

BEARBALL I.S.A.

Bearball®

A civilized hunt .



BEARBALL I.S.A

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BEARBALL INTERNATIONAL SPORTS ASSOCIATION

BEARBALL® INTERNATIONAL MINOR LEAGUE RULES

Official Version: 2018



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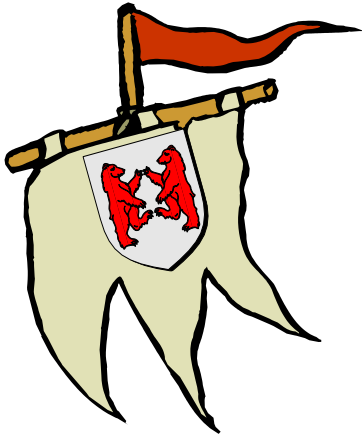
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A civilized hunt . . . remembering more primitive times when the hunter became the hunted.



User's Guide

This guide is divided into major groupings of rules and information for easy reference. Words or phrases used throughout this manual printed in italics are defined in the Bearball Terms section and are listed in alphabetical order.

When seeking answers to specific inquiries, check the Table of Contents to see which rule may contain the information.

The Appendix includes suggestions for setting up teams and competitions, as well as, maps showing the playing field, starting Posts for defensive players, and referee placement. Also included in the Appendix is a list of suggested names for Clans.

“Minor League” refers to teams whose members do not receive any sort of compensation for playing. These “International Rules” are written in metric measurements and use a spherical, air filled ball that is put into play without the use of a Bearclaw Bat. The domestic version uses Bearclaw Bats and standard measurements.

Persons interested in becoming Council members, Rangers, establishing a Clan, or organizing leagues or Bearball tournaments should contact Bearball I.S.A. regarding additional regulations, fee requirements, other materials, and suggestions.

Introduction

Bearball is more than just a game. It reflects prehistoric times, when people in small closely knit groups depended on each other to survive in hostile natural environments; a time when hunter-gathers passed on their tribal histories and traditions through stories, songs, and dances around campfires.

Bearball is a celebration. A Potlach comes before each Hunt. During the Potlach each Clan is allowed up to ten (10) minutes before competitions to perform their Clans' songs, skits, dances, and symbolic sacrificial offerings to entertain spectators. Potlaches honoring successful Hunts may be continued after competitions are over, with time limits established by local league officials (Bearball Parliament). Parliaments are also encouraged to establish Potlach competitions. Additionally, family members of Bearball players are permitted to participate in Potlach performances.

Bearball is also a study of ancient life. In order to create songs, skits, dances, and symbolic totems, interested individuals may research the following cultural topics in relation to aboriginal and tribal societies: pre- and post-hunting rituals, art, music, ceremonies, costumes, feasts, religion, dances, holidays, body painting, masks, and instruments.

The Basics of How to Play

Bearball is sort of a blend of kick ball, dodge ball, and baseball played on a meadow with areas designated as Trees, a Lake, Hill, and Den. It's a game of skill, strategy, and chance. The object of the Bearball game, called a Hunt, is for Bears to get from the Trees to the Den before being touched by the ball: Bagged. Each team, called a Clan, takes turns at being Bears and Hunters. These turns are called Day Stalk (the first half of an inning done by the visiting team as Bears: offense) and Night Stalk (the second half of an inning performed by the home team's turn at being Bears). When four (4) Bears have been Bagged, the Hunters have taken their Limit and the Clans switch places. Eight (8) completed sets of rotations of Stalks (a Day and Night Stalk) constitute a Hunt. The team with the greatest number of Bears reaching their Den

safely wins the Hunt. There are no “tie” games in Bearball, each Hunt produces either a Feast (win) or Famine (loss). Ties and other disputes are settled by flipping the Flat-bear.

To start the game, one Bear is sent to each Tree on the square Bearball field. These Bears are called Ursa Minors (Um). One Bear, the UM (Ursa Major), goes to the Den and kicks, throws, bounces, or rolls the 6" or 7" ball into play after the Warden shouts “Hunt” when the two teams are in their places. There are seven (7) Hunters positioned around the field. The ball must stay within the limits of the Clear-cut and Meadow (see field maps). If the ball goes into the Forest, a “Bagged Bear” (same as an ‘out’ in baseball) occurs and the Bears at the Trees must return to their Tree. Bears must take at least a three (3) but no more than a ten (10) second Swim in the Lake on their way to the Den sometime during their play as an Um during a Stalk. Safety zones on the field for the Bears are the Lake, Trees, and Den. Bears may switch back and forth between the Trees and Lake in any direction to avoid being Bagged.

When the UM puts the ball into play, the Hunters get the ball and can throw, kick, bounce, or roll the ball toward a Bear as it attempts to get to the Den. If the ball touches any part of the Bear below the neck, the Bear is Bagged and must return to the Cave. Four Bears must be Bagged per Stalk. If a UM or Um steps on, or over the line separating the Clear-cut from the Forest the player is considered out-of-bounds and may not enter the playing field (see Rule 1.02 (20)). After four (4) Bears have been Bagged, the teams switch places and the Bears become the Hunters.

Note: There are twenty-one (21) conditions in which a Bagged Bear can be declared (see Rule 1:02 in Bearball Terms).

The UM can attempt to Maul Hunters (see Rule 1.46). The UM cannot get the ball for Mauling until after at least one Hunter has touched the ball after the UM puts the ball into play out of the Den. When the UM throws, kicks, bounces, or rolls a ball toward a Hunter and the ball touches any part of the Hunter below the neck without the Hunter catching the ball, the Hunter is declared Mauled and a point is awarded to the Bears. If a Hunter is Mauled, they must leave the playing field for the rest of that Stalk. No more than two Hunters can be mauled per Day or Night Stalk.

UMs can be Bagged in the same manner as the Um’s.

UMs cannot score points other than by mauling. They can go to a Tree or Lake; however, no more than one Bear at a time can occupy the Lake or Tree. If a Um touches a Lake or Tree that has a UM, the Um is declared Bagged.

Play does not stop until one of the following five (5) conditions occurs:

- 1) Time-out is called by a member of the Ranger staff.
- 2) All Bears on the field have been Bagged.
- 3) All Um's have safely reached the Den.
- 4) The Den is Burned.
- 5) A Dead Stone occurs; i.e., Forested Stone.

If an Ursa Minor is at a Lake when the Den is Burned, or Ball Forested, the Um must return to a Tree before start of the next Live Rock and cannot be Bagged until play begins again.

Clans must rotate players through their Campaign Roster. Once an Ursa Minor has been Bagged or reached the Den safely, they cannot return to a Tree until after they have played as an Ursa Major. An Ursa Major cannot return to kick the Stone until they have served as an Ursa Minor. If both Ursa Minors return to the Den without a Bagged-Bear, then the Warden will call Open Season and Bears will go to their appropriate places to start Hunting again. If only one of the Um's returns safely when there is a Dead Stone, then another Um must go to a Tree before play can start again with another UM putting the ball into play. If an UM is still at a safety zone, Tree or Lake, when a Dead Stone happens, then it must return to the cave before another UM puts the ball into play.

An Ursa Minor may replace another at a Tree when Warden calls "Open Season". There may not be more than two (2) Ursa Minors on the field at one time during Live Rock.

When the Stone has been kicked from the Den, Hunters attempt to Bag a Bear by hitting the Um with the Stone before the Bear can reach the Den. Two (2) Ums can be Bagged on one throw if the ball does not touch the ground between contacting Bears. The Hunt ends when one of the following happens.

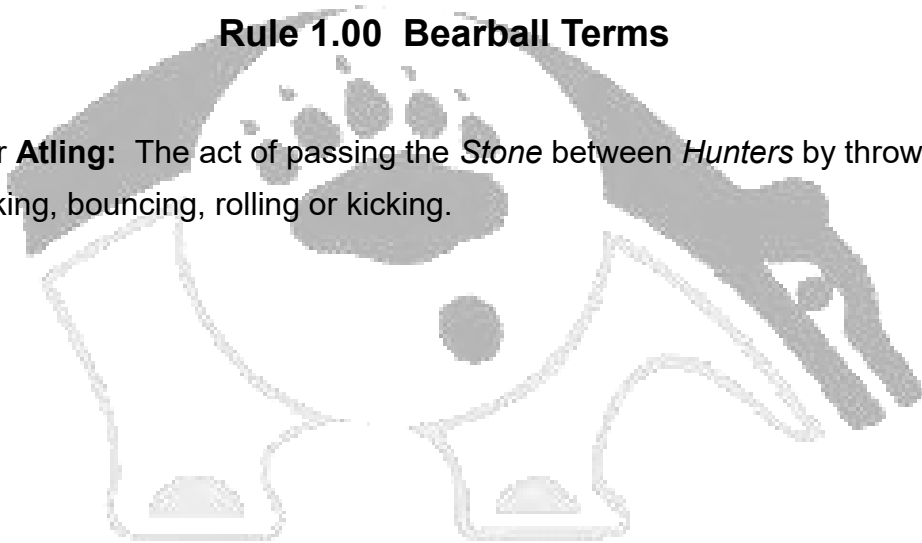
- A. Eight (8) Stalks are completed.

- B. Game is delayed more than forty-five (45) minutes due to inclement weather.
- C. One team is thirty (30) points ahead after five (5) Stalks.
- D. Due to circumstances where one team has less than six (6) active or eligible players available to continue play after the competition has begun.
- E. A team has been given three (3) un-sportsman-like conduct penalties.
- F. A team declares forfeiture.

The Warden then signals to blow the horn because the Hunt has ended.

Rule 1.00 Bearball Terms

- 1.01 Atl or Atling:** The act of passing the *Stone* between *Hunters* by throwing or kicking, bouncing, rolling or kicking.



1.02 Bagged or Bagged-Bear: This is usually the retirement of a *Bear* from action during a *Stalk*. (Bagged is the same as an “out” in baseball.)

A. One (1) Bagged-Bear will be charged to the offensive team when:

- 1) A *Bear* is hit with the stone below the neck by a *Hunter* with the *Stone*. *Hunters* may not hold a *Bear* in the process (see Penalties: Rule 4.00).
- 2) There are two (2) *Bears* at the same time in a *Tree* or the *Lake*.
 - a) The second *Bear* to enter the safe area will be considered *Bagged*.
 - b) When two (2) offensive runners are considered to have “tied” in getting to one of these positions, the *Warden* will select one (1) of the individuals involved to call a *Heads* or *Tails* and then flip the *Flatbear*. The losing player will be sent to the *Cave* of its *Clan* and a Bagged-Bear will be awarded. The player winning the flip will remain at the safe position.
- 3) The *Ursa Major* kicks a flying *Stone* that lands (including bouncing or rolling into) in the *Forest*. A *Stone* will be considered to be in the *Forest* if one of the *Rangers* has ruled that any part of the *Stone* has touched the ground in the marked *Forest* area.
- 4) An *Ursa Major* has kicked out of turn in the official designated order of the line-up.
- 5) A member of the *Council* or a non-active player is in the *Clearing* during active play.
- 6) An *Ursa Major* steps out of the *Den* before kicking the *Stone* once “*Hunt*” is called by the *Warden*. At least one foot must be on the ground inside the *Den* or touching any part of the *Den* line.
- 7) An *Ursa Major* fails to put the *Stone* into play outside the *Den* by any means (setting on ground outside of *Den*, kicking, rolling, bouncing, or throwing) within thirty (30) seconds after the *Warden* signals “*Hunt*.”
- 8) When one of the *Rangers* has ruled that intentional interference has occurred. Intentional interference includes:

Physical contact in blocking (within a step and a half), tripping, kicking, holding, tackling, or pushing an opponent. (*Hunters* and *Ursa Majors* may step in front of another player, allowing a step and a half distance, to impede their progress; however, no physical contact may be initiated by the

one intending the blocking of forward progress. For example, if an *Ursa Minor* is running toward the *Lake* and a *Hunter* is standing in the way (in a direct, straight line path), the *Ursa Minor* can accidentally run into the *Hunter* without a penalty. However, if the *Hunter* standing in the direct line path attempts to push, hit in any manner, or kick the *U.m.*, an intentional interference occurs. A *Hunter* cannot purposely run into (body-block) the *U.m.*

- 9) An *Ursa Major* or *Ursa Minor* repeatedly steps in and out of the same safety zone in succession (*Dancing Bear*) eleven (11) times without signaling *Hibernation*.
 - 10) An *Ursa Major* or *Ursa Minor* touches the *Stone* in attempting to knock the *Stone* away from a *Hunter*.
 - 11) Purposefully attempting to be hit with the *Stone* in the head.
 - 12) When an *Ursa Minor* stationed at a *Tree* or *Lake* leaves before the *Stone* is kicked by the *Ursa Major*.
 - 13) An *Ursa Minor* remains in the *Lake* more than ten (10) seconds without signaling *Hibernation*.
 - 14) An *Ursa Minor* takes more than four (4) swims during one (1) participation on the field.
 - 15) An offensive player is touched by the *Stone* put into play before a *Hunter* touches the *Stone*.
 - 16) An *Ursa Major* kicks the *Stone* into play before the *Warden* signals *Hunt*.
 - 17) An *Ursa Major* signals *Hibernation* and then leaves the *Safety* area before a *Warden's* approval and a *Dead Stone* is called (both feet must be out of the markings to qualify as "leaves").
 - 18) An illegal substitution occurs.
 - 19) There are more than two (2) *Ursa Minors* at once on the field during a *Live Rock*.
 - 20) An *U.M.* leaves the *Clearcut* and then reenters the active play area.
 - 21) The *U.M.* kicks the *Stone* from anywhere but the *Den*.
- B.** Four (4) Bagged charges against an offensive *Clan* will terminate a *Day* or *Night Stalk*.

