or open a path for the Shooter to follow.

Defense:

OUTSIDER LEFT and RIGHT: Covers the outside lanes to the boundary.

INSIDER LEFT and RIGHT: Covers interior lanes next to the Outsider.

MIDDLE RIDER LEFT and RIGHT: Maintains the middle lanes of field.

ROVER: Moves freely wherever needed.

If, because of injuries or team members disqualified by expulsion fouls, a team cannot field 7 players in the game, then the opposing team must reduce their team members accordingly for equilibrium.

SQUAD SIZE

There is no limit to the number of players a team may wish to employ. However, a typical squad should have approximately 18 players to fill out a roster.

CAPTAINS

Each team shall designate a captain, who shall act as that team's sole representative on the field of play during the game. The captain's privilege does not grant a captain the right to enter into an argument with or criticize any decision by an official.

COACHES

If a team has more than one coach, one of the team's coaches shall be designated as the head coach. The head coach shall be responsible for making all decisions for that team not delegated specifically to the team's game captain. Additionally, it shall be the head coach's responsibility to see that team members are equipped properly to play. The head coach shall be in control of and responsible for the actions of any and all persons officially connected with his or her organization. Coaches shall assist the officials in keeping the game under control.

The home team coach shall be responsible for seeing that the playing field is in proper condition and with all the field dressing (chalk lines and demarcations on field, goal pole). The field will then be certified by the referee for acceptable play. The home team coach shall be responsible for having a time-keeper and scorer on hand with all necessary equipment to carry out their respective functions. When a contest is played at a neutral site, one team must be designated as the home team and reported to the referee. The designated team and its head coach shall assume all the responsibilities of the home team as outlined in the rules.

THE OFFICIALS

The game shall be controlled by the officials assigned by the league office. The officials shall have authority over the play of the game, with control and jurisdiction over the timekeeper, scorer, players and substitutes, coaches, spectators and anyone officially connected with either team. It is recommended that four officials be used to control the game: the referee, back judge and two side judges with a marker official to assist the side judge in establishing the line of scrimmage and 5 meter line. There must be a minimum of two officials in order for a sanctioned contest to take place.

Officials have individual functions but all are equally responsible for signaling and recording fouls and judging kicks of sufficient technique and power to stop the baton carrier. They will all wear like uniforms and carry a whistle and two small flags mounted on sticks. One flag is blue, the other red. The blue flag is raised by the official to signal a successful kick on the baton carrier by a defensive player and when a goal is scored. The red flag is raised when a foul is committed by a player. The whistle will be blown only to stop play when deemed necessary by an official; that is, when the attack has ended. The only other time a whistle should be blown is when a defensive player is offside. Otherwise, the attack will always play out. At the end of each half, the referee shall check and approve the score. The referee's approval at the end of the game terminates the jurisdiction of the officials. When the referee leaves the field of play at the end of the game, the officials' jurisdiction has ended; and the score has been approved.

REFEREE

The referee is the chief official and controls the game. He is to enforce the rules and decide any disputed points or calls. His decisions on points of fact connected with the play shall be final so far as the result of the game is concerned. His general location will be behind the team in possession of the baton. He may call a referee's time-out at anytime during the course of the game for consultation with other officials.

BACK JUDGE

A back judge will have the same duties as the referee except from the opposite vantage point. He is considered second in command to the referee. The back judge will be located behind the defensive team and enforce the rules where needed. He will situate far enough back so as not to impede the flow of action. Once the action has passed by the back judge he should move to the best vantage point in order to observe the overall action.

SIDE JUDGES

There will be two side judges to assist the referee and back judge in controlling the game in accordance with the rules. Their main duties are to indicate when the baton is out of play, which team is entitled to possession and if the defensive team is offside. One will be responsible for the time and recording team time-outs; the other will be responsible for the score. They will locate near the side lines of the field at the point of scrimmage, opposite of the other. They will move with the action along the sides of the field. The side judges will change sides for the second half. If the side judges observe an offensive player on or crossing the line of scrimmage unknowingly, one or both of the judges will hold up a clinch fist overhead, signaling the attack has commenced whether any of the players are aware of it or not.

