





## Preface

Hurling Derby Handball is a field sport played on a rectangular field by two fielded teams of nine players each. The object of the game is to score more points by advancing an unpredictable oval ball across the opposition's goal try line into their end goal area or through their goal at the rear of their end goal area.

Each match has a predetermined amount of possessions. One team may end the game early if their opponents lack the required number of possessions in order to tie the score.

Derby has been designed to eliminate head injuries while being a serious challenge. Handball has many similarities to football but exceeds football's speed and skill by incorporating new skillsets within it's make up.

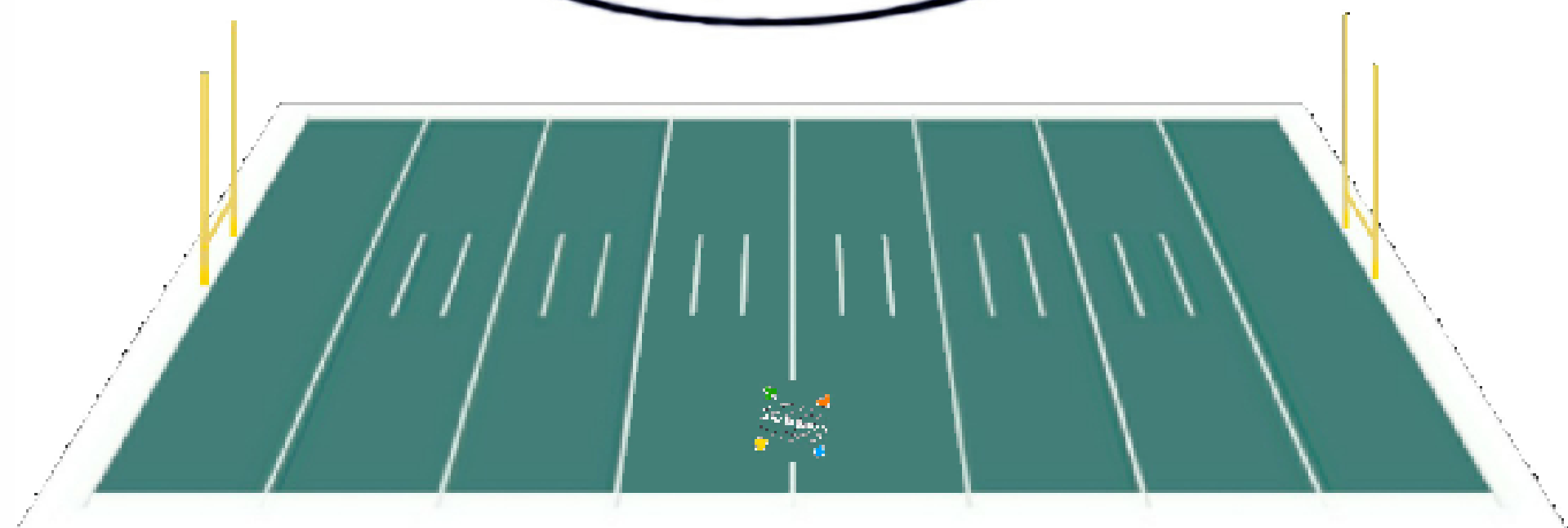
# Rule 1 Infrastructure

## Game Ball

The Official Game Ball of Derby Handball is the Henry Half Pint. A handball must be an elliptical spheroid oval ball with a short circumference measurement over 80% of it's long circumference measurement. Handballs must not exceed 10 inches in straight length.

*\* The general tolerance is between 81% and 84%.*





## Field

Derby Handball is played on a Jersey-Pitch field and is delineated in feet lines for it's grid pattern.