- C.** *Bears* cannot be Bagged when any part of their body, foot, or hand is touching, or in the vertical space of a *Safety* area (to include its markings).
- D.** The **defensive team** (*Hunters*) may have Bagged-Bears charged against them as penalties. These will be assessed and carried over to count against them when it comes to their turn as *Bears*. Bagged-Bears may be charged against the defense for:

- 1) *Unsportsman-like conduct.*
- 2) *Poaching. (see Rule 4.00 Penalties)*
- 3) *Having more than seven (7) Hunters on the active playing field.*
- 4) If more than four (4) *Bagged-Bears* are charged against *Hunters* during a *Stalk*, a point will be awarded to the *Bears* for each additional charge and *Hunters* will forfeit their turn as *Bears* in that inning.

1.03 Baiting or Bait the Bear: *Hunters* may attempt to hide the ball and pretend they don't have it to trick the *Bears*.

1.04 Bear: The offensive team: *Ursa Majors* and *Ursa Minors*.

1.05 Bitriarch Team or League: A co-ed team or league consisting of both males and females.

A. There must be at least four (4) females on a team's roster to qualify. At least three (3) must be on the *Campaign Roster* and present for the *Hunt* to start.

B. There must be at least four (4) Bitriarch teams to form a Bitriarch league.

1.06 Burned Den or Burn the Den: When there are three (3) *Hunters* in the *Den* and a *Hunter* holds the *Stone* on the ground in the *Den* for three (3) seconds.

A. The *Ursa Minors* must return to a *Tree* and all play is dead until the *Warden* signals to start play again. If there is only one *U.m.* on the field because the other has either scored or been *Bagged*, then that *U.m.* must return to a *Tree* and another *U.m.* must also go to the other *Tree* for play to start again.

B. There may be only two (2) Burned Dens during a Day or Night *Stalk*.

1.07 Campaign Roster: The list of seven (7) *Clan* members who will start as active players of a campaign.

- A. This list must be given to the *Warden, Chief* of the opposing *Clan*, and tournament officials of a competition.
- B. *Clan* members not on the Campaign Roster may be substituted during *Time-outs* when legal to do so and their name and number given to the appropriate persons; however, the members of the Campaign Roster cannot be substituted (except for injury) until each member has participated in all three (3) positions: *Ursa Major, Ursa Minor*, and as a *Hunter*, and one complete *Stalk (Day and Night)* has occurred.

1.08 Cave: The designated team areas and seating facilities for players, substitutes, coaches, *Scribes*, and other *Clan* members in uniform when they are not actively participating on the playing field.

- A. Caves must be at least three (3) meters outside of the *Forest*.
- B. Caves will be on the West (for the home team) and on the East (Visitors) of the Bearball field or South of the *Equator* on the corners.

1.09 Chief or Chief-council: The head coach on the coaching staff of a team: wears a red headband and red bearband.

1.10 Clan: A team. (see Appendix A for suggested names of Clans)

- A. A *Clan* must have from seven (7) to fifteen (15) players.
- B. A team cannot have less than seven (7) members present to start a *Hunt*.
- C. Due to injuries, or other circumstances, a *Hunt* may not continue with less than six (6) active players. (This includes two *Mauled Hunters*, as they are still considered active in regard to the *Campaign Roster*.)
 - 1) The team with less than six (6) active players will lose the game regardless of score.
 - 2) The *Feast* and *Famine* for both teams will be recorded as a "Type 4" in the tournament and/or season records.
- D. A *Clan* will have from one (1) to four (4) *Council* members.
- E. Each *Clan* must have a *Scribe* for each *Hunt*.
- F. Each *Clan* must have a *Campaign Roster*.

1.11 Clear-cut: The two (2) meter wide perimeter area surrounding the *Meadow* and just inside the *Forest*. (see Maps in Appendix) This is included as active play area.

1.12 Clearing: The *Live Rock* area: in-bounds (The combined *Meadow* and *Clear-cut* areas.).

1.13 Conquerors: The winners of a *Hunt*.

1.14 Controlled Possession: When the *Stone* is secured by a *Hunter* so that it is not being fumbled or bouncing in the air. The *Hunter* may hold the *Stone* in any manner other than in a pocket or pouch.

1.15 Council: The coaching staff of a team: all wear red bearbands.

- A. From one (1) to four (4) members.
- B. The head coach is the *Chief*.
- C. A Council member must be at least eighteen (18) years old.
- D. The Council members are not required to be of the same gender as the league classification.

1.16 Day Stalk: The first half of an inning or *Stalk*.

- A. It ends when four (4) Bears are *Bagged*, or
- B. It ends when a *Clan* gains ten (10) points.

1.17 Dead Stone: A *Stone*, or ball, out of play during a legal, temporary suspension of play.

- A. If an *Ursa Minor* is attempting to advance to the *Lake*, the *U.m.* must return to a *Tree*.
- B. If an *Ursa Minor* is attempting to advance to the *Den*, the *U.m.* may continue to the *Den* and a point will be awarded.

1.18 Defense: The team on the field attempting to *Bag Bears*: the *Hunters*.

1.19 Den: This is the semi-circle South of the *Equator* and *Hill*. (see Maps)

- A. Offensive play, *Live Rock*, is initiated within this *area*.
- B. It is 2.5 meters in diameter in *Junior Division*.
- C. It is three (3) meters in diameter in the other divisions.

1.20 Double-Hunt: This is when two (2) scheduled *Hunts* are played in succession by the same teams competing against each other. There must be a break of at least fifteen (15) but not more than thirty (30) minutes between *Hunts*.

1.21 Drained Lake: *Hunters* may drain the lake.

- A. This occurs when three (3) *Hunters* at one time occupy the *Lake* and the *Ursa Minor* must attempt to return to a *Tree*
- B. A drained lake may not occur more than two (2) times per *Stalk* or the *U.m.* may advance freely to the *Den* without being *Bagged* for each occurrence above 2 drained lakes.

- 1.22 Dung Heap:** The nickname of a *Clan* that lost a *Hunt* by receiving three (3) un-sportsmanlike conduct judgments in one game as designated by a *Warden*: a “Type 5” loss.
- 1.23 Equator:** The line extending across the width of the *Clearing* dividing the *Hill*, *Den*, and active play area. This ten (10) centimeter wide line separates the *Clearing* into the North Region and the South Region.
- 1.24 Famine:** A *Hunt* lost due to one of the following six (6) conditions.
- A. (Type 1)** The clan having the lowest score at the end of the game.
 - B. (Type 2)** A “Tails” is showing after the *Flatbear* is flipped by the *Warden* in order to decide a winner in a tie game. (Note: There is either a *Feast* or *Famine*; tie games are not allowed in Bearball.)
 - C. (Type 3)** Forfeiture. A forfeiture is declared when one of the teams is fifteen (15) minutes late.
A team does not come to the game.
A team voluntarily elects to forfeit.
A team does not have seven (7) players to start the competition.
 - D. (Type 4)** A team has fewer than six (6) after a competition has begun.
 - E. (Type 5)** A team has been given three (3) un-sportsmanlike conduct penalties.
 - F. (Type 6)** A team is more than thirty (30) points ahead of their opponent after the end of the fifth *Stalk*.
- 1.25 Feast:** A won competition due to one of the circumstances in Rule 1.23.
- 1.26 Flatbear:** It is the official coin used by the *Rangers*.
- A.** It is to be flipped at least one (1) meter vertically into the air and allowed to fall freely to the ground. The face showing is the winner. Should the coin touch any object before falling to the ground, it must be flipped again. (see Rule 5.00 Equipment)
 - B.** Each *Ranger* must carry a Flatbear.
 - C.** It is used for the following reasons.
 - 1) Determining the winner of tie competitions by the *Warden*.
 - 2) Selecting *Home/Visiting* team status.
 - 3) Determining *Ursa Minor Bagged-Bears* when ties occur at *Safety* zones.
 - 4) Other decisions for disputes as determined necessary by the officials.
- 1.27 Forest:** The out-of-bounds area on the Bearball field.

- 1.28 Forested:** A term used to describe any *Stone* that flies, roles, or bounces into the out-of-bounds area. This results in a *Dead Stone*.
- 1.29 Grounded:** A *Dead Stone* or *Stone* held on the ground in the *Den* by a *Hunter*.
- 1.30 Heads:** The side of the *Flatbear* with the Bearball logo.
- 1.31 Hide:** A uniform worn by a *Clan* or *Ranger*. (see Rule 6.00 Uniforms)
- 1.32 Hibernation:** The signal a *Bear* gives to designate staying at a *Tree* or *Lake* without penalty. (see Appendix D Signals). If a *Bear* repeatedly steps ten (10) times in succession in and out of the same *Safety Zone* (*Dancing Bear*) to avoid being *Bagged* and doesn't signal Hibernation, the eleventh time will automatically be called a *Bagged Bear*.
- 1.33 Hill:** The semi-circle north of the *Equator*.
- A. It is (10) meters in diameter in *Senior* and *Silver-tip* leagues.
 - B. It is thirteen (13) meters in diameter in the *Junior* league.
 - C. It is off limits to *Hunters* until after the *Stone* is forced into play from the *Den* by a *Bear*. (see Rule 4.00 Penalties and Maps in Appendix)
- 1.34 Home Team:** A *Clan* that serves as the host in competitions. In intra-league games they are responsible for providing and maintenance of the Bearball field.
- A. They are to provide three (3) game balls for competitions.
 - B. In inter-league competitions, the Home Teams will be determined by the league officials (*Zoo Keepers*) who schedule the matches.
 - C. In tournament competitions the Home Team will be determined by flipping the *Flatbear*. (see Rule 2.03)
- 1.35 Hunt:** This has three (3) meanings.
- A. A game of Bearball that consists of eight (8) Innings.
 - B. The statement made by the *Warden* to begin initial play of games.
 - C. The statement made by the *Warden* to initiate *Live Rock*.
- 1.36 Hunters:** The team in the defensive position and attempting to *Bag Bears*.
- 1.37 Hunting Season:** This occurs from the initial league registration date and goes through the end of tournaments to determine league seasonal champions, *Royalty*. It is made up of four (4) sections: registration (one to two weeks), practice season (two weeks), regular games, and tournament sessions.
- A. There are nine (9) regular, non post-season, *Hunts* in the *Junior Division*.

B. *Senior* and *Silver-tip* divisions may elect an eleven (11) or thirteen (13) regular game season for their leagues.

C. Tournaments may be scheduled by league officials to determine *Royalty*.

1.38 Inning (Stalks): An Inning consists of a *Day Stalk* and a *Night Stalk*.

A. It is composed of eight (8) *Bagged-Bears*, four (4) per team.

B. There are eight (8) Innings in a *Hunt*.

1.39 In-Play: Play occurring when a *Stone* is not declare “*Dead*.”

1.40 Lake: The safety zone for *Bears* that are between the *Trees* and the *Equator*.

A. Two (2) meters in diameter in the *Junior Division*.

B. It is three (3) meters in the *Senior* and *Silver-Tip Divisions*.

1.41 League: This is an organization of from four (4) to twelve (12) *Clans* that play each other in pre-scheduled *Hunts* under the Official Bearball Minor League Rules.

1.42 Limit: A total of four (4) *Bagged-Bears*, thus ending a *Day* or *Night Stalk*.

1.43 Live Playing Field: The *Clear-cut* and all areas included within it.

1.44 Live Rock: A legal *Stone* in play, non-dead *Stone*.

1.45 Mascot: The image representing a *Clan* that may be placed on *Totems*, *Hides*, and other *Clan* equipment.

1.46 Matriarch Team or League: Junior, Senior, or Silver-tip league consisting of all females.

1.47 Mauling: The *U.M.*, at their own risk, may leave the *Den* after they have put the *Stone* into play and can catch or trap the *Stone* when it is in play. (However, they cannot touch the ball once they have put it into play until after a *Hunter* has touched it.)

A. The *U.M.* may then throw, kick, bounce, or roll the *Stone* toward a *Hunter*. If the ball touches any part of the *Hunter* below the neck without the *Hunter* catching or trapping the ball, the *Hunter* is considered Mauled and a point is awarded to the *Bears* and the *Hunter* must return to its *Cave* until the next inning. If the *Hunter* catches or traps the *Stone* on the attempted mauling, the *Hunter* is not declared Mauled. They are still considered as active players for the *Campaign Roster* if Mauled.

B. No more than two (2) *Hunters* can be Mauled per *Day* or *Night Stalk*.

C. Two (2) *Hunters* can be mauled at once. If the *Stone* touches more than one *Hunter* (without touching the ground, being caught or trapped by the *Hunter*)

before the *Stone* is touched again by a third *Hunter*, then that *Hunter* is also Mauled.

- D.** The *U.M.* can only retrieve a loose or stopped *Stone* for Mauling purposes. If the *U.M.* attempts to catch or trap a ball thrown at them while on the active play area, they are considered *Bagged*.

1.48 Meadow: The total area inside the *Clear-cut*. It contains the *Trees, Lake, Hill,* and *Den.* (see Maps)

1.49 Night Stalk: The second half of an *Inning*.

- A.** It ends when four (4) Bagged-Bears on the offensive team has occurred, or
B. It ends when a Clan gains ten (10) points.

1.50 North Region: The area north of the *Equator*.

1.51 Offense: The team kicking the *Stone* into play.

1.52 Official Equipment: Any equipment that conforms to the guidelines specified in Rule 5.00 Equipment and displays the Bearball registered trademark.

