

MMXXV



# 1st Decree



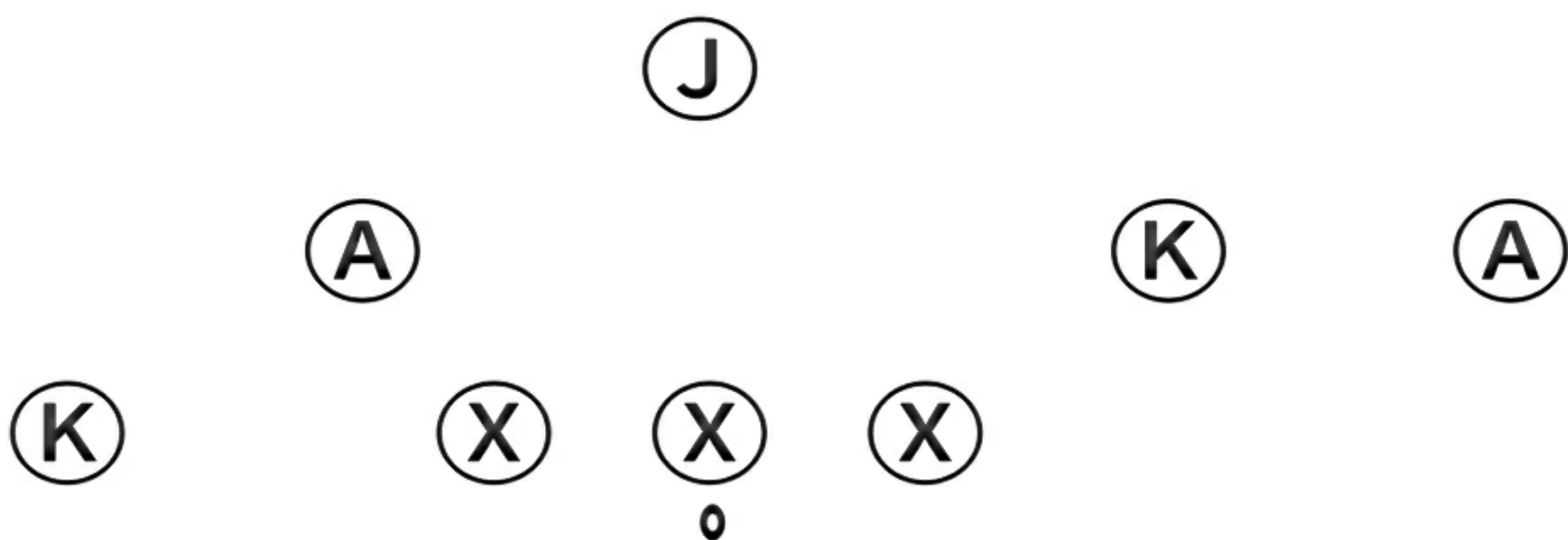
## ***PREMISE***

Hurling Rugby Handball or "Downe Jersey" is a field sport played by two fielded teams of eight players possessing an elliptical spheroid oval ball. The object of the contest is to score more points within 9 possessions of the ball with the goal of scoring by advancing the ball across the opponent's try line positioned at both ends of a rectangular grass field.

Points are also scored by kicking the ball under or over a crossbar separated by two vertical goal posts centered on each rear end goal boundary line.

The ball is advanced forward by rushing or carrying the ball, passing the ball forward by throw from behind each play's start line or striking the ball by hand or foot to pass from all points on the field. The ball can also be passed backwards by throw in order to explore potential running lanes.

The non possession team or Defense can stop the possession team or Offense by wrapping both arms around the ball carrier, forcing a ball carrier to step backwards or the ball carrier can hold the ball against the body which is a surrender. All of these draw the official's whistle ending live play.



Each Offensive team has four set line players and four backfield players. Three of four set line players are ineligible or not permitted to run passing routes forward or pass the ball forward by throw from behind the ball's start spot line.

Eligible players wear a code which communicates eligibility to officials. The code is made up of 4 letters and six numerals. Letters "A, J, K" are eligible. Players wearing the letter "X" are Ineligible. A single character numeral is worn on either side of the status letter.

**Example: X2 or 5X**

Are both Ineligible recognised codes.

**A2 or J4**

Are both Eligible recognised codes.

Players wearing "K" are Captains on Defense. Players wearing "J" are Captains on Offense.

The complete Jersey Code characters.

- A • 2 • 3 • 4 • 5 • J • K • 8 • 9 • X •



***JERSEY JERSEYS***





## *GAME BALL*

The HENRY Hurling Rugby Handball is made with 110% Comanche Bison Leather.

The ball is 9.25 inches long. It's long circumference is 24.25 inches. It's short circumference is 20.25 inches. It's circumference ratio is 82%.