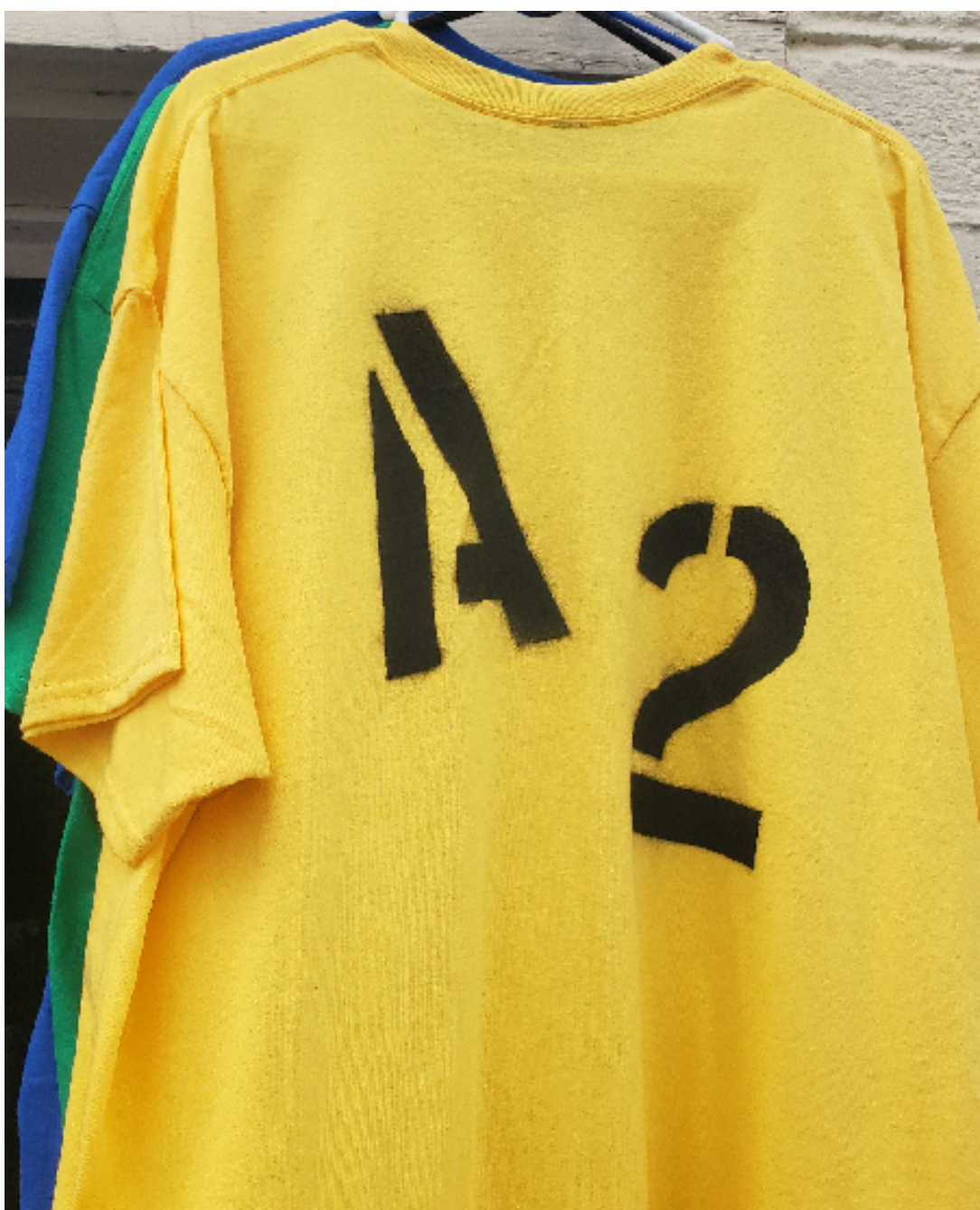
1- The Pitch-Grid between each try line is 270 feet.

2- The field has five set lines extending to both side touch line boundaries exactly 45 feet apart.

3- The field is 150 feet wide.

4- End goal areas will vary depending on which host field the Pitch-Grid lines are applied to. American Jersey-Pitch fields have 45 feet end goal areas beyond each goal try line.





## Uniform

All players wear black shorts, cletes and a same color team jersey.

Derby Handball has a ten character code which are recognized by the officials.

• A • 2 • 3 • 4 • 5 • J • 7 • 8 • 9 • K •

Players must wear one letter and one number in either order.

Players wearing a "J" in the first position are recognized as Offensive Captains.

Players wearing a "K" in the first position are recognized as Captains on Defense.

Captains communicate with officials.



Teams are permitted to have 18 game day players, two coaches and one manager. Derby Handball players are called "Mummers".



