

Bludgeonball

NOTES ON THE LAWS OF THE GAME

Modifications

Subject to the agreement of the member association concerned and provided the principles of these Laws are maintained, the Laws may be modified in their application for competitions for players of under 16 years of age, for women bludgeonballers, for co-ed bludgeonballers, for veteran bludgeonballers (over 35 years of age) and for players with disabilities. Furthermore, the game in its purest form is played with a considerable amount of physical contact with opposing players and the bludgeons. A reduction in the degree of contact is encouraged when the participants agree to such based on their experience or preference. Specific gradations in the extent of contact are described herein.

Any or all of the following modifications are permissible including the degree of allowed bludgeon contact:

- size of the field of play
- size, weight and material of the ball
- width between the goalposts and height of the crossbar from the ground
- duration of the periods of play or score to be obtained to win
- substitutions
- number of players on each team

Further modifications are only allowed with the consent of the International Bludgeonball Authority or IBBA.

Male and Female

References to the male gender in the Laws of the Game in respect of referees, assistant referees, players and officials are for simplification and apply to both men and women.

Official languages

On behalf of the International Bludgeonball Authority, the IBBA intends to publish the Laws of the Game in English, French, German and Spanish. If there is any divergence in the wording, the English text is authoritative.

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Terminology

Bludge- to avoid work or responsibility

Bludger- one who gets by on the hard work of others, a brawler who typically favors fewer physical confrontations relative to the brawler considered the bludgeoner in a mob

Bludgeon-

noun

a thick stick with a heavy end, used as a weapon

verb [with object]

beat (someone) repeatedly with a bludgeon or other heavy object

- force or bully (someone) to do something

- (bludgeon one's way) make one's way by brute force

Bludgeoner- the most physically aggressive brawler on a mob or bludgeonball team

Brawl- a bludgeonball game or tournament

Brawler- a bludgeonball player that is a member of a mob or bludgeonball team

- a bludgeonballer

Bully- the name given to a set play in which a single brawler from each opposing mob engage in a short duel in a bully circle to win possession of the ball. The winning brawler will gain possession by either pushing their opponent out of the bully circle or severing them from their board. If either player touches the ball with their board before either of them are severed or forced out of the circle, the opposing player who didn't touch the ball in the circle may use their bludgeon and play on. The brawler that touched the ball with their board may not use their bludgeon until a player not involved in the bully touches the ball with either their board or bludgeon.

Bully circle- a circle with a 6 foot radius where a bully takes place, the bully circle is located in the center of half line and at the center of the attacking/defending lines. All bully circles contain a center mark.

Bum-rush- a penalty shot awarded to a brawler that was perped by a brawler on the other mob. The bum-rush transpires by the offending brawler taking position on the goal line they are defending and the shooter in the center bully circle. The shooter then bum-rushes the defender who can only defend the goal using their E-board. The defender's bludgeon must not touch the ball, the board or the brawler making the bum rush otherwise 2 points are awarded to the shooting brawler's mob. If a goal is scored by the shooting brawler they must still clear to be awarded 2 points, otherwise they are only awarded 1 point.

Clear- riding the board back across the half line within the yield lines after scoring a goal. This must be accomplished in order to return to the attacking side of the field and to be awarded two points for the goal versus only one point if unable to clear. Every brawler on the scoring side must clear to their defending half before returning to the attacking side after a goal is scored.

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Cork- using one's bludgeon to knock an opponent's bludgeon out of their hand thus causing the bludgeon to shoot across the field like a cork shooting out of a bottle

Goal line- the two shorter lines on the ends of the field on which the goal is placed

Gootch- the act of being stopped suddenly because you have rolled over the ball stopping the rotation of your wheel, borrowed slang from skateboarding which implies having the board strike the area directly behind the genitals

Lopsided bully- a bully that occurs on either attacking/defending line

Lopsided scrum- a scrum that occurs outside of the middle two quarters

Mob- a team of brawlers or bludgeonball players

Mobball- any game played which is similar to bludgeonball but played amongst brawlers of the same mob or local area. Mobball is typically played without referees and has any number of modifications to the game per the mob's preference including levels of contact, field markings, goal and ball size and game duration.

Mobbin- slang for engaging in mobball or bludgeonball

Perp- a foul or brawler that commits any foul but specifically named as such for a foul in which one brawler's E-board strikes another brawler's E-board in a vector perpendicular to or at least greater than 45 degrees relative to the opponents board.