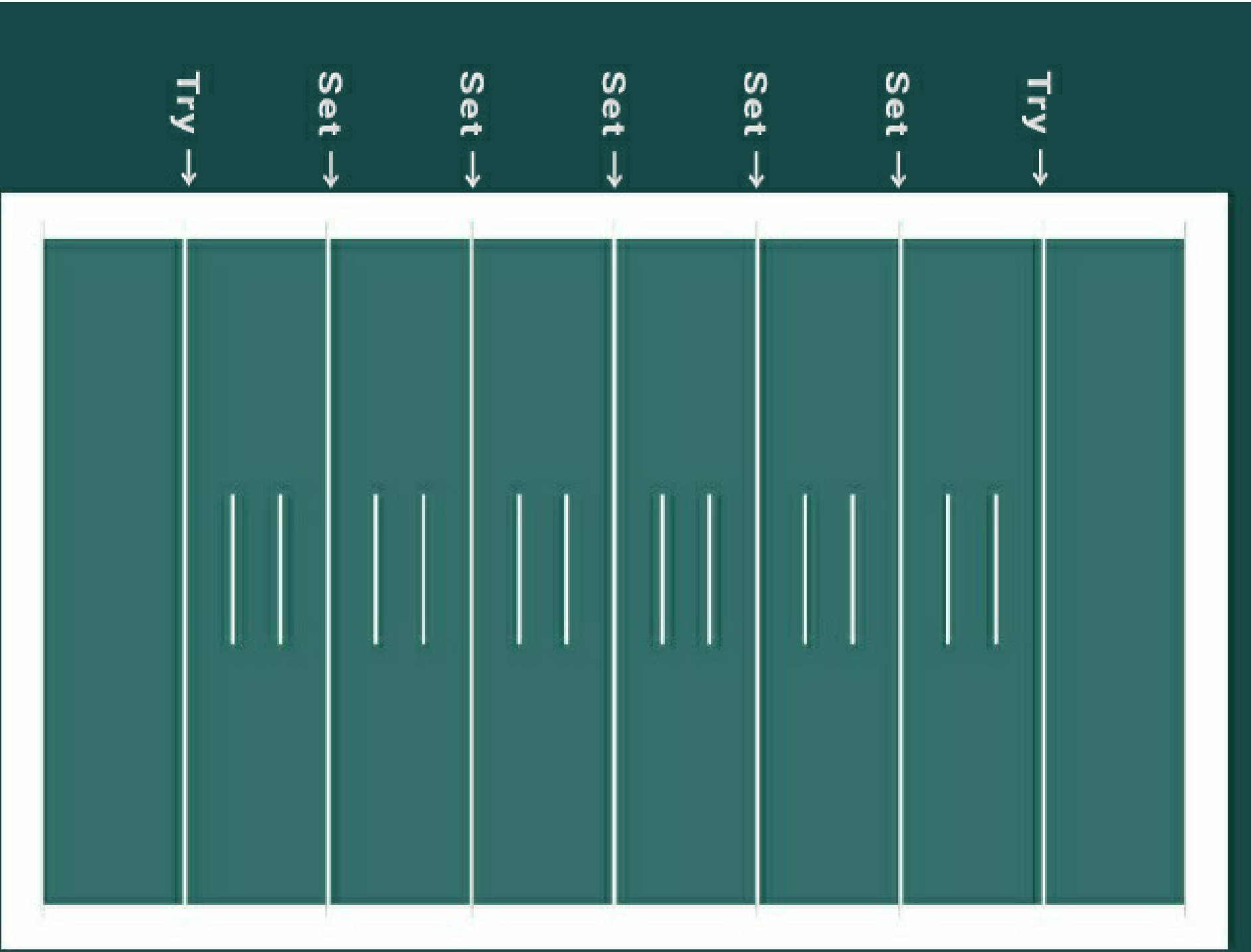
Henry's Half Pint is the only sports ball of It's kind.





# *JERSEY-PITCH*

- Hurling Handball is played on a Jersey-Pitch which measures 360 feet by 150 feet.
- Two side touch lines extend the complete length of the field.
- Between each goal try line is a field of 270 feet. Between each goal line are five set lines every 45 feet.
- A single Center line 135 feet from each goal try line separating the field into two territories.
- There are two grid hash lines between each set line every 15 feet.
- There are two end zone boundaries 45 feet beyond each goal try line.
- Each rear end zone boundary line has a centered crossbar 18.5 feet in length suspended 10 feet above the turf by two 30 foot vertical goal posts.





## 2nd Decree



### ***STRUCTURE***

Before each Match Captains meet Officials at midfield to draw cards. High card chooses first possession and which goal try line to defend.

- Each Match consists of nine Rounds consisting of each team having a possession drive.
- Each possession Drive consists of six plays.
- Each play has 30 seconds to begin.
- Each team has four timeouts per Match.
- A match ends early if one team trails by more points are possible with remaining possession drives.
- A tie score after nine complete rounds goes into Overdrive wherein each team has a two Play possession from their opponent's 45 foot set line to score by advancing the ball across the opponent's goal try line by carry or by forward pass.
- A team scoring in Overdrive and preventing their opponents from scoring has 1 point added to their final score for the win.





## ***SCORING***

***TRY*** • Advancing the ball across the opponent's goal try line or catching a forward pass across the opponent's goal try line scores a Try or 5 points. The ball must break the plane of the try line to score. The ball must be in boundary to score.







***BACK-JACK*** • A Hurling Strike ball caught in the opponent's end zone by a receiver or a Hurling Strike ball landing on the field before traveling across the opponent's goal try line scores 4 points when the ball is downed by either team.

A Back-Jack is scored by the defense when a ball carrier is stopped behind their own try line after having opportunity to clear the ball out of their end goal area the possession team surrenders 4 points to their opponents.

## **BACK-JACK**





***DOWN-GOAL*** • A Hurling Strike ball traveling through the opponent's end goal area under the crossbar between both verticle goal posts scores 3 points.

## **DOWN-GOAL**







***FIELD-GOAL*** • A Hurling Strike ball traveling over the opponent's crossbar between both verticle goal posts scores 2 points.





***BACK-TOUCH*** • A Hurling Strike ball landing in the opponent's end goal area can be Downed by either team awarding the striking team 1 point. Or when a player with no opportunity to clear the ball out of their end goal area is declared Stopped the opponent is awarded 1 point.

**TOUCHBACK**

**BACK-TOUCH**







***CONVERSION*** • A unchallenged punted field goal is awarded after a team has scored a Try if the scoring team has a play left over from the six plays of a possession drive. The scoring player attempt the conversion outside 15 feet from the opponent's try line perpendicular to where the ball crossed the try line. If successful 2 more points are awarded.

*\* A Conversion can be waved to Free Strike from midfield.*



## ***STOPPING***

A play ends when the official whistles the ball dead.

