

Annex G

TROLLBALL TOURNAMENT - Great Battle 1023

REGULATIONS

Registrations

- Registrations must be done in advance, before the tournament, through the online form on the website.

Team Composition

- A team consists of 7 to 10 trolls, 2 healers, and a maximum of 4 reserves. There are no restrictions regarding a player's role. They can be a troll or a healer. However, changes can only be made during a timeout or halftime, and must be communicated to the commissioners.
- One timeout per half. The only exception is if a player gets injured during a match, they can be replaced by a new player. At that point, the injured player will be permanently replaced and cannot rejoin the team for the ongoing match.
- A minimum of 9 players (7 trolls, 2 healers) is required for a team to register for the tournament.
- Under no circumstances can a team have more than 16 players registered on their roster, and only 12 players can play at a time.
- Player substitutions during a game are only allowed in case of injury, during a timeout, or at halftime. Player substitutions between games are permitted as long as there are no more than 16 players on the registration roster.

Each team appoints a captain. Their role is to:

- Update the team roster throughout the tournament.
- Communicate the team's needs/requests to the trollball committee.
- Ensure that the players' numbers are visible to the referees at all times (please make them large!).
- Promote team spirit and fair play within the team.

Each team can have a jousting coach. Their role is to:

- Enforce the current regulations and be familiar with them.
- Ensure that their team receives as few penalties as possible.
- Remove swords from the game when penalties are announced to the players.
- Promote team spirit and fair play within the team.

Commissioners' Requests

- Any questions and requests to the committee must be communicated either before a joust, at halftime, or at the end.

Game Procedure

- The field measures 27m x 15m (90ft x 50ft) surrounded by a 1m (4ft) corridor for healers. The entry for substitutes measures 2.5m (8ft) (Distances are approximate).
- The two competing captains may toss a coin to choose the side of the field if they wish.
- Games last 20 minutes (2 periods of 10 minutes) with a 3-minute break to change sides.
- The objective is to place the troll head in the opposing team's barrel. The team with the most points wins.
- There can be a maximum of 5 trolls on the field per team, a minimum of 2 trolls in the substitution zone, and 2 healers on each side. A minimum of 9 players is required to form a team.
- Trolls are armed with a sword approved by the accreditation specialists, with a maximum length of 112cm (44in). Each team has 5 swords, which must be checked by the referees before the start of the tournament. Have approved spare swords available in case of breakage.
- At the beginning of each face-off, the troll head is placed on the centerline of the field. Both teams must be behind their respective goal lines and wait for the starting whistle.
- During an exchange, only healers are allowed to move behind the barrels, between the two substitution zones.

The Trolls

- The troll head can only be touched with the hands, not with the weapon or feet. The only exception is if a troll has the head in their hand, in which case it is considered an extension of their body. When the head is hit by a sword blow, the troll is considered dead. The head cannot be thrown. Therefore, passing it to another troll must be done hand to hand.
- A hit on any part of the body, except above the shoulders, puts the player in a dead state. Pay particular attention to hits on hands, fingers, wrists, feet, and clothing.
- The players' heads do not count in trollball and should not be targeted. All hits above the shoulders are prohibited in trollball (throat, neck, head, face). A player who ACCIDENTALLY hits above the shoulders does NOT die. However, they will receive a warning or penalty at the end of the point.
- A player who RECEIVES a hit above the shoulders also does NOT die. However, they can choose to die if they do not feel able to continue playing.
- Simultaneous hits: All hits (except above the shoulders) count in trollball. Everyone is encouraged to play fair and not to strike after being hit.



