

# TOURNAMENT REGULATIONS FOR DOUBLES HANDBALL

*The regulations for the 10th Official SUSS Tournament.*

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# 1 Overview

## 1.1 Authority

- (a) These Regulations are made under the authority of The Board, representatives of the Gods of Handball.

## 1.2 Definitions and Interpretations

- (a) Capitalised terms are defined, and the general interpretations of these terms are presented in section 7.

## 1.3 Purpose

These Regulations aim to:

- (a) encourage engagement from Players and spectators,
- (b) create an atmosphere of sportsmanship and fair play,
- (c) encourage equality and fairness for all Players; and
- (d) penalise teams that seek to gain an unfair advantage.

## 1.4 Penalties

- (a) If a Regulation describes a penalty for a breach of that Regulation, the Regulation will reference the relevant Penalty Provision as set out in section 5.

## 1.5 Application and Discretion

- (a) These regulations apply to the 11<sup>th</sup> Official SUSS Tournament.
- (b) The intent and purpose of regulations must be taken into consideration when being applied.
- (c) If neither the regulations nor rules cover a particular circumstance, the Tournament Director may determine which regulations are most applicable and has the power to apply them at their own discretion.
- (d) For times in which the Rules Book comes into conflict with this document, in which case the conflicting rule(s) or interpretations of rules as laid out in the relevant UQP official material(s) will be nullified only to the extent that they no longer conflict with this document.

## 2 Tournament Structure

### 2.1 Fixtures

- (a) Non-final Fixtures are generated on a round-by-round basis and are updated throughout the Tournament.
- (b) The Fixtures are generated via a round robin system, where each Team in will verse every other Team exactly once. A bye is awarded if there is an odd number of Teams.
- (c) All games played before finals are to be played under the modified format explained in regulation 3.1(e).

### 2.2 Finals

- (a) Finals begin once all Teams have played against every other Team in their pool.
- (b) All Finals are to be played on Court One unless there are extenuating circumstances rendering this impractical as decided by the Tournament Director.
- (c) Semi-Finals are Games played between the winner of one pool and the runner-up of the other pool.
- (d) A Bronze medal match is played between the losers of the 2 semi-Finals and must occur before the gold medal match.
- (e) Grand Finals are Games played between the winners of the 2 semi-Finals
- (f) The winner of the Tournament is determined by the winner of the grand final.

## 3 Conduct of Games

### 3.1 Game Conditions

- (a) Games must be played at Manning Library on one of two handball courts marked with chalk, and on the date specified by the handball gods in the prophetic dreams which haunt The Board, and communicated to Players via the SUSS Instagram account.
- (b) The Ball for the game is to be provided by the Squarers' United Sporting Syndicate and will be coloured yellow. If the ball becomes lost or otherwise unfit for play, a replacement will be provided.

- (c) A Game must include a coin toss or other 50/50 event to allow a Team to pick either whether they will start service or which side they will play on
- (d) A Game ends when:
  - (i) the win condition is reached as set out in the Rules of Doubles Handball
  - (ii) the Umpire deem that it is not safe for play to continue (as set out in Regulation 3.2(a)); or
  - (iii) a Team forfeits (as set out in Regulation 3.2(e))
- (e) For non-finals Games, the following modifications apply to the Rules of Doubles Handball:
  - (i) the score required to win by more than 2 under rule 4.3.1) is seven instead of 11.
  - (ii) the score required to win outright under rule 4.3.2) is 13 instead of 22.
  - (iii) the suspension time for a warning (green card) as set out in rule 5.2.1) is one round instead of two rounds.
  - (iv) the minimum suspension time for a temporary suspension (yellow card) as set out in rule 5.2.2) is three rounds instead of six rounds.
  - (v) the maximum suspension time for a temporary suspension (yellow card) as set out in rule 5.2.2) is nine rounds instead of 12 rounds.
  - (vi) the round which a player must complete their substitution before as set out in rule 2.1.1) is the fifth round.