# Officials

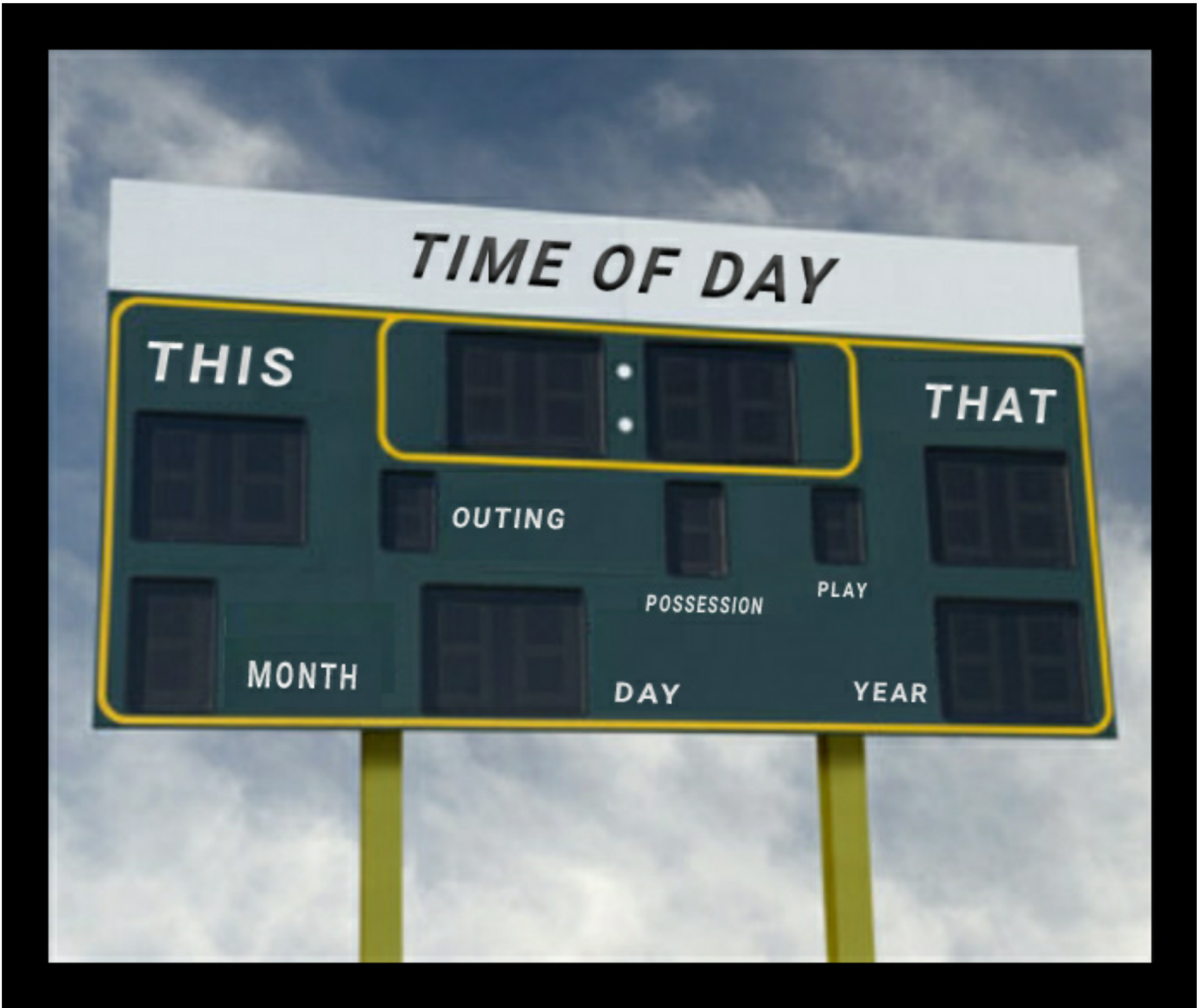
Each match is managed by a crew of Officials called "Jokers". The head Joker is the referee. The Umpire assists the referee and enforces the conduct and safety code. Two Linesman officiate each side touch line boundaries.

## Charge Direction



## Rule 2 Structure

- 1- Each Match begins with a Captain from each team meeting the Umpire at Midfield to draw cards. High draw chooses first possession and which goal try line to defend.
- 2- Each Match consists of nine Outings.
- 3- Each team possesses the ball in each Outing.
- 4- A possession consists of six plays called "Ups". Each up is numbered 6 Up counted down to 1 Up or the "Final Up".