MARKER OFFICIAL

The marker official will carry a cone marker and scrimmage line marker that will be equipped with numbered flaps and a measuring tape. Once the side judge has established the line of scrimmage, the assistant will place the scrimmage line marker just outside the boundary line behind the side judge and will flip the number panel to the correct attack number. Then with the tape measure will mark off the 5 meter line with the cone marker. After the attack, if there are no penalties, the marker official will take the equipment to the next line of scrimmage as established by the side judge.

TIMEKEEPER

The timekeeper shall keep an accurate account of the time of each period. Where there is an accurate visible game clock with a loud automatic horn or gong, the sounding of that horn or gong shall mark the end of each period. At sites where there is no accurate visible game clock with a loud automatic horn or gong, the timekeeper shall notify the nearest official 20 seconds before the end of all periods and sound an air horn at the end of each period. To start and stop the game clock for time outs as well as at the beginning and end of each period.

Once an attack has ended, the game clock continues to tick. The *play clock*, on the other hand, will begin when the referee hands over the baton to the offensive team's captain and signals with the rotation of his arm. The offense now has up to 20 seconds to initiate their next attack. When available and functioning, an electronic clock shall be the official timepiece. To keep an accurate record of the time of intermission between halves, and to notify each team three minutes before the start of the second half. A horn may not be sounded while the baton is in play. If time has expired for a period while a play is in progress, the horn is sounded after completion of said play.

SCORER

Unless otherwise designated by the referee or an assigning authority, the home-team scorer shall be the official scorer. The scorer will keep a record of the number of goals scored and the points associated with each goal type. After each goal scored the scorer will confirm with the referee and/or side judge the point total for that goal. In addition, the scorer shall record the assists made by each team and the name and number of the player making the score or the assist, and to check the score total with the referee and/or side judge at the end of each period. To keep an accurate record of the number of timeouts taken by each team (each team gets 4 timeouts per half), and to notify the nearest official immediately if either team exceeds the number allowed during each half. To keep a record of the name and number of each player to whom a penalty is assessed, the type of violation and the time of the quarter when the foul occurred. At the conclusion of the contest, the scorer is to give all the data sheets to the host team director who will record the information and pass it on to the league office. From there the information will be posted on the official comBATON website.

PLAY OF THE GAME

GAME ADMINISTRATION

At the beginning of each game, the home team is required to provide a working gong (amplified) or hand-held air horn or scoreboard horn, to signal the

beginning, ending of each period and end of the game. When there is a *discrepancy* between the game clock at the table and the scoreboard game clock, the game clock at the table shall be the official clock. If the scoreboard clock *malfunctions*, the referee shall designate the clock at the sideline table as the official game clock.

STARTING PROTOCOLS

Both teams meet at center field, three rows of six abreast (if applicable), each team facing the other, approximately ten feet back from the center line on their respective side. At the command of the referee each side will bow simultaneously to the other. At which time the referee will call the captains of each team front and center.

The visiting team has the automatic option of either starting with possession of the baton or defending for the OPENING ATTACK, and choice of which end of the field to defend. The home team will receive the options not selected. The selections by the teams will alternate for the second half. Once the visiting team captain has indicated the team's choice, the referee will hand the baton to the home team captain. The home team captain will then bow to the opposing team captain and hand the baton to him. The opposing team captain will bow in acknowledgment.

The captains will fall back in line and a final bow of the teams to each other at the command of the referee. After which, the teams will disperse.

OPENING ATTACK

At the beginning of each half and after every successful score on the goal pole, play shall be started by an opening attack. Each team must start at their respective 12 meter line. Players can move freely about behind the 12 meter line before the start of play but must not cross it until the signal is given. At the sound of the gong or horn teams will charge forth at one another.

The team in possession of the baton is the offensive team. The shooter (the baton carrier) can throw the baton only one time during an opening attack, but can handoff as many times as necessary. A handoff is when the baton carrier and teammate have simultaneous possession in the passing of the baton from one hand to the other. A throw or pass is when the baton carrier tosses the baton with free-flight through the air to the receiving teammate. The baton can be thrown in any direction.

No take-downs are permitted in this area of the field. However, when a player has fallen to the ground they can attempt to sweep the standing opponent.