- A **Dead Ball** is no longer available to advance. A ball is dead when it travels into touch out of boundary. A ball is dead when an official whistles the play **Stopped**.
- A ball carrier is stopped when the ball is held against the body or when a ball carrier steps backward or retreats in open field beyond the play's spot line
- The ball when live has a **Live Line**. Defenders must play the ball or ball carrier from an **Onside Position**. Onside is forward the ball's live line from the possession team's perspective.
- A ball carrier is stopped when falling down with the ball having a knee, elbow, forearm or body contacting the field.
- A ball carrier is stopped when a defender has both arms around the ball carrier in the grasp with the defender's body contacting the ball carrier.
- Playing a ball carrier from an Offside Position results in a Spot Foul.
- Defenders are permitted to play the ball and ball carrier from all directions in the backfield. The backfield is behind the ball's spot or the play's start line.
- The area forward the ball's spot line or the play's start line is **Open Field** .
- No contact is permitted between players without the ball in open field. Only defenders can contact the ball carrier.



## ***RUGBY***

- Rugby is running with the ball in hand away from the body and passing the ball backward by throw. Rugby passing is permitted from all points on the field.
- Defenders must play a Rugby ball in open field from an onside position. Defenders re-establishing an onside position intercepting a Rugby pass results in a **Spot Foul** resulting in the current play being restarted on the spot where the foul took place.
- A Rugby Pass traveling into touch remains the possession team's ball unless the action happened on a final play of a possession drive.
- A defender is permitted to play a Rugby Rusher or ball carrier from behind if he ball carrier is beyond all other defenders.

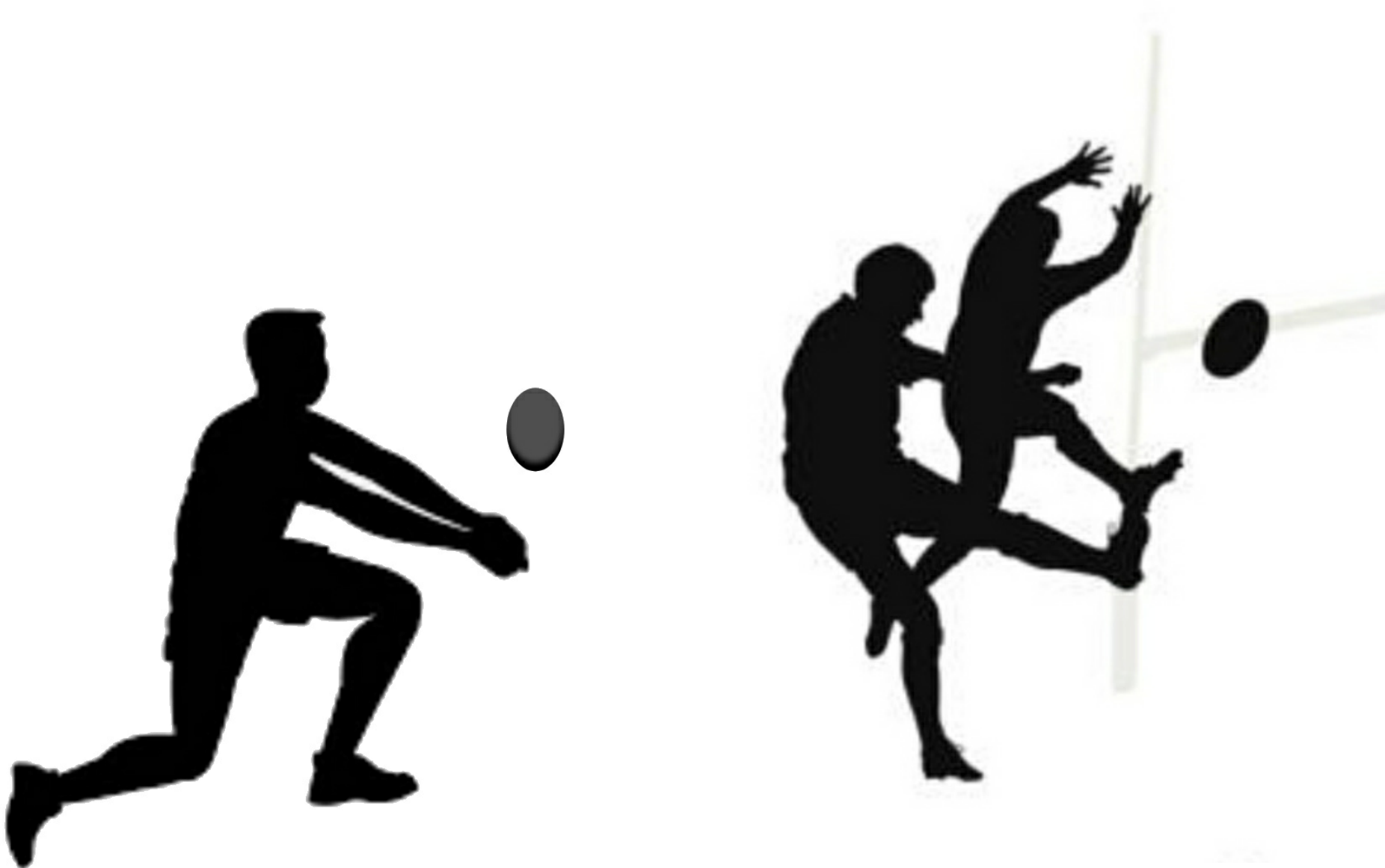




## ***HURLING***

The ball can be struck by hand or foot to pass the ball in all directions from any and all points on the field. All players can become ball carriers and take part in both Hurling and Rugby.

- All players are permitted to receive handoffs and throws forward or backward in the backfield.
- Striking and kicking the ball from the hands or on the field is permitted. Hand struck balls and kicked balls are considered the same actions.
- A Hurling Strike traveling into touch surrenders possession of the ball where the ball left the field. This is a **Knock-On**.
- **Hurling Strikes** traveling into touch inside the opponent's 45 foot line are **Touch-Backs**.