- 5- Each team has four one minute thirty second "Pauses".
- 6- Each play has 15 seconds to begin.
- 7- Teams trailing by more points than are possible with remaining possessions ends the Match early.
- 8- Tie scores after nine full Outings results in Overdrive. Each team has a 2 play possession from their opponent's 45 foot set line to score. A team scoring and preventing their opponents from scoring has 1 point added to their final score.
- 9- Each Side Touch Line boundary is labelled "This" or "That".



10- Unlimited substitutions are permitted between plays.

11- Sub must be complete when the line player picks up the ball.

12- An Official's Pause which is one minute thirty seconds between changes of possession.



## Rule 3 Live Action

1- The player holding the ball is the ball carrier, passer or striker. The ball is carried on the run or rush.

2- The ball is passed forward or backward by throwing the ball. Passing the ball forward is restricted by two requirements.

a) No teammates may be behind the forward passer.

b) Four teammates must be within 15 feet of the ball's live line position on the field. The ball's invisible live line extends to both side touch line boundaries.

3- Throwing the ball backward is always permitted. Backward or lateral passing is called "Rugby".

4- Ball carriers are permitted to pass the ball by striking it with the hand or kicking it from the hands or dropping the ball to the turf. This action is called "Hurling".

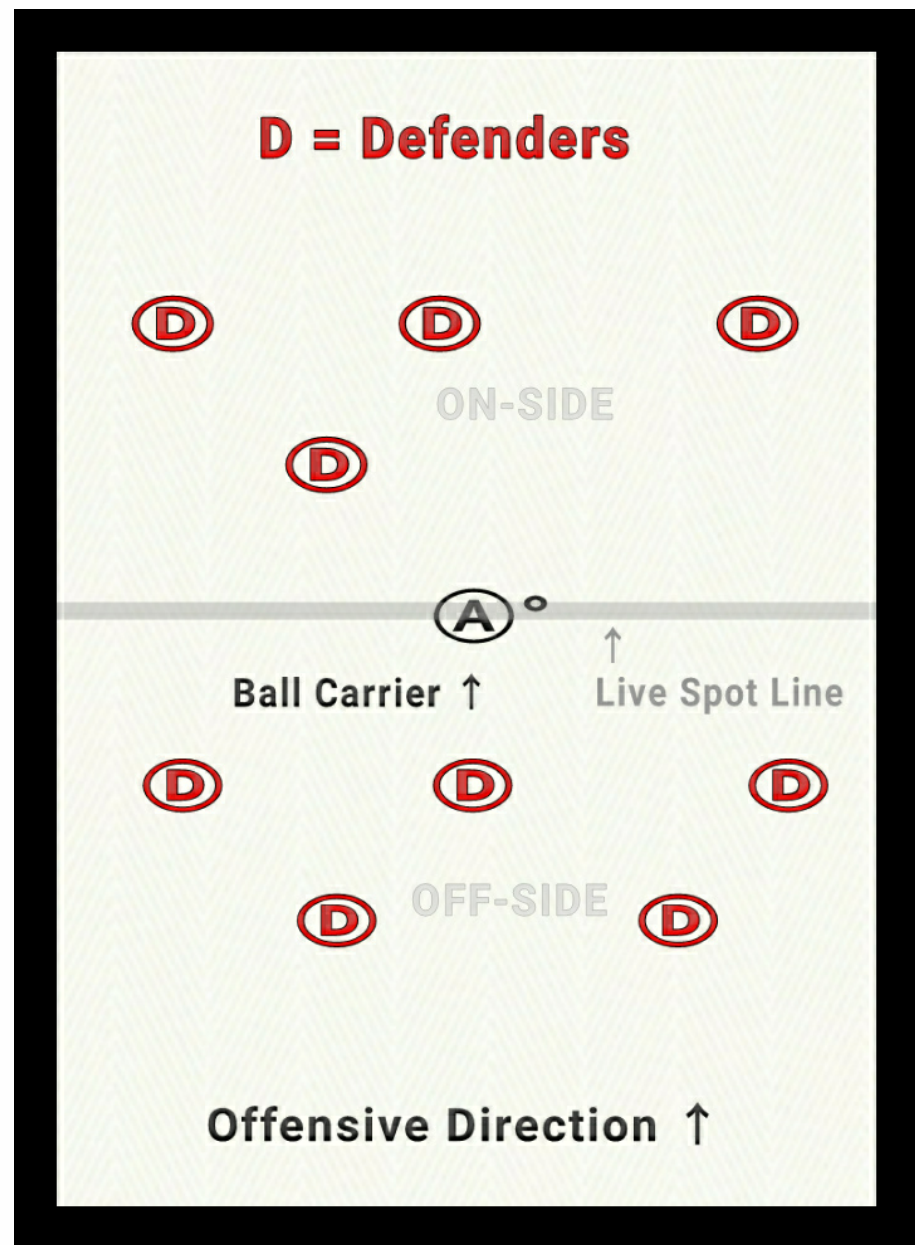
These are the methods of ball advancement by the possession team called the "Offense". The opponents are called the "Defense".