1.53 Open Season: The phrase the *Warden* calls out to have *Ursa Major* and *Ursa Minors* go to their respective places to start play.

1.54 Parliament: This is the three (3) to seven (7) people responsible for establishing and operating a Bearball league. The *Prefect* acts as the main correspondent for the Parliament. The Parliament has several responsibilities.

- A.** Providing and maintaining a Bearball playing field and *Potlach* area.
B. Providing *Rangers*.
C. Scheduling competitions.
D. Submitting records and reports.
E. Conducting hearings and settling appeals.
F. Concession areas.
G. Securing required local permits and insurance.
H. Providing *Soothsayers*.

1.55 Patriarch Team or League: A *Junior, Senior,* or *Silver-tip* team or league consisting of all males.

1.56 Poaching: For each incident of Poaching, two (2) points will be awarded the *Bear's team*. Also, an automatic *Bagged Bear* will be charged against the *Hunters* when it is their turn as offense.

- A. Intentionally hitting an *Ursa Minor* with the *Stone* above the shoulders. It is not considered Poaching if a *Ranger* rules that the *Stone* contact above the shoulders is incidental or negligible. (see Rule 4.00 Penalties)
- B. If the Hunter is touching or in the vertical area of the *Hill*, or any safety zone (*Tree*, *Lake*, or *Den*) when occupied by either a Um or UM.
- C. Five (5) Poaching incidents called against one team will terminate the game, regardless of the score or *Inning* and the opposing team will be granted the *Feast*. A *Type 5 Feast* (Unsportsmanlike) will be recorded in the official record books.

1.57 Post: This is one of the seven (7) positions of the defensive players: Outpost, Northwest Post, Northeast Post, West Center Post, East Center Post, Southwest Post, and Southeast Post.

1.58 Potlatch: The time period, activities, and physical area of pre-game performances.

- A. After the parade each *Clan* is allowed ten (10) minutes to perform their *Clan's* songs, skits, dances, and/or symbolic sacrificial offerings to entertain spectators.
- B. Three (3) minutes are allowed between *Clan* performances for clean-up and the preparation of the next *Clan's* performance.
- C. The visiting team is to go first in non-tournament competitions.
- D. In tournaments, *Clans* will perform in alphabetical order.
- E. Potlatch performance areas should be at least ten (10) meters square or round.
- F. *Clans* are not required to participate in a Potlatch.
- G. Family members of individuals on *Clan* rosters may also participate.

1.59 Prefect: The main contact person for the Parliament.

1.60 Primitive Horn: A nonmetallic horn or bugle used to announce the official start and end of *Hunts* and *Potlaches*. It is also used in pre-game, post-game, parades, and ceremonies.

- A. The beginning of a *Hunt* is announced with any series of notes that does not exceed ten (10) seconds.
- B. The end of a *Hunt* is announced with any series of notes that does not exceed five (5) seconds.

1.61 Rangers: The referees.

- A. Any individual sixteen (16) years of age, or older, who has passed requirements for certification may serve as a Ranger.

- B. Four (4) Rangers are required for each *Hunt*: West, North, East, and South (the *Warden*). (see Maps)
- C. Referees must wear the official *Skins* designated for their position. (see Rule 6.00 Uniforms)
- D. Each Ranger is responsible for obtaining and maintaining their own official equipment and uniforms to be used in refereeing competitions.
- E. Rangers may call and signal *Time-outs*.

1.62 Rock: The ball (or *Stone*) used to play Bearball. (see Rule 5.00 Equipment)

1.63 Rocket: A *Stone* in flight.

1.64 Rolling Stone: A *Stone* that is bouncing or rolling on the ground.

1.65 Royalty: The winning team of each classification group in divisional tournaments.

1.66 Safety: The area where a *Bear* may not be *Bagged*: *Lake*, *Tree*, or in the *Cave*.

1.67 Scribe: The member of a *Clan* responsible for keeping scores and team's records: wears a blue bearband.

- A. He/She does not have to be on the team roster.

- B. Must be twelve (12) years or older at the time of the competition.

1.68 Shaman/s: The captains/co-captains of a team: wears headband with feather/s. (see Rule 6:00 Uniforms)

- A. Each *Clan* must have a least one (1) and no more than three (3).

- B. Shamans from each competing team meet with the *Warden* when the *Flatbear* is to be flipped for selection of Home/Visiting team and disputes when appropriate.

- C. May request a *Ranger* to call a *Time-out*.

1.69 Skunked: This has two meanings.

- A. The end of competition due to a discrepancy of thirty (30) points after completion of five (5) *talks*. (Type 1S loss)

- B. When a team has zero (0) points at the end of the competition.

1.70 Sink or Sinker: The loss of a *Hunt* (Famine) as determined by the flip of the *Flatbear* by the *Warden* after the two (2) *Clans* have tied at the completion of eight (8) Innings. (A Type 2 loss)

1.71 Snare or Snared: The description of a *Bear* caught between two (2) *Hunters* while attempting to get to a place of *Safety*. It ends when the *Bear* either gets *Bagged* or makes it to *Safety*.

- 1.72 Soothsayer:** The nonpartisan person who keeps the official records on both teams: a Soothsayer Score Sheet. They wear a three (3) inch wide yellow arm-band. They must ensure that the *Warden* signs the Soothsayer Score Sheet at the end of competitions. This person must notify the *Warden* of:
- A.** Substitution violations.
 - B.** If a team has reached their ten (10) point limit per *Stalk*.
 - C.** When a team reaches their time-out limits.
 - D.** When three (3) un-sportsman-like penalties by one team has occurred.
 - E.** When a team is thirty (30) points ahead at the end of five (5) *Stalks*.
- 1.73 South Region:** The area south of the Equator.
- 1.74 Stalk:** Same as an *Inning*.
- 1.75 Stone:** The ball used to play Bearball. (see Rule 5:00 Equipment)
- 1.76 Substitution:** A player may take the place of another player of the same team.
- A.** Substitutions must occur during *Dead Stone*.
 - B.** Except for injury, a player must have participated in at least one (1) full *Stalk* (Day and Night) before they can be substituted out.
 - C.** Each player may not be substituted more than two (2) times.
- 1.77 Swim:** The three (3) second minimum to ten (10) second Maximum time required for a *Bear* to be in the *Lake*.
- A.** After the *Ursa Major* has put the *Stone* into play, *Ursa Minors* must stop for a *Swim* before returning to the *Den*.
 - B.** An *Ursa Minor* cannot remain at the *Lake* for more than ten (10) seconds without signaling *Hibernation*. If the *Ursa Minor* remains more than ten (10) seconds without signaling *Hibernation*, it will constitute a *Bagged-Bear*.
 - C.** Each time a player serves as an *Ursa Minor* they may not take more than four (4) *Swims* during one (1) *Live Rock* before returning to the *Den* or a *Bagged-Bear* will be called. (see Rule 4:00 Penalties)
 - D.** An *Ursa Minor* is not required to take more than one (1) *Swim* for each time served as an *Ursa Minor*. If an *Ursa Minor* has taken a *Swim* and returned to a *Tree* for any reason, then the *U.m.* may go directly to the *Den* during any successive *Live Rocks*.
- 1.78 Tame Bear:** An *Ursa Minor* on a *Safety* area. It is also referred to the effort to force an *Ursa Minor* to a *Safety* area, "Tame the Bear".

1.79 Tails: The side of the *Flatbear* with the image of the tail end of a bear; plural of *Tail*.

1.80 Time or Time-out: Also known as “Dream Time.” This is a declaration by a *Ranger* for legal interruption of play and the *Stone* is considered *Grounded* or *Dead*. This is a thirty (30) second time limit, except for injury as determined by a *Ranger*. Time may be called for any of the following reasons:

- A.** To remove an injured player from the field. No Time-out will be charged the team with the injured player/s.
- B.** To remove hazardous obstructions that may have entered the field.
- C.** To delay game due to inclement weather. Delay of game may not exceed forty-five (45) minutes for inclement weather. (see Rule 3.00: The Hunt)
- D.** Any other reason deemed appropriated by a *Ranger* and may be more than thirty (30) seconds long, except for removal of an injured player.
- E.** When requested by a *Council* member or *Shaman*.
 - 1)** To substitute players.
 - 2)** To discuss strategy with players
- F.** Limit of four (4) per game for each *Clan*.
- G.** Cannot be called by *Shaman* or *Council* member unless play has already stopped.
- H.** *Ursa Minors* must return to the last *Safety* position touched before time was called.

1.81 Totem: A two or three dimensional symbol containing the *Clan's Mascot*. Sometimes it is interchanged with the word mascot. It's the image or object selected by a team to serve as a heritage symbol and represent good fortune. (see Rule 2.00 Hunt Preliminaries)

- A.** Totems may be any shape as long as they fit within the following dimensions.
 - 1)** Two-dimensional
 - (a)** Minimum: fifty (50) centimeters horizontal by fifty (50) centimeters vertical.
 - (b)** Maximum: one hundred and fifty (150) centimeters vertical by one hundred and fifty (150) centimeters horizontal.
 - 2)** Three-dimensional:

(a) Minimum: fifty (50) centimeters horizontal by fifty (50) centimeters vertical by five (5) centimeters deep.

(b) Maximum: one hundred and fifty (150) centimeters horizontal by one hundred and fifty (150) centimeters vertical by fifty (50) centimeters deep.

B. Totems are to be carried in parades and displayed in ceremonies, as well as, behind *Caves* during competition.

C. In tournament competition, Totems must be removed from behind *Caves* within ten (10) minutes after *Hunt* has been declared over by the sounding of the *Primitive Horn*. (see Rule 4:00 Penalties)

1.82 Tree: These are two (2) circles one (1) meter in diameter located in the *Meadow* where *Ursa Minors* begin their quest for home (*Den*). *Ursa Minors* must have both feet inside the *Tree* when *Hunt* is called by the *Warden*. (see Rule 4:00 Penalties and Maps)

1.83 Ursa Major (U.M.): The offensive member of a *Clan* that puts the *Stone* into play from the *Den*.

A. *Ursa Majors* can *Maul Hunters*.

B. *Ursa Majors* can be *Bagged*.

C. *Ursa Majors* may, but are not required to, *Swim* (an unlimited number of times).

D. An *Ursa Major* cannot occupy a *Safety* area at the same time as a *U.m.* or the *U.m.* will be declared *Bagged*.

E. If an *Ursa Major* leaves the *Den* in attempt to *Maul* a *Hunter*, the *Ursa Major* may leave (exit) the playing field at any side and is not required to go back through the *Den*.

1.84 Ursa Minor (U.m.): The offensive member of a *Clan* that begins play from a *Tree* position when *Hunt* is called.

1.85 Visiting Team: The *Clan* that starts the competition as the offensive team (*Bears*)

1.86 Wild Bear: Any *Bear* not on a *Safety* area.

1.87 Warden: The head referee may wear a headband, hat, and/or armband to signify their position. (see Rule 6:00 Uniforms)

A. He/She is selected by a toss of the *Flatbear* by the *Chief* of the *Visiting* team.

B. In the second game of a double-header (back to back *Hunts* by the same teams), the *Warden* is selected by a flip of the *Flatbear* by the *Chief* of the *Home* team.

C. He/She is stationed south of the *Equator* before *Live Rock* occurs and is responsible for:

- 1) Declaring *Hunt* for the game to begin.
- 2) Declaring *Time-outs*.
- 3) Declaring the game over.
- 4) Flipping the *Flatbear* for decision making.
- 5) Settling disputes between and among other referees.
- 6) Starting play and signaling *Bagged-Bears* and penalties.
- 7) Signing the official score card at the end of the post-season *Hunts*.
- 8) Declaring "*Open Season*."

D. A referee who serves as Warden in the first game of a Double-Hunt cannot serve as a Warden for the second *Hunt*.

1.88 Z00: The collective term for *Clans* in a parade for a tournament. The parade may progress around the *Forest*, sports complex, through a public street, or any other area the league officials designate.

1.89 Zoo Keepers: Members of Committees that organize and operate tournaments.

Rule 2.00 Hunt Preliminaries

2.01 Sufficient time must be scheduled to allow the following to occur before the beginning of the first *Hunt*.

- A. Parade of teams and mascots/totems.
- B. *Potlaches*.

2.02 *Chiefs* will provide a *Clan* roster with names and corresponding numbers to *Wardens* and tournament officials before competition begins.

2.03 *Wardens* will meet the *Shamans* on the *Hill* to flip the *Flatbear* to determine who will serve as home team in tournament competitions and *Hunts* where all members of the same league share the field.

2.04 *Home Team* will use the west *Cave* and the *Visitors* will use the east *Cave*.