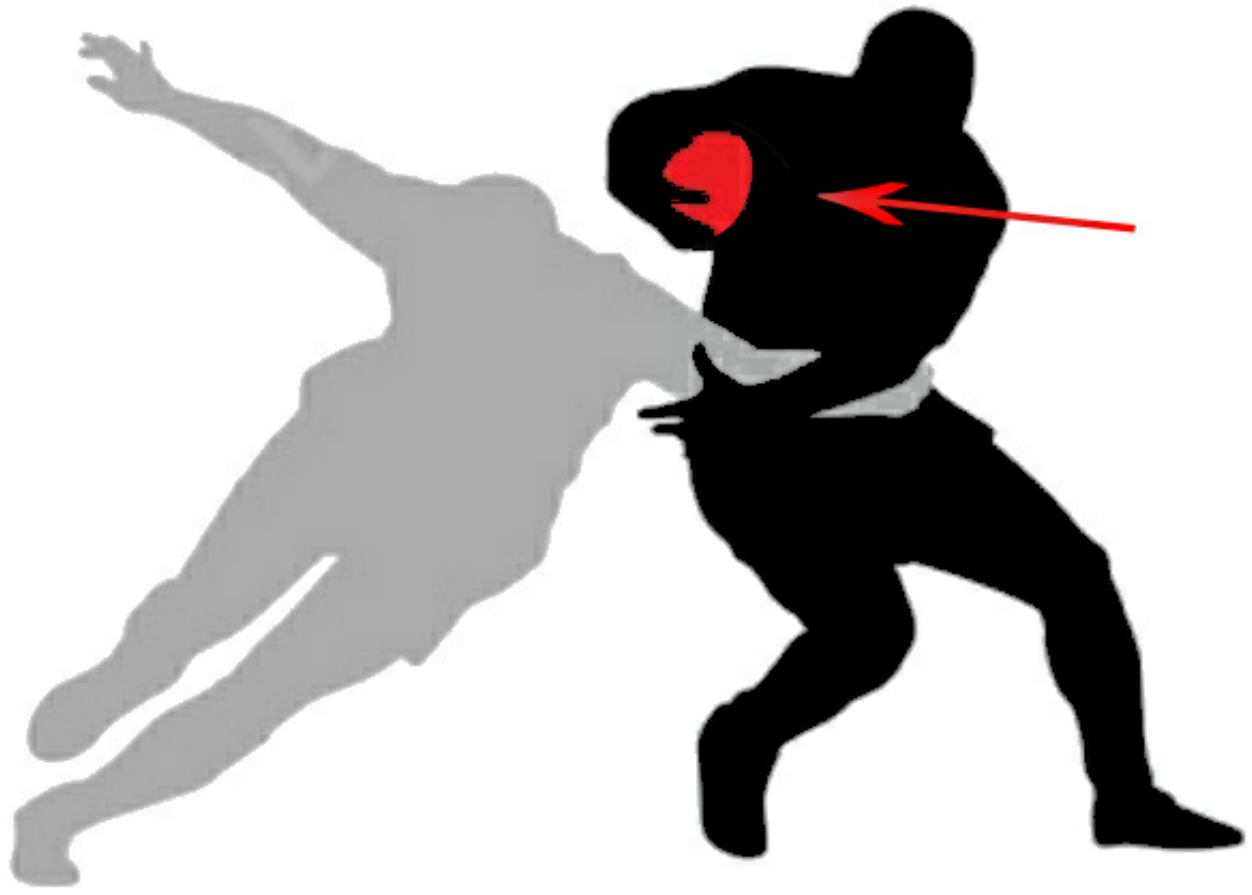




## ***PASSING FORWARD***

- A forward pass must generate from the backfield and cross the ball's spot line to be a forward pass. Any and all throws or loose balls in the backfield are **Live Balls**. A Live Ball is available for either team to possess and advance.
- A forward pass must leave the ball carrier's hand behind the ball's spot line. An illegal forward pass results in a loss of possession where the foul took place.
- A Defender deflecting a forward pass results in a **Free Ball**. A free ball remains live after contacting the field.
- An untouched forward pass contacting the field not being caught or traveling into touch is a dead ball. The ball returns to the previous spot where the next play is started.
- A complete forward pass is caught and controlled without touching the field in boundary.
- A receiver catching a forward pass that has crossed a boundary is not a complete pass. The ball must be caught on the field and over the field.
- A catch against the body is not considered a catch until the ball is controlled away from the body. The act of controlling the ball away from the body is considered a Handball move.





## ***PUSH BLOCK***

All possession players are permitted to **Push Block** in the backfield.

- A push block uses the hands only to move defenders out of the way of ball carriers in the backfield only.
- A push block must be from the front or side shoulders to waist.
- Defenders are not permitted to contact offensive players.
- Defenders are permitted to contact the ball carrier only. Contact with any player without the ball in hand is not permitted.
- Holding, grasping a defender or push from behind is not permitted.
- Push Blocking in open field is not permitted.

*Any act violating this section is an Action Infraction.*

### ***PROCEDURE***

When the ball is spotted the teams line up in positions which fall into a **Formation**.

- The Offense must line up with four set line players three of which are ineligible players called Guards. The fourth set line player is called a Flanker. The remaining four players are called Backs.
- An ineligible player must be the snapper who begins live action by throwing the ball to an eligible backfield player.
- The snapper is permitted to line up in a three point stance. No other player is permitted to line up in a three point stance.
- Any ineligible line position can be the snapper. A set line player must be lined up on either side of the snapper.
- The snap must be received a minimum two player spaces behind the snapper.
- No possession team players may line up a greater distance than ten yards behind the ball's spot line.
- Defenders must observe and maintain a one yard neutral zone before the ball is snapped starting live action.
- When the ball is spotted the offense has 30 seconds to start the next play.
- A one minute thirty second official time out takes place when possession changes.
- Backs are permitted to motion in all directions before the snap from the eligible line player to the opposite side touch line.
- No player may be in the neutral zone before the ball is snapped.
- Any backfield player line up outside the eligible line player must also be set before the snap.



