

PART VIII INDOOR CYCLING

GENERAL GUIDELINES AND RULES FOR CYCLE-BALL

Introduction to Cycle-Ball

1. The game of cycle-ball is practised in gymnasiums (with a firm or wooden floor) in teams consisting of two players.

Officials

2. a) The officials must consist of at least
 - one referee
 - two goal observers
 - one time-keeper
 - one writing judge.
- b) At the beginning of both halves of the match the referee must give a signal to start. He must define any time lost through either consultations or other events in co-operation with the time-keeper, announce the end of the match as well as observe continuously and punish any violations of the rules.
- c) Both goal observers must follow the game taking place on the part of the field assigned to them and if asked to, must also report their observations to the referee.
- d) The time-keeper has the role of keeping the time; of giving the signal to end at both half-time and full-time; and to note down any time lost during the match.
- e) The writing judge notes down the goals and keeps the result sheets.
- f) Each function belonging to the team of officials may be filled in more than one way and these functions may also be changed.

Prior to a competition, one member from the officials must be appointed as the chairman and, if possible, should be elected out of the acting referees. He is then responsible that the team of officials act in accordance with the regulations.

Size of the Match Field

3. a) The match field must be rectangular of at least 9 x 12 m, usually 11 x 14 m (international standard). Variations are allowed, however, the minimum size must remain at 9 x 12 m.
- b) The size of the match field for international competitions must be 11 x 14 m.
- c) Outside the field, on both sides of the goal there must be a free area with a width of between 50 cm and 1 m enabling each player to start off the match and to turn around when necessary.

Match Field Border

4. The total field must be surrounded by a border (wooden railings) with a height of 30 cm. The angle of the border leaning towards the outside of the field must be 60 degrees. The border should prevent the ball from leaving the field.

Marking of the Match Field

5. The field must be marked distinctively with lines which are 3.5 cm wide in accordance with the plan given.
The longer lines are called "side-lines" and the shorter ones "guide-lines".
All markings must remain visible throughout the match. Should the markings fade during the match, the referee or an official may demand that the organiser arrange for new markings.

Goals

6. The goals must be erected in the centre of the goal-lines. They must be made of two vertical posts, both with a height of 2 m. At the height of 2 m the posts are joined together by a cross-bar enabling a clear width of 2 x 2 m. In the upper part the goals must be arranged in such a way that they form a depth of at least 20 cm. Both the back and the sides of the goals must be bound by nets which however should not be fixed too firmly, so preventing a possible rebound of the ball.
The goals at best should be made from pipes. At the back of the goals there should be no firm bars other than the cross-bar at the bottom of the goals. The nets must not be made of wire.
The goals must be placed adjacent to the field border to prevent any player from riding through behind the goal.

Penalty Area and Defence Line

7. a) The penalty area is marked by a line (penalty area line) which forms the shape of a semi-circle with a radius of 2 m beginning from the center of the goal and ending at the field border.
b) The defence line is marked by a broken semi-circle (----) with a radius of 4 m beginning from the center of the goal. With the aid of the defence line one is able to recognise violations of point 29.b.

Center Point and Center Line

8. a) The center of the field must be marked by a point (center point) surrounded by a circle (center circle) with a diameter of 4 m.
b) The center line runs from the penalty kick-off point towards the center of the goal right up to the penalty area.

Penalty Kick-Off Point

9. The penalty kick-off point must be marked exactly 4 m away from the center of the goal and be in exactly the same line as the center point on the defence line.

Corner Kick-Off Point

10. The corner kick-off points in each of the four corners are marked 4 m away from the center line and 2 m away from the goal-line.

Ball

11. The ball may be made of material and must have a diameter of 17 to 18 cm with a distinctive round shape. The ball should weigh a minimum of 500 grams and a maximum of 600 grams.