Ready- or a player at ready implies a brawler standing with both feet on their board but not moving anywhere. They are able to use their bludgeon in this position but may not move. This is required of a brawler who has been vanquished. They may commence moving once a brawler who was not involved in the bully touches the ball.

Scrum- a method of restarting play by a referee in which the ball is dropped between two opposing players boards and play commences immediately upon ball reentry. Scrums are necessary when play has been stopped for reasons not resulting in a yield or perp. Scrums may be performed without a referee by placing the ball between the boards of opposing brawlers and having them initiate play on the ball after a three count repetitive sequence of first touching their own board followed by a touch of the opposing brawler's bludgeon.

Sever- to cause an opposing brawler to come off their board

Severed- the state of coming off your board, having at least one foot off your board

Spearing- an illegal move in which a brawler attacks another brawler by launching themselves off their own E-board and striking the other brawler while not on their board

Squelch- the act of stopping play in your defending quarter for a time out, player injury, or to quickly advance the ball down field with a batted strike. The squelch must be signaled by stopping the motion of the ball by placing the depressed end of the bludgeon held with both hands in a straight vertical position on top of the ball while stationary on the E-board. This allows the brawler to get off the E-board and pick up the ball. The mobs may then convene for a time out or injury. They may then restart play by striking the ball with the bludgeon in any manner they wish including a service in which they throw the ball in the air and strike it with the bludgeon in the air. The squelch must take place within the defending quarter. The squelch can subsequently result in a score. A goal may not be scored directly from a squelch unless struck

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by a member of the same mob or if it deflects off an opposing brawler prior to entering the goal. A player on the same mob as the squelcher must touch the ball with their board or bludgeon prior to the ball entering the goal in order for a goal to be scored.

Squirt- the acted of rolling all the way over the ball with the board after a gooch, causing the tire to spin and squirt the ball out of the back of the board

Vanquish-to win a bully or bum-rush

Vanquished-having lost a bully or bum-rush

Yeet-

verb

to throw or send with a great degree of force

noun

manner of passing and scoring in which the ball is served in the air to a fellow brawler and struck midair by the bludgeon. The goal must be scored without bouncing prior to crossing the goal line

Yield line- the longer of the two perimeter lines marking the lateral boundary of active play

OVERVIEW –

Bludgeonball is a game played on a battery powered electric board. The electric board used must be no more than 12 inches in height, 12 inches in width, and 36 inches in length. Boards may not have attached modifications intended to aid in direct control of the ball. All boards used in play must be inspected by officials prior to any sanctioned game.

Bludgeonball play consists of two separate mobs in a brawl. Each brawler rides an electric board and uses a heavy padded stick called a bludgeon to both control the ball in the field of play and to strike and push the opposing mobs' brawlers. The physical confrontations with opposing brawlers using the bludgeon are done so in order to inhibit their ability to control the ball and to sever them from the electric board they are riding rendering them unable to engage in further contact with the ball or other brawlers until they are once again mounted on the board.

Brawls are won when one mob scores 21 points. Points are accumulated by scoring goals. Goals in which the brawler bludgeons the ball across the goal line into the goal and maintains his position on the board and rides the board back past the half line between the yield lines are scored two points. Goals in which the brawler bludgeons the ball past the goal line into the goal and then either becomes severed from the board or rides outside the yield lines prior to crossing the half line are worth one point. Specially assisted goals referred to as yeeted goals are worth three points.

Field markings

Field surface

Matches may be played on natural or artificial surfaces, according to the rules of the competition, but natural surfaces are preferred.

The color of artificial surfaces are preferably green.

Where artificial surfaces are used in either competition matches between representative mobs of member associations affiliated to IBBA or international club competition matches, the surface must meet the requirements of the IBBA Quality Concept for Bludgeonball turf or the In-

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ternational Artificial Turf Standard, unless special dispensation is given by IBBA. Specifically no artificial infill material may be used.

Bludgeonball is played on a field with markings specific to the rules of play. The field must be made fair and safe for players and set up in a way which also considers spectator safety to be of paramount importance. The only markings allowed on any and all parts of the field are those outlined in these rules or in the IBBA marketing guidelines. Any deviations from these requirements for any IBBA competition require IBBA approval. For arena guidelines and facility requirements, see relevant manuals.

The field of play must be rectangular in shape and marked with lines. These lines belong to the areas of which there are boundaries.