## ***PROCEDURE PENALTY***

*\* Any violation of this section is a **Procedure Penalty**. The offense loses a play if in violation. The Offense gains a play when Defense is in violation of procedure rules.*

## **PROCEDURE PENALTY**



## ***ACTION INFRACTION***

*\* Any violation of rules for live play are **Action Infractions**. All violations during live action result in the ball returning to spot,, Offense losing a play if in violation or gaining a play if Defense is in violation.  
\*,Penalties may be declined accepting the results of the previous play.*



**ACTION  
INFRACTION**



## ***SPOT FOUL***

*A **Spot Foul** results in the ball being spotted where the foul took place. The previous play is resumed from the new spot line.*

- A Defender illegally playing the ball or ball carrier from an Offside Open Field Position results in a spot foul.*

- An illegal forward pass results in a **Spot Foul Knock-On Turnover**. Possession is surrendered with the Knock-On.*

**SPOT  
FOUL**



## ***PERSONAL FOUL***

*A personal foul is an accidental violation of safety protocol. A personal foul results in a loss of a play for an offensive violation or an offense gaining a play if the defense is in violation. The offending player must sit out the next play without substitution leaving their team short handed for the next play.*

## **PERSONAL FOUL**





## ***BLACK CARD***

***An intentional violation of safety protocol results in a Black Card Personal Foul. The offending player is disqualified for the remainder of the match and must leave the field. The Umpire regulates safety protocol.***



## ***SAFETY CODE***

- Hitting and collisions are not tolerated.
  - Defenders are not permitted to contact any Offensive player without the ball.
  - Offensive players are permitted to Push Block in the backfield only.
  - No contact is permitted between players without the ball.
  - Diving is not permitted. No player shall leave their feet to gain yardage, Block, clutch, grab or stop a ball carrier, catch a pass or score.
  - Ball carriers are not permitted to stiff arm or fight off defenders by bull rushing, lowering the head or shoulder or joust using hands or elbows to joust.
  - No player is permitted to make unnecessary hard contact or above the shoulders contact.
- \* Officials have descretion if a personal foul is deemed to be aggregeous or intentional a player may be black carded.*

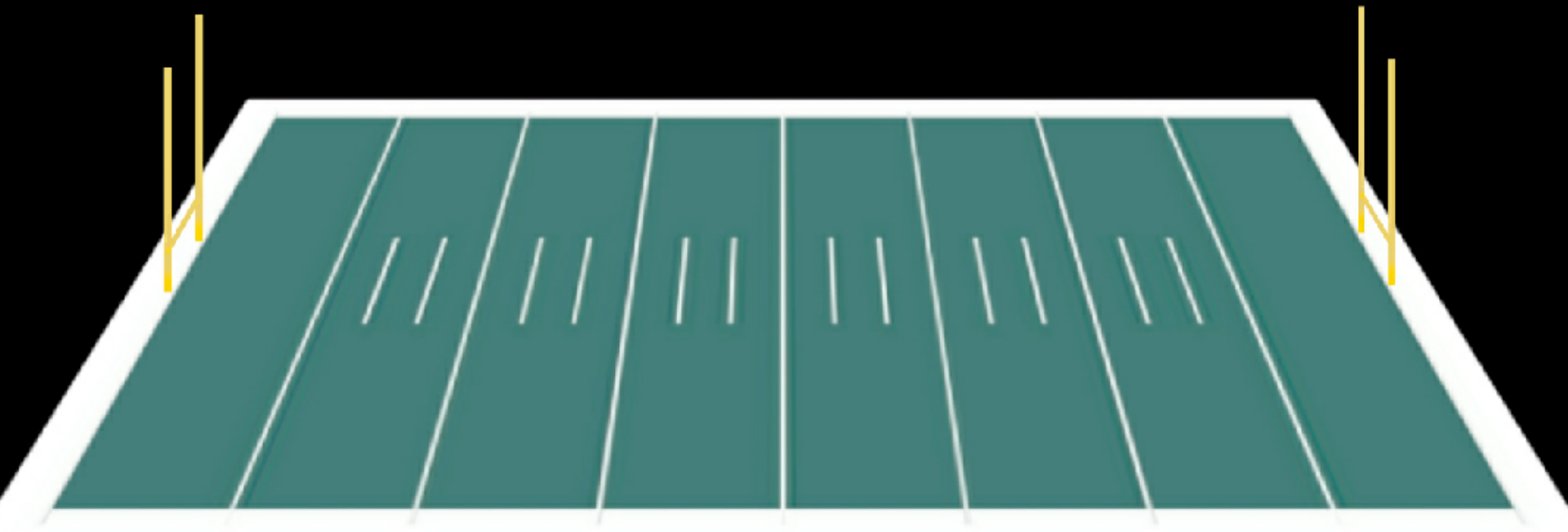


### ***BALL SPOT***

- The ball is spotted for every play. When the Umpire takes his hand off the ball the 30 second down time clock starts. A team failing to start live action within 30 seconds loses a play.
- The ball is spotted on the 45th foot set line to start a game or after a team scores for the opponent's possession.
- The ball always has an invisible Live Line representing it's position for defensive onside orientation and for dead ball spotting where a play ends. An official may place a "dummy spotted ball" at the exact dead ball location. A second official can parallel spot another ball as the official spot within the middle third of the field.