Appropriate Clothing

- 1 2. a) The appropriate clothes consist of a T-shirt, a collared shirt or a long sleeved shirt, shorts with trouser leg extensions, socks and the usual sport shoes which protect the ankles.
Gloves are allowed to be worn.
It is forbidden to wear or to carry any articles which may endanger other players.
- b) If both teams happen to wear clothing (T-shirt and shorts) of the same color, a coin toss will be used to decide which team must change its T-shirts.

Planning of Matches

- 1 3. a) If three to five teams must take part in a competition, each team must play against one another.
 - b) If six or more teams take part in the same competition, qualifying matches must be carried out whereby groups of three to five teams must be formed. Depending on the number of participating teams in one competition, preliminary rounds or semi-finals must be arranged. However, it is also permitted that each team plays against every other.
 - c) Where two groups are formed, the leading two or three teams from each group then advance to the final round.
 - d) Where three or more groups are formed, semi-finals can be arranged.
 - e) Prior to the competition, each participating team must be informed of the procedure of the matches.
 - f) In particular competitions the grouping can be arranged in such a way that the participants of certain areas hold preliminary rounds against each other whereby a certain number of teams is permitted to compete in further rounds.
 - g) Should it occur that teams from the same club must play against each other, these matches must be carried out first and it must also be observed that both teams make full use of their chances.
This rule is especially significant if it can be assumed that teams of the same area or club are able to arrange their match so as to the disadvantage of the competition.
 - h) If qualifying matches, preliminary rounds and semi-finals need to be arranged, each group must consist of at least three teams. The strongest teams should be separated into different groups ensuring that the best teams will reach the final round.
Teams from the same club or area should also play in different groups when possible.
- 1 4. On the occasion of a championship, each team should play against every other team, if possible. The sports committee will decide the number of participating teams.
 - 1 5. Prior to each round (preliminary, semi-final, final) the competing teams must be informed of the arranged groups, as well as the time table from the matches.

Classification of Points

- 1 6. Win = 2 points
Draw = 1 point
Loss = 0 points
The results from a championship area calculated by the addition of all achieved points.
Should it be necessary to carry out qualifying matches, the points achieved are valid only for that particular round (preliminary round or semi-final) the winning team is the one with the most points (either from the final round or the whole championship where each team played against every other team).

Tie on Points

17. a) In cases where a tie on points occurs, the goal difference from that particular round is the decider of the order of the winners. The goal difference is calculated by the subtraction of received goals from achieved goals. When calculating the goal difference, you may therefore encounter positive as well as negative goals.
- In situations where the same goal difference exists, the more favourable goal proportion becomes the decider. The goal proportion is calculated by adding up all the achieved goals from the specific round (qualifying round, preliminary round, semi-final or final) and then dividing this amount by the total amount of goals received. Where the same goal difference is positive the smaller goal proportion is more favourable, but where the same goal difference is negative then the greater goal proportion is more favourable.
- Should again the results be the same, a final match must be held as stated in point 18.a) and b).
- b) In the case of championships, national and international competitions where both teams from the final round are tied on points, a further final match must be played in accordance with point 18.a).

Length of Matches

18. For the various leagues, the timing described below applies:
- a) For all leagues (except junior and youth)
- The regular timing of a match is two halves of 7 minutes each with a change of sides at half-time. During competitions without the participation of top league teams the time may be reduced to two halves of 5 minutes each.
- Play-off matches, in accordance with point 17, must be played in a time of 7 minutes without a change of sides. Should this match end in a draw again, the result is decided by a 4 m kick-off series. Each member from both teams has three shots at the goal. The team to shoot first is drawn from a hat. Attempts at goal scoring are made alternatively. Should the shoot-out end in a tie, both teams will shoot till a deciding goal is shot.
- b) For junior and youth leagues
- The regular timing of a match is two halves of 5 minutes each with a change of sides at half-time.
- Play-off matches must be carried out in accordance with point 17 whereby a match lasts 5 minutes.
- c) Playing time lost through interruptions in the match as state in point 21, as well as other pauses not caused by a team but for example any disturbance caused by spectators, etc., must be made up for.
- d) The time-keeper must record the time lost. If, for some reason, this is not done, the referee upon consultation with the time-keeper will decide a time period to be made up for. The referee must announce immediately, during any disturbance in the match, whether the time lost may be made up for and if so, how much time will be given (at least 20 seconds).
- e) Wasted playing time which can be directly blamed in a time e.g. intentional delaying at free kicks and out balls, unnecessary out balls, etc. may be repeated if the particular incident occurs a number of times. After the signal for full-time, the referee must make a public announcement about whether or not any time has to be made up for, and if so, how much. The match will then begin with a free kick from the other team. Should the same team, during the course of the match, be liable for the same or any other violation of the rules, the player concerned must receive a second