ATTACKS (PLAYS)

After completion of the opening attack the offensive team will get a full clip which is 3 attacks in which to advance the baton toward the goal pole. Play will begin at the line of scrimmage where the baton was last called inactive by an official. Both the offensive and defensive players may move freely on their side of the line of scrimmage before an attack is initiated. The initiation of an attack begins when any one or more players on the offensive team cross the line of scrimmage into the defensive side. The attack ends when the baton is judged inactive by an official. After which the referee takes control of the baton and takes it to center field on the line of scrimmage. Once the baton is handed to the offensive captain the referee signals for the play clock to begin. From that point the offensive team has up to 20 seconds to initiate the next attack.

Once a team penetrates the strike zone (crosses the 12 meter line), their clip is replenished. That is, they now have a full clip with 3 attacks. Any attacks remaining in the clip are void. More attacks can be attained through penalties levied against the defensive team. From there, once the offensive team has used up their clip then possession of the baton is turned over to the other team and will start at the 14 meter line.

DEFENDING THE ATTACK

The defensive player can use any legal kick to challenge the offensive player. The offensive player does not have to have the baton in hand in order to be attacked. It can be any player at any time. Sweeps and take-downs can be used *only* within the strike zone and *only* after initiating two kicks in sequence first. The only other time that a sweep can be employed in this area of the field is when the player is on the ground and employing ground technique to defend from the standing opponent. In most circumstances the standing opponent will move on. However, the grounded player can execute a legal sweep on the standing player even if it is not in defense, but an offensive move.

ACTIVE/INACTIVE BATON

An active baton is a baton that is in play, from the beginning to the end of the attack. The baton becomes inactive when an official signals the end of the attack. The player carrying the baton, known as the shooter, is the focus of the attack. The baton becomes inactive when the baton carrier is kicked off his feet to the turf by a defensive player. As mentioned, the baton carrier can also be thrown to the turf with a legal take-down, but only after executing a minimum of two kicks in sequence, and must be within the strike zone area of the field.

If a defensive player strikes the shooter with a kick of *sufficient power* as judged by an official, the baton will become inactive and the attack will end.

If the baton is thrown and it touches any player (offense or defense) and hits the ground, the baton is active. If the baton is thrown and it does not touch anyone, the baton is inactive and the attack ends.

STRIKE ZONE

Once the offensive team penetrates the 12 meter line and enters into the strike zone, they receive a full clip of three attacks. Any remaining attacks in the clip become invalid.

Once a team has entered the strike zone area, the baton can be passed in free-flight to any other teammate and as many times as necessary.

Within the strike zone a player can initiate a legal take-down *after* attempting two legal kicks in sequence first. The use of hands and arms to block or throw is permitted, but may not be used for striking.

GOAL ZONE

It is the mission of the offensive team to score on the goal pole located within the 4 meter squared goal zone. Defensive players cannot stand within the goal zone without activity for more than 3 seconds. Players must either be assaulting or defending within this area.

No more than 3 players from each team can be within the goal zone at any one time. Touching any part of the goal zone line is considered within the goal zone. Therefore, if three players from one team is within the goal zone and a 4th player is touching the outside edge of the boundary, then a foul is called.

The baton carrier can pass or hand off the baton within the goal zone as many times as necessary.

GOAL POLE

The predominant way to gain points is for the shooter to attack the goal pole with a legal kick and dislocate it from its mount. The player kicking out the goal pole must have controlled possession of the baton in order to receive points for the kick.

If the baton is in the process of leaving the shooter's grip as a successful kick is made on the goal pole, then a *pointless-kick* is called and no points are scored.

All attacks in this area begin at the 12 meter line. So the offensive team will reset at the 12 meter line and attack again, but only if there are remaining attacks left in their clip. If no attacks are remaining, then possession of the baton is given to the defensive team who will begin at the 12 meter line.

SCORING

THREE POINTS can be scored by the offensive player with possession of the baton by executing a legal *standing kick* (one foot must have contact with the playing surface) and successfully dislodges the Goal Pole from its mount on the extension arm. Legal kicks are any of the acceptable martial art kicks that are *spinning* or *non-spinning* in technique.

FOUR POINTS can be scored by executing a legal jumping kick (both feet off the playing surface). Legal kicks are any of the acceptable martial art *jumping kicks* that are *non-spinning* or that turn no more than 180 degrees in technique.

FIVE POINTS can be scored by executing a *jumping spinning kick* (both feet off the playing surface). Legal kicks are any of the acceptable martial art kicks that spin 360 degrees in technique.

ONE POINT is awarded to the team as a result of a penalty.