### 3.2 Forfeits, Forced Losses and Abandonments

- (a) An Abandonment occurs when the Umpire decides that the conditions render the Game unsafe to complete.
- (b) To decide the winner of an abandoned Game:
  - (i) *If a Game is abandoned before either Team has scored 5 points:* the Game is replayed at a later date, as scheduled by the Tournament Director. If such a rescheduling is not possible, the Game is decided on a coin toss, where the Team who has the higher score gets to call. If both Teams are on the same score, the Team who reached that score first may call.
  - (ii) *If a Game is abandoned after either Team has 5 points:* the Team with the higher score wins. If both Teams have the same score, the Team who reached that score first wins.

- (c) A Team will forfeit a Game if:
- (i) They leave the court before the Game is abandoned under Regulation 3.2(a),
  - (ii) They do not have enough Players that can take the court due to injury,
  - (iii) More than one Player on the Team has been permanently suspended,
  - (iv) If they do not arrive in time for the start of the match (as set out in Regulation 3.3(d)).

### 3.3 Team Conditions

Teams:

- (a) can comprise of up to 3 Players, and a minimum of 2:
  - (i) a captain,
  - (ii) a non-captain; and
  - (iii) a substitute
- (b) must have every player and member of team staff sign the Squarers' United Sporting Syndicate Code of Conduct.
- (c) cannot contain a Player who is in another Team (unless they have a signed letter from a member of The Board).
- (d) must be prepared to begin a Game when the Umpire declares the Game is to start. An allotment of 5 minutes is provided to Teams with reasonable excuse, and up to 10 minutes in exceptional circumstances.
- (e) may have one non-Player person on the bench who may enter the court during a timeout, consisting of the following roles:
  - (i) Coach
  - (ii) Assistant Coach
  - (iii) Chiropractor (who must be suitably prepared to act in this capacity if required, and may enter the court in a chiropractic emergency)
  - (iv) Herald of the All-Consuming Eye of Azathoth (who must be suitably prepared to act in this capacity if required); or
  - (v) Assistant Herald of the All-Consuming Eye of Azathoth (who must be suitably prepared to act in this capacity if required)
- (f) Must understand and follow the Code of Conduct.

- (g) Must be equipped with a uniform approved by The Board or another Official Body with the authority to approve uniforms.

### 3.4 Blood Rules

- (a) If a Player is bleeding or wearing any clothing contaminated with blood, they must immediately leave the field to receive treatment and/or change their uniform.
- (b) If a Player refuses to leave, they may be penalised for delay of Game.
- (c) A Player may Sacrifice their blood to Baxk'men'thu (as set out in Appendix A: Standard Rituals) in exchange for one point provided:
  - (i) The phase of the moon is honourable; and
  - (ii) It takes no longer than 1 minute; in which case the Player may be penalised for delay of Game.
- (d) Should their blood be deemed unworthy, it is the Team's responsibility to ensure a goat or pig is slaughtered within 7 calendar days lest misfortune be upon us all.
- (e) Play may resume once the Player and the court are rid of exposed blood and contaminated clothing, and the wound is bandaged to a satisfactory standard.

### 3.5 Reporting of Games

- (a) Games should be reported by the Umpire or the elected Scorer of the Game through the official website, or another method approved by the Tournament Manager.
- (b) A Game report should include the following information:
  - (i) Team notes and ratings out of 4,
  - (ii) The score,
  - (iii) Awarded suspensions,
  - (iv) Protest information (if relevant); and
  - (v) Umpire's name

## 4 Drug Policy

## 4.1 Invoking a Drug Screening

- (a) A member of The Board or the Tournament Director may instigate a drug test if a Player is believed to be under the influence of one of the following drugs, punishable as per section 5: Penalty Provisions.