warning and subsequently be suspended from the match. With regards to a possible suspension from the competition, refer to point 36.e).

- f) If, by any chance, the signal at half-time is given either too early or too late, the second half must be either shortened or extended accordingly.
- g) Where there is a difference in opinion with regards to the correct playing time, the time recorded by the time-keeper is applicable and the signal for both half-time and full-time is given by the time-keeper. Any goals achieved during accidentally extended playing time cannot be cancelled.
- h) During a change of sides, the time taken should not exceed 2 minutes. Violations of this rule will initially lead to a request for the continuation of the match. After two requests have been made the team will receive a warning.

Start of the Match

- 19. At the beginning of the match, after a change of sides and after each goal the ball must be placed in the center of the field.
 - a) At the beginning of the match and after every change of sides the players must stand next to their bicycles at the left-hand side of the goal and outside of the penalty area. The back wheel must be behind the goal line. As soon as the signal to start is given, one player from the serving team must ride to the center point and start the match by serving the ball. At this point, the ball may be served in any direction and struck as often as the server wishes. The second player from the team may be anywhere in the field except for in the opponent's penalty area. At the beginning of the match and after a change of sides, the non-serving team may ride right up to the center circle only after the ball has been served. The ball is considered to have been served as soon as it has been touched by the serving player, following the given signal.
 - b) Subsequent to the scoring of a goal the set-up of the team may be as follows:
 - Defending team:** One player on the goal line and the second player anywhere in the field except for inside the opponent's penalty area and inside the center circle.
 - Serving team:** Both players can be anywhere in the field except for inside the opponent's penalty area and inside the center circle. Following the signal to start, the players may ride into the center circle.
 - c) Should one player from the opposing team remain within the center circle till the time when the signal to start is given, a free kick may be granted if that player has either touched the ball or hindered the serving team.

The Right to Serve

- 20. Prior to the match, the referee, in the presence of both teams, will decide which team may serve first by tossing a coin.

At half-time, a change of sides is necessary and the opposing team then serves first.
Following a goal, the team against which the goal was scored has the right to serve.

Interruption of the Match

- 21.
 - a) The start of the match and any interruptions in the match are signalled by a short whistle, a scored goal by a long whistle from the referee, and half-time and full-time are signalled by two long whistles from the time-keeper.
 - b) The referee **must** interrupt the match:
 - 1. For rude unsportsmanlike behaviour

2. For violations of the match rules where a punishment is to follow.
3. When one of the players is seriously injured. In this case, the player concerned must be carried away from the field immediately.

Once the referee is convinced that the injured player is unable to continue to play during the preceding 10 minutes, the team concerned may continue the match with a replacement player.

However, the withdrawn player is unable to continue any of the following matches. If a replacement player is not available, the match is considered to be lost with 0: 5 goals. If the goal score at the time of the suspension of the match was more favourable, then that score becomes applicable.

Each match which is then unattended by the injured team, due to the unavailability of a replacement player, is considered to be lost with 0: 5 goals.