2.05 Each *Clan* must display their *Totem* behind their *Cave*. (see Rule 1.81)

2.06 The *Home Team* will show the *Warden* they have provided the *Stones* for the competition.

Rule 3.00 The Hunt

- 3.01 Beginning the Hunt:** After the parade of competitors, rituals, and completing preliminary requirements, *Clans* enter their respective *Cave*.
- 3.02** *Wardens* will direct the *Bears* and *Hunters* to go to their respective positions on the Bearball field.
- A.** One (1) *Ursa Minor* will go to each *Tree* and an *Ursa Major* will enter the *Den*.
- 1) *Ursa Minors* must have both feet in the *Safety* when *Hunt* is signaled by the *Warden*. (See Rule 4.00 Penalties)
 - 2) The *Ursa Major* may not step out of the *Den* when the *Warden* declares *Hunt* until the *Stone* is released in any manner from the *Den*.
- B.** A minimum of five (5) *Hunters* and no more than seven (7) may be on the live playing field when *Hunt* is signaled by the *Warden* or a point will be awarded to the *Bears*.
- 3.03** Once the *Warden* has instructed the competitors to take the field for the first time and verified *Campaign* rosters, the *Warden* will signal the game or tournament horn to be blown. After the horn is blown, the *Warden* then yells "Hunt."
- 3.04** The *U.M.* has thirty (30) seconds to release the *Stone* from the *Den* without stepping out of the *Den*.
- A.** The *U.M.* may immediately return to the *Cave*.
- B.** Once the *U.M.* has left the active play area, they may not return or a *Bagged Bear* will result.
- C.** The *U.M.* may stay on the *Clearcut* until *Dead Stone* has been called.
- 3.05** *U.m.*'s attempt to advance to the *Den* after the *Stone* has been kicked.
- A.** *U.m.*'s must *Swim* in a *Lake*.
- B.** If they cannot reach the *Den* without being *Bagged*, they may try to return to a *Tree* or *Lake* and declare *Hibernation*.
- C.** Play does not stop until one of the following conditions occurs:
- 1) *Time-out* is called by a member of the *Ranger* staff.
 - 2) All *Bears* on the field have been *Bagged*.
 - 3) All *U.m.*'s have safely reached the *Den*.
 - 4) The *Den* is *Burned*.
 - 5) A *Dead Stone* occurs; i.e., *Forested Stone*.

A civilized hunt . . . remembering more primitive times when the hunter became the hunted.

- D. If an *Ursa Minor* is at a *Lake* when the *Den* is *Burned*, it must return to a *Tree* before start of the next *Live Rock* and cannot be *Bagged* until play begins again.
- E. Once an *Ursa Minor* has been *Bagged* or reached the *Den* safely, they cannot return to a *Tree* until after they have played as an *Ursa Major*.
- F. An *Ursa Major* cannot return to kick the *Stone* until they have served as an *Ursa Minor*.
- G. *Clans* must rotate players through their *Campaign Roster*.
- H. If both *Ursa Minors* return to the *Den* without a *Bagged-Bear*, then the *Warden* will call *Open Season* and *Bears* will go to their appropriate places to start hunting again.
- I. There may not be more than two (2) *Ursa Minors* on the field at one time during *Live Rock*.

3.06 When the *Stone* has been released from the *Den*, *Hunters* attempt to *Bag* a *Bear* by hitting the *U.m.* with the *Stone* before the *Bear* can reach the *Den*.

3.07 A *Hunt* consists of eight (8) *Stalks*, (see Rule 1.00 *Bearball Terms*)

3.08 Points/Scoring: Points are awarded under the following three (3) conditions.

- A. One (1) point for reaching the *Den* without being *Bagged*.
- B. Two (2) points awarded to the *Offense* due to *Poaching* by the *Defense*.
- C. Two (2) points awarded to the opposite team of the one that is charged with Un-sportsman-like conduct.

3.09 End of Hunt: The *Hunt* ends with the declaration by the *Warden* and then signals to blow the horn for the following reasons.

- A. Eight (8) *Stalks* are completed.
- B. Game is delayed more than forty-five (45) minutes due to inclement weather.
- C. One team is thirty (30) points ahead after five (5) *Stalks*.
- D. Due to circumstances where one team has less than six (6) players.
- E. A team has been given three (3) un-sportsman-like conduct penalties.
- F. A team declares forfeiture.

3.10 Delayed Games: Games may be delayed up to forty-five minutes. If game is delayed more than forty-five (45) minutes, then:

- A. The match will be rescheduled if four (4) or less Innings have been completed.
- B. The *Warden* declares a winner if five (5) or more Innings have been completed.

Rule 4.00 Penalties

4.01 One (1) Bagged-Bear may be charged against Hunters:

A. If a hunting team is charged with a *Bagged-Bear* as penalties, it will count against that *Clan* when it is their turn to be the *Offense* as listed below.

- 1) Poaching.
- 2) Coaches and/or non-active player's on the field.
- 3) A *Hunter* holds *Bear* when attempting to Bag.
- 4) Illegal substitution.
- 5) More than seven (7) *Hunters* on the field during *Live Rock*.

B. If the penalty occurs against the *Hunters* during the eighth *Stalk*, a point from their score will be deducted for each occurrence.

4.02 One (1) Bagged-Bear may be charged against the Bears:

- A. Illegal substitution.
- B. A *Clan* member plays as an *Ursa Major* out of sequence as listed on the *Campaign Roster*.
- C. An *Ursa Minor* takes more than four (4) *Swims* during the same *Live Rock*.
- D. An *Ursa Major* kicks the *Stone* when it is not in the *Den*.
- E. A member of the *Council* or non-active player is in the *Clear-cut* or *Meadow* during active play.
- F. When one of the *Rangers* has ruled that intentional interference has occurred. Intentional interference includes physical contact in blocking, tripping, kicking, holding, tackling, or pushing an opponent.

4.03 Two (2) Bagged-Bears: Two Bagged Bears may be assessed to either team for:

- A. Un-sportsman-like conduct.
 - 1) Abusive (taunting) and/or profane language.
 - 2) Fighting, hitting, or any other aggressive physical contact that is judged to be done in anger or hatred.
- C. Poaching

4.04 Loss of Day or Night Stalk: Four Bagged-Bears charged for not giving Campaign Roster to Warden, Chief of opposing team, and tournament officials before a game.

4.05 Loss of game: A team charged with the following infractions will result in a Famine if they were the winners of the contest, the other team will be awarded the Feast.

- A. A Clan is fifteen (15) or more minutes late to the scheduled game: a Type 3 Famine.
- B. The Warden charges three (3) un-sportsman-like offenses against a team: Type 4 Famine.

Rule 5.00 Equipment

5.01 Flatbear: The official coin used by all *Rangers*. It is ten (10) centimeters in diameter and one (1) centimeter thick.

5.02 Bearball: The official Bearball is a six (6) inch utility ball (dodge/kickball) in Junior League and a seven (7) inch utility ball (dodge/kickball) in all other leagues.

5.03 Whistle: Each *Ranger* must carry a whistle for signaling purposes.

5.04 Score Sheets: Will be maintained by each *Clan* and an official game score sheet will be maintained for each competition by the *Soothsayer*.

5.05 Stop Watch: All *Rangers* must carry a stopwatch to check for time limits.

5.06 Roster Lists: *Clan* and competition rosters must meet the requirements of Rule 1.10.

5.07 Horns: Horns for signaling purposes must be of metal or natural materials.

Rule 6.00 Uniforms

Although Bearball is designed as a non-contact sport, players may use protective head gear and body padding. Keep in mind that Hides must not endanger the health and safety of the wearer.

6.01 Clan Uniforms: *Clan Hides* may be of any material and color, except that of the *Rangers*, as long as they are not hazardous to participants (This includes, footwear, helmets, gloves, and hats.) If a team elects to display an identification number on the participants (a *Tag*), the number/s must be at least eighteen (18) centimeters high on their back and clearly visible; i.e., black on white, yellow on blue, etc.

Headbands or armbands must be worn to designate appropriate position with its color. If a hat/helmet is also worn, the headband must be securely attached around the

outside of the hat or helmet. The headgear may also be the appropriate color for their position in the Clan.

Chief (red).

Shamans:

Black with one (1) feather: Junior League

White with two (2) feathers: Senior League

Gray with three (3) feathers: Silver-tip League

6.02 Bearbands: They are three (3) inches wide and are to be worn on the left arm above the elbow to designate appropriate function.

A. Red: Council members

B. Blue: Scribes

C. Brown: Any other clan member

D. Bragging beads may also be worn on armbands and may be displayed on *Totems*

Blue: One (1) per *Feast per Season*.

Black: One (1) per Type 1S *Feast per Season*.

Gold: A member of *Royalty*, one (1) per tournament.

E. Feathers and other **amulets** may also be worn on armbands.

6.03 Ranger Uniforms: vests (bright yellow/green, fluorescent) *Wardens* also wear matching headband or Bearband.

Rule 7.00 Tournaments

7.01 All tournament games must be conducted with official equipment as stated in Rule 5.00 Equipment

7.02 Classification groups can only compete against other *Clans* of the same division. (see Rules 8.00, 9.00, and 10.00)

7.03 League types may only complete against teams of the same league type (Bitriarch, Matriarch, and Patriarch) within the same division (Junior, Senior, and Silver-tip)

7.04 There must be a committee for operating tournaments. This may consist of the Parliament itself, or others under the direction of the Parliament. Their responsibilities include:

- A.** Determining tournament format: i.e., “round robin.”
- B.** Scheduling competitions.
- C.** Keeping appropriate records and submitting forms.
- D.** Coordinating with league officials for field use, preparation, and clean-up.
- E.** Reviewing appeals.

7.05 Official score cards are signed by *Wardens* and given to tournament officials after each *Hunt*.

Rule 8.00 Junior Division

8.01 The Junior Division consists of three (3) classifications groups.

Triassic: Ages 6 & 7

Jurassic: Ages 8 & 9

Cretaceous: Ages 10 & 11

8.02 If not enough individuals have registered to form a classification group, teams may be divided into the following:

Class 1: Ages 6-8

Class 2: Ages 9-11

Class 3: Ages 6-11

8.03 The division a player will participate in is determined by the age the individual will be at the starting date of the official *Hunting* season.

8.04 The measurements of the Junior Division Bearball field is smaller than both the Senior and Silver-tip Leagues. (see Appendix B)

Rule 9.00 Senior Division

9.01 The Senior Division consists of three (3) classification groups.

Pliocene: Ages 12 & 13

Miocene: Ages 14 & 15

Oligocene: Ages 16 & 17

9.02 If not enough individuals have registered to form a classification group, teams may be divided into the following:

Class 4: Ages 12 through 14

Class 5: Ages 15 through 17

9.03 The division a player will participate in is determined by the age the individual will be at the starting date of the official *Hunting Season*.

Rule 10.00 Silver-tip Division

10.01 The Silver-tip Division consists of three (3) classification groups.

Eocene: Ages 18 through 39

Paleocene: Ages 40 and over

Class 6: Ages 18 and over

10.02 The division a player will participate in is determined by the age the individual will be at the starting date of the official *Hunting Season*.

10.03 The Bearball in the Silver-tip Division is seven (7) inches in diameter.

Rule 11.00 Appeals

- 11.01** Appeals for game play, rulings, and regular non-tournament competitions will be made to the local Bearball Parliament.
- 11.02** Appeals for disputes regarding Parliament actions must first be addressed through the regional Bearball Congress.
- 11.03** Appeals for disputes regarding Bearball Congress decisions will be made by Bearball I.S.A.
- 11.04** All Bearball records will be kept for a total of three (3) years.



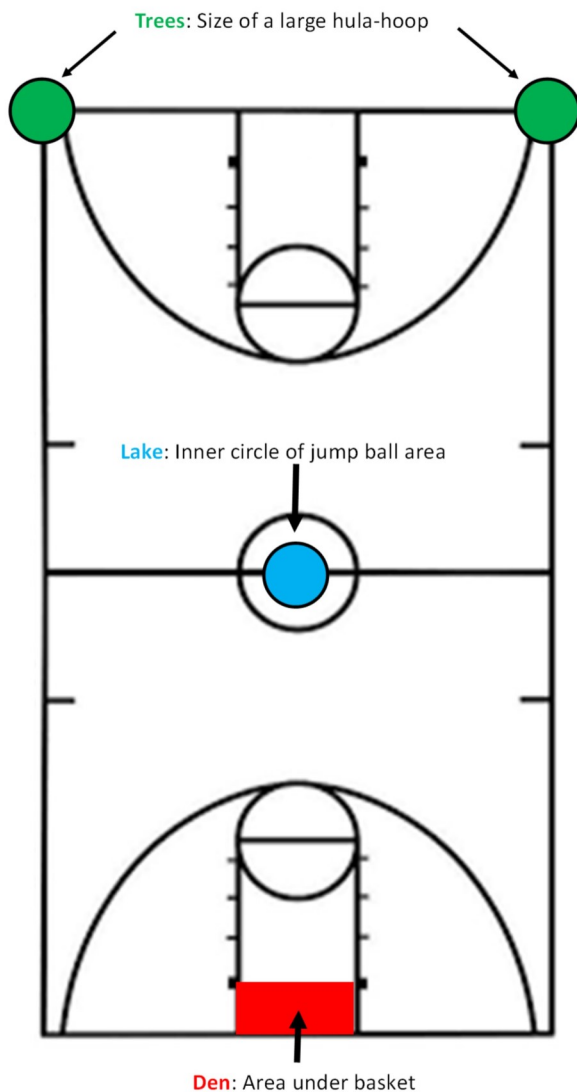
Indoor Bearball

Bearball has been adapted to be played indoors. The rules are essentially the same, except for a few small differences.

There is no Bagged Bear due to an out of bounds area.

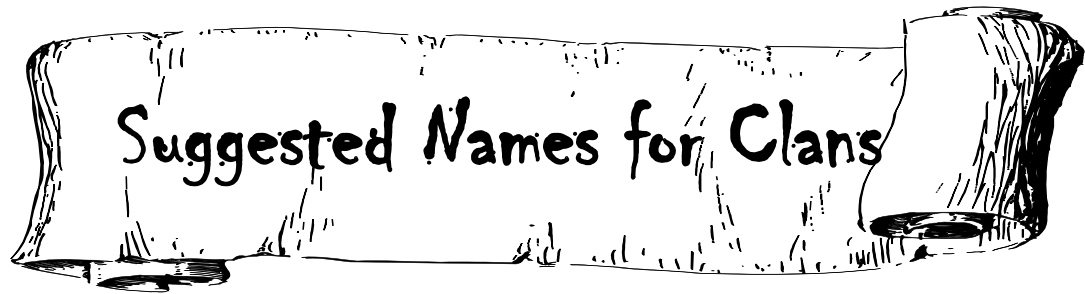
A Dead Stone only occurs under one of the following circumstances.