## 4.2 Disallowed Substances

### (a) Paracetamol

- (i) Paracetamol provides a competitive advantage because it can stop ouchie ouchie in the head.
- (ii) To test for Paracetamol, a qualified Official must place their hand on the accused's head, and if they can feel it pulsating and throbbing, swelling to unnatural sizes, the Player must be high on Paracetamol.
- (iii) The penalty for consumption of Paracetamol is immediate execution as per 5.6(c)(iv).

### (b) Weed/Marijuana

- (i) Marijuana provides a competitive advantage to Players as it allows them to peer into the astral realm and communicate directly with the Handball Gods.
- (ii) To test for weed, a Player must stand on top of grass. If they are able to do so for 10 seconds, they are now on weed.
- (iii) The penalty for consumption of weed should be consistent with a Low-Level Offense as per section 5.4.

### (c) Ice/Methamphetamines

- (i) Ice provides energy, strength, and alertness to a Player.
- (ii) To test for Ice, a Player must run 3 laps around the handball court. Should they succeed without slipping or falling, it is improbable that they were on ice.
- (iii) Should they fail the test, they will receive a punishment consistent with a Low-Level Offense as per section 5.4.

### (d) Speed/Amphetamines

- (i) Speed is too yummy. Yum yum yum.
- (ii) To test for Speed, the Official running the test must engage in a 100-meter race with the accused Person. Should the accused Person win, they must have run too fast, and are likely on speed.



- (iii) Should the test be failed, the accused Person must receive a punishment consistent with a Low-Level Offense as per section 5.4.

**(e) Ketamine**

- (i) Ketamine is used to tranquilise horses, and horses are strong beasts. Thus, taking Ketamine makes you closer to a horse and provides a competitive advantage.
- (ii) To test for ketamine, talk to Kaliha Bhuiyan. If she is attracted to you, you are likely a horse, or horse-like, and thus have likely taken Ketamine.
- (iii) Should the test be failed, the accused Person must receive a punishment consistent with a Low-Level Offense as per section 5.4.

**(f) Heroin**

- (i) Heroin isn't really a problem tbh.
- (ii) Don't test for it, narc.
- (iii) If they are taking heroin give them like a bunch of points.

**(g) Anabolic Steroids**

- (i) Gives you superhuman strength, rivalling the Handball Gods. This is rude and disrespectful to their majesty and is thusly banned.
- (ii) The test for Anabolic Steroids is an arm-wrestling competition between the Official and the accused Person. Should the accused Person win, they must be too strong for a normal person and thusly fail the test.
- (iii) Should the test be failed, the accused Person must receive a punishment consistent with a Low-Level Offense as per section 5.4.

## 5 Penalty Provisions

### 5.1 Penalty Points

- (a) For the duration of a tournament, each player is to accrue penalty points based on the personal penalties that they receive.
  - (i) For receiving a warning (colloquially a green card), a player receives 2 penalty points

- (iii) For receiving a temporary suspension (colloquially a yellow card), a player receives penalty points equal to the duration of the suspension.
  - (iii) For receiving a permanent suspension (colloquially a red card), a player receives 12 penalty points.
- (b) If a player accrues 10 penalty points, an official review must be launched into the conduct of the player (as set out in chapter 6).

## 5.2 Applications of Chapter 5

- (a) Any violation of this document or of the Code of Conduct may result in punishment according to section 5 of this document, at the discretion of The Board.
- (b) Should a person who is capable of acting in an Official capacity, but was not at the time of violation be found guilty of one of the following offences, the person responsible for the punishment must decide whether the punishment should apply to them as a Player and continue to allow them to act in an Official capacity or if the punishment should apply to them both as a Player and an Official.

## 5.3 Official Duties

- (a) Officials are expected to attempt, in all cases, to avoid any violations of rules leading to penalties being applied as per sections 5.4, 5.5, and 5.6. This includes a reasonable attempt to dissuade people from doing prohibited actions.