The two longer boundary lines are called yield lines. The two shorter lines are called goal lines. The field of play is divided into two halves by a halfway line, which joins the midpoints of the two yield lines.

The center mark is indicated at the midpoint of the halfway line. A bully circle with a radius of 6 feet is marked around it.

Each half of the field of play is further divided into two additional areas by an attacking/defending line, which joins the points marked on the yield line one quarter of the yield line length away from the goal line on each end. At the midpoint of each attacking/defending line there are additional bully circles with a radius of 6 feet marked around it.

Dimensions

The length of the yield line must be greater than the length of the goal line.

All lines must be of the same width, which must be not more than 5 inches.

Length (yield line): minimum 100, feet maximum 200 feet Width (goal line): minimum 50 feet maximum 100 feet

Goals are positioned outside the field of play at the center of and touching each goal line. No equipment or items, such as helmets, face masks, hand protectors, towels, water bottles etc. may be placed inside the goals. Goal size and shape may vary depending on local preference however for brawls consisting of three or fewer brawlers per side a rectangular or dome faced goal with a width of 6-8 feet and height of 4-6 feet is recommended. For larger sided brawls goals are recommended to be 10-12 feet in width and 6-8 feet in height. The goalposts and crossbar must be made of wood, metal or other approved material. They must be square, rectangular, round or elliptical in shape and must not be dangerous to players.

Qualities and measurements

The bludgeon itself may be 32-36 inches in length with one end covered in padding made from high density foam which is 12-14 inches in length with a tapered cylinder shape. The bludgeon pad must be at least 2 inches thick on all sides surrounding the interior handle. The inner padding material may be compressed up to 1/2 inch on each side of the handle. Additionally, the slightly concave end of the pad should make a depression no more than 1/2 inch deep relative to the outer edge at the end of the bludgeon. The handle of the bludgeon must be 20-24 inches in length with a stiff cored tube less than one inch in diameter. The stiff inner tube must be covered with an EPDM or NPVC padded grip no less than 1/4 inch thick. The total weight of the bludgeon should not exceed 32 ounces or 907 grams.

The ball is:

- spherical
- made of leather or other suitable material
- of a circumference of not more than 70 cm (28 ins) and not less than

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68 cm (27 ins)

- not more than 450 g (16 oz) and not less than 410 g (14 oz) in weight at the start of the match
- of a pressure equal to 0.6 – 1.1 atmosphere (600 – 1,100 g/cm²) at sea level (8.5 lbs/sq in – 15.6 lbs/sq in)

Replacement of a defective ball

If the ball bursts or becomes defective during the course of a match:

- the match is stopped
- the match is restarted by dropping the replacement ball at the place where the original ball became defective, unless play was stopped in a defending quarter, in which case the referee drops the replacement ball on a point on the defending line nearest to where the original ball was located. If the ball bursts or becomes defective during a bum rush or bully before it touches any player or the crossbar or goalposts:

- the bum rush is retaken

If the ball bursts or becomes defective whilst not in play, the match is restarted accordingly

The ball may not be changed during the match without the authority of the referee.

Basic equipment

The basic compulsory equipment of a player comprises the following separate items:

- a jersey or shirt with or without sleeves – if undergarments are worn, the color of the sleeve must be the same main color as the sleeve of the jersey or shirt
- shorts – if undershorts or tights are worn, they must be of the same main color as the shorts
- stockings – if tape or similar material is applied externally it must be the same color as that part of the stocking it is applied to
- ankle/shin guards
- footwear
- helmet
- E-board
- Bludgeon

Ankle/shin guards

- are covered entirely by the stocking or shoes
- are made of rubber, hard foam, plastic or a similar suitable material
- provide a reasonable degree of protection
- may alternatively be incorporated to the shoe itself

Colors

- The two teams must wear colors that distinguish them from each other and also the referee and the assistant referees. If a low light game is being played, either same color LED or glow lights must distinguish players on their jerseys and helmet. Bludgeons from one mob are typically all fashioned from one animal hide. This does give individual mobs a similar appearance with respect to their bludgeons.

Duration of the brawl

The duration of the brawl continues until one mob scores 21 points and is leading the other mob by 2 points. Halftime of the brawl commences when the leading mob scores 10 points and the mobs then switch sides of the field. Play is again resumed and continues until one mob reaches 21 points and is leading the other team by at least 2 points.