- A.** The ball goes into an area not part of the gym proper, such as, a hallway or locker room
- B.** The ball gets stuck in an area such as bleachers or hanging obstruction.
- C.** The Warden's decision based in accordance with the rules of regular outdoor play.



To the left is the layout for safety areas to play Bearball in a gymnasium where a basketball court is marked.

A civilized hunt . . . remembering more primitive times when the hunter became the hunted.



APPENDIX A

The following names are suggested for the designation of clans to be used in league play. In selecting an identity for your Clan, keep in mind the spirit of the sport as a representation of prehistoric era. You may also consider using the name of your city, county, region, or state in your dognomen; i.e., Brazos Bruins, Java Jaguars, Desertville Skulls, Arctic Raiders, and Iron Tusks. In selecting your Clan's identity, also remember that a logo, Hides (uniforms), and rituals must also be developed for competitions and pre-tournament ceremonies.

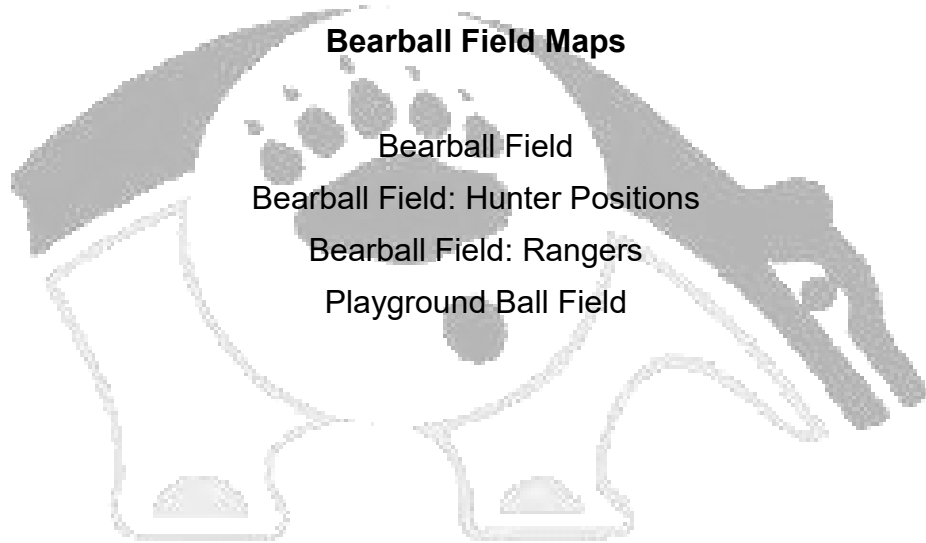
Arctic Bruins	Himalayan Bears	Polar Bears
Asiatics	Hominids	Predators
Aurochs	Honey Bears	Raiders
Bearclaws	Horribilis	Razorbacks
Black Bears	Island White Bears	Sabertooths
Blue Bears	Javas	She-bears
Brown Bears	Kodiaks	Silverbacks
Carnivores	Malayan Bears	Smilodons
Cave Bears	Mastodons	Speckled Bears
Cave Men	Mammoths	Sun Bears
Cinnamon Bears	Mesoliths	Tasmanian Devils
Claws	Middendorffi	Tusks
Cro-Magnons	Moon Bears	Villagers
Devil Bears	Neanderthals	Warriors
Euractors	Neoliths	Wild Boars
Fangs	Nomads	Wildcats
Glacier Bears	Omos	Ursus Arctos
Grizzlies	Paleoliths	Ursus Maritimus
He-bears	Piltdowns	Yentis

The following names may not be used for Clans:

Shamans, Pileocenes, Paleocenes, Eocenes, Oligocenes, Miocenes, Halocenes, Triassic, Jurassic, Cretaceous, Silver-Tip, Rangers, Wardens, Ursa Majors, Ursa Minors, Precambrians, Paleozoics, Mesozoics, Cenozoic, and Cenozooids.

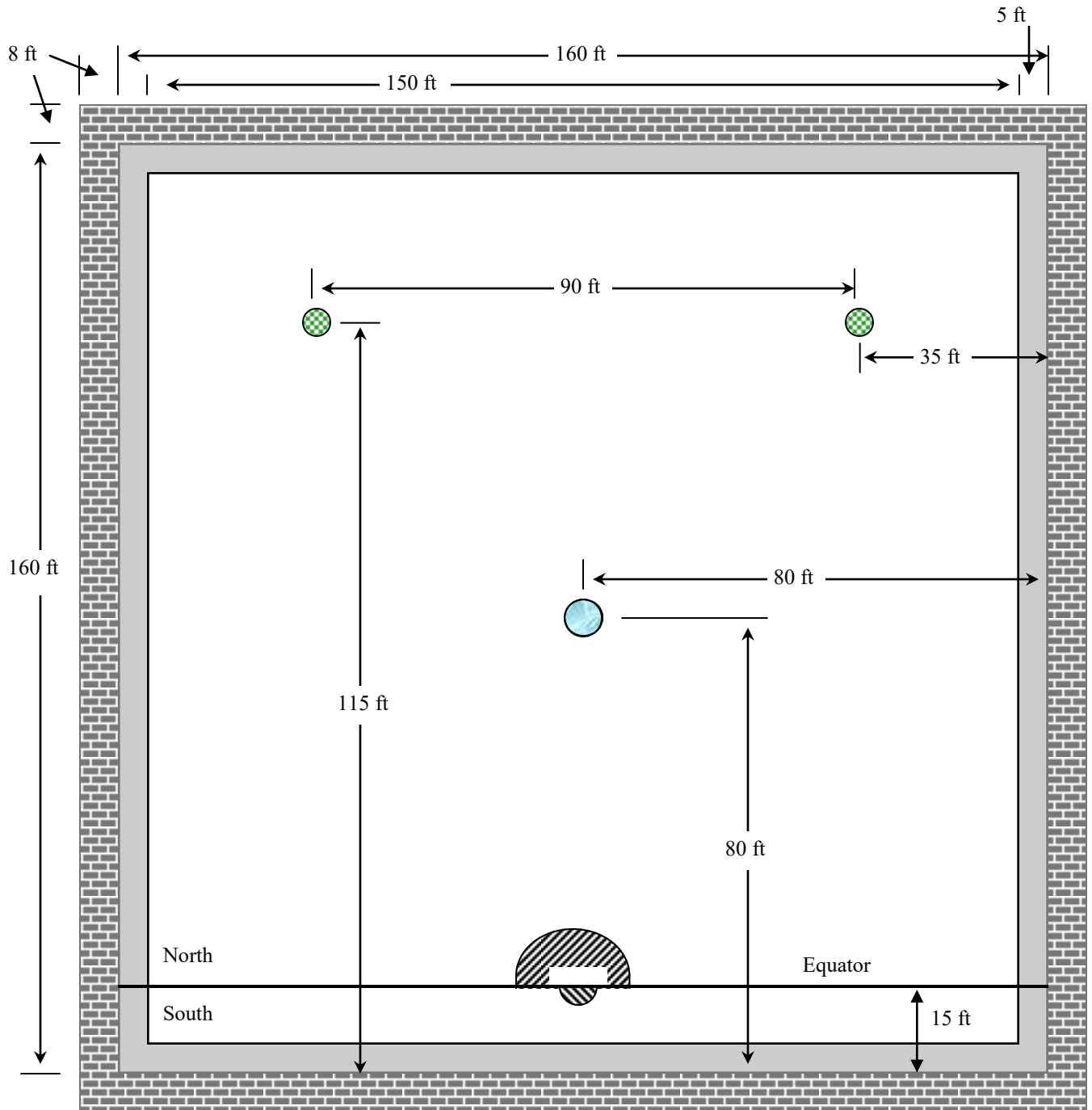
A civilized hunt . . . remembering more primitive times when the hunter became the hunted.









Appendix B



Bearball Field

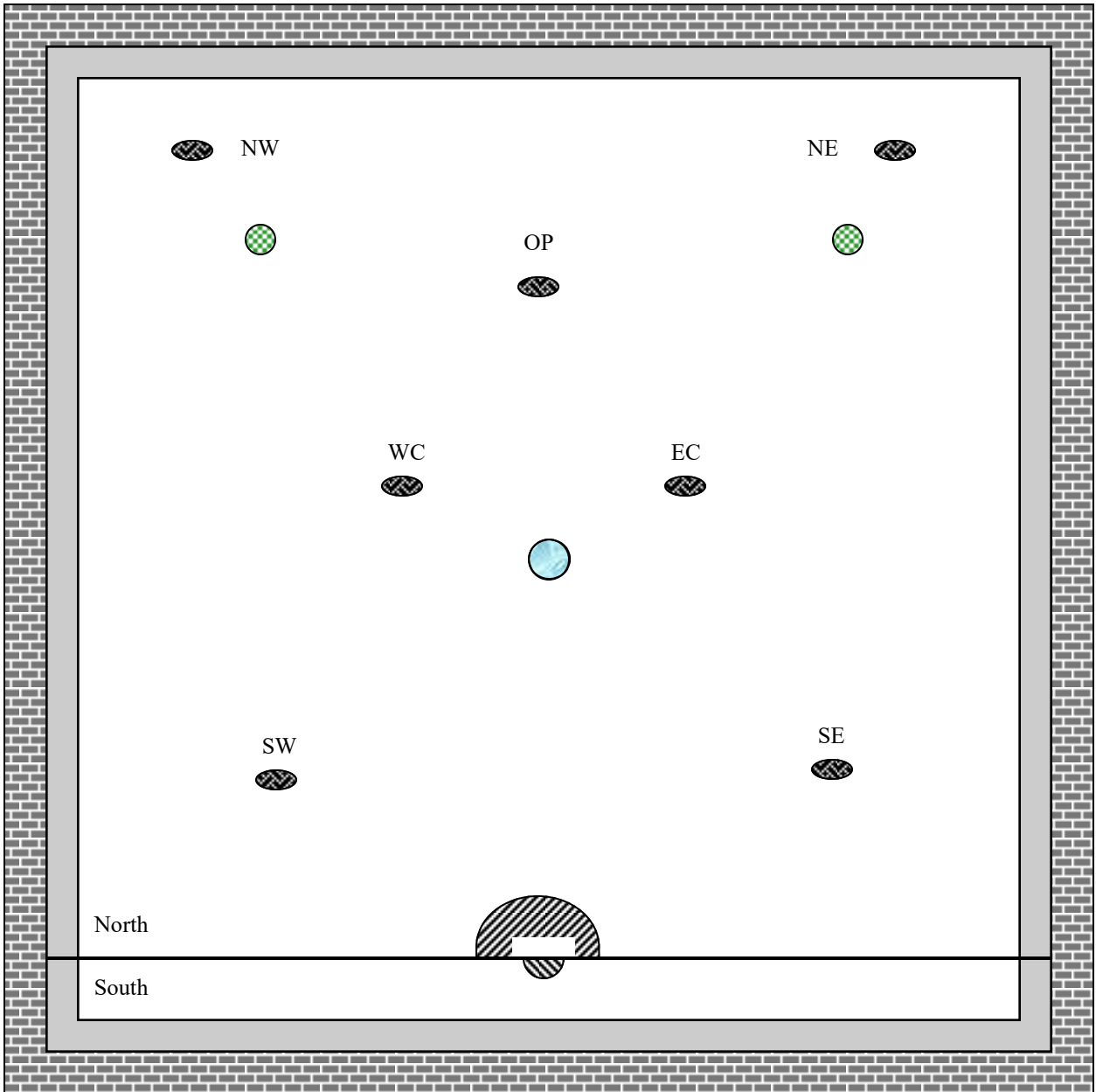
A civilized hunt . . . remembering more primitive times when the hunter became the hunted.










- | | | | |
|---|------------------------|---|---------------------|
|  | Meadow |  | Den (6 ft radius) |
|  | Clear-cut |  | Lake (60" diame-) |
|  | Forest (out-of-bounds) |  | Tree (40" diameter) |
|  | Hill (12 ft radius) |  | Equator (4" wide) |


Hunter Positions

A civilized hunt . . . remembering more primitive times when the hunter became the hunted.



