

Orillia Winter Carnival
2017

Yukigassen Rulebook

Version 1.0



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3. **Main rule**

The purpose of the game is hit the opposing team member with snowballs and/or capture their flag.

4. **Duration**

- A. The standard time for one period is 3 minutes (3 periods/ game).
- B. The time passed until the resumption of the period does not count as part of actual period time.
- C. The first team to win two periods, wins game.

5. **Team Information**

- A. Team information will be taken to registration area 30 minutes before the beginning of the first game.
- B. Teams can only use these named players during the tournament. You can change the opposition of the players freely between periods.
- C. Head referee can check the team information anytime during the matches. Whether there are some changes in the teams, the team could be disqualified of the tournament.
- D. All players will be required to fill out waiver forms before their first match.

6. **Player positioning**

- A. Teams will choose a coach, 4 forwards and 3 backs.
- B. Forwards can play anywhere in front of their back line. Forwards cannot cross over their own back line.
- C. Backs can move anywhere within the field limitations. Backs can carry snowballs from their own chateau to resupply other players. (See Section 7. Snowballs and section 8. Resupply for more info).
- D. Coaches may move anywhere is the designated coach area to shout instructions and give advice. (Loud speaker, mega phone ect. Not permitted)

7. **Snowballs**

- A. The snowballs will be made by the special machine.
- B. 90 snowballs/ period and 270 snowballs/ game.
- C. Making snowballs starts 30 minutes before the game, and team has 15 minutes time to do snowballs.
- D. All 270 snowballs per team will be completed before the start of the match. Teams need to ensure they have allotted themselves enough time before the match to construct all their snowballs.
- E. Each period 90 snowballs will be stored at each teams home chateau. The snowball box cannot be moved once the match starts.
- F. Players may only carry two snowballs at a time.
- G. The snowball making equipment will be provided by the tournament committee.
- H. Players may not use invalid snowballs or reuse thrown snowballs. Invalid Snowballs are as follows: 1. Less than 2/3 of a snowball 2. Snowballs held by "out" athletes. 3. Snowballs that are not on court 4. Snowballs that come from outside the court.
- I. Getting hit with an invalid snowball will not eliminate the player
- J. **Invalid snowballs are defined as follows:**

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- I. A snowball which is broken during a period and has been fixed by having snow added to it.
- II. A snowball made by combining snowballs broken during the period.
- III. A snowball newly made during the period.

8. *Resupply*

- A. Players may directly hand snowballs to each other, place snowballs on the court for later use or roll snowballs to one another.
- B. Backs may carry/move/roll snowballs from the chateau to their forwards
- C. Catching a snowball that has been tossed to you or at you will result in elimination.

9. *Equipment*

- A. Helmet affixed with head and face protection are compulsory. The helmet must have a full face shield that covers your entire face. Cages will not be permitted. It must be a solid visor.
- B. Number pinnies will be given by the organizer. If your team has their own numbered shirts you may use them as long as they are all the same base colour.
- C. Shoes may not have spikes.

10. *Winning, losing and point accumulation*

- A. A team wins a period, if within the allotted time they capture (pull out) the opponents flag.
- B. A team wins the period, if within the allotted time all of the members of the opposing team are declared out. (The winning team will be awarded 10 points regardless of how many players they have remaining).
- C. If time runs out before a winner has been decided, the team with the most players left on the court is declared winner. (Each team will be awarded 1 point for any players remaining.)
- D. If time runs out before a winner has been decided, and each team has the same number of players remaining, the period is declared a tie. . (Each team will be awarded 1 point for any players remaining.)

11. *Points*

- A. The team which captures an opponent's flag is awarded 10 points. The losing team is awarded no points.
- B. A team which wins by all members of the opposing team being declared "out" is awarded 10 points. The losing team is awarded no points.
- C. If time runs out with no flag being captured, each team is awarded 1 point for every team member still left playing.

12. *Declaring the winner and loser of a match*

- A. The first team to win two periods wins the match. In the event that three periods are played, and two of the periods end in ties, the winner of the one decided period wins the match.
- B. If both teams tie in the third period, total points for the three periods will be calculated and the team with the most points will be declared the winner.

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- C. If both teams tie in the third period, and at the end of the third period the points total for the match are the same, a winner will be decided by a Victory Throw.