Composition of Mobs

Bludgeonball may be played in any combination or quantity of players so as to make competition sufficient and agreeable to both mobs. Sanctioned and refereed games must however, be

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played with an equal number of brawlers on each side but may be played with an agreed number of brawlers on each side from 2-5, 3 vs 3 being the optimal configuration of brawls. Brawl size is set prior to start of play and each mob may consist of up to twice the number of brawlers as are on each side during active play.

Start of Play

Start of play begins with a bully. A single brawler from each opposing mob engages in a short duel in a bully circle to win possession of the ball. The winning brawler will gain possession by either pushing their opponent out of the bully circle or severing them from their board. If either player touches the ball with their board before either of them are severed or forced out of the circle, the opposing player who didn't touch the ball in the circle may use their bludgeon and play on. The brawler that touched the ball with their board may not use their bludgeon until a player not involved in the bully touches the ball with either their board or bludgeon. If both brawlers touch the ball with their board in the bully circle neither player may use their bludgeon until a player outside the bully circle touches the ball. All other brawlers must be within the perimeter of their defending quarter while the bully is taking place. These brawlers may only leave the defending quarter and commence play when either the ball has touched one of brawlers or if a brawler become severed from their board. The losing or vanquished brawler must remain at ready until a brawler not involved in the bully touches the ball. The start of play, at both the onset of the brawl and halftime of the brawl, commences with a bully.

Restart of play

Restart of play is required at halftime or when a yield or perp has been called. Restart of play is also required when a goal has been scored or a squelch has been performed. Occasionally restart of play is required when extraneous factors interrupt play, there is an inadvertent injury, or a collision occurs in which there is question over whether a perp occurred and no particular brawler is found to be at fault.

When a mob scores a goal that brings the cumulative score to 10 or more, halftime of the brawl is called and both mobs have a 5 minute stoppage in play to reconvene outside the yield line. The restart of play at halftime commences with a bully.

When a yield is called by either mob because the ball has traveled outside the yield line, the brawler in the yield position indicates the yield point by moving to a spot within reach of their bludgeon and pointing to the spot with their bludgeon closest to where the ball exited the field. The brawler in possession of the ball must then reenter the field or pass the ball back into play at a location upfield from the indicated yield point. Yield may also be called when the ball travels past the goal line but not in the goal. The brawler in possession of the ball may reenter the field anywhere along the goal line but may only travel behind the goal one time every time the ball crosses the goal line. Once yield has been called by either player, no bludgeon contact may occur inside or outside the field of play until restart of play commences. If play has been stopped because a perp has been called, the brawler awarded possession takes the ball to the point of infraction and waits at ready until all brawlers on the opposing mob clear at least one line upfield from the point of infraction.

The restart of play after a squelch begins when the brawler who performed the squelch reenters the ball into play by striking the ball with their bludgeon. This strike may be performed on the ground, after a bounce or with a self service into the air. The brawler restarting play after a squelch may be on their board or their feet anywhere in the defending quarter.

Restart of play after a goal begins immediately after the ball crosses the goal line. The ball is retrieved out of the goal and advanced down field by the mob that was scored on. All members of the scoring team must clear but may start defending at their attacking line provided they have already properly cleared. They may not cross over and start defending within the opposing mobs defending quarter.

Restart of play with a scrum is indicated when time has been called because of extraneous factors or when no advantage should be awarded because either two opposing players

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both committed canceling perps or it is determined no infractions have occurred. The scrum location is the center bully circle if stoppage occurs when the ball is anywhere in the middle two quarters. When the ball is located in the attacking/defending quarters at the time of stoppage, the scrum location is at the point nearest to where the ball was when time was called.

Methods of scoring

Goals may be scored utilizing either the bludgeon or the electric board. No part of the body may be used to push, strike, block or deflect the ball into the goal. A goal may deflect off a defenders body and is still considered legal but a defender may not use their hands or arms to block a goal. The ball may not deflect off any part of an offensive players body into the goal for a legal score. Goals scored must be shot from outside the scoring mob's defending quarter and may not cross all three inner field lines. Goals scored legally can be worth 1, 2, or 3 points. A goal is worth only one point if the brawler scores a goal with the bludgeon or the board and either becomes severed from their board, gets corked or drops their bludgeon, or isn't able to successfully clear within the yield lines. A goal is worth two points if the brawler legally scores the goal then clears within the lines with their bludgeon in hand. Yeet goals are worth 3 points and there are three types, bludgeon, board and squelch.