- 5- The ball carrier is stopped when a defender has both hands or palms simultaneously firmly in contact with the ball carrier drawing the official's whistle stopping play where the contact took place.
- 6- The ball is always spotted at the location where the previous play ends unless the stop was achieved less than five feet from a side touch line. The ball is then moved to exactly five feet from the side touch line.







- 7- A ball carrier can not be stopped from behind unless the ball is beyond all defenders.
- 8- Defenders are not permitted to play or contact the ball from behind the ball's live spot line. Interference from an offside position is a "Spot Foul". The ball is spotted where the foul took place wherein the same play is then restarted and resumed.
- 9- There is no contact permitted between players without the ball.
- 10- Obstruction by contact is an "Action Infraction". Illegal interference or obstruction contact results in the ball being returning to the previous spot. The offense loses a play if they violated action rules. They gain a play if the defense commits the foul.



- 11- Any contact or action judged to be dangerous results in a "Personal Foul". Whether intentional or not the offending player must sit out the next play without substitution. Three personal fouls results in a team playing the rest of the match short handed by one player.
- 12- The Umpire regulates safety protocol.



## Rule 4 Forward Procedure

- 1- No player may line up a greater distance than 30 feet in either direction from the ball's dead spot line before the ball is down touched starting live action. Lining up beyond 30 feet from the dead spot line is called "Out-Sides".
- 2- The Defense must observe and maintain a 15 foot neutral zone forward the ball's spot line before live play begins.
- 3- A single offensive line player called a "Fly" is permitted to pick up the ball and walk along the spot line before starting live action. The Fly down touches the ball against the field beginning live action.
- 4- The Defense is permitted to pursue the ball and or ball carrier once live action has begun.
- 5- The Fly has made the ball live with the down touch and is free to advance the ball by Rush, Rugby or Hurling Strike. The Fly is governed by the rules of ball advancement.
- 6- Four players called "Forwards" are permitted to run forward passing routes beyond 15 feet of the ball's live line.



- 7- A minimum of four players called "Backfielders" must remain within 15 feet of the ball carrier in order to pass the ball forward by throw from an onside position.
- 8- An off-side forward pass results in a loss of possession where the offensive spot foul took place.
- 9- Any four players may become forwards while five become backfielders.
- 10- The ball carrier in proper onside position to throw a forward pass is called a "Wayback". Any player may become a Wayback during a live play.
- 11- A player stopped within 3 feet of the opponent's try line results in the ball being spotted 3 feet from the opponent's try line.
- 12- The Defense is permitted to defend their try line by standing on it. A ball spotted within 15 feet of a team's try line results in the Defense having to maintain a neutral zone less than 15 feet.



- 13- Forward Pass route runners must remain a minimum nine feet apart at all times beyond the 15 feet distance forward the ball's live line. Teammates are permitted to be closer than nine feet behind ball carriers or receivers.
- 14- The ball can be handed to a teammate behind the ball's holder.
- 15- Once the ball has down touched all eight players lined up in backfield positions are then free to assume that play's assigned roles.



## Rule 5 Scoring

- 1- Centered on each rear end goal boundary line are sets of goal posts connected by a crossbar suspended ten feet above the turf.
- 2- A "Down-Goal" is a Hurling ball traveling under the crossbar between both verticle goal posts. A Down-Goal awards the striking team 2 points.
- 3- A Hurling ball traveling over the crossbar between both verticle goal posts awards the striking team a 1 point Field-Goal.
- 4- A Back-Touch is a Hurling ball landing in an opponent's end goal area that is downed or whistled dead. A Back-Touch awards a striking team 1 point.
- 5- A player possessing the ball behind their own try line who has opportunity to clear the ball out of their end goal area and is whistled stopped while possessing the ball surrenders 3 points to their opposition. This is called a Back-Jack.
- 6- A player advancing the ball across the opponent's goal try line or catching a Hurling ball or Forward Passed ball inside their opponent's end goal area while in boundary is awarded a "Crown Try" or 4 points.