- c) The referee may interrupt the match if the players or the officials need to be informed of anything or if any uncertainties need to be clarified. A match cannot be interrupted due to a defective bicycle or to the untidiness of the clothing unless it exceeds the normal standards of decency. Any defects must be looked after outside of the field. If the information given requires a longer period of time, that time must then be recorded.
- d) If a match has, for any reason, been interrupted without the ball having rolled out of the field or no violation of the rules has been noticed, the match must continue by means of a referee ball. The ball is then replaced to where it was last seen when the match was interrupted. All the players must retain a distance of 2 m from the ball until the signal to start is given, following which all players may approach the ball. If the ball was situated within the penalty area at the time when the match was interrupted, the referee ball must be executed from the corner point on the right.

If, in any case, the ball bounces off the ceiling, the match must be continued with a referee ball. Should the ball bounce off from the ceiling above the penalty area, the ball must then be placed on the corner point on the right.

General Rules

22. a) The players may drive the ball into the opponents' goal by kicking the ball with the bicycle or the body excepting the hands and feet. The rebound of a ball from the bicycle or the body of a player is therefore considered to be a valid kick. Headers are allowed. The ball may be diverted with arms and legs if, at the same time, the hands remain on the handlebars and the feet on the pedals.
- b) The player defending the goal may avert the ball with his hands if he is within the penalty area, whereby point 29 becomes applicable.
- c) The hindering of the opponent (driving into the bicycle on purpose, pushing or clinging to the opponent on purpose), leaning on a goal post, leaning on the co-player with the hands or the body, loud shouting (even within the team), objections without sufficient reason as well as other intolerable actions are considered to be violations of the rules and must be punished.
- d) Only the ball, and never the opponent or his bicycle, may be attacked. Therefore, a player can only be attacked on that side of the bicycle where the ball is.
- e) The ball should not be kept for an unnecessarily long period of time at the field border.
If a player who is not being hindered by an opponent slows down the match at the border, it is considered a violation of the rules.

- f) Should the ball get entangled within the bicycle of a player, that player is then obliged to release the ball immediately. If necessary, the ball may be released with the help of the player's hands. If, however, the player arranges an advantage for himself, it is then considered to be a violation of the rules.
- g) Disallowed is the jumping off of the bicycle in order to catch an otherwise unattainable ball. If this violation is repeated the player must receive a warning.

Advantage Rules

- 23. Since a player who violates the rules should never be at an advantage from the situation, an interruption of the match is not necessary if the opponent then remains or gets into an advantageous position despite the violation having occurred.

Riding Behind the Goal Line

- 24. a) If a player falls down, touches the floor during the match, leans against a body, a wall, the field border or the goal post, he is no longer permitted to continue the match. To regain his eligibility, the player concerned must immediately ride behind his goal line (the line on the same side of the goal as where the incident occurred). This must be done without delay and within the shortest distance so that the match time proceeding is not disturbed. A player is permitted to walk the goal line. A player is considered to have been behind the goal line if he has crossed the line with either front or back wheel outside of the penalty area.
Should a player come within the penalty area in order to disturb the match time proceeding, a 4 m penalty kick will be considered.
- b) Should a player touch the floor during a period where the match has been stopped, it is not necessary that he rides behind the goal line.
- c) If the fallen player tries to disturb the proceeding of the match by lying down or standing around for too long, by covering his opponent, or by touching the ball in order to affect the position of his opponent, this rule is then considered a violation of the rules.
- d) If a player who is within the penalty area touches the floor or leans against the goal posts, he must leave the penalty area immediately and ride behind the goal before he is eligible to play again. He must leave the penalty area with his whole bicycle and is only eligible to continue to play if he has touched the goal line as described in point 24.a).
In this case, the space to both sides of the goal right up to the continuous penalty area line leading to the field border is also considered to be part of the penalty area.
Should the defender remain within the penalty areas, a penalty kick (4 m) can only be awarded if the defending player or his bicycle is then shot at.
Violations of riding behind the goal line are punished with a free kick. However, if the violation is committed within the penalty area, it must then be punished with a penalty kick.