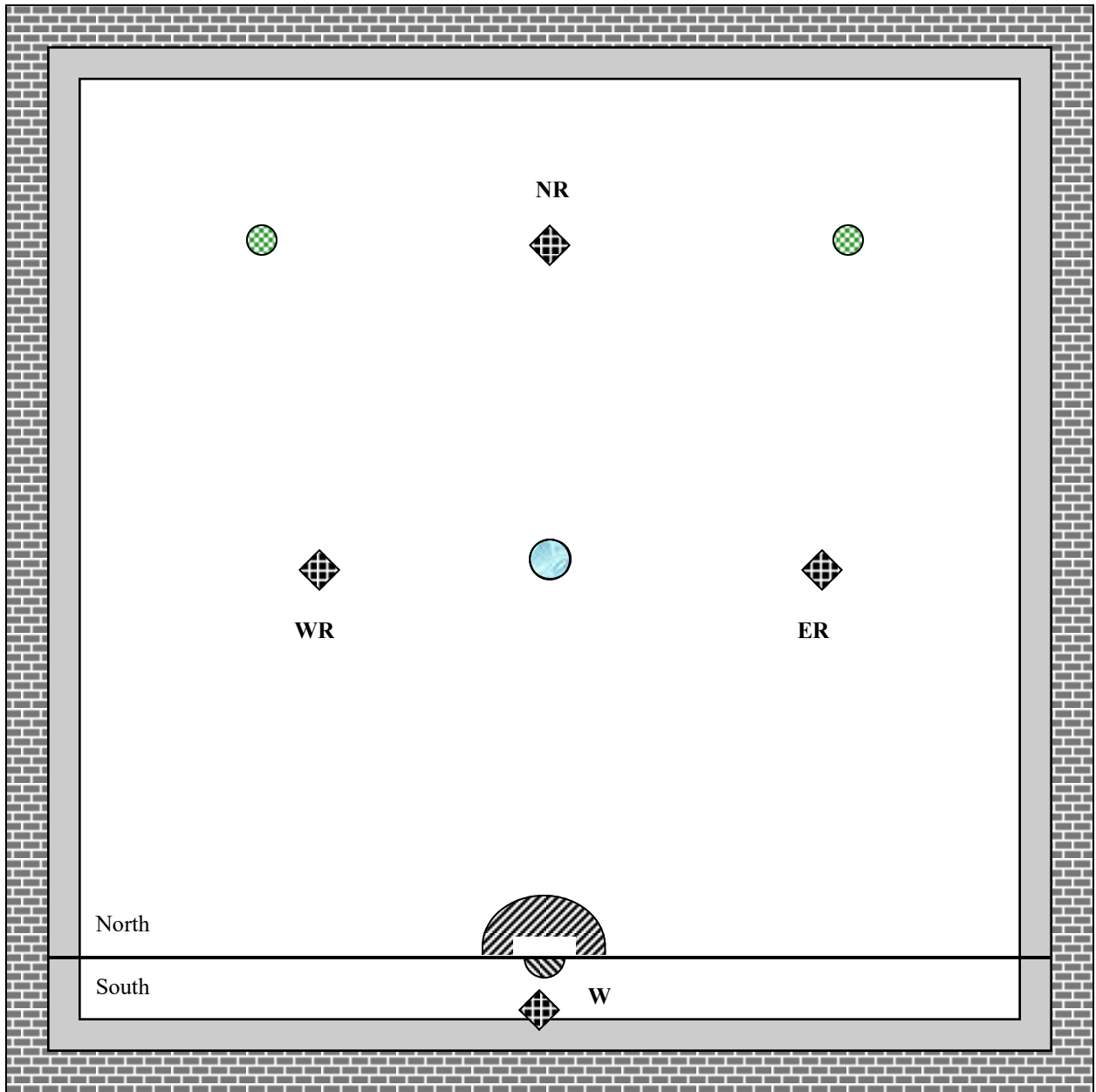
-  Meadow (54m sq.)
-  Clear-cut (3m wide)
-  Forest (out-of-bounds)
-  Hill (5m radius)









-  Den (3m radius)
-  Lake (2m diameter)
-  Tree (1m diameter)
- Equator (10cm wide)

-  **Defensive Post Positions**
- NW = Northwest
- OP = Outpost
- NE = Northeast
- WC = West Center
- EC = East Center
- SW = Southwest
- SE = Southeast

Ranger Positions

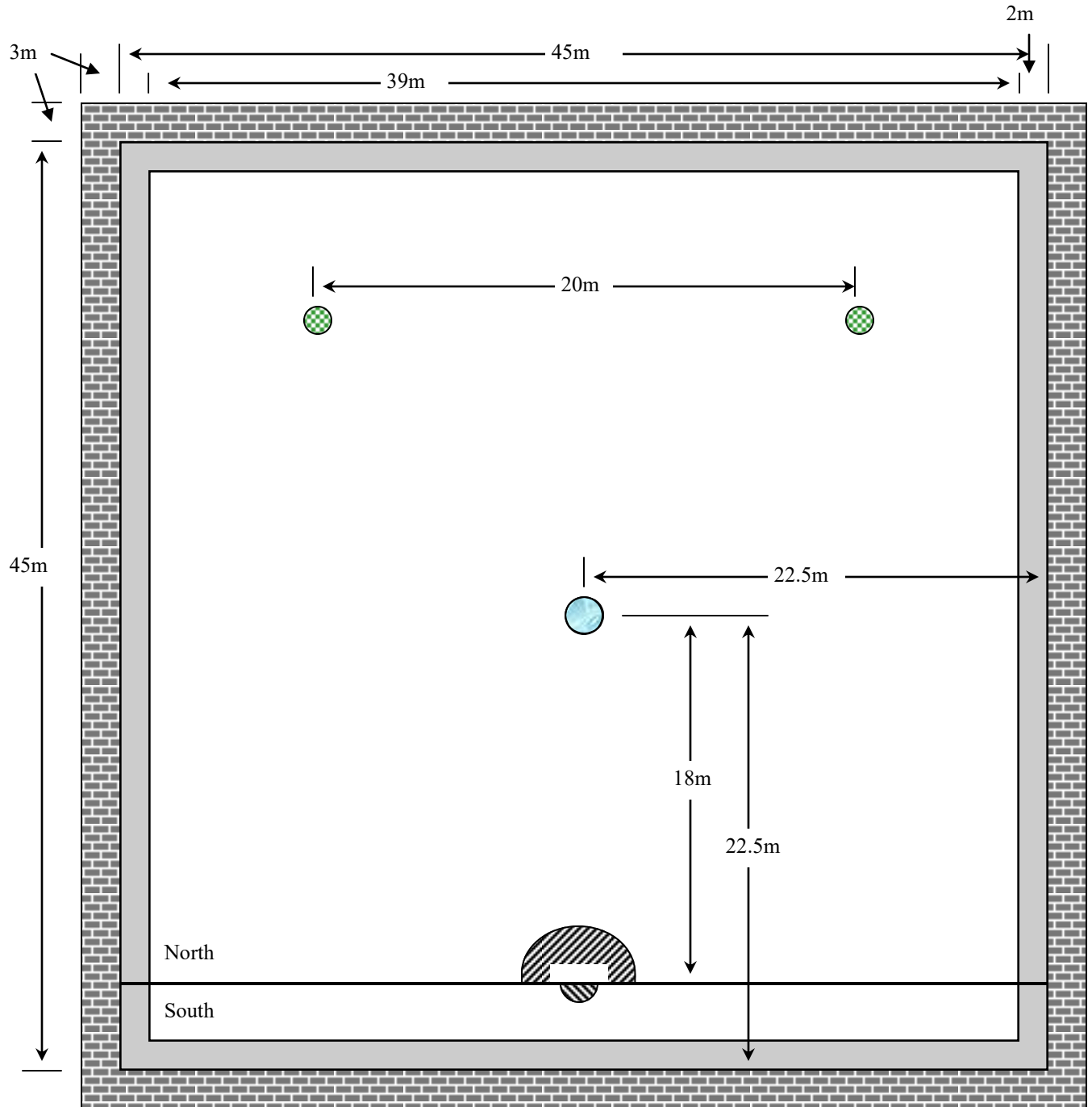
A civilized hunt . . . remembering more primitive times when the hunter became the hunted.










- | | | | | | |
|---|------------------------|---|---------------------|---|-------------------------|
|  | Meadow (54m sq.) |  | Den (3m radius) |  | Ranger Positions |
|  | Clear-cut (3m wide) |  | Lake (2m diameter) | | WR = West Ranger |
|  | Forest (out-of-bounds) |  | Tree (1m diameter) | | NR = North Ranger |
| | Hill (5m radius) |  | Equator (10cm wide) | | ER = East Ranger |
| | | | | | W = Warden |

Junior Division Bearball Field

A civilized hunt . . . remembering more primitive times when the hunter became the hunted.



- | | | | |
|---|------------------|---|---------------------|
|  | Meadow |  | Den (1m radius) |
|  | Clear-cut |  | Lake (2m diameter) |
|  | Forest |  | Tree (1m diameter) |
|  | Hill (3m radius) | | Equator (10cm wide) |

Playground Bearball

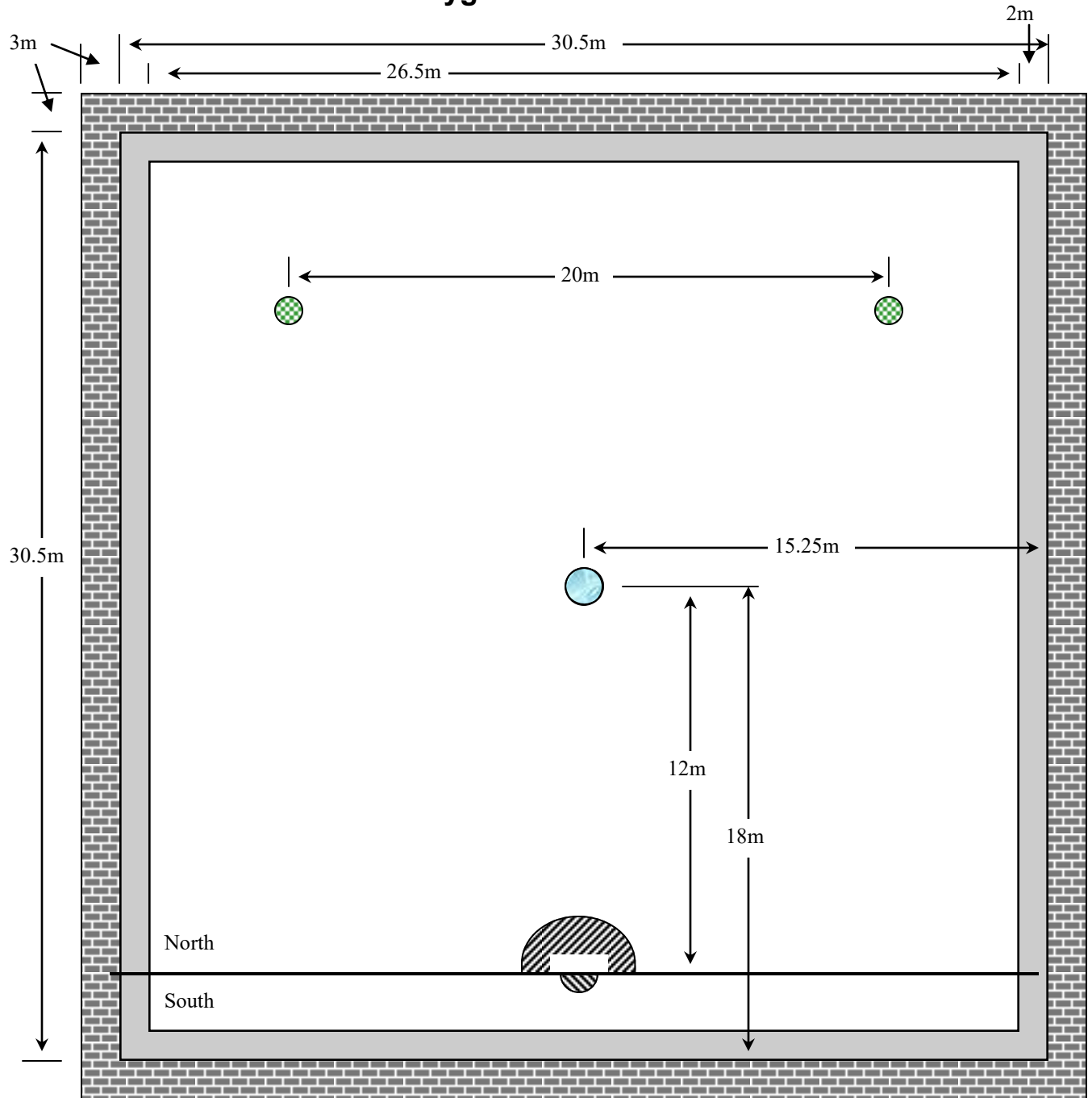
Bearball may be played on a playground with all the rules remaining the same, except for two (2). One is the dimensions of the field with the adjusted measurements for the placement of the safety zones to be determined by the administrators of play. The second, an eight (8) inch playground ball may be used instead of the six or seven inch ones. It is also suggested that at least a two (2) meter high fence take the place of the Forest boundary. That way it will effectively give the smaller area a feeling for a larger field and keep players from going into unsafe areas.











A civilized hunt . . . remembering more primitive times when the hunter became the hunted.

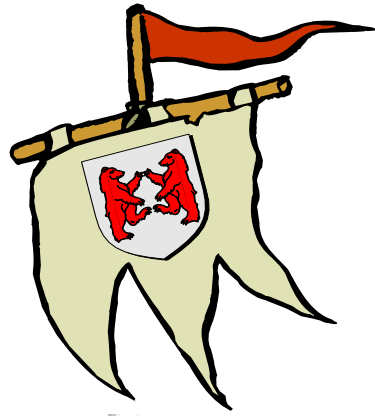
Playground Bearball Field

A civilized hunt . . . remembering more primitive times when the hunter became the hunted.



- | | |
|--|---|
|  Meadow |  Den (2m radius) |
|  Clear-cut |  Lake (2m diameter) |
|  Forest |  Tree (1m diameter) |
|  Hill (4m radius) |  Equator (10cm wide) |

Appendix C



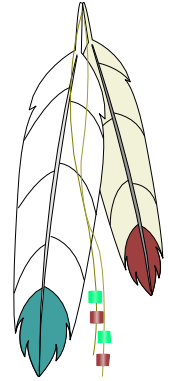
Potlach Pageantry and Ceremony

Each *Clan* is allowed up to ten (10) minutes before competitions to perform their *Clans'* songs, skits, dances, and symbolic sacrificial offerings to entertain spectators. *Potlaches* celebrating successful *Hunts* may be continued after competitions are over, with time limits established by local league officials. Local league officials are also encouraged to establish *Potlach* competitions. Additionally, family members of Bearball players are permitted to participate in *Potlach* performances.