NEGATIVE POINT can also be awarded as a result of a penalty.

PLAYING THE BATON

BATON IN FLIGHT - When a baton is in flight, any player on either team can make a play on it. However, any player in pursuit of the baton in flight cannot purposely attack the other player in the same pursuit, but must be actively going for the baton. Incidental bumping is acceptable, but no active pushing off, shoving, pulling or colliding with the other player as judged by an official. When a player or players are going for an in-flight baton they may not be attacked due to their vulnerability as a result of their focus on the baton.

If the baton is thrown to the receiver and inadvertently drops to the ground, the baton is still active and can be picked up by any player on either team.

If a player catches the baton while in mid-air and goes out of bounds before touching down, the player must show controlled possession for it to be a legal reception. If any part of the baton carrier touches or exceeds the boundary lines, the baton becomes inactive. The next attack or play begins at the last point of stoppage. If a baton is thrown out of bounds to elude being attacked, then that team will be penalized.

PLAYER POSSESSION - A player shall be considered in possession of the baton when he can perform any of the normal functions of control, such as carrying, handing off or passing.

FREE BATON - A baton is considered free when not held in hand. When the baton is passed or tossed through the air it is a free baton. The receiver may be a teammate or a defender who intercepts the baton in flight. If the baton is tossed to a receiver and the baton is touched by the receiver or defender but drops to the turf, it is an active baton and free to anyone who can take possession. If the baton falls to the turf untouched, the baton becomes inactive and the attack (play) has ended. If there is an attack left in the clip of the offensive team, then they will start at the last line of scrimmage. If there are no attacks left in the clip, they loose possession at last point of scrimmage.

SIMULTANEOUS POSSESSION - If the shooter becomes engaged with a defender and both have possession of the baton for more than two seconds as judged by an official, a *fight-off* for deciding possession will take place within the nearest square demarcation on the field.

FIGHT-OFF - A fight-off is a one on one fight by the two players judged to have simultaneous possession of the baton. Each official will take an outside corner of the square demarcation to judge the fight-off. Players will kneel or sit on their side of the square in a row until the conclusion of the fight-off. The first fighter to score a point as judged by the officials wins possession for their team. A point is scored by using any of the legal kicks. No take-downs or sweeps are allowed during a fight-off. If and when a point is scored, an official or officials will raise the blue flag. If after 30 seconds no point has been scored, the referee will consult with the other officials judging the fight. The referee will then award possession of the baton to the fighter that was the most aggressive in controlling the fight based on his decision. This point is not added to the team's score.

CLASHING VS. CRASHING OR COLLIDING - Players will at times *clash* into one another as the result of mistimed kicks or errant momentum. This is acceptable. However, when a player purposely *crashes* or *collides* into an opponent in order to make them a non-factor in the play or to stop the shooter, a foul will be called by the official. Some players will try and fool the official by making it appear to be clashing. If the player is crashing as deemed by an official, a foul will be charged against that team.

OUT OF BOUNDS - Play shall be suspended at any time when the baton is out of bounds. When a player with the baton in his possession steps on or outside the boundary line, or any part of his body or if the baton touches the turf on or outside the boundary line, the baton is out of bounds and becomes inactive.

BATON OUT OF PLAY - The baton is considered inactive or dead when the shooter is stopped by a defensive player as judged by an official; when the baton carrier goes outside the field of play; when the baton is passed and drops to the ground untouched by any player and after the goal pole is scored upon.

LINE OF SCRIMMAGE – The line of scrimmage is set where the baton is last ruled inactive or dead as designated by the official. Players can arrange themselves in any formation or order on their side of the scrimmage line before a play is initiated.

START OF PLAY - It is only when an attacking player or players on the offensive team crosses the scrimmage line that play has begun. Once the attack or play has begun, the players on either team can cross the line of scrimmage to play the action.

OFFSIDE - A defensive player that crosses the designated scrimmage line before an offensive player crosses the line to initiate an attack, is considered offside.

CHANGE OF POSSESSION – If, after using up all the attacks in the offensive team's clip and that team has not scored, then possession of the baton will change to the opposing team. The line of scrimmage will be the last point of stoppage.

FIVE METER RULE - During each subsequent play after the opening attack, the offensive team cannot go beyond or retreat back any farther than five meters to the rear of the line of scrimmage as designated by the official. This rule is designed to force the action forward and prevent loose play. If the shooter drifts backward or is taking evasive action and crosses the 5 meter line, then the attack is whistled dead. This acts the same as a boundary line on the field.