The Scoring of a Goal

- 25. a) When a valid goal is scored, the team that it was scored against then serves the ball. A goal is scored when the ball passes the goal line. The whole ball must have passed the hinter part of the goal line.
- b) If a goal has been moved from its regular position and a goal is then scored, the goal posts are considered relevant as opposed to the markings on the floor. If the ball passes the line between the two goal posts (in this case, the super-imposed line), a goal has been scored.

- c) A goal is still valid if the striking player, following his shot, rides against the border or the bicycle of another player and subsequently, through this or any other event, falls down and touches the floor.
- d) A score into a team's own goal is counted in favour of the opponent.

The scoring of an Invalid Goal

- 26. a) A goal is invalid if the striking player, following his shot, touches the floor without being driven into by another player. The goal is also invalid if the ball has been touched within the penalty area by the defender. (In this case, the play does not lead to an invalid goal but rather to a corner ball.)

In such cases, it does not matter whether the floor was touched prior to or after the ball has passed the goal line, or the line to the side of the goal, or prior to or after the ball was touched by the defender.

Relevant only is the ascertainment that the floor was touched as a result of the shot. In any case, a goal kick must be granted.
- b) Basically, a goal can only be scored if the ball has been inside the goal. If a goal could not be scored due to a violation from the opponent or for any other reason, the goal is still not counted as having been scored.

If the violation prevented the scoring of a goal, a free kick or a penalty kick (as long as the violation happened within the penalty area) must be granted.

If a goal is scored when the goal posts have been moved by a person not participating in the match, the goal is then not counted.

Should a supported of a team prevent the opposing team from scoring a goal, point 36.c) comes into force.
- c) Following an invalid goal, the ball must be served by the goal defending team from the kick-off point.

Out Ball

- 27. a) If the ball leaves the side lines of the field, the match must be interrupted. The referee must then take the ball and place it 1 m away from the point where it passed the side line. The team which did not cause the out ball then serves the ball.

The opponent must keep at a distance of at least 2 m from the ball, otherwise a free kick may be granted.
- b) If the attacking team kicks the ball past the lines to the sides of the goals, the ball is then placed on the corner point on that same side where the ball went out. Serving of the ball then proceeds as under a) in this point.
- c) Should the match time end while the ball is out an out-ball does not need to be served.

Corner Ball

- 28. a) If the ball is being driven by a player, the player's body and bicycle must remain clear of the lines to the sides of the goals, otherwise the match must be stopped and a corner ball must be served from the corner point upon hearing the signal given by a whistle.
- b) During the execution of a corner ball, the defending player must, together with his bicycle, be within the penalty area and his partner must be standing behind the center line on the opposite side of the corner point. Only after the corner kick may the center line be crossed and the

defender may then leave the penalty area. The ball is considered as being served if it has been touched by the serving player following the whistle.

The second player from the team serving the corner ball is not allowed either within the penalty area of his opponent or within the field half opposite to the corner point within the defence area of the opponent.

- c) The corner ball can only be served once. A served corner ball that bounces off the goal posts or the field border does not entitle the serving player to a second shot so long as the ball is untouched by any other player.
- d) A served corner ball must be executed even if, prior to the execution, the match time ends (applies for both half-time and full-time). If a goal is scored through a corner ball after the match has ended, it can then only be counted when the ball following the serve or due to the defence (defence mistake) goes directly into the goal.
- e) If a corner ball is being executed after the normal match time and is then duly saved by the defender and through this rolls over the line to the side of the goal, a further corner ball need not be granted. If a violation of the defence rules is committed, a penalty kick must be given and executed.