## ***LIVE LINE***

- When a play ends the ball's live line before play ended is signalled by the nearest official to the play when the ball was whistled dead.
- That ball is then dummy spotted or passed to the Umpire for the official spot in the middle third of the field.

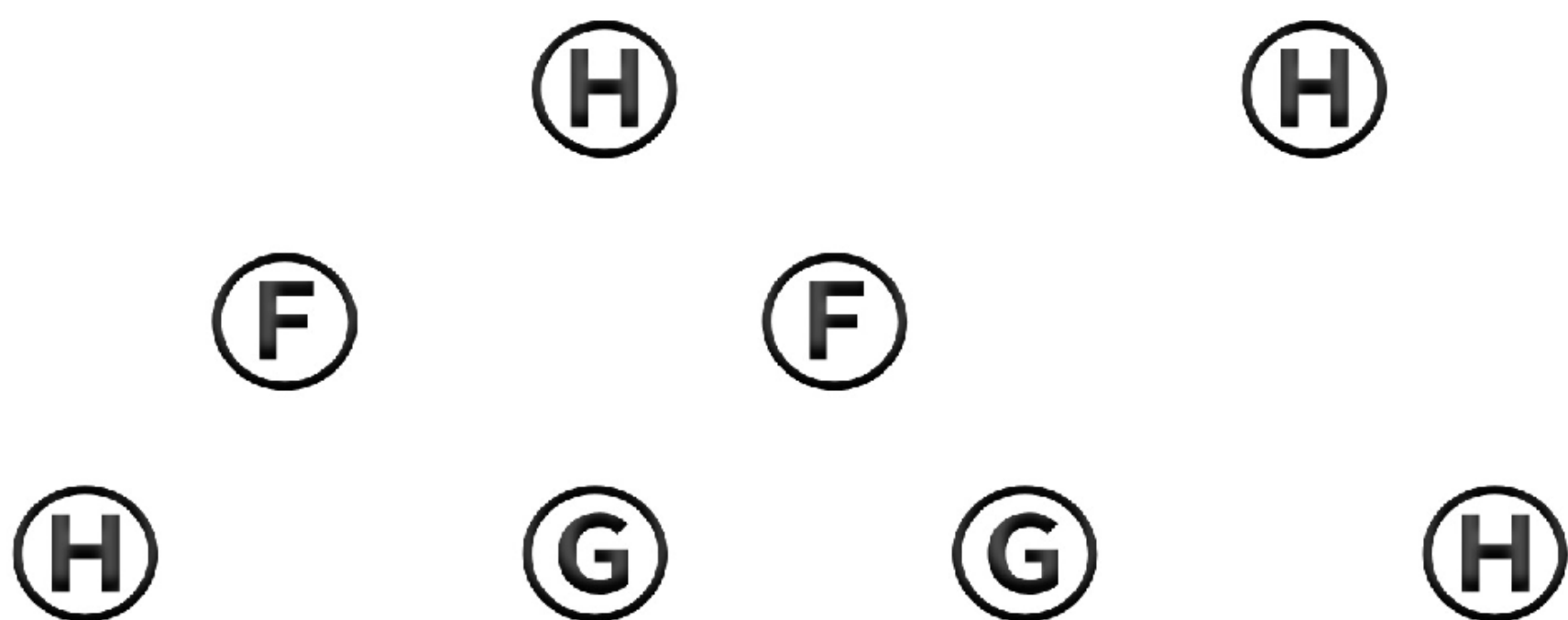


## ***SIDE LINES***



- Each Side Touch Line has two officials; the Side Judge who is stationed on the ball's spot line and neutral zone and the Line Judge who is positioned further up field.
- Line Judges are charged with getting the exact location of the ball when it or a ball carrier travels into touch. This is essential for accuracy when spotting the ball.





## ***DEFENSE***

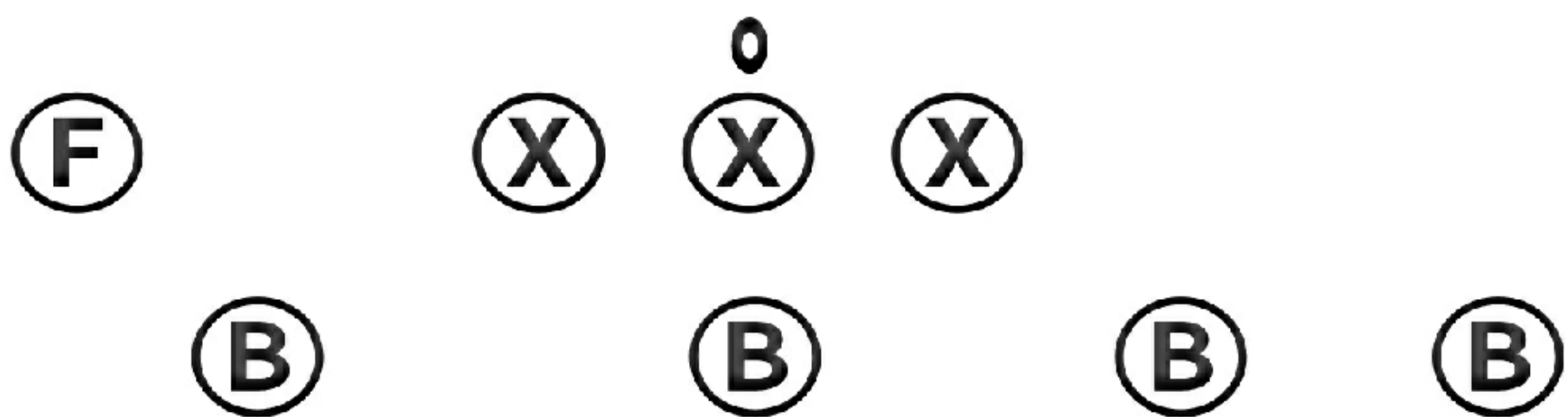
- *The Defense has three types of players.*