SCORING occurs when the player carrying the baton successfully kicks out the goal pole of the opposing team. Additional points and negative points can occur as a result of penalties.

NEGATIVE PENALTY POINTS – Negative penalty points that are levied will reduce that team's score by one point. If there are no points, it will produce a negative point. A team with negative points will have to utilize any positive points thereafter to erase the negative points before becoming positive points.

SWEEPS AND TAKE-DOWNS – After crossing into the strike zone (within the 12 meter line) a player can initiate a legal take-down only AFTER attempting two initial kicks in sequence. If a player is locked up by an opponent for a take-down,

then that player may respond with the same technique without having kicked twice. Scissor take-downs are legal, but use with caution.

GROUND TECHNIQUE may be employed as needed within the strike zone area. If a player falls to the ground and is not the baton carrier, that player may initiate ground technique by kicking, sweeping or rolling for position in order to defend or upright himself. The standing opponent can remain ready but can only attack once the downed player is supported by feet only. In other words, the downed player can be attacked once his hands no longer touch the ground. If the standing player engages the downed player in ground technique in order to contain him and keep him out of the play, he may place a knee to the downed player's chest, take to a mount or half mount position. No locks are permitted at this time. The purpose is only for containment. Ground technique can also be employed in the mid-field area (between the 12 meter lines) only if a player has been kicked and/or falls to the turf. In other words, if a player is not thrown to the ground, then ground technique can take place by both players. If players are grabbling on the ground and one is able to stand up, then the down player cannot hang on or hold a leg. In other words if the player was able to break loose from the grapple and stand upright in order to move on and continue play, the down player must let go.

STRIKING AREAS for kicks are the front and sides of the head and torso above the hip. If a kick strikes a player's backside inadvertently, no foul will be called. This situation may develop as a result of several players attacking each other in close proximity. Some kicks will be at an angle and kick the side with the foot wrapping to the back. The spine is totally off limits.

NO CONTEST

No forfeit is charged until the referee or other appropriate contest official has assumed jurisdiction of the contest to make the call. When a team does not appear due to weather, illness, catastrophic causes, accidents, breakdown of vehicles or any similar situation, a forfeit is not recorded. Such instances shall be considered a "no contest".

TIME FACTORS

The regulation playing time of a game will be 60 minutes, divided into six periods of ten minutes each, three per half. The clock will not stop unless a time-out is called by an official, coach, team captain or designated captain. When the baton goes outside the field of play (out of bounds) the game clock will stop and will restart when the next attack is initiated.

There will be one-minute intervals between the first, second and third periods and between the fourth, fifth and sixth periods of a game. The length of intermission between the halves shall be fifteen minutes. The teams may leave the field during this intermission. All rules governing play of the game remain in force during intervals.

OVERTIME

In the event of a tie at the end of the regulation game, play will be continued, after a two-minute intermission. Teams will play a five minute period. The visiting team's captain will call the baton toss. Each end-cap of the baton is colored. One end is red, the other end blue. The referee will toss the baton up in an end-over-end flip. Whichever color end-cap touches the ground surface first will be the result.

If, at the end of five minutes the score is still tied, a one-on-one will take place in the goal zone. The coach for each team must have a list ready with 6 players listed in order to be used in sequence from first to six. The order cannot be changed. Only injured players can be replaced, but the order stays the same.

After collecting the lists from each coach, the referee will call for the first players on each list. The first player on the list from the visiting team will call the color for the baton toss. The winner will have the option of attacking the goal pole first or defending. This will set the first round of sequence. In other words, the first, third and fifth players on the list will attack the goal pole while the other team defends. The other team will attack the goal pole on the second and fourth paired set.

The attacking player will begin anywhere from outside the Goal Zone, but within the Strike Zone. The defending player must start within the Goal Zone. The referee will designate which Goal Pole to use for the first round. A gong or horn will sound as a signal to start the contest once the referee feels both fighters are ready. It is not necessary for the offensive player to carry the baton.

Once the signal has been given the attacking player has up to 30 seconds to try and score on the Goal Pole. The defender, at this time, can leave the Goal Zone if desired in order to defend by attacking the offensive player. Strike zone rules are in effect.