Yeet

Yeet goals require an assist from one brawler to another on the same mob in which the ball is sent in the air to the goal scorer by either the bludgeon or the board. The scorer must strike the yeeted ball in the air with their bludgeon and it must cross the goal line into the goal in the air without bouncing within the field of play. If both brawlers involved in a legal yeet clear within the yield lines, the score is worth 3 points. If either brawler fails to clear successfully it is only worth 2 points. During a squelch yeet, the yeeting brawler is already clear and thus only the striking brawler needs to clear. Board yeets may occur in two ways, either forcibly bludgeoning the ball into the board causing it to become airborne off the board or rolling all the way over the ball causing the tire to spin and squirt the ball out the back into the air.

Squelch

In bludgeonball the squelch is both a way to interrupt play briefly to perform a substitution, address an injury, or reorganize a mob's strategy as well as a strategic move itself to quickly advance the ball down field and attempt a score directly from the defensive position. Every brawler on a mob may squelch the ball one time each brawl. A squelch is signaled by stopping the ball with the top of the bludgeon with the bludgeon held with both hands perpendicular to the ground. The brawler must be in their own defensive quarter and the board they are riding may not be rolling when the squelch is signaled. Once a squelch has been signaled the squelching mob may take up to 3 minutes in the defensive quarter to perform a substitution, rest, reorganize strategy or address an injury. The team not in possession of the ball must clear and remain at ready in their defending half until a member of the squelching team leaves their defending quarter or the ball is struck back into play. Alternatively the squelching team may immediately return the ball into play in order to gain a competitive advantage down field.

Levels of contact

Bludgeonball is played with a considerable amount of physical contact with opposing brawlers and the bludgeons. There is no legal body to body contact allowed in bludgeonball. All contact must be made with the bludgeon. A reduction in the degree of contact with the bludgeon is encouraged when the participants agree to such based on their experience or preference. A reduction in the degree of contact may be appropriate for amateur bludgeonballers, brawlers under 16 years of age, for women bludgeonballers, for co-ed bludgeonballers, for veteran bludgeonballers (over 35 years of age) and for brawlers with disabilities. Mobs involved in a brawl may agree on a reduction in the degree of contact and still have the game remained

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sanctioned if a trained referee calls the brawl. A reduction in the level of contact with other further modified rules and no referee is commonly referred to as mobbin or mob ball as these type of games are typically played among brawlers of the same mob. Most bludgeonball practice and recreational play would be considered mob ball.

The levels of contact designated by opposing mobs prior to play include the following:

Ball only- Brawlers may only use their bludgeons to strike the ball but may not use the bludgeons to strike, block or push opposing brawlers.

Bludgeon only- Brawlers may use their bludgeons to strike the ball as well as engage in bludgeon to bludgeon contact with opposing brawlers. No part of the bludgeon may contact an opposing players arms or body. Corking is allowed in the bludgeon only designation as long as the bludgeon does not contact the hand or arm.

Arm only-Brawlers may use their bludgeon to strike the ball, the bludgeons and arms and hands of opposing brawlers.

Vicinity only-Brawlers may only contact opposing players when in the immediate vicinity of the ball. Designations range from vicinity ball only to vicinity full and all other designations in between.

Full-Brawlers may strike opposing brawlers anywhere on the field at any time, but striking and pushing is limited to the bludgeon, arms, and torso between the neck and waist. No bludgeon may contact the head, neck, legs, or board of the opposing brawlers as this type of contact puts the brawlers at significant risk for a serious injury. Additionally, what is referred to as a back stab is also prohibited, A back stab entails a push or stabbing motion with the bludgeon while the top face of the bludgeon is in contact or flush with the opponents back. A stab or push may legally be performed on the front and side torso but not the back where the opponent may not be able to see the attack or properly adjust their center of gravity. The only exception to this law is in the bully circle where back stabs are allowed.

Fouls and Field infractions

During sanctioned and refereed games, the referee will call all fouls and field infractions as they are identified. During games without a referee fouls and infractions are called by individual brawlers. Without a neutral referee, disputes may occur between brawlers of opposing mobs regarding a specific call, thus a challenge system was developed to settle these disputes and is outlined below. The first type of foul identified in the development of bludgeonball was one in which a brawler ran their E-board into an opposing brawler's E-board perpendicular to the opposing brawlers vector of travel. This foul was deemed a perp and subsequently all fouls and infractions were then referred to as a perps committed by perps or perpetrators. There are field perps and contact perps.