13. **Victory Throw**

- A. A target is placed on the center chateau
- B. Each team chooses five players from the 3rd period roster, from which at least two members being represented from each gender. (principal: man-woman-man-woman-man).
- C. From just behind the back line, teams alternate having one of their players at a time to throw one snowball at the target. The team with the most knockdowns off the target of the chateau wins.
- D. If the play is still tied the victory throw becomes sudden death. The teams choose (any) one player to throw at the targets. Teams alternate one at a time. Each team gets one throw. Whichever team that misses first loses the match. Teams can use the same player multiple times during Sudden Death Victory Throws only.

14. **Defining Eliminated (Out) players**

- A. A player who has been hit anywhere on his body including clothing with a thrown snowball. **Special note: Must be a direct hit. If the snowball hits another player or an obstacle first the throw then becomes invalid.**
- B. A player whose foot crosses an end line or side line.
- C. A player whose limb/body part crosses over the end or side lines, or when they touch a snowball that is not on court.
- D. A player who is a forward whose foot crosses his own team's back line.
- E. A player who is a forward and comes in contact with a snowball behind their own back line.
- F. A player who uses an invalid snowball.
- G. A player who receives snowballs from "out" athletes.
- H. A player who makes an invalid snowball.
- I. A player who hides a snowball inside his number tag, clothing, etc. Detailed Regulations
- J. Catching a tossed/passed snowball
- K. When a player is eliminated they must take any snowballs they have on their person with them. Those snowballs cannot be used
- L. The following athletes are "out":
 - I. A player is considered "out" when a snowball is thrown and hits the athlete's clothes or body part without coming in contact with another athlete.
 - II. When an athlete is hit by a snowball thrown by an "out" athlete, they are not considered out.
 - III. When two athletes hit each other simultaneously, both athletes are "out."
 - IV. When one's body part is set outside of the side or end lines.
 - V. Players who are called "out" must move immediately to the nearest line on the court where they can exit and leave the court. An "out" athlete must then move behind his own team's end line and wait there until the end of the period.

15. Before the Game

Teams are to prepare for the event as follows:

- A. Teams are to be ready to start the game by the time announced.
- B. Teams are to check their equipment and enter the field before the start of the game.
- C. **Detailed Regulations** - Teams are to prepare for the event as follows:
After entering the arena, teams are to have their snowballs checked by the referees. As a safety regulation, shoes and helmets are to be checked by the referees.
- D. Before the start of the game, both teams are to line at the center line in numbered order, to greet each other. (Including Substitutes Athletes)
- E. **Flying defined** - To move over the back line or throw a snowball before the referee's signal is called "flying."

16. At the Start of the Period

Teams are to do as follows before the start of the period or game:

- A. Athletes are to line up behind the backline with up to 2 snowballs and wait for the referee's signal.
- B. The period will begin with the signal of the match chief referee.
- C. If "flying" happens, the start of the period will be redone without the creation or collection of any new snowballs. (see 15.E)
- D. **Detailed Regulations** - Teams are to do as follows before the start of the period or game:
 - I. Athletes lining up behind the back line, are allowed one foot on the back line.
 - II. The snowballs for one period are to be placed behind the chateau.

17. Interrupting a Period

Periods can be interrupted as follows:

- A. When the chief match referee believes that the match needs to be interrupted or when a referee receives the call for an interruption, the match will be interrupted.
- B. When a situation occurs that causes the need for an interruption of the match, a referee will is to inform the chief match referee
- C. Periods can be interrupted by the signal of the chief match referee.
- D. **Detailed Regulations** -Periods can be interrupted as follows:
 - I. An interruption is entitled when a referee determines that the match cannot continue in it's current condition.
 - II. When an interruption occurs, players are to keep what snowballs they hold.

18. Resuming a Period

Periods will be resumed as follows:

- A. Both teams are to line up behind their own back lines and wait for the signal to resume.
- B. The period will begin with the signal of the match chief referee.