## 5.4 Low-Level Offenses

- (a) Low-level offenses are offenses which carry the smallest possible penalty, and include the following:
  - (i) Repeated green or yellow cards,
  - (ii) Intentional minor disruption of Tournament flow,
  - (iii) Trivial violations of the Code of Conduct
- (b) Penalties for Low Level Offenses may include:
  - (i) A green or yellow card
  - (ii) A stern talking to; and
  - (iii) The dunce cap.

## 5.5 Medium-Level Offenses

- (a) Medium-Level Offenses carry more serious weight and a stronger impact on a Player's Tournament than low-level offenses but do not prevent a person's participation in the Tournament.
- (b) Offenses can include:
  - (i) Repeated red cards,
  - (ii) Intentional and severe or repeated disruption of the Tournament,
  - (iii) Non-Official's minor violations of the Code of Conduct
  - (iv) Continuous off-court disrespect
- (c) First instance of discrimination based on race, age, sexuality and/or gender.
- (d) Penalties for Medium Level Offenses may include:
  - (i) Forced losses for the Players Team,
  - (ii) Suspension for multiple Games

## 5.6 High-Level Offenses

- (a) High-level offenses are offenses which carry the maximum possible penalty, and include the following:
  - (i) Extreme violations of section 7: Misconduct of the Rules Handbook
  - (ii) Officials or peoples acting in Official capacities violating the Code of Conduct
  - (iii) Non-Officials violating the Code of Conduct in a severe or extreme way.
  - (iv) Officials tricking or encouraging persons to violate this document, the Code of Conduct, or the Rules of Doubles Handball
- (b) Repeated acts of discrimination based on race, age, sexuality and/or gender.
- (c) Penalties for High Level Offenses may include being:
  - (i) Banned from the current Tournament,
  - (ii) Banned from all future Tournaments,
  - (iii) Stripped of official responsibilities for the current Tournament; and, in extreme cases
  - (iv) Public execution

## 6 Official Review

### 6.1 Purpose

- (a) Official Review exist to give Players a chance to formally file complaints about Umpires and to give them the means to defend themselves from those who seek to destroy the SUSS values.

### 6.2 Starting an Official Review

- (a) Should a Game contain a Red Card, or a Game otherwise be marked for Official Review by the Umpire, an Official Review may be started. In this case, the Umpire is the plaintiff and the Player who received the red card is the defendant
- (b) A request for Official Review may be declared at the end of a Match by a Player of that Match, and a Player may only request an Official Review for a violation of the Code of Conduct, or this document. This must be submitted as part of the end of match procedure. In this case, the Player is the plaintiff, and the Umpire is the defendant

### 6.3 Exclusion from Tournaments

- (a) If any Tournament Participant has a pending official review, they may not take the court as a Player, Team staff member, Umpire or Scorer.

### 6.4 Method

- (a) The Umpire of the Match with a pending Official Review must report the Official Review to the Official Review Manager unless they are involved in the Match, in which case a member of The Board must fulfil this role as the Acting Official Review Manager.
- (b) If the Official Review Manager or Acting Official Review Manager find the Official Review to be related to an umpiring decision which falls within section 5 of the Rules of Doubles Handball, it may immediately be discarded, and the process will not continue, and a green card will be awarded to the captain of the Protesting Team.
- (c) The Official Review Manager or Acting Official Review Manager will then listen to both the defendant and plaintiff alongside the Official Review Manager and Tournament Director. If either of these roles are unavailable,

they must be substituted for by a member of The Board, or the highest ranking Official available.