In order to create songs, skits, dances, and symbolic totems, interested individuals may research the following cultural topics in relation to aboriginal and tribal societies: pre- and post-hunting rituals, art, music, ceremonies, costumes, feasts, dances, holidays, and instruments. Other things to consider in preparation for performances are body painting and use of masks, as well as safety of the participants and spectators. When developing performances, the *Clan* must keep in mind the space limitation of the ten (10) meter circular or square area.

Appendix D

Bearball Signals



All Bearball signals are done with either clenched fists or with fingers together and fully extended.

The words “repeat” and “repeatedly” represent an action done three (3) to five (5) times.

Bagged Bear

Repeatedly extend one arm, with clenched fist and bring to chest.

Burned Den

Bring palms of both hands with fingers extended together in front of body and repeatedly slide back and forth.

Dead Stone

Place one hand with palm up at elbow level. Repeatedly raise and lower fist of other hand up and down on palm. Ball is no longer in play.

Drained Lake

Place both hands at elbow level with palms down and fingers extended in front of body. Repeatedly swing both hands to sides of body at elbow level.

Forested

Extended fingers of both hands and touch finger tips of both hands in front of face while elbows angle down at forty-five (45) degrees. This forms a triangle, representing pine trees.

Hibernate

Tilt head to one side. Raise the back of hand that is opposite the direction of titled head to cheek. Repeated lower and raise hand, palm down and fingers extended, to height of elbow and back to cheek.

In-bounds

Fully extend both arms with palms down in front of the body toward the ground at forty-five degrees.

Live Rock

Extend fingers of one hand. With palm down repeated circle in front of body. Play continues.

Mauling

Extended fingers of one hand. With Palm toward face repeatedly make circles in front of face.

Poaching

With fingers of both hands fully extended, repeatedly signify putting hands in front pockets and taking them out again.

Safe

Make a clenched fist with both hands and fold arms across chest.

Swimming Violation

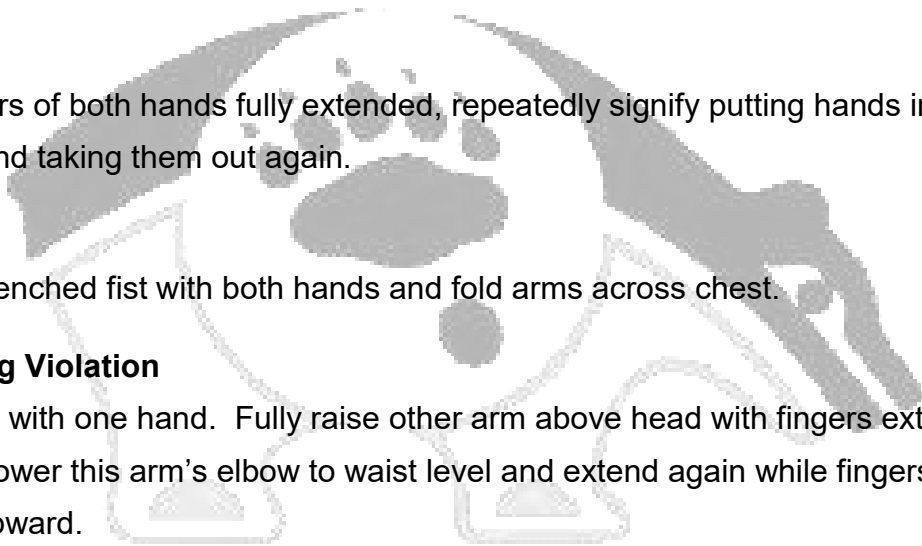
Hold nose with one hand. Fully raise other arm above head with fingers extended. Repeatedly lower this arm's elbow to waist level and extend again while fingers are still pointed upward.

Time-out (Dream Time)

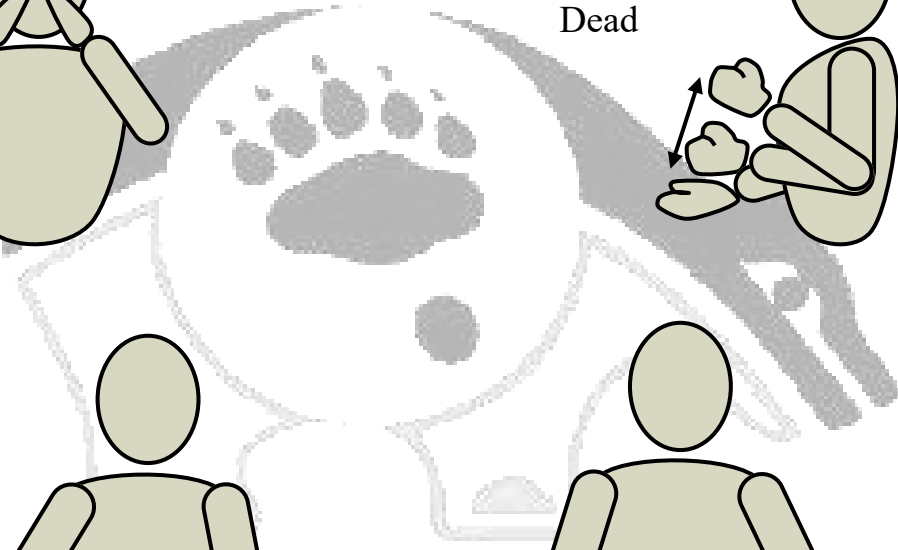
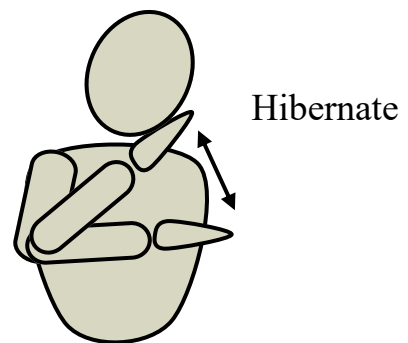
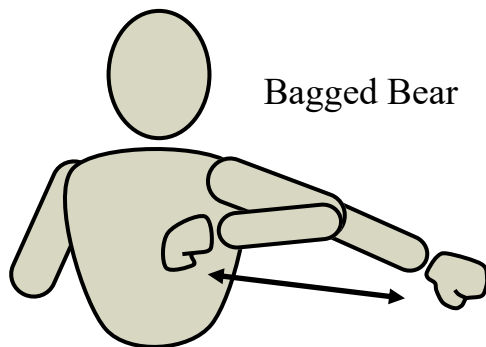
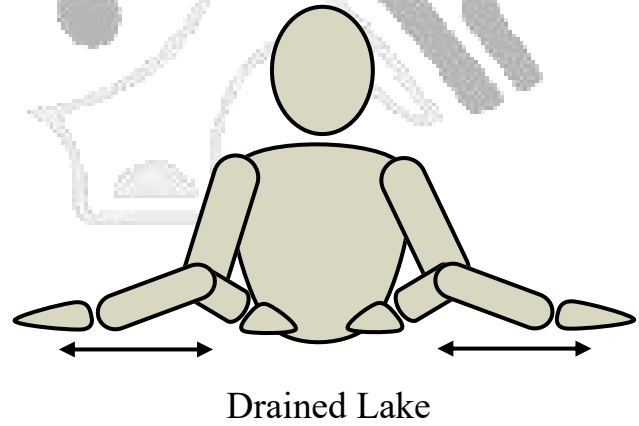
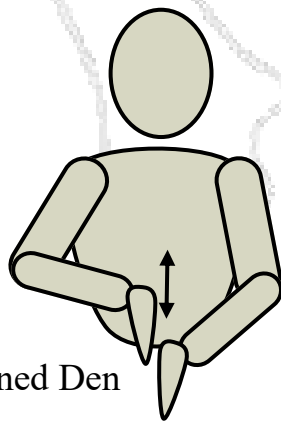
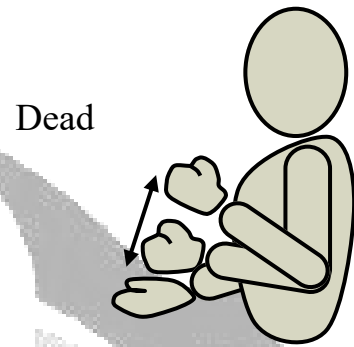
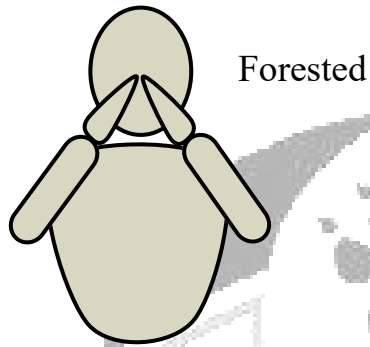
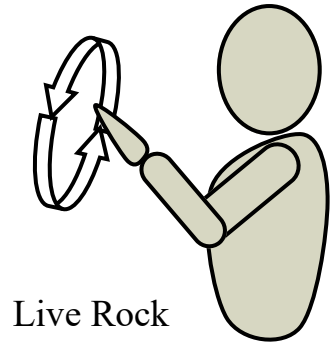
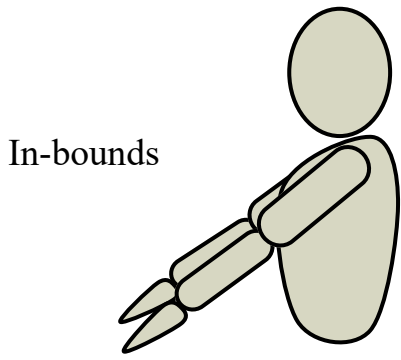
Place one hand with fingers extended and palm down in front of body at chest level. The other hand with fingers fully extended should touch palm of hand that is in front of body and form a "T".

Unsportsman-like Conduct

Extend fingers of both hands and repeatedly tap top of head with both hands.

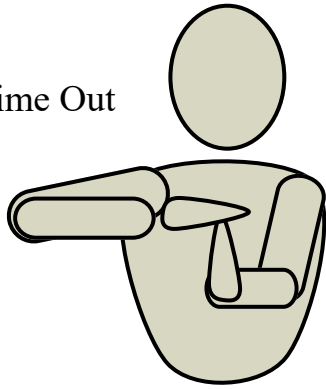


A civilized hunt . . . remembering more primitive times when the hunter became the hunted.

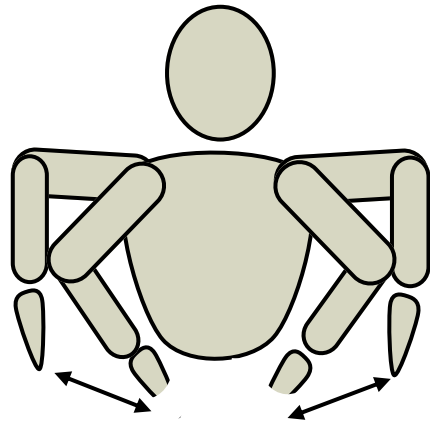


A civilized hunt . . . remembering more primitive times when the hunter became the hunted.

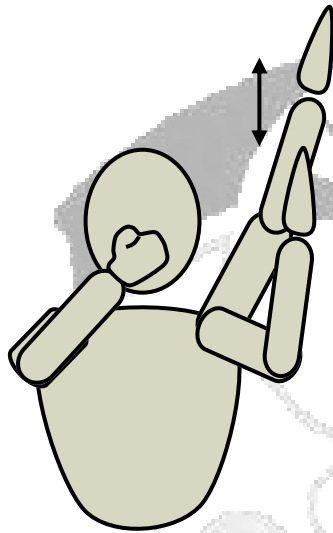
Time Out



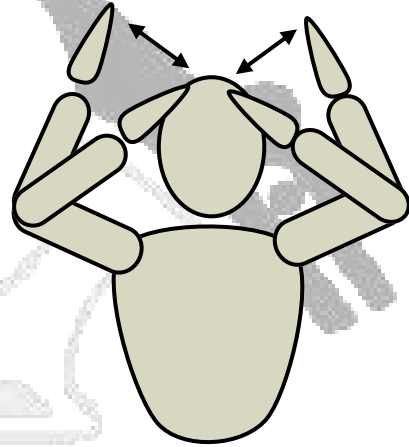
Poaching



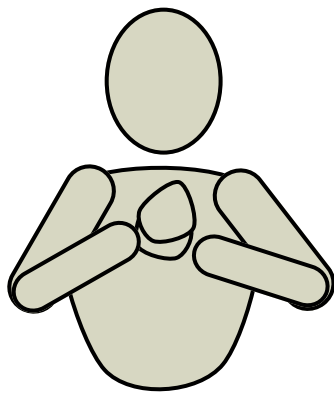
Swimming Violation



Un-sportsman-like conduct



Safe

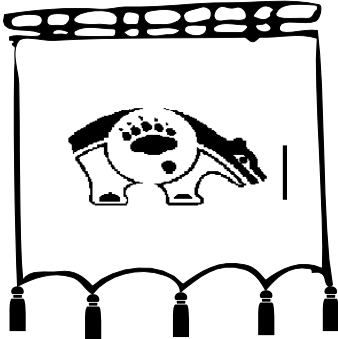


Mauling



Appendix E

Offensive Strategies in Bearball®



Familiarity with this information is vital for coaches, players, and for passing the Ranger certification test. It is also valuable for those wanting to more fully understand the game. For those who are unfamiliar with the sport, the words capitalized are defined in the Bearball™ rule book.

Part 1: Mauling Hunters

Mauling the Hunters in the sport of Bearball can be an effective strategy and may seem confusing. Therefore, I'd like to try and clarify some issues and attempt to more fully explain what it entails. Since this tactic has advantages and disadvantages, one needs to be intimate with the options and keep these in mind to determine when it should be employed. Hunters can be Mauled in more than one way, so read carefully.