Field perps-All field perps result in the loss of possession of the ball only. Field perps are called when a brawler crosses a field line before the time it is allowed to do so or may also be the result of not crossing a field line when it is required. Common field perps are listed below but are not limited to:

- crossing your defending line before the ball leaves the bully circle or before a brawler in the bully becomes severed
- crossing your attacking line after a successful clear after a goal before the ball leaves the defending quarter
- crossing the midpoint more than once at the rear of the goal after retrieving the ball on a yield
- crossing the half line before the ball is struck out of the squelching team's defending quarter on a squelch

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- delay of game at the restart of play or yield, typically inactivity for longer than three seconds once the ball is in control at the yield line or slow retrieval of the ball outside the yield line may result in a field perp
- using the posts or crossbar of the goal to maintain position on the E-board

The brawler who is awarded possession on a field perp takes a position near the ball at the site of the perp and the opposing brawlers must clear one field line away. At soon as the brawler in possession touches the ball, play resumes.

Contact perps-Some contact perps result in loss of possession but more egregious infractions are penalized with a bum rush. As a general rule, contact perps that occur against a brawler in their attacking quarter are awarded a bum rush. Contact perps that are a result of dangerous play or result in injury, whether intentional or inadvertent, are awarded a bum rush. Play that puts other brawlers at risk of injury are typically awarded a bum rush. A brawler that continues to commit minor perps despite the warning of the official may be penalized a bum rush or ejected at the official's discretion but prior warning to the subsequent infraction must be given. Common contact perps are listed below but not limited to:

- using your free arm or any other part of your body to touch another players body or board
- making contact with the bludgeon to any part of an opposing brawler's body that is not included in the designated level of contact for that brawl
- making contact with the bludgeon to any part of the opposing brawler's E-board
- head strikes, leg and board strikes, and back stabbing are contact perps in all levels of bludgeonball play except in the bully circle where back stabbing is permitted. Conversely, back strikes are permitted in the full bludgeonball designation
- making contact with the bludgeon on an opposing brawler outside the yield or goal lines after yield has been called by either mob
- making illegal board to board contact
- making contact with the bludgeon while severed from the E-board
- making contact with a brawler that is actively severed from their E-board

Board to board contact is unavoidable in some circumstances in bludgeonball and is not always considered a perp or infraction. Typically any board to board contact that occurs at an angle greater than 45 degrees is usually a perp by one of the brawlers involved in the contact. To determine which brawler is in violation, the referee must determine if both brawlers were moving or if one had an established position and remained in that position when they were struck. The moving brawler would then be charged with a perp. Conversely, if one brawler had an established vector of movement that was interrupted by another brawler, subsequently inducing a collision, then the brawler that was struck as they moved into the established vector of the other brawler should be charged with a perp. Generally speaking a brawler that is not rolling on their E-board who is struck at an angle greater than 45 degrees by the board of another brawler should be awarded possession or a bum rush depending on the severity and location of the collision. Likewise, if a brawler is moving with an established vector of travel and has their vector interrupted by another moving brawler causing contact to be unavoidable, then the brawler with the established vector should be awarded possession or a bum rush depending on the location and severity of contact. Minor board to board contact is common when opposing brawlers are traveling next to each other on parallel vectors. This contact is almost always inadvertent, is usually less than 45 degrees, and does not typically result in either brawler becoming severed from their board. Intentional board to board contact despite being less than 45 degrees is still considered a perp.

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Bum rush

The bum rush is the equivalent of a penalty shot awarded to a brawler that was perped by a brawler on the other mob. The bum rush transpires by the offending brawler taking position on their goal line in the goal and the shooter in the center bully circle. The shooter then bum rushes the defender who can only defend the goal using their E-board. The defender's bludgeon must not touch the ball, the brawler, or the board of the brawler making the bum rush otherwise 2 points are awarded to the shooting brawler's mob. If a goal is scored by the shooting brawler they must still clear to be awarded 2 points otherwise they are only awarded 1 point. During the bum rush, all other brawlers are to be within the defending quarter on the opposite end of the field from the penalized brawler in the goal. At the moment the brawler in the bully circle touches the ball, the other brawlers waiting at ready may leave that quarter and commence play. If another brawler who was not involved in the bum rush touches the ball prior to a goal being scored, the penalized brawler starting on the goal line may once again use their bludgeon as in normal play.