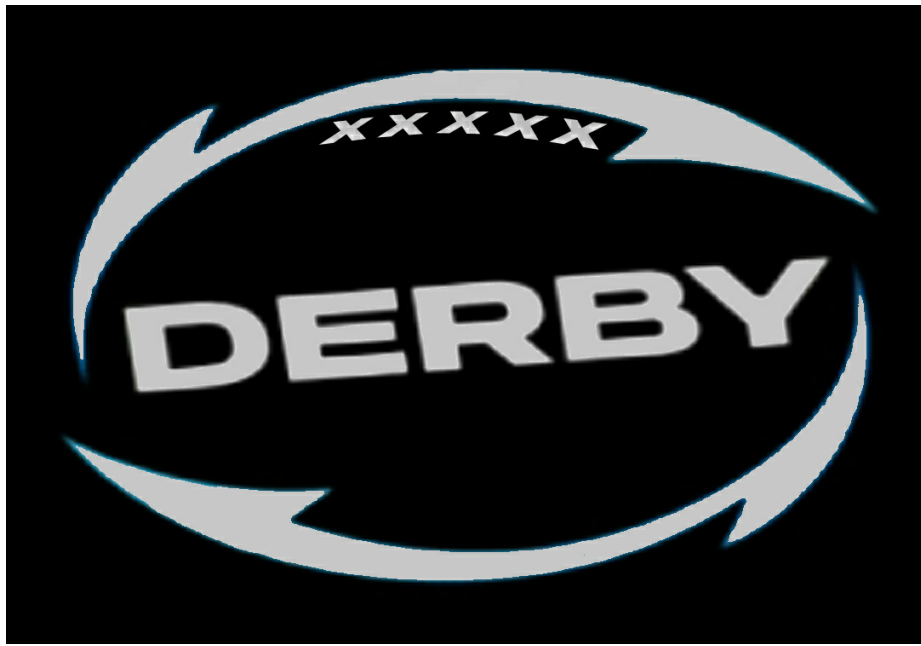
## Rule 6 Defending

- 1- No contact is permitted between payers except the defensive team and the ball carrier, passer, striker or kicker.
- 2- Obstruction by any player to another player's direction other than intermittent is strictly enforced as an "Action Infraction".
- 3- Defenders stop ball possessors by being onside with both palms in firm simultaneous contact causing the ball carrier's halt of progress forward. Touching from behind is prohibited.
- 4- Defenders are eligible when positioned forward the ball's live line position from the offensive perspective.
- 5- The ball cannot be played or effected by defenders from an offside position. Deflecting a ball from offsidess is a Spot Foul. The ball is spotted where the foul took place wherein the same play is resumed from a restart down-touch.



## Rule 7 Possession and Spotting

- 1- The ball is live during live play until the ball is whistled dead.
- 2- The ball is dead when a legal onside forward pass has been attempted until the ball touches the field without being made free by a defender. The ball is then dead due to a receiver not catching the ball from the air.
- 3- The ball is dead when it crosses a boundary on the turf or in the air.
- 4- A catch must be made on and over the field.
- 5- A Hurling ball forward travelling into touch surrenders possession where the ball leaves the field.
- 6- A Rugby Pass traveling into touch remains in possession of the possession team unless the action happened on a final play.
- 7- A Hurling ball touched by the defense results in possession awarded to the striking team where the ball left the field.
- 8- An incomplete forward pass results in the ball returning to the previous spot where the offense retains possession unless the action happened on a final play.



9- The ball is spotted in the middle third width of the field for a new possession.

10- The ball is spotted at a team's 45 foot set line after a Touch-Back or scoring play by a team's opposition. All scores are Touch-Backs.

11- The ball is spotted 5 feet from a side touch line after a team has lined out.