Goal Defence

29. The goal defence may be carried out alternatively by both players in a team.

- a) The defending player may defend the ball with either one or both hands so long as his front and back wheels are within the penalty area.
- b) A ball caught by the defending player within the penalty area cannot be thrown further than the defence line (broken line). Furthermore, it must touch the floor within 3 seconds.
- c) A player is allowed to hit the ball with his hands (even twice in a row) if it passes the defence line.
- d) Offences against point 29 must be punished with a penalty kick.
- e) A ball that has been hit by a hand (or hands) after touching the floor (whether or not it was within the defence line) and then rolls into the goal of the opponent, will only be considered as being scored if it has been defended in accordance with the rules and if it has been touched by a fellow player after it was hit.
- f) After having caught the ball, the goal defender is allowed to bounce the ball on the floor and catch it again. Following this the ball must be played off with the bicycle and thrown into play.

Penalty Area

- 30. a) During a match only one player may stay in the penalty area as the goal-keeper. The goal-keeper is considered to be within the penalty area if a part of his bicycle or body touches the floor within the penalty area.
- b) At any time, only one player from the attacking team may drive into the penalty area of the opponent, provided the ball is within the penalty area of the opponent.
A player is considered to be within the penalty area of the opponent as soon as the part of his bicycle or body touches the penalty area. The penalty area line (marked as a semi-circle) is neutral.
- c) If a ball is being kicked off from the penalty area whereby the attacking player is left within the penalty area without a ball, a violation of point 30.b) is invalid so long as: the ball rolls away from the goal; the goal-keeper has not been hindered by the attacker in any way; and no advantage arises from the situation for the attacking player. The attacking player is eligible to continue

to play if he is situated outside of the opponent's penalty area. Should the referee discover a violation, it must be punished with a free kick.

- d) When both players from the attacking team are within the opponent's penalty area, the violation is punished with a free kick. The ball is then placed on the intersection of the center penalty area line, and the free kick is executed by a player from the goal defending team.
- e) The rule under point 30 applies for both teams, only during the time after the ball has been kicked off, which applies after a kick off but not after the match has been interrupted.

Free Kick

- 31. a) A free kick is granted for violations which happen outside of the penalty area.
The ball is placed on the point where the violation occurred. The team which committed the violation must keep at a distance of at least 4 m from the ball until the ball has been served by the opponent team upon hearing the signal to commence play.
Up until the ball has been served the distance of 4 m must be kept, and if necessary the defending player must go right back to the goal line. A free kick can be served only once. Prior to a second serve, the ball must touch another player or his bicycle. A player is not eligible to a second serve of the ball after it has touched the field border or the goal posts.
- b) A free kick must be served even if the playing time (half-time or full-time) has been expired prior to the execution of the free kick. If a free kick served after the end of playing time results in a goal, it will only be considered as being scored if the ball passes into the goal as a result of a direct kick or a defence mistake. If a free served after the end of the match is correctly defended and passes over the line to the side of the goal, it does not result in a further corner ball. Violations of the defence rules must be punished with a penalty kick (4 m). The second player from each team is not permitted to interfere (and not in a deceptive manner, either).

Penalty Ball (Penalty Kick)

- 32. A) The penalty kick is the punishment for violations committed:
 - 1. Within the team's own penalty area
A player is considered to be within his own penalty area as soon as part of his bicycle touches the floor of the penalty area.
 - 2. Outside the team's own penalty area
The obvious violations are:
 - a) When a player leaves his bicycle, throws it after the ball or the opponent in order to stop the ball or to disturb the match of the opponent.
 - b) When a player follows the opponent with or without his bicycle in order to stop him or to prevent him from scoring a goal by pushing him down to the floor, hitting or kicking him.
 - c) When a player leaves his bicycles and either holds the ball or throws it away.
- B) In the case of a penalty kick, all players except for the goal defending player must stay behind the penalty kick-off point on which the ball is placed. Upon hearing the signal to commence play, one player from the team to which the penalty kick was awarded must serve the ball in the direction of the goal. The other two players are not permitted to take part in the match and must remain behind the penalty kick-off point without disturbing or blocking the way of the serving player. Violations of this rule must be punished with another penalty kick or with a free kick against the team serving the penalty kick.
- C) A penalty kick can only be served once and must be kicked towards the goal. A player may also,

while riding towards the ball, stop and try to deceive the opponent. If the ball happens to bounce off the post or the cross-bar this does not entitle the team to a second kick-off.