19. The End of a Period

Periods are to end as follows:

- A. A period ends if one team captures (pulls out) the opposing team's flag.
- B. A period ends if a team pulls out their own flag.
- C. A period ends if all of one team's athletes are declared "out."
- D. A period ends if time runs out.
- E. A period ends with the signal from the chief match referee.
- F. **Detailed Regulations**

Periods are to end as follows:

- I. At the end of the period, athletes that are not considered "out," are to line up behind their own back line for confirmation by the referee.
- II. Athletes declared "out" are to line up behind their own end lines to wait for the end of the game.

20. The End of the Match

The match is to end as follows:

- A. The end of a match is to be declared by the referee
- B. **Detailed Regulations**

A match is suspended or stopped according to the following:

- I. The match is to be suspended if the weather conditions are so that it is not safe to continue the match.
- II. The match is to be suspended if for any reason the match cannot be continued.
- III. If the first period of a match is completed, the match is considered official.

21. Prohibited Actions (Fouls)

A foul is called if an athlete does any of the following:

- A. If a player commits a dangerous act.
- B. If a player interrupts the match.
- C. If a player directs poor behavior or speech towards the opposing team and the referees.
- D. If a player enters the field with more than the stipulated number of snowballs.
- E. If a team refuses to start a match or delays a match without good reason.
- F. If an athlete "flies"
- G. If a team renounces a match without good reason.
- H. If an "illegal" player participates in a match.
- I. **Detailed Regulations**

Fouls are as follows:

- I. If a player acts in a way that the referees deem not safe.
- II. To interrupt a match is when an athlete or coach does not follow the orders of the referees in a way that it would keep the match from continuing.
- III. If a referee gives 3 warnings for the start of the match and is delayed by any action.
- IV. An "illegal player" is one who is not listed on the player roster.

22. Penalties

Penalties are as follows:

- A. If letters A, B, C,D, H, I of the fouls listed in Article 21 is committed, the athlete or coach committing the foul will be ordered to leave the court, and his/her team will be given a warning.
- B. If letter E, F and G of the fouls listed in Article 21 is committed, the team committing the foul will be given a warning.
- C. A player ordered to leave after committing a foul, is not allowed to return to play in the Yukigassen tournament in which he/she was participating.
- D. Any team which is given 2 warnings in the same match will be disqualified. However, if number G, H or I of the fouls listed in Article 21 is committed; the team committing the foul can be disqualified immediately at the first warning.

23. Accidents

If there is an accident during the match, an interruption may be requested. A match can be stopped temporarily in the event the match cannot be continued due to accident or athlete injury.

Yukigassen Game Sheet			
Home Team		Guest Team	
Team Name: _____		Team Name: _____	
Coach: _____		Coach: _____	
Date		Full Roster	
Time		No.	Name
Court #			
Match #			
Pos	No.	Pos	No.
F		F	
F		F	
F		F	
F		F	
B		B	
B		B	
B		B	
S		S	
S		S	
Period 1		Period 1	
Period 2		Period 2	
Period 3		Period 3	
Final		Final	
Fouls		Fouls	
Points		Points	
Period 1		Period 1	
Period 2		Period 2	
Period 3		Period 3	
Final		Final	
Fouls		Fouls	
Coach Signature		Coach Signature	
Head Referee		Referee	
<p>Game sheet instruction: To fill out the roster. First enter your full roster where listed. Next designate each player to play in each period. Be sure to make sure you designate whether they are a forward (F) or a back (B). Coaches are permitted to play as well as long as they are designated on the game sheet. All player must sign waivers before play.</p>			
Pos	No.	Pos	No.
F		F	
F		F	
F		F	
F		F	
B		B	
B		B	
B		B	
S		S	
S		S	
Period 2		Period 2	
Period 3		Period 3	
Final		Final	
Fouls		Fouls	
Coach Signature		Coach Signature	
Head Referee		Referee	
<p>Game sheet instruction: To fill out the roster. First enter your full roster where listed. Next designate each player to play in each period. Be sure to make sure you designate whether they are a forward (F) or a back (B). Coaches are permitted to play as well as long as they are designated on the game sheet. All player must sign waivers before play.</p>			
Pos	No.	Pos	No.
F		F	
F		F	
F		F	
F		F	
B		B	
B		B	
B		B	
S		S	
S		S	
Period 3		Period 3	
Final		Final	
Fouls		Fouls	
Coach Signature		Coach Signature	
Head Referee		Referee	