- However, such a hit must be counted as valid. It is up to the referees to identify a player who was unfairly killed, based on their judgment.
- A player caught striking after being hit will receive a penalty.
- Once again, fair play is the #1 rule in trollball. A player who believes their hit should not be counted by their opponent (e.g., in the case of a not-quite-simultaneous hit) is encouraged to inform their opponent to get up.
- The opponent who is thus allowed to get up must shout "Alive!" before they can resume the offensive.
- Reserve trolls waiting behind their line can re-enter the field only if one of their healers hands them a sword.
- When a troll scores a goal, they must bring the troll head back to the center of the field and place it correctly on the centerline. They announce their goal to the statisticians by showing their player number or stating their name. If a player fails to comply with these two instructions, they may be subject to a penalty for delaying the game. After each point, the players come back to life.
- Only a referee can decide the validity of a goal by blowing the whistle or, if necessary, by taking the troll head from the bottom of the barrel and putting it back into play when the goal is not valid. The referee must replace the goal as soon as possible without interfering with the game. If the goal has fallen or been moved and the referee cannot intervene, the player can place the head where the goal was originally (which will be marked if necessary by the referee).

Death

- A dead player immediately kneels, turns their sword, and holds it close to their shoulder. They are allowed to pivot towards the end line but not towards the healer.
- A player cannot start to assume a death position and then change their mind, regardless of the reason unless the opposing player (who killed them) explicitly tells them or an referee intervenes.
- A dead player can no longer do anything. They kneel where they were hit and wait for one of their healers to come and retrieve their sword to bring them back to life. If they had the troll head in their hand, they simply place it beside them, without throwing or hiding it. A dead player can also receive a warning and/or penalty if necessary.
- If a player steps off the field or puts a foot on a line, they die. They kneel at their point of exit (one foot and the sword inside).
- In the case where a player completely exits the field (due to momentum), they die the moment they touch or cross the line. The player must return inside the field (one foot and the sword inside the field lines) to allow their healer to retrieve the sword.
- Once a dead player's sword is taken by their healer, they must exit the field and go to one of their team's substitution zones, without impeding the flow of players around them.

The Healers

- Healers pick up the swords of dead trolls on the field and bring them to the substitute players in the substitution zones (designated areas at the four corners of the field). Healers can run, enter and exit all around the field.
- Healers can only carry one sword at a time and are not allowed to touch the troll head.
- It is allowed to impede the movement of a healer as long as there is no physical contact.
- To heal, the healer must put one foot in play to retrieve a sword. Each time a sword is handed to a substitute, it counts as a healing in the statistics.
- Healers cannot heal a troll who is completely outside the boundaries of the field.
- The death of a healer occurs in the same manner as that of a troll. Swords carried by healers count if they are hit by an opposing player. A healer who is hit kneels where they received the hit and waits for the next point to rejoin the game.
- A healer dies if they receive a valid hit when considered in play. If they are outside the lines that delimit the field, they are considered out-of-play. For example, a healer with their entire body outside the field and one foot on the line is considered safe. The field lines are considered out-of-play.
- Healers cannot throw swords to substitute players.
- A living healer can retrieve the sword held by a dead healer and bring it to a substitute troll, but this does not bring the dead healer back to life, so they must remain kneeling where they died.
- If a team loses both of their healers, they can no longer heal their dead players for the current point. Regardless of which team scores a goal, it is counted, the game continues, and the healers come back to life.
- The team that manages to kill both opposing healers earns an additional 5 points.

Equipment

- Authorized weapons: any one-handed sword (maximum 112 cm/44 in) that has been approved, with or without a guard.
- The width of the guards on trollball swords is limited to 15 cm (6 in) at the widest point. The length of the guard is not limited.
- Armor and shields are not allowed. Appropriate costume decorum is required.
- Cleated shoes are not permitted. Turf or indoor soccer shoes with flat soles will be allowed, as well as going barefoot.
- We would also like to remind you that although sports shoes are allowed in trollball for safety reasons, a standard of decorum must still be respected: favor brown, black, or gray shoes; avoid highly visible trademarks and bright colors.
- For safety reasons, all players wearing shoes must show them to a referee or commissioner before their first tournament match to confirm compliance with the regulations.



Numbers

- Each player must have a visible player number (LARGE AND DARK) for each match.
- Makeup pencils will not be provided by the trollball committee, so each team must have their own.