If the offensive player scores on the Goal Pole with a technically correct kick of any kind, then 1 point is added to their team's score. If the defender successfully keeps the attacker from scoring, the next players in order (2nd on each list) will battle. After all five sets have been completed, the team with the most points win. If the score is still tied, then a second round will begin immediately at the goal pole at the other end of the field.

The same order of paired players will begin. However, the team that attacked first in the previous round will now defend on sets one, three and five, and attack on sets two and four. And so it plays out until we have a winner.

TIME OUTS

Each team will have three time-outs per half, for a total of six during the regulation game. Each time-out will be 45 seconds in length. The timekeeper will signal with a fog horn when time is up.

INTERRUPTION OF GAME

If a game is interrupted because of events beyond the control of the responsible authorities, it shall be continued from the point of interruption unless the officials and teams agree otherwise.

FOULS AND PENALTIES

PENALTIES IN GENERAL

Penalties will be accounted for by one or a combination of the following: loss of possession, loss of play, extra play, moving up to the nearest field line, moving back to the nearest field line, deduction of point.

TECHNICAL FOULS

Technical fouls are those of a less-serious nature than personal fouls, and include violations of the rules of the game except those specifically listed as personal or expulsion fouls.

T-FOUL-1: Throwing the baton out of the field of play or in an area where there is no receiving player for the purpose of avoiding a confrontation.

PENALTY: This foul results in a loss of play and placement of the scrimmage line back to the offensive team's 12 meter line of the field.

COMMENT: The idea here is to keep the shooter from just throwing the baton anywhere. Even if the shooter makes an errant throw, the call must be made. This is to keep the focus of the baton within the action of play.

T-FOUL-2: The baton cannot be used as a weapon to attack or defend in any manner.

PENALTY: Results in a loss of an attack and return to the last point of scrimmage.

COMMENT: The baton is the centerpiece, nothing more.

T-FOUL-3: A kick that strikes below the hip or to the back.

PENALTY: Offense: from previous line of scrimmage, moved back to the nearest field line. Defense: moved ahead to nearest field line.

COMMENT: Officials have option to give warning to player before penalizing.

T-FOUL-4: Tackling, tripping (as opposed to sweeping), elbows or fists in a striking mode, stomping on the instep of foot.

PENALTY: Offense: placement of baton back to their 12 meter line. If behind their 12 meter line, then loss of an attack. Defense: Offense moved to the defense's 12 meter line. If already on the 12 meter line, then given an extra attack.

COMMENT: A trip occurs when a leg or foot sweeps to the front side of the opponent's leg or legs. All sweeps are from the backside.

T-FOUL-5: Excessive force when a player is dazed or hurt, falling on a prostrate player without technique (must be in a mount or half mount position).

PENALTY: Offense: move line of scrimmage back to nearest field line. Defense: line of scrimmage moved forward to the nearest field line.

T-FOUL-6: Grabbing or clutching an opponent for more than two seconds.

PENALTY: If offense: line of scrimmage moved back to nearest field line. If defense: advance line of scrimmage to nearest field line. If already on 12 meter line, then given an extra attack.

COMMENTS: This is to prevent players from just holding on to the other in order to make them a non-factor in the attack. There will be some momentary lock-ups when fending off an opponent, which is acceptable so long as they break off within the two seconds allowed.

T-FOUL-7: Take-down of opponent *outside of the strike zone*.

PENALTY: If offense: line of scrimmage moved back to nearest field line. If defense: advance line of scrimmage to nearest field line. If already on 12 meter line, then given an extra attack.

COMMENT: Can only execute a take-down in the strike zone area.

T-FOUL-8: Throwing an opponent to the ground before attempting two kicks.

PENALTY: If offensive infraction, line of scrimmage moved back to mid-field line. If defensive infraction, an extra attack is given to the offense.

COMMENTS: If the kicks were not mandatory, then most players (especially if tired) will take the easy route and clutch then try to throw. Takes place only within strike zone.

T-FOUL-9: Grabbing an opponent's headgear, pushing a player from behind.

PENALTY: Offense: move scrimmage line to previous line of scrimmage.

Defense: Offense advances to nearest field line toward goal pole.

T-FOUL-10: Arm, foot or leg locks.

PENALTY: Offense: loss of possession. Defense: offense advanced to 12 meter line and given a full clip (3) of attacks.