**Halfbacks** who *cover wide and deep passing zones.*

**Fullbacks** who cover secondary central open field zones.

**Line Gaurds** who pressure the offensive backfield.



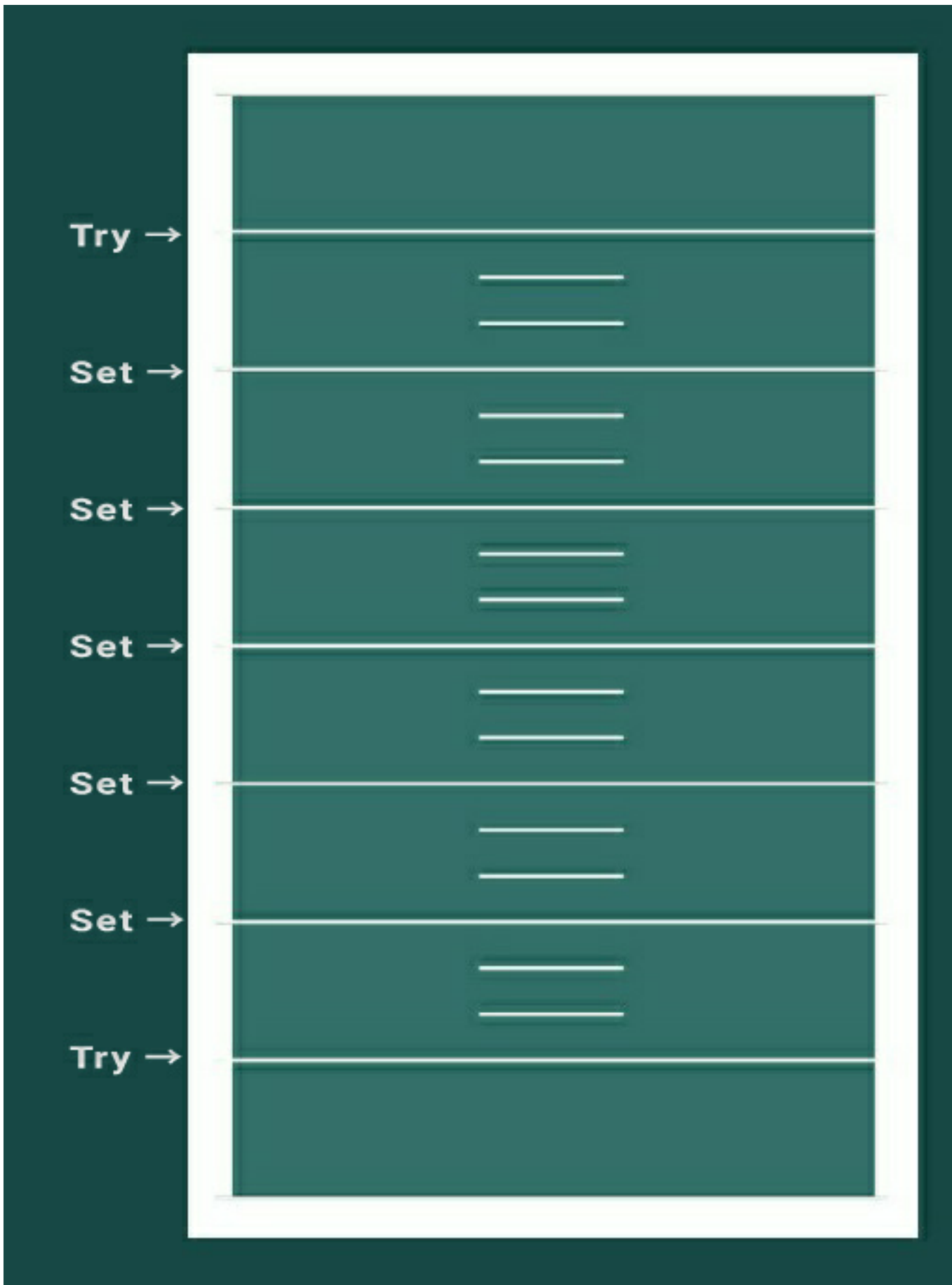


## ***OFFENSE***

Flanker eligible set line player  
 Guards (X) ineligible set line player  
 Backs eligible backfield players

*LINE OUT*

- If a ball is striked from behind a try line or set line then travels across a total of three set lines contacts the field in boundary before traveling into touch before crossing a fourth set line the striking team retains possession of the ball where it left the field the ball has been lined out. The striking team is awarded a their next possession drive in the Drive Order skipping over their opponent's next drive.
- A Defender can cause a line out by touching the ball before it leaves the field or running into touch with the ball causing the line out.



