

Motoball Rules - RM 2019

Players

There are 10 players in a Motoball team with 2 mechanics. A team may use a maximum of 8 motorcycles during a match.

There are 5 players in each team; 4 riders and 1 goal-keeper. The reserve players must wait in the pits.

Gear

Knee guard

Knee-length boots.

Riding gloves must be worn.

Helmet (DOT / ECE approved)

Riding jacket

Ball

The ball is a rubber bladder covered with leather or equivalent material. The circumference is of 119 cm minimum and 126 cm maximum. Its minimum weight is 900 gr and maximum 1200 gr.

Ball movement

The movement is given to the ball with the foot by a player on his machine (the engine must be running) either by a succession of different kicks or by a continuous pushing (the ball must not be carried) or by a shock given with the head or the body or with any part of the motorcycle. Apart from the goal-keeper in the offside area, the players must not use their hands or arms.

Field marking-out

This is the minimum standards for the fields, identical to a football field.

- Minimum length: 85 meters
- Minimum width: 45 meters.

Offside area marking-out

The offside area has the shape of a semicircle with a radius of 5.75 m, measured from the point halfway between the two goal-posts.

Penalty area marking-out

It consists of a rectangle, the base of which must form a part of the goal line. The furthestmost points lie 16.45 m beside the goal posts.

At these two points two lines of 16.45 m long each are drawn perpendicular to the goal lines. The extremities of these lines are joined by a line parallel to the goal line.

Penalty spot

In each penalty area a penalty spot placed on an imaginary line perpendicular to the goal line is marked out at 11 m from the middle of the goal line.

Marking-out

The field must be marked out by white lines with a minimum width of 12 cm. The medium line must have a minimum width of 24 cm. Bright colours are permitted, should white not be available.

Goals

Goals dimensions:

- Width 7.32 m
- Height 2.44 m

Match officials

2 Referee

2 Linesmen

The Game

It is divided into 2 periods of 10 minutes each, separated by a 5 minute break. In case of a draw there will be 2 extra times for 5 mins each.

Precedence for passing

No player should block the way of a player with or without the ball. A moving player may only be attacked on the side where the ball is. A moving player on the side opposite of the ball must allow the player with the ball to move in every direction. In case of 2 players converging towards the same point it is the one with the ball who has precedence. Being in possession of the ball is a player who manoeuvres it by pushing it with his foot or his leg. A player attacking another player who is carrying the ball should only take over the ball using his foot or leg.

Rights and duties of the goal-keeper

Playing in the offside area, the goal-keeper may use his hands to handle the ball. The goalkeeper who comes outside this area with any part of his body during the game will be penalised by a free-kick on the 16.45 m line parallel to the goal from the spot nearest to where the fault was made. With an overhead ball, the freeing of it by hands is tolerated on the condition that his feet are in his playing area.

The goal-keeper must bring the ball back into play within 10 seconds. If not he will be penalised with a free-kick on the 16.45 m line against him. The ball may not be given directly back to the goal-keeper before the player with the ball has passed the 16.45 m line. Penalty: free-kick.

Goal scored

A goal is scored when the ball entirely passes the line between the posts.

Offside area rule

No part of the motorcycle should go beyond it. In case of an infringement a free-kick at the 16.45 m line is given against the player at fault.

A defending player deliberately entering this area to save a goal, when the goal-keeper is defeated, will be penalised by a penalty if the goal is saved. If the goal is scored in spite of him, it is counted.

If an attacking player deliberately rides into the offside area or he touches the goal-keeper inside the offside area a penalty is given. If a defending player voluntarily or not makes an attacking player enter the offside area, he is penalised according to the fault, either by a penalty or by a free-kick against his side. If a goal is scored during his entering the area, it is counted for his team and the penalty or the free-kick is cancelled.

Penalty area rule

It consists of a rectangle whose base is the part of the goal line between 2 points placed on each side of the goal at 16.45 m from the posts. The other side of the rectangle are obtained by drawing from the extremities of the base 2 perpendiculars to the goal line, 16.45 m long, whose extremities are joined by a line parallel to the goal line.

Faults

There is a fault and a reason to penalise when a player kicks the ball:

- without riding his motorcycle with his engine stopped
- with his hands (except the goal-keeper)
- when he bars the way of a player with or without the ball.

Penalty kicks

Penalised by a penalty are the following faults, committed by a player on his own penalty area:

- a player entering the offside area to save a goal when the goal-keeper is defeated – the penalty is given if the goal is saved.
- playing the ball with hands or arms on purpose (except the goal-keeper). rough play (hitting an opponent with fist or foot).
- holding or pushing with force an opponent or his motorcycle.
- the attacking player deliberately entering the offside area and he touches the goal-keeper - the penalty kick is given.
- a player who is attacked from two other players of the other team.
voluntarily departure of the goal-keeper during the game, from his playing area.

Penalty spot

A spot marked on an (imaginary) perpendicular drawn from the middle of the goal line at a distance of 11 m from the goal line, is the penalty spot from which the penalty kick will be taken.

Penalty kick

The penalty kick must be made by a player present on the field at the time of the fault.

The player must kick the ball forwards. The players may only enter the penalty area after the ball has been kicked. Any fault made by the defending team, the penalty kick must be taken again if the goal has not been scored. Any faults made by the attacking team, by a different player from the one kicking the ball, the penalty kick is taken again if a goal has been scored. Any fault made by both teams, the penalty kick is taken again, whatever the result.