COMMENT: These techniques are potentially too dangerous in this format. If done with malicious intent, the player or players involved may be ejected from game.

T-FOUL-11: Offside by a defensive player.

PENALTY: Advance offensive forward to the nearest field line.

COMMENTS: Offside cannot be called against the offense since it is the offense that initiates the attack when a player or players cross the scrimmage line.

T-FOUL-12: The Third Infraction Rule will be applied to any player who repeats the same foul more than twice.

PENALTY: If, after two fouls called on a player for the same violation, then on the third foul a point will be deducted from his team's score, and will continue for every subsequent foul. If that player's team has no points, then a negative point will be posted. If that player fouls with malicious intent, the referee may eject that player from the game, as well as deduct a point.

COMMENT: By taking away a point, it will hopefully minimize repeating fouls.

T-FOUL-13: The Three Second Rule will be invoked if the defensive player is within the goal zone for longer than three seconds without defending or attacking.

PENALTY: If offense, restart at mid-field line. If defense, offense gets extra attack.

COMMENTS: This is to keep the lane open. The shooter (baton carrier) must have open looks on the goal pole. Once the shooter charges for an attempt on the goal then players can fill the lane in order to try and foil his attempt.

T-FOUL-14: Delay of game.

PENALTY: Line of scrimmage placed back to the nearest field line.

COMMENTS: When offense does not initiate the attack within the 20 second play clock.

T-FOUL-15: Interrupting flow of the game.

PENALTY: Disqualification and ejection of a player or coach who interrupts the flow of the game. The referee must give at least one warning before calling for an ejection. The key criterion here is the *repeated* interrupted flow of the game.

COMMENTS: It's the last resort by the referee for unacceptable behavior.

T-FOUL-16: Throwing the baton more than once in the mid-field (that area between the two 12 meter lines).

PENALTY: Loss of attack. Reset at previous line of scrimmage.

COMMENTS: If last attack in clip, then change of possession.

T-FOUL-17: Too many players on the field.

PENALTY: If offense: move line of scrimmage back to nearest field line. If defense: advance line of scrimmage to nearest field line. If already on 12 meter line, then given an extra attack.

T-FOUL-18: Shooter crossing over the 5 meter line rule.

PENALTY: Move line of scrimmage back to nearest field line. If on own 12 meter line, then loss of attack.

COMMENTS: If the baton carrier drifts backward and crosses the 5 meter line marker, which is set five meters behind every line of scrimmage, then is a violation. The purpose is to keep the action going forward and to lessen loose play.

T-FOUL-20: Excessive behavior or celebration after scoring a goal or successful play.

PENALTY: That player or players will be sent to the penalty box for 2 minutes, based on the time clock. If same player or players foul again, they will be sent to the penalty box and a point will be deducted from their team's score.

COMMENTS: It's okay for a player to exult after scoring a goal, spike the baton, high five his teammates and yell, as would be expected. But showboating to draw attention by dancing and acting out in a self-centered manner, shows a lack of respect for their opponent and is not in the spirit of comBATON or the martial arts in general.

T-FOUL-21: Coach arguing with an official.

PENALTY: Deduction of one point team score.

COMMENTS: It's okay to discuss a judgement by the official and seek an explanation so long as it is in a civil manner and does not impede the flow of the game. Patience is a quality comBATON wants to promote. However, if a coach actively argues in a demonstrative way, the official will give the coach one warning and then, if the arguing continues, a foul will be called. What constitutes "impeding the flow of the game" is preventing the following attack to take place within the 20 second play clock.

T-FOUL-22: Player arguing with an official.

PENALTY: Deduction of point from team score.

COMMENTS: No player shall argue with an official under any circumstance. The official will give one verbal warning and, if the dialogue continues, a foul will be called.

T-FOUL-23: Taunting an opponent.

PENALTY: If offense: loss of attack and placement of scrimmage line back to nearest field line. If defense: offense gets extra attack and advanced to nearest field line. If already on the 14 meter line, then given two extra attacks.

COMMENTS: If player caught taunting a second time, then will be suspended for the half. If in the second half, then would be an ejection from game.

PERSONAL FOULS:

P-FOUL-1: Unnecessary roughness or unsportsmanlike conduct as deemed by an official.

PENALTY: Loss of possession for the offensive team. If defensive player infraction, then the offense gets two additional attacks added to whatever attacks remaining in their clip.