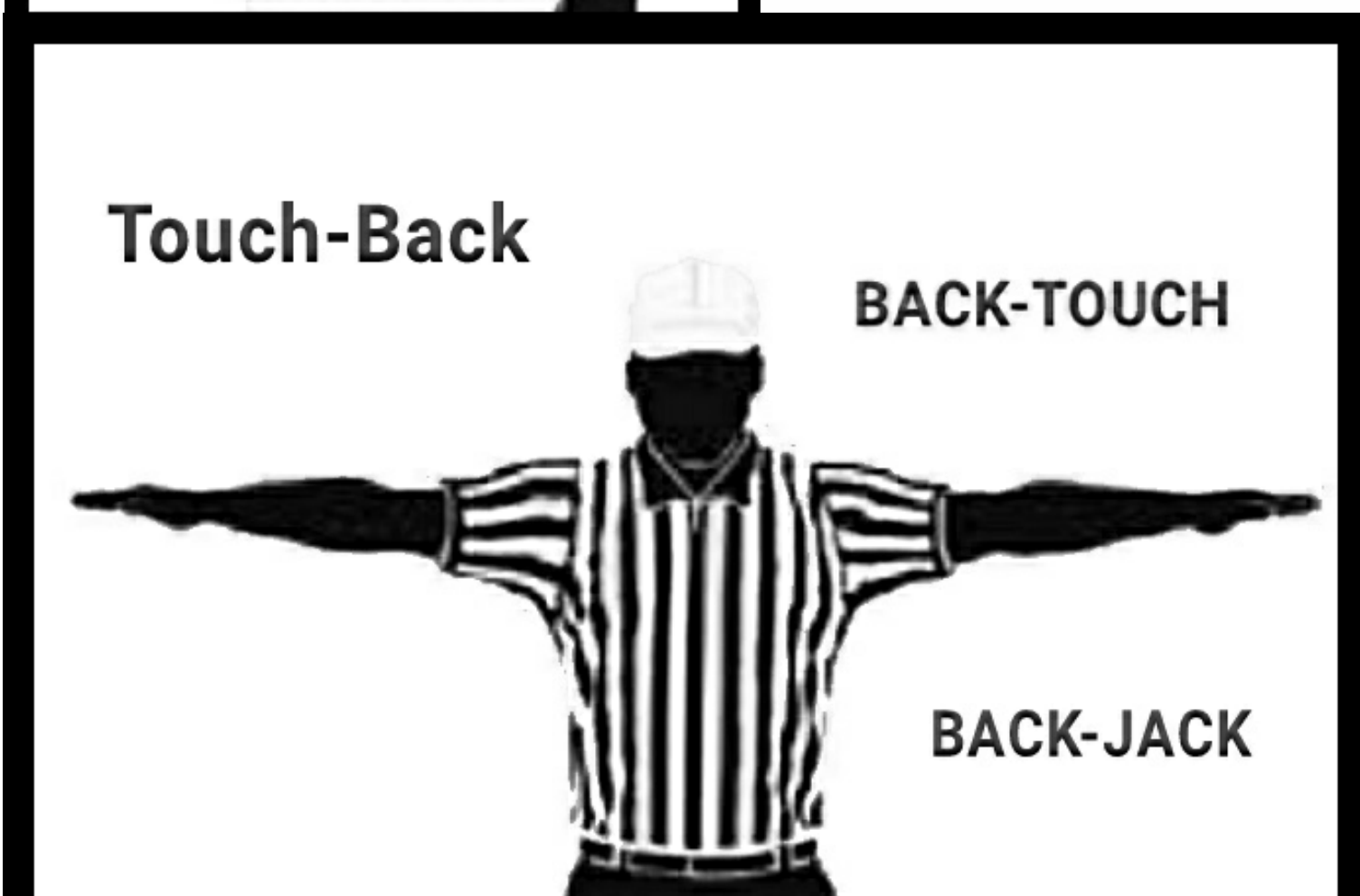
12- A Line Out is achieved when a team strikes the ball from behind a set line, the ball travels across three set lines in total then travels into touch before crossing a fourth set line or try line. A ball lined out awards the striking team with their next possession within the Outing order.

*Example: A ball lined out in the bottom of the 2nd outing results in the team having the ball with six new plays in the bottom of the 3rd outing. Their opponents lost the top of the 3rd outing.*

13- A live ball touched by both teams becomes a free ball. A free ball remains live after contacting the field in boundary.