The player who takes the penalty kick must kick it forward and may not touch it again before another player has touched it. In case of non-observance of this rule, a free-kick is given to the opposing team.

If necessary the game is prolonged to allow a penalty kick to be taken. In this case the goal scored is counted, but if the goal-keeper effects a save, or the ball goes out to touch the bar, the game is ended. In this case only the goal-keeper and the player taking the penalty kick may remain on the field.

Faults leading to a free-kick and rules

A free-kick is given to a player at fault for the following faults:

- crossing the middle line with the ball.
- Barring the way of a player with or without the ball.
- playing with hands or arms outside the penalty area (except the goal-keeper in the Offside area and the players who have their hands for protection on the helmet, but they are not allowed to move their hands, otherwise a penalty-kick will be given).
- jamming the ball with the motorcycle.
- carrying the ball with the hand or holding it between the leg and the motorcycle. playing the ball without sitting or standing on the motorcycle.
- dangerous play; the 1st time the player will receive a green card. In case of repetition the Referee will give a yellow, yellow/red or a red card.
- a defending player forcing an attacking one into the offside area. a player forcing an attacking from the wrong side.
- If a referee see that a team with the ball have a long time (60 sec.) no intention to attack the referee give a sign to his clock to the player that he interrupts after 15 sec. the match. The same is also for the cross of the middle line.
- a goal-keeper voluntarily holding the ball in the offside area for more than 10 seconds.
- the goal-keeper receiving the ball directly back before the player with the ball has passed the 16.45 m line parallel to the goal-line.
- a goal-keeper left the offside area .
- using hands to hold an attacking player or his motorcycle.
- playing again after the free-kick.

- playing again after the kick-off.
- giving the ball to the goal-keeper and then riding behind the goal and receiving the ball back on the other side.
- dangerous play when a rider deliberately crashes into an opponent's motorcycle or when lifting a foot higher than the handlebars.
- placing a foot in front of an opponent's wheel.
- 2 players of the same team keeping the ball between them without taking into account the regulated distance of 1.5 m.
- entering the field somewhere else than in the centre.
- obstructing an opponent without having the intention to play the ball.
- taking part in the match on a motorcycle with the engine stopped.
- moving the motorcycle backwards.
- a goal-keeper coming outside the offside area while the match is being played.
- a player keeping the ball too long without any attempt of playing.

Free-kicks

Any free-kick counts if it enters directly into the goal. The free-kick will be taken after the Referee put the ball on the right spot and release it by a whistle. No opponent player may go at less than 9.15 m from the ball before it has been kicked.

The free-kick may only be made by a player present on the field at the time of the fault.

The player kicking the ball must be riding his motorcycle. He may only touch the ball again when the ball has been touched by another player or another motorcycle. It is forbidden to obstruct the player taking the free-kick, to ride or stand in the way. The free-kick may be taken in any direction, only after the Referee's whistle.

A free-kick inside the penalty area is brought back to 16.45 m. The ball is then placed on the line parallel to the goal marking out the penalty area as near as possible to the spot where the fault was committed. If a free-kick is taken by an attacking player on the penalty area line then all players who are in the penalty area must remain seated on their motorcycles and remain stationary until the free-kick has been taken.

If a defending player does not follow this rule, then any goal scored will count. If no goal is scored then the free-kick may be taken again. If an attacking player does not follow this rule, then the game will be stopped and the free-kick will be given to the defending team, to be taken from the penalty area line.

If a player taking the free-kick rides into a player of the defending team who is in the penalty area and who has not changed his position while the free-kick was being taken, then any goal scored will not be counted and a free-kick will be given to the defending team, to be taken from the penalty area line.

When there is a free kick at their own half, every defender has to be between the ball and the goal. It is

possible for a player to take the free kick in a cross angle.

Corner

When the ball is sent behind the goal line by a player of the side to which this line belongs, the ball is placed in the game at the crossing of the goal line and the penalty area line. No opponent may be less than 9.15 m from the ball before it has been kicked.

If this rule is not observed then the corner is retaken after the Referee has warned the player to observe the regulations. The player kicking the ball may only touch it again after it has been touched by another player or another motorcycle. The players may move as long as they respect the distance of 9.15 m. No prolongation can be given for a corner kick.

Ball out of the play

The ball is out if it entirely crosses either on the ground or in the air the goal line somewhere else than between the posts or the touch line. The ball is not out if, after touching the Referee, a linesman, a post or the bar of the goal, it comes back on the field.

Bringing the ball into play on the goal line

When a ball is sent beyond the goal line by a player of the attacking team, it is brought into play by the goal-keeper of the team to which this line belongs.

During the kick-off the opponents have to be outside the 16.45 m area until the Referee has whistled and the ball has been kicked and has come outside the 16.45 m. area. The ball may not remain more than 10 seconds in the penalty area after the Referee has whistled and may not be passed directly back to the goal-keeper.

Bringing the ball into play from the touch line

If the ball has passed the touch line, a player of the opposing team to the player who has last touched the ball, brings the ball into play again from the spot where the ball passed the touched line. This is done by a kick of the foot by a player who is outside the field and has his engine running.

The opponents must be 9.15 m from the spot where the ball is brought into play. They may not move until the ball has been kicked and covered a distance of 1.5 m. A player may not touch the ball twice.

If this is not carried out correctly then an opponent player may bring the ball into play. If a player who brings the ball into play touches the ball twice, a free-kick is given against his team.