Time called

Time may be called at any point in play by the referee without necessarily calling a perp or yield. This may be necessary when multiple players have become severed from their boards in the same vicinity which subsequently may increase the risk of injury. Time may be called because of an injury. If an extraneous circumstance or force such as environmental conditions or nearby activity affects the brawl then calling time may be necessary. The referee may call time in order to further evaluate a possible perp or collision before a determination is made that one occurred. If no brawlers are charged with a perp after time has been called then restart of play commences with a scrum at the site where the ball was when time was called.

Substitutions

At any time during active play a substitution may occur as long as the substitution takes place in the defending quarter of the mob making the substitution while the ball is on the other mob's half of play. Substitutions may also occur during time called, injury time, halftime, squelches and prior to a bum rush. Substitutions may not occur on a yield or perp with only loss of possession. The exiting brawler must leave the field of play from their defending quarter and the brawler entering play must do so in the defending quarter after the exiting player crosses the yield or goal line.

The Referee

Bludgeonball by nature is a fluid game with very little time spent not in active play. Play immediately recommences after goals, when the ball leaves the field of play, and when infractions have been called. It is the responsibility of both the brawlers and the referee to keep the pace of play moving and maintain the fluidity and high paced action of bludgeonball. The referee's primary objective however is to keep the game safe and fair for all brawlers involved. This includes monitoring activity in the vicinity of the ball as well as the movements and contact away from the ball. Depending on the size of the brawls, additional referees may be required on the yield lines and this is encouraged when indicated. Referees may call yield, perp, or time to immediately stop active play. Play should recommence automatically after a yield call. When a perp is called the referee will indicate possession by using one arm to point at the point where the perp occurred and the other arm to point at the goal the team with possession is attempting to score on. A bum rush is indicated by the referee by raising one arm straight in the air and the other to point at the goal the team awarded the bum rush is attempting to score on. If time is called and neither a perp or bum rush is awarded or if both mobs have been determined to have committed canceling perps, then restart of play commences with a scrum and the referee indicates this by pointing both arms, palms up at the point where the scrum will take place. After the referee calls time, perp, or yield the referee may take additional time to speak freely to the brawlers and give warnings that may result in subsequent bum rushes or ejections for continued infractions. The referee may also call time to issue a warning or ejection.

Bludgeonball

Referees may choose to not call a perp or time when the perp is intentional but does not affect play. If the team who would otherwise be awarded possession has a tactical advantage at the time the perp would be called, then the referee should not stop play and effectively take that advantage away. Likewise, if a perp occurs outside of the attacking quarter and stops what would otherwise be a clear path to goal, then a bum rush should be awarded and not just possession. This continuation of play is indicated by pointing one arm, palm up at the goal the mob that has possession is attempting to score on.

Playing without a referee

Bludgeonball, although highly competitive at advanced levels, is intended to be an exciting, enjoyable sport that can be played without injury or insult to opposing brawlers. Modifications to the rules are encouraged and necessary depending on the brawlers involved and the field or conditions where a brawl is being played. In most cases brawls without a referee are played amongst friends or brawlers of the same mob and are referred to as mobbing or mob ball. Without a referee, brawlers from either mob can certainly call yield or time when necessary and there is very little to dispute when this occurs. When brawlers call perps on their own, opposing brawlers may disagree. When a perp is called by one brawler and the opposing brawler also feels they have been perped, a bully must take place between the brawlers involved to restart the brawl. If either brawler does not want to bully then the opposing brawler takes possession in their defending quarter and the opposing mob must clear to the half line. If a perp has been called but the opposing brawler does not feel they committed a perp and were not perped themselves, a challenge to the perp is made and is resolved with a scrum at the site where the perp in question occurred. Without a referee the scrum is initiated with a sequence of three board then bludgeon touches after which ball contact and play commences. If a perp is called and the perped brawler feels they should be awarded a bum rush because they were in the attacking quarter or the perp was the result of dangerous play or resulted in injury, then the opposing brawler can either accept the bum rush or challenge. If the opposing brawler disputes the bum rush and issues a challenge then a bully should take place in the bully circle on the defending line of the brawler who issued the challenge. The brawlers not involved in the bully must clear to the half-line until the ball is touched. This is referred to as a lopsided bully as the brawler who initially called the bum rush perp has a distinct advantage, but not as much of an advantage as the brawler would have in a bum rush.