The ball is considered as being served if it has been touched proceeding the signal to commence play given by the referee.

- D) The defence of the penalty kick must be arranged in such a way, that prior to the signal to commence play, the bicycle of the goal defender is situated with both front and back wheels parallel to the goal line. He may only move towards the penalty kick-off point after the ball has been served.

The penalty kick must be repeated if a violation of this rule is committed.

- E) A penalty kick must be executed even if, prior to the execution, the match time has expired (applies for both half-time and full-time). Such a penalty kick is only counted as being scored when the ball goes into the goal without help from the players not involved in the execution of the penalty kick. Players directly involved in a penalty kick include the serving player as well as the goal defender. The serving player cannot kick-off a second time. A penalty kick that has been successfully diverted after the normal playing time and which crosses the line to the side of the goal does not result in a corner ball.

If the penalty kick has been defended out of accordance with the rules and no goal has been scored, it must then be repeated.

Whistling Signals

33. a) A corner ball, penalty kick, free kick, or referee ball is served upon hearing the signal.
A corner ball, penalty kick, or free kick can only be served once and following that kick the remaining players are eligible to commence playing in the match.
- b) If balls that may only be served upon hearing the signal (start of the match, start of the second half, corner ball, penalty kick, free kick, and referee ball) are served prior to the signal, they must then be repeated.
- c) If the ball goes out during the match, a signal will be given to interrupt the match but not for it to continue again.
- d) In the case of a violation, the referee must show very clearly against which team a free kick or penalty kick has been declared. This clear and immediate notice is given by an arm position and must also be given for out and corner balls.
- e) The signal for a free kick or referee ball is given as soon as the players attain the required distance from the ball. In this case, it does not matter whether or not the team guards its goal.
- f) When an out-ball is replaced, the opponents' goal does not need to be guarded for the match to continue.

Results

34. Every valid kick into the goal is considered as being scored. Following each valid score, the total score from the match must be publicly announced. The scored goals must be continuously noted down on paper by the officials (writing judge).
If possible, the score from a match should be made visible by means of a notice board throughout the playing time. The winner is namely the team that scores the most goals.

Penalties for Improper and Unsportsmanlike Behaviour

35. a) Should a player or a team behave unsportsmanlike, the referee must issue a warning.
Unsportsmanlike behaviour occurs when:
- one of the players criticises a decision made by the referee,
 - brings about arguments with the officials,
 - continuously launches unfounded protests by raising his arm, or
 - continuously violations the rules on purpose
- b) A team which arranges its game to the advantage of its opponent, violation the general rule which is also considered to be unsportsmanlike behaviour.
- c) Should the supporters of a team: continuously disturb the running of the match in order to obtain an advantage for their own team and so disadvantage the opposing team, or continuously criticise the referee, the referee then has the right to
1. interrupt the match,
 2. ask the time-keeper to stop the time,
 3. reprimand the people concerned, and
 4. if these disturbances continue, to stop the match completely.
- Furthermore, the referee has the right to ask the spectators concerned to leave the scene of the match.
- d) If warnings are issued, the match must be stopped, the time must be stopped and the persons concerned will be shown the "Yellow Card". The officials must be informed immediately of the reasons underlying the warning.
- e) Should it be necessary to warn a player a second time, he is shown the "Red Card" and must then leave the field. The score given in this case is 0: 5 goals unless the score of the opposing team was already more favourable.
- f) In case of extreme unsportsmanlike behaviour including: physical violence towards players, the referee, other officials, or spectators; a walk-out from the game; leaving the playing field without reason; insults against the referee, purposely throwing the ball at the referee, driving the bicycle against him; or anything similar, the concerned players must be suspended from the game without prior warning.