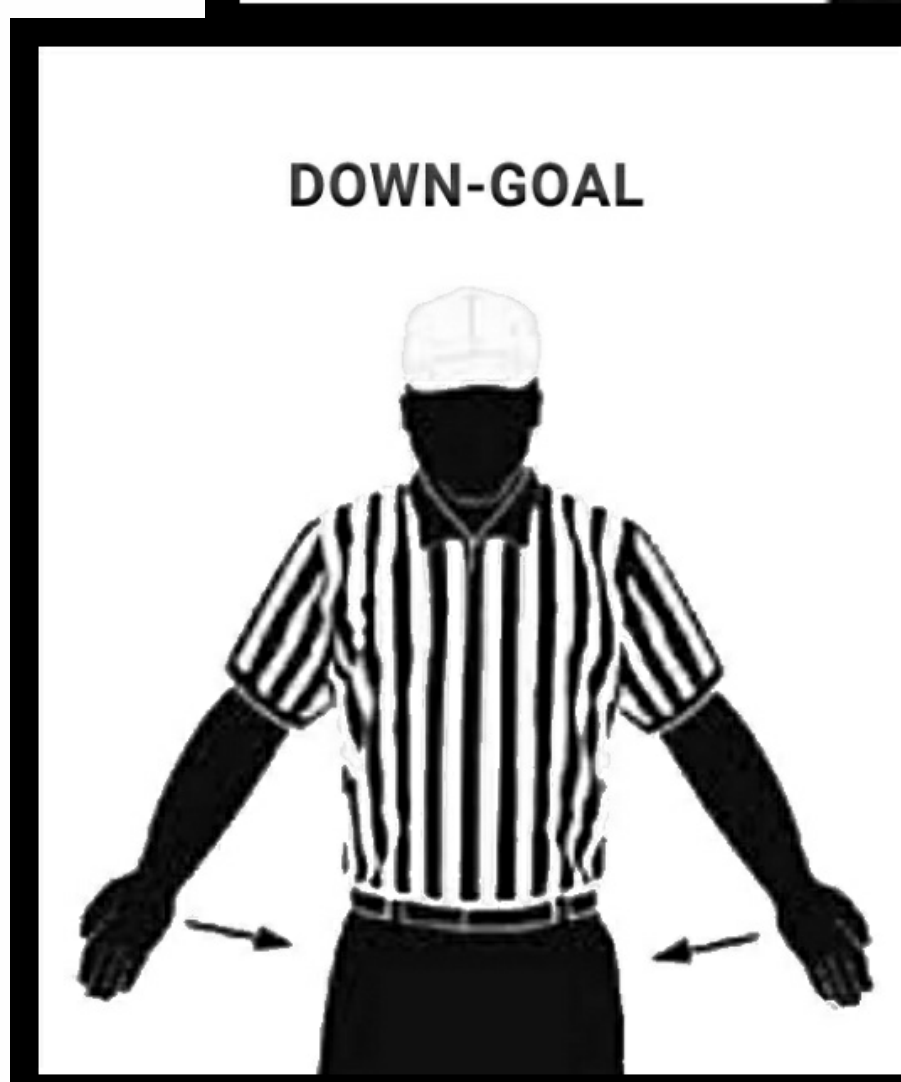
**TRY**



**Touch-Back**

**BACK-TOUCH**

**BACK-JACK**



**DOWN-GOAL**



**FIELD-GOAL**

**STOP**



**IN TOUCH**



**BALL SPOT**



**NO CATCH**



**Charge Direction**



**Procedure Penalty**



**Action  
Infraction**



**Personal Foul**



**SPOT  
FOUL**



## Closing

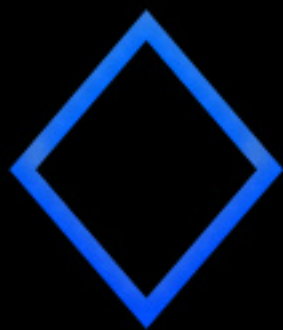
Hurling Derby Handball on Jersey-Pitch combines the skillsets of American Gridiron Football, Rugby League Football and Gaelic Football utilizing a firm two hand touch method of stoppage.

Our sport is dedicated to safety and will be a leader in the depletion of serious head injuries in modern sports. This effort took a number of years researching ancient field sports like Hurling, Harpastum, Episkyros and Urania to compile enough inspiration to devise a new scheme for a safer game that is worth viewing.

The safety innovation had to be the very aspect to be overcome by the athletes in order to be both challenging and psychologically rewarding.

Our future goal is to build a fraternity of cooperation and mutually beneficial strengthening of both body and mind. We intend to build tomorrow's men despite societal rot.





HENRY

*"The Earl"*

OFFICIAL

*Derby*



HANDBALL