- (i) The plaintiff and the defendant may not hear each other's arguments.
- (d) The Acting Official Review Manager and the other two officials may then confer on a suitable punishment as per section 5 if necessary. Both defendant and plaintiff must be informed of the decision and how that decision was reached

## 7 Terminology

<b><i>Ball</i></b>	The ball as set out in the Rules of Doubles Handball.
<b><i>Board</i></b>	An Official Body which oversees all handball; specifics are outside the scope of this document.
<b><i>Drug Screening</i></b>	Any process set out in Section 4.
<b><i>Finals</i></b>	A series of Games played at the end of a Tournament to determine the winners of the Tournament.
<b><i>Fixtures</i></b>	The Player who is to serve the next point.
<b><i>Game</i></b>	As defined in the Rules Book Section 4.
<b><i>Official Body</i></b>	Any body of: The Board, Tournament Director, Official Review Manager, Team Liaison, Umpire Manager, Umpire, or a Scorer.
<b><i>Official Review Manager</i></b>	An Official Body responsible for managing Official Reviews and arbitrates between the Umpires with the Protesting individual.
<b><i>Player</i></b>	As defined by the Rules Book.
<b><i>Protest</i></b>	A process in which a Player may make a formal complaint and raise believed violations of this document from another Tournament Participant.
<b><i>Rules of Doubles Handball</i></b>	The Rules of Doubles Handball document created by the SUSS organisation.
<b><i>Scorer</i></b>	One elected by the Umpire Manager or by an Umpire with approval from the Umpire Manager to assist the Umpire in execution of the Umpire's responsibilities.

<b>Square</b>	A Team's area, marked by four lines on court.
<b>Team</b>	As defined in the Rules Book Section 2.
<b>Team Liaison</b>	An Official Body which ensures communication between officials and Teams. Communicates new rules, interpretations, etc.
<b>Tournament</b>	A series of Games ending with Finals to determine a winner.
<b>Tournament Director</b>	An Official Body which oversees the Tournament and ensures the Regulations laid out in This Document are followed.
<b>Tournament Participant</b>	One who is either a Player competing in the Tournament, or involved in any official bodies related to the current Tournament.
<b>Umpire</b>	One elected as an Official Body to determine points within a match with the authority to give Cards, Warnings, manage substitutions and score a Game.
<b>Umpire Manager</b>	An Official Body which trains Umpires and ensures consistent interpretation of the rules and oversees the Umpire Qualification Programme.

## Appendix A: Standard Rituals

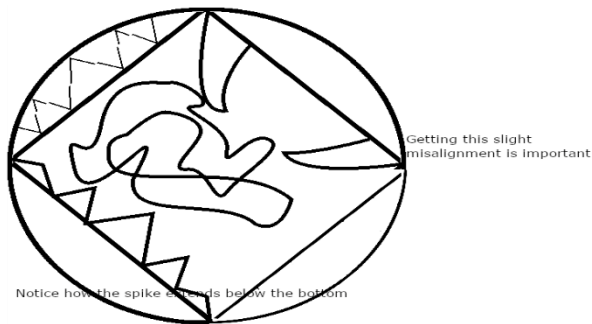
### *Blood Sacrifice to Baxk'men'thu [Excerpt from The Standard Necronomicon 6<sup>th</sup> Edition]*

Out of all the Standard Gods, Baxk'men'thu is perhaps the most temperamental, whose rituals require precision and dexterity to perform correctly and to His satisfaction. Furthermore, He is picky, and won't accept the same person's blood until they have showered with bath salts and burnt rosemary. The bath salts help to cleanse one's inner Qi and meridians from impurities such as grease, and the rosemary smells nice. It is also important that all parts of this ritual be performed perfectly and confidently; the Blood God will be able to tell if the participant is uncertain of the ritual procedures and so it is important to put one's whole pussy into it.

The steps to follow the ritual are as followed. It is standard practice to do these in order, but in theory one may do all at the same time. However, this method is dangerous, as any imprecisions will void the ritual, and the participant will need to cleanse their meridians again.

Furthermore, as with all lesser gods' rituals, the moon must be honourable.

Step 1: The participant must first mark onto the ground a pattern as shown.



Step 2: The participant must sprint exactly 25.2 meters.

Step 3: The participant must bleed on the drawn-out mark.

Step 4: Salt must then cover the blood on the mark