COMMENTS: Striking an opponent in a manner that is outside the rules of the game. And usually done in a malicious manner. If caught a second time, then ejected.

P-FOUL-2: Fighting after the attack has ended.

PENALTY: Player sent to the penalty box for 2 minutes, based on game clock.

COMMENTS: If a player is caught fighting a second time, then will be ejected from game.

Note: As with any sport fouls and penalties will be modified and new fouls and penalties included as the game of comBATON develops. Feedback to the league office is critical for suggestions or on any problem areas that may develop as a result of judgement calls.

ORGANIZATIONAL STRUCTURE

LEAGUE ADMINISTRATION

The league will be governed by the BOARD OF DIRECTORS (BOD). The COMMISSIONER (C) and league administration will operate the league. The commissioner and administration will be subject to the board. The commissioner's term will terminate when the person holding that position resigns or is removed by the board of directors. The patent holder and creator of the game will have final say in all matters so long as he is alive and in control of his faculties.

REVIEW BOARD

The review board is comprised of the Commissioner and Board of Directors. They will convene when necessary and will handle complaints concerning officiating, game rules and conduct by anyone in association with the league.

TEAMS

Each team will have a TEAM DIRECTOR (TD). The TD can be the coach of the team, but not recommended. The TD will assist the coach in the business aspects of operating the team. This includes coordinating with the facility where the team is based, scheduling practice sessions, working with the County Coordinator in scheduling games for the season, making sure the team complies with league rules and regulations, marketing the team, deciding team colors and logo, and assisting the coach in preparing the team for competition. The position of TD and/or Coach of the team is tenured but can be changed if warranted by the commissioner or the board of directors.

DISTRICTS

Each district will be made up of one or more teams. There can be as many teams as interest dictates. Each district will have a DISTRICT COORDINATOR (DC) who will assist all teams within their jurisdiction. Each team will register with the District Coordinator. Primary duties will include assisting the team directors in the operation of the team. This will include disseminating general information or rule changes from the league office and overseeing the playoff process within that county. After one year of service, the position of DC will rotate to another team director as appointed by the commissioner. The commissioner will also have the option of selecting a new qualified applicant or renewing the current coordinator for another year.

CHAPTERS

Within each chapter are all the districts designated for that region. For example: The state of Florida is sectioned into four chapters: The Northeast Florida comBATON Chapter (NEFcC), the Northwest Florida comBATON Chapter (NWFcC), the Central Florida comBATON Chapter (CFcC) and the South Florida comBATON Chapter (SFcC).

Each chapter will have an administrator that will be appointed by the Commissioner. The CHAPTER ADMINISTRATOR (CA) is responsible for the regulation and operation of the chapter. After one year of service, the position of Chapter Administrator will rotate to another county coordinator as appointed by the Commissioner. The Commissioner will also have the option of selecting a

new qualified applicant or renewing the current administrator for another year. Duties include overseeing the playoff process within the chapter.

STATES OR PROVINCES

Each state or province will be divided into chapters. The STATE DIRECTOR (SD) [or PROVINCE DIRECTOR (PD)] for that state [or province] will be appointed by the Commissioner. The appointee will be one of the current chapter administrators or a former administrator within the league. After one year of service, the position of SD will rotate to another chapter administrator as appointed by the Commissioner. The Commissioner will also have the option of selecting a new qualified applicant or renewing the current director for another year. Duties include overseeing the playoff process within that state.

REGIONAL

Each region will comprise the states or provinces within that region. The REGIONAL CHAIRPERSON (RC) will be appointed by the Commissioner. The appointee will be one of the current state or provincial directors within the league. After one year of service, the position of RC will rotate to another state or provincial director as appointed by the Commissioner. The Commissioner will also have the option of selecting a new qualified applicant or renewing the current director for another year. Duties include overseeing the playoff process within that region.

COUNTRY

Each country will have a CHIEF DIRECTOR (CD). The CD will be responsible for compliance of rules, regulations and the code of the comBATON League in that country. All state directors will interact and coordinate with the CD. The CD will be appointed by the Commissioner of the league. After one year of service, the position of CD will rotate to another state administrator as appointed by the Commissioner. The Commissioner will also have the option of selecting a new qualified applicant or renewing the current director for another year. Duties will include administering the national playoff process for that country.