Suspension of Teams

36. In the case of non-attendance or late arrival as well as the suspension of a team, the proceeding rules apply:
- a) When both players from a team are not present at the field when the signal to start is given, the team is considered to have lost the game with 0:5 goals.
 - b) The officials are permitted to arrange the matches in such a way that those teams which are late, through no fault of their own, can still participate in the competition.
 - c) A team which arrives late may continue to play in the competition unless all the games from that particular round have already been completed. The games missed, as according to the program, will be considered as being lost with 0:5 goals.
 - d) Should a team be suspended from the competition due to their absence, the opponent from that team is considered to have won the game with 5: 0 goals.
 - e) In the case of a suspension, as in point 35.e), the nominated referee from that particular match will decide whether the team concerned may continue to play during the rest of the competition.
 - f) Should a player be suspended from the competition, as in point 35.f), he may be replaced by a

- substitute player as from the next match
- g) Should a team be suspended from the competition, as in point 35.f), all matches from that team are then cancelled. The suspended team cannot claim any rank or prize.
 - h) Should a team be suspended from a competition where the scores are continuously added together, the results already obtained are still counted and the remaining matches are considered as being lost with 0:5 goals.
 - i) The player's license must be retained and his club or federation must be informed of the player(s) concerned in order to have him (them) punished. In the case of championships which are carried out over several days, the club or federation must make the final decision.
 - j) Should a team be suspended due to an injury or sickness, the results of all previous matches are counted, but the suspended games are considered to be lost with 0:5 goals.
 - k) Should a player be seriously injured and the referee be convinced that the player is unable to continue playing within the proceeding 10 minutes, the team concerned may continue the match with a substitute player. The match is required to continue within the next 10 minutes. The injured player may be further replaced in any following matches only after on consultation with either the head referee or an official. Should a player require a second substitute, then this final player is not permitted to be further replaced in any remaining matches. The team must always include an original player.

Objections

37. The decisions of the referee concerning the rules of the game are non-appealable. Objections cannot be lodged. Objections against the series or group arrangements, the match plan or the program must be lodged prior to the competition.
Any other objections must be lodged in writing with the officials within 30 minutes of the completion of the game concerned.

The Bicycles

38. The bicycle must be constructed in accordance with the following guidelines:
- A: from 150 to 180 mm
 - B: from 430 to 490 mm
 - C: from 560 to 610 mm
 - D: from 500 to 550 mm
 - E: from 460 to 500 mm
 - F: from 370 to 410 mm
 - G: from 370 to 410 mm
 - H: from 850 to 995 mm
 - J: from 530 to 580 mm
 - K: from 930 to 970 mm

Frame:	Treadle Bearing: the distance between the lowest point of the sprocket wheel and the floor must be at least 220 mm.
Cranks:	The length of the crank from the middle of the treadle bearing axis to the middle of the pedal axis must be 135 to 170 mm.
Handlebars:	The width of the handlebars at the ends of both grips must be 270 to 340 mm. At each end of the handlebars, the pipe must be rounded and manufactured in such a way so that any injuries can be prevented.
Saddle:	Saddles must be made out of leather or artificial leather. Their length should not exceed 300 mm and their width 200 mm.
Pedals:	the pedals must be covered by rubber or plastic.
Wheels:	the diameter of the front and back wheels must be the same, with a minimum of 645 mm (26 inches). Disc wheels are not permitted. During junior competitions, 24 inch wheels may also be used.
Transmission:	A complete revolution of the cranks must make the bicycle move 2.0 to 3.5 m.
General Information:	<p>Dangerous additions and other aids, e.g. fixing of foot-holds, locking devices, brakes, etc. are not permitted. If bandages are applied around the pedals to protect the floor, it is not considered to be an aid. The front and back axes, as well as the chain stretcher, must be equipped with nuts.</p> <p>A defective bicycle may be replaced by spare bicycle.</p> <p>The change must occur outside of the field. A hindrance of the game should not occur and therefore the match will not be interrupted.</p> <p>A hindrance of the game is considered to be a violation of the rules and must be punished.</p>