WARNINGS / PENALTIES

Basic Principles

- Penalties and warnings can be given to a specific player, to both teams, or to both teams, at the discretion of the referees and commissioners. Be understanding, it is not always possible to see the number of the offending player. Remember that mistakes happen, referees are best placed to see the fouls, and they have a principle of never issuing a sanction for a foul they are not sure they saw.
- If a foul becomes recurrent during the same match, the head referee can issue a general warning to both teams to raise awareness.
- 3 warnings = 1 penalty (regardless of the type of warnings).
- 3 penalties, same player, same match = Ejection. All types of penalties combined.
- The basic penalty is the loss of a sword for the next point.
- Any form of physical or verbal violence will lead to the immediate expulsion of the offending player from the tournament, without the possibility of reintegrating them afterwards. More severe consequences may apply depending on the circumstances.

Challenging the arbitration

- Penalty - The decision of the referees is final. Neither players, team captains, coaches, nor the crowd can contest their decisions. If necessary, referees may consult certain players to clarify a situation.

Striking after death

- Penalty - Attention, this penalty is different from ignoring a blow. In this case, the player has been hit, they are not ignoring the blow, but they take advantage of the simultaneous blows rule to kill one or more opponents before dying themselves. Players are not expected to stop their swing in mid-motion, but it is unacceptable to make a new strike or swing their sword to hit opponents after being hit themselves.

Ignoring a blow

- Penalty - A player who ignores a hit will immediately be laid down by a referee and will receive a penalty at the end of the point.
- Referees also reserve the right to revive one or more players who were killed by a player who ignored a hit.
- Attention: If the team of the troll who ignored the blow scores a point, it will be canceled in addition to receiving the penalty. This also applies to the 5 points for killing the 2 healers.

Excessive player

- Penalty - There must always be a maximum of 5 trolls and 2 healers per team in play. If there are too many players (often due to a disregarded penalty), the point will be stopped and restarted, applying the excessive player penalty this time.

Unsportsmanlike conduct

- Warning or penalty, depending on the case - This warning can be given for several reasons, for example, to a player who deliberately puts their head in front of the opponents' swords to make them receive penalties.

Physical contact

- Warning or penalty, depending on the case - Several behaviors can lead to physical contact, for example, a charge, a poorly controlled jump, a dangerous slide, etc. However, the penalty is for the result, namely the physical contact, and not the cause.

Game delay

- Warning - Several behaviors can lead to a game delay. For example, excessive showboating, a team arriving late for their match, players taking too long to return behind their starting line after a point, a player failing to bring their head back to the center of the field after a goal (or doing so incorrectly), not providing their number to the statisticians, etc.

Striking the dead

- Warning - Avoid hitting players who are already dead. It is an unpleasant behavior that causes tension among the players.

Blow above the shoulders (head, face, throat, neck, etc.)

- Warning or penalty, depending on the case - All blows above the shoulders are prohibited in trollball (throat, neck, head, face). The player who ACCIDENTALLY delivers a blow above the shoulders DOES NOT DIE. However, they will receive a warning at the end of the point. The player who RECEIVES a blow above the shoulders DOES NOT DIE either. However, they can

choose to die if they do not feel capable of continuing to play. A blow above the shoulders can be combined with another foul depending on the force and height of the blow (e.g., excessive blow).

- Clarification

- A player who receives a blow above the shoulders that CONTINUES onto a valid part of their body (shoulder, arm, torso, etc.) must count that blow and sit down.

Starting line

- Warning - Example of an infraction: starting with one foot in front of the starting line.

Extending the sword towards the healer

- Warning - Keep in mind that it is allowed, for safety reasons, for a dead player to pivot towards the BASELINE. However, it is prohibited to extend the sword towards a healer.

The dead do not speak

- Warning - The dead do not speak, encourage, give advice or warnings to their team, or criticize opposing players or referee decisions. They are dead.

Damaging game equipment

- Warning - It is forbidden to deliberately strike the troll's head, throw it, kick it, etc.
- Like the sword a healer carries when they bring it back, it is considered an extension of their body. When it is struck by a sword blow, the troll holding the head or the healer holding the sword dies.