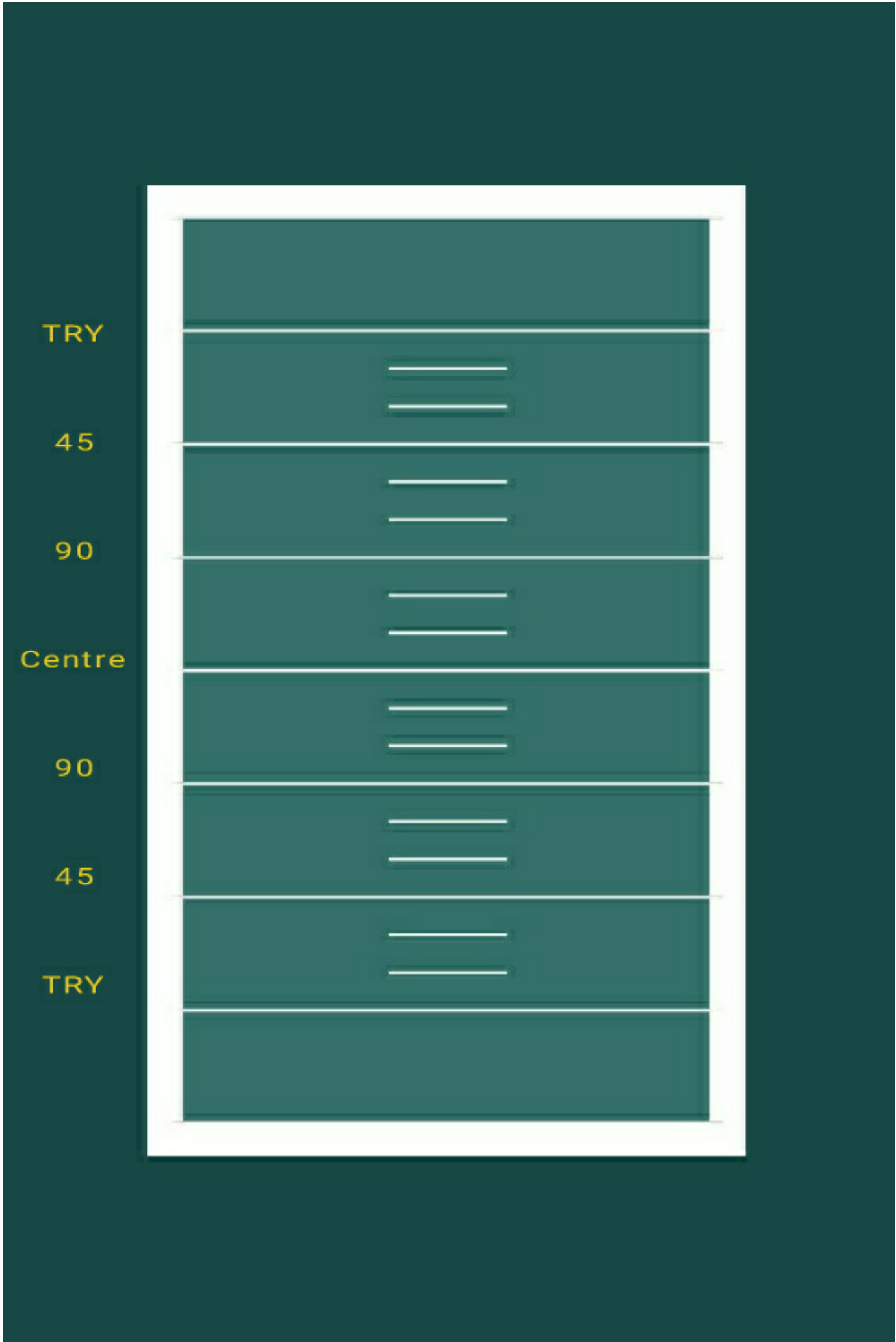
## ***FREE STRIKE***

If a possession hasn't advanced the ball inside their opponent's 90th foot set line they have the option of a free strike.

- In order to declare a Free Strike the possession team must use a timeout.
- Free Strike procedure for offense is the same as every other play.
- The Defense must observe and maintain a 30 foot neutral zone.
- Once the ball is snapped to a backfield player the defense is permitted to rush.
- The ball carrier strikes the ball from behind the ball's spot line.
- The ball must travel a minimum of 15 feet forward spot to become a live ball.
- A Free Strike ball crossing the opponent's 90 is subject to the **Field Turnover Rule** wherein a Free Strike crossing a team's Kick line becomes the opponent's ball on the next play where the free strike play ends or on the opponent's 45th foot line if the free strike team scores.
- A Try scored on a free strike play awards no conversion.
- A waved conversion awards a try scoring team a free strike play from behind the Centre Line at midfield.
- A free strike ball recovered by a free strike team outside the opponent's 90th foot set line retains possession of the ball with a new set of six plays and a their next possession drive in the Round order skipping over their opponent's next possession drive.
- A Score from a free strike after a try due to a waved conversion is recorded as a conversion score.



- A free strike can be faked. A free strike fake is a normal play except the snapped ball is received then delivered to a second eligible player who then proceeds to execute a regular play. The ball can be advanced in any legal manner.
- A free strike must be executed by the snapped ball's receiver.
- If a faked free strike play advances the ball across two set lines forward the current ball's spot line the offense is awarded a new set of six plays. The possession drive remains the same.



# Closure



## *POSTULUS*

Having no game clock prevents ball carriers from running at full speed towards the side line in order to stop a clock at the end of games. This is where injuries happen.

Having no three point stance with a one yard neutral zone decreases the angle of first contact being the head. Couple this with a free ball concept wherein if the defense tips a forward pass in order to increase the odds of a turnover. This takes the priority of a sack away to keeping the passer contained. The threat of a line player catching a toss behind the line raises the likelihood of a short yardage gain instead of a long one.

The required carry the ball away from the body decreases the likelihood of injuries due to high velocity impact. Receivers can now take the gain instead of risking serious injuries. Add all the above to the defender having to wrap both arms around a fast individual forces position over impact.

At every turn the play is being pushed to the center of the field where everyone can see it. Our game is going to be really fun to watch. And it'll be a whole lot safer than Football that's for sure.



## NOTE

Building a safe relative of a violent yet fanatically religious ideology has its challenges. Removing the reckless activity that is the basis for the celebrated feature of entertainment and blood thirsty curiosity that compels the football follower to blindly consume the dogmatic fatwa of orthodox puritanism does labor this effort unfairly.

Oh how the Hypocrisy cookie doth crumble. It was those orthodox believers who first committed heresy by changing the most sacred of religions in Rugbyism. The prophet Walter Camp was your witch in the woods to be burned for "messing with our game".

The fear of attempting a new idea, flavor or color restricts us from the enlightening freedom of exploration. Our fear most often is of what are of other's perception. The fear of being alone in one's own approvals keeps the individual from really living as free.

We eventually ask the question. "Why are we here?" The answer is simple.

"This life is an experience".



