

OFFICIAL MINOR LEAGUE HAMMERBALL RULES

Welcome to Hammerball!

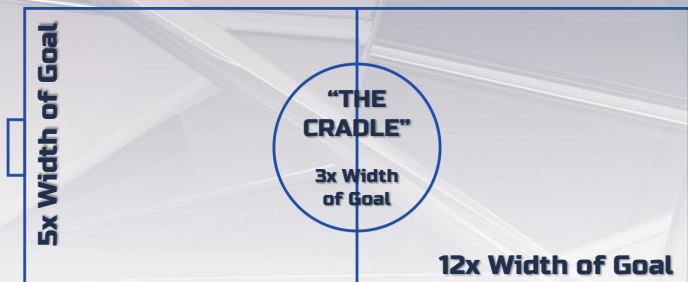
One of the galaxy's most popular sports, Hammerball's humble beginnings stem from ancient traditions native to the people of Riik and Tallun. Be a part of this amazing legacy!

OBJECTIVE OF THE GAME

- Two teams of players attempt to score by getting a heavy ball into the opponent's goal. Two types of players — hammerers and anvils — operate differently and must coordinate their actions. At the conclusion of the game's second half, the team with the most points wins.

FIELD REQUIREMENTS

- A regulation Hammerball field is a long rectangle with goals on the opposing ends. Goal width varies with each league, but dimensions of the field must always be organized as such:



TIMING

- A regulation Hammerball game is composed of two 15-minute halves. Generally, both teams undergo a half-time rest of ten minutes, though this varies by league.
- The scorekeeping official is tasked with monitoring remaining time. Calling out of five minute increments, a 30 second warning, and the countdown of the final ten seconds are standard practice on behalf of the scorekeeper.

TEAMS

- Hammerball teams are composed of up to 15 players, but may only field up to 5 players at a time. Players may swap out active team members whenever the clock is running.
- An exiting player must be fully off the field for five seconds before a new player enters the field. If a player is unable to exit the field on their own, they must be taken off the field by a teammate.
- Team members can also be exchanged without penalty between halves or during time outs.
- Each coach is permitted to call for one 30-second time out per half, during which players may be exchanged without penalty.

GAMEPLAY

- Play begins with a "Battle," when all players line up on their edge of the Cradle boundary. The referee places the ball at the center of the field, exits, and blows the whistle. Hammerers are then free to enter the circle and attempt to work the ball to the field.
- Hammerers and anvils must work together to move the ball down the field and into their opponents goal.

TYPES OF PLAYERS

Within Hammerball, there are two types of players:

HAMMERERS: Hammerers hammer the ball — and other players — using a pair of heavy, metal hammers. Hammerers must be "planted" (that is, moving no faster than a walk) in order to swing their hammers (offensively or defensively). Strikes intended to injure another player are legal and commonplace.

A team must field no more than 3 hammerers at a time.

ANVILS: Anvils are unarmed, but may carry the ball across the field. They may also lob the ball at will, often injuring the players they hit. Anvils are never permitted to enter the Cradle under threat of foul, but are the only players able to score.

A team must field no more than 2 anvils at a time.

- Only anvils may legally score a point by throwing the ball into the goal. Once a goal is made, time is halted until the referee begins a new Battle and resumes play.
- Hammerers may strike an airborne ball with the hammer, but will likely be injured in the process.
- Players may never enter the goal area under threat of foul.
- If a player moves a ball out-of-bounds, the other team can send an anvil to throw the ball back in play within 10 seconds (otherwise the referee can pause time to allow another Battle).

FOULS

- The referee may call a "foul" for any violation of the rules. Depending on the severity of the offense, the referee may choose to issue a warning or a "Scratch."
- Scratches may include free hammer hits, goals awarded to the opposing teams, "Undefended Battles" where a punished team must line up on their end of the field while a Battle commences, or removal of a player or coach from the game. The penalty is up to the discretion of the referee and the severity of the infraction.
- The referee is the final arbiter on all penalties. Open dispute against the referee can lead to more severe penalties.

SUDDEN DEATH

- In the event that a game ends in a tie, it proceeds with a five-minute additional "Sudden Death" round wherein no players may be replaced, even if injured. Additional 5-minute rounds (with new or returning players) may continue until a round concludes with a clear winner.

USE OF RADIANT POWERS

- Use of Radiant powers are forbidden within Hammerball Leagues. Use of such powers are subject to foul penalties.
- Use of healing powers may take place between halves by team members.



OOC: Hammerball Rules

The purpose of Hammerball is to *simulate* a collegiate athletics competition. Please keep in mind that this is not meant to be dangerous or actually (OOC) violent and rules are designed to insure accessibility and safety to the greatest number of players. Players found to be making the game actively hostile or dangerous will be removed, with the possibility of removal from the Starfall Academy event overall.

A few notes on rules from an out-of-character perspective:

INJURIES

- All Hammerball props are foam or inflated objects designed to not be painful to players. In-character, however, they are dangerous weapons capable of great damage (This is HAMMERBALL, after all...)
- Being struck with a hammer immediately issues a **MINOR WOUND** to that character's limb or torso. Effects of injuries should play out the same as in combat.
- Being struck with the ball when it is thrown will immediately issue a **MAJOR WOUND** to the limb or torso that is struck. Striking an airborne ball with a hammer may block the ball, but it will also continue to cause a major wound (think of it as snapping a wrist).
- Injuries should play out sensibly. If your character has suffered a major arm wound, they are no longer able to use that limb and thus cannot wield a hammer in that hand. A major leg wound will always cause you to collapse, and you will need to be carried off the field.
- Before carrying another player off the field, be sure to check and be sure that they are comfortable being touched. You can just as easily declare "I'm carrying you off the field" and then walk alongside them until they are off the field.

MOVING THE BALL AND WITH THE BALL

- Hammerers striking the ball with a hammer while it's on the ground is completely legal and expected. Injuries only occur when the ball is airborne. Generally anything above knee-height is considered "airborne." From a roleplay perspective, consider the great weight that the ball represents, even when movement is legal.
- Anvils carrying the ball should NEVER run, as the ball is meant to be immensely heavy. Similarly, they should always simulate the great burden of the ball's weight whenever they are in possession of it. Similarly, throwing the ball should take significant effort, and should never be thrown at full strength.

USING YOUR POWERS

- This is Starfall Academy, and all PC Hammerball players certainly have some fun tricks up their sleeves. While using them is against Hammerball regulations, they are by no means against Starfall Academy rules. Players are completely encouraged to use their powers — so long as they're willing to deal with the repercussions of what happens if they're found out.
 - **EXAMPLE: A *Medicae* might quickly heal a limb wound on the field, but the referee can certainly spot them and penalize the character for it by allowing a free hit against them.**
 - **EXAMPLE: A *Vindori* might conjure a shield wall to prevent damages associated with knocking down an airborne ball.**