First of all, the main objective of Mauling is to reduce the number of defensive players on the field and make it easier for scoring points by Ursa Minors (*U.m.'s*) of the Clan that is designated as the Bears, or offensive team of an inning. Mauling can only be performed by the Ursa Major (*U.M.*), the individual putting the ball (*called a Stone in Bearball*) into play after the Ranger has signaled to Hunt. In this procedure the U.M. can leave the Den after kicking, throwing, rolling, or dropping the ball outside the Den into play and enter the field. The U.M. then has four more possible functions. The first is to help teammates to score. A second ploy is to act as a decoy and avoid being Bagged. A third option for the U.M. is to get off the field in any direction as quickly as possible once they have accomplished their tasks and the U.m.'s are done scoring, are Bagged, or have declared Hibernation. The U.M. is also permitted to stay on the field as the lone Bear in the play area after the U.m.'s are inactive in order to Maul the defense. This should be done wisely, however, as the player could be Bagged.

The U.M. is not allowed to put the Stone out of the Den and then immediately pick it up.

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Before a U.M. can pick up the ball, using one or both hands, and throw it at a Hunter, a Hunter must have first touched the ball. Ursa Majors can only throw the Stone at a Hunter. They cannot Maul a Hunter by kicking, rolling, or bouncing the ball (*Please note: this rule is modified for players who have physical limitations due to genetics or loss of upper limb function as the result of previous injuries.*). On the other hand, the U.M. could be Bagged in any of these ways. The Mauled Hunters must leave the field in the most direct manner as possible and not obstruct further play.

A question that is not explained clearly in the rule book is, “Can a Hunter be Mauled if the ball bounces off a U.M. when thrown by a Hunter and then strikes any Hunter before the ball touches the ground?” The answer is no. Remember, a Hunter can only be Mauled if the U.M. throws the ball.

Hunters are designated as Mauled if they attempt to catch or pick up the ball after the U.M. has handled the ball and they fumble it. If a Ranger considers the Stone to have been trapped, then they are not Mauled. Two Hunters can be Mauled on the same throw if the ball strikes both of them before hitting the ground. The U.M. can enter a Tree or Lake if it is not occupied by a U.m. or Drained. Additionally, while in this safety zone they can Maul Hunters and in turn not be Bagged. Please note, only two Hunters can be Mauled during each Stalk, or half inning.

As mentioned above, the U.M. has a second job on the field, help the U.m.'s to score. This is done a few different ways. The U.M. can hold the Stone or run with it until one or both of the U.m.'s score or signal Hibernation. The U.M. may retrain the Stone anywhere on the field or from inside a Tree or Lake, including the Den. The U.M. is then free to discard the Stone at this point and not try to do any Mauling.

Another thing the U.M. is allowed to do is serve as a decoy for the Hunters, trying to lure a Stone toss in their direction, giving more time for the U.m.'s to secure points or reach a safety area. Additionally, the U.M. may block the Hunters by acting as a post two steps ahead of the opposition. Although the U.M.'S may also sacrifice themselves to allow the U.m.'s to score a point, this is generally not recommended unless in doing so it would provide the winning score.

If both the U.M.'s have scored, been bagged, or signaled Hibernation, the U.M. may enter a Tree or Lake, if not drained, and declare Hibernation. As a result, a Dead Stone occurs and play stops. The U.M. must then return to the Clan's Cave.

There are disadvantages for the offense to keep in mind while using this plan. First of all, a U.M. can also be Bagged while on the field and not in a Safety Zone in any manner as outlined in the Bearball rule book. When a Hunter throws the Stone at a U.M. in attempting to bag the Bear and the U.M. fumbles the ball while trying to catch it, the U.M. will also be considered Bagged. However, if a Ranger considers the Stone to have been trapped on the ground, then it is not a Bagged Bear. Some players are not as coordinated as others to handle Mauling. Inadvertently, the U.M.'S may force themselves to be Bagged by stepping into a Tree or Lake while trying not to get hit with the ball when these safety areas are already occupied by a U.m.

Coaches, players, and Rangers need to be familiar with Mauling. Using it appropriately could mean the difference between a Feast (*victory*) or Famine (*loss*) at the end of a Hunt. Obviously, some players are not as quick and agile mentally or physically as others, consequently, Mauling may not be prudent for all to attempt and should be practiced often to become skillful with its use.

Part 2: A Stone's Throw Away

In the first article on offensive strategies of Bearball™ we looked at mauling Hunters. This time we'll go over some things about ball control from the standpoint of the offensive team, called the "Bears." As you may recall when a team is acting as the defense they take their positions as "Hunters." Ball control by the offense is important in order to maximize the potential for scoring points.

One of the main jobs of the Ursa Major (U.M.) is to put the ball, called a Stone, into play from the Den within thirty seconds after the Warden calls "Hunt." This is referred to as "releasing" in the official Bearball™ rule book. Releasing can be accomplished by simply setting the ball on the ground outside of the Den or also by kicking, rolling, throwing or bouncing the Stone. Each of these can be



for a specific purpose.

Setting the Stone on the ground must be done in front of the Equator on the Bearball™ field, not on the south side of the Den. This may be performed to force the Hunters to come and get the ball from outside the Hill, allowing a fast running bear at a Tree time to get to the Lake and take a Swim. Once there the Ursa minor (U.m.) can then signal Hibernation after waiting for at least three seconds. After Hibernation has been called the U.m. will have to return to a Tree after a Ranger tells them to do so. As you may recall from the rules, the U.m. does not have to take another Swim before returning to the Den and scoring a point after the next Live Rock.

Watch carefully the positioning of Hunters. As a general rule, don't kick the Stone toward the middle of the field. Inexperienced Hunters frequently gather about the Lake region and leave wide open areas instead of playing their Post positions, especially "ball hogs." Consequently, the Ursa Major should take note of the most unprotected spots in the Meadow and try to kick or throw the Stone to that location. This cannot only be done when they are to initially release the ball from the Den, but also as the Stalk progresses and they are fortunate to get the ball back again.

As soon as the Ursa Major has released the ball from the Den they can "Pace" back and forth along the Equator in hopes of getting a loose Stone that has been thrown by a Hunter. This can be an effective maneuver, since it is a tendency for Hunters not to back each other up when throwing the Stone at a bear. Keep in mind, however, that if the U.M. fumbles the ball when trying to pick it up or fumbles while trying to catch it, the player will be considered Bagged.

Another thing the Ursa Major can do if they get the Stone again is to hold onto the ball until the U.m.'s have all reached the *Den* and scored, if they have not already claimed Hibernation or been Bagged. This should be accomplished from inside the Den or a Tree. The Lake should be left open if an Ursa minor needs to make the required Swim.

After the U.m.'s have made it to the Den the U.M. with the ball has two options. One is to try and Maul a Hunter and the other is to Hibernation. With this Hibernation, play will stop,

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a Dead Stone happens, and the U.M. may then safely get off the field.

Another tactic is to fake a throw or kick to get Hunters to start to commit to a direction and then throw away from them, or make them easier to be Mauled. However, remember that the U.M. can only kick from within the Den or a Bagged Bear will occur.

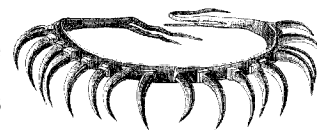
Some players have difficulty in trying to retrieve bounced balls as well as catching one that rolls fast on the ground. Therefore, if Hunters are lined up just outside the edge of the Hill, the ball may be bounced high over their heads or kicked hard along the ground so that it goes between Hunters.

You may recall that as a general rule you need to keep the ball away from the Lake when it is first put into play. However, if both the bears at the trees have already taken their required Swim, the ball can be kicked as high as possible to give a long “hang time” and allow the U.m.’s to try and score. This placement can be executed toward the center of the play area for three reasons. First of all this could crowd the area with Hunters and thus make the ball harder for them to secure. Second, you need to avoid Foresting the Stone and cause a Bagged Bear. And additionally, recall that the bears don’t have to run straight toward the Den from the Trees. They can take any route to accomplish a score.

Hopefully, this information will help you and your players to understand some approaches to ball control for the offensive. Coaches and teams should develop their own signals to get a quick message to the bears and tell the U.M. when to Pace, get off the field, where to place the ball when releasing from the Den, or to do some other maneuver.

Part 3: Exploiting Safety Zones

There are a number of running strategies that Bears can use to their advantage. The simplest of these is for an Ursa Minor (U.m., the players that started from the Trees) to run to the Lake after the ball is put into play and after three seconds signal Hibernation. Consequently, they must then immediately return to a Tree until the next Live Rock. The advantage to this is that they don’t need to take another Swim and may go directly home to the Den.



Another is to repeatedly step in and out of a Safety Zone, the Trees or Lake. For sake of clarity in this discussion, I'll call this dancing. The Ursa Minors need to be constantly aware of where the ball is at and what is happening with it. They also should notice what the other U.m. is doing. If the Hunters are closely watching one Bear at a Tree, and that player is teasing a defensive player that has the ball by dancing, then the other runner could take off for the Lake. Recall that in the event that the Bear at the other Tree has already made their required Swim, they could head directly for the Den.

The dancing bear technique may be done with additional specific details. For example, a team could select a count and visual signal for the number of times one of the U.m.'s steps in and out of the Tree, perhaps five, and then the other takes off from their position on the fifth time the dancer enters the Safety Zone. The dancing person could continue the behavior or stop on the fifth entry. It naturally takes time for the Hunter to process what is happening. This short delay may mean the difference between a score or no point by the other runner. Should the defense try and Bag the runner near the Den, the dancing bear may try and get to the Lake and take a swim.

Although dancing is primarily done by the Ursa Minors, it could also be utilized by an Ursa Major as a decoy attempt while they are on the field and hoping to maul defensive players. While the Hunters are trying to get the U.M., the U.m.'s may try and get to the Den or to another Tree. Both the Trees and the Lake may be used by the U.M.'S as they move around the field, as long as they are not already occupied by their team mates.

As with the afore mentioned dancing bear technique, after a certain number of times in and out of the Safety Zone, U.m.'s may signal Hibernation. Again when this is done while there is another runner trying to advance, a delayed reaction by the Hunters may allow the other runner to reach their goal. This trick should try and be choreographed and synchronized as neatly as possible to make it most effective.

The Lake is an important area for more than just a place to take the required three second Swim. It can be used as a refuge by the U.m. on their way to the Den after they've already taken a Swim and are on their way to the Den. Also, if they see that they cannot get to the Den or return to a Tree safely, the U.m. may enter the Lake. After a U.m. has

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been in the Lake for at least three seconds they can signal Hibernation. They are then required to return to a Tree.

Two additional maneuvers U.m.'s can do are to feign entering a safety zone and then head to the Den or Pinwheel around another offensive player in a Lake or Tree. In order to pinwheel, a U.M. or U.m. in a Lake would act as a blocker or obstacle between a Hunter with the ball and the other offensive members behind the person in the Lake. As a Hunter moves around the Lake, say clockwise, to try and get closer to the U.m.'s outside the Lake, the U.m.'s would also try and avoid the Hunter by moving clockwise around the Lake with the person inside the Lake and try to block the Hunter that has the ball. While this is being done, the offense must keep in mind that the person inside the Lake can only be there for a maximum of ten (ten) seconds before an automatic Hibernation will result. If the person inside the Lake is a U.M. they must remain there until the next Live Rock, at which time the U.M. must exit the playing field. However, the pinwheel effect with the U.M.'S could continue as long as they are not required to leave. On the other hand if the person inside the Lake is an U.m. they must return to a Tree, thus exposing the pinwheeling U.m. outside the Lake.

Pinwheeling may also be done around a Tree, however, this circle is smaller than the Lake. Additionally, if a U.m. is inside the Tree for ten (10) or more seconds without signaling Hibernation also results in a Bagged Bear. As with the event of a U.M. in a Lake staying there, the U.m. that has Hibernated also stays.

As with the other offensive strategies, these tactics need to be fine tuned during practices. The more you play the sport, the more comfortable you will become with various options for offensive players.

Defensive Strategies

Earlier I discussed Offensive Strategies for use in the team sport of Bearball®. A few of the defensive ideas relate specifically to some of the offensive concepts, while others, such as Baiting the Bear and Burn the Den, are solely germane to this unique game. And then, some defensive tactics are just common sense, fundamentals of positioning players and ball control. These latter will be addressed first.

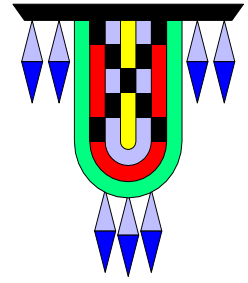
After watching a few Hunts of Bearball, it could probably go unsaid that most Hunters want the ball. This is especially noticed when an inexperienced Ursa Major (UM) puts the Stone into play toward the Lake area. The result is several Hunters scrambling as quickly as they can to get the ball. What often materializes as a result is confusion, fumbling, and sometimes collisions that delay play, allowing more time for the Ursa Minors (Um's) to maneuver. Therefore, Hunters need to stay away from crowding the lake area and play their designated post positions. One player could be specified for collecting the Stone from the Lake vicinity and this would eliminate the problem. In the Offensive Strategies section the tendency for Hunters to rush toward the Lake is mentioned and it has been suggested that UM's take advantage of this drift.

This discussion leads to two other related issues, "ball-hogs" and running with the ball. Players should be taught when it is appropriate to pass the Stone. Nobody appreciates a ball-hog. Additionally, all too often Hunters run with the ball to chase a Bear when the ball can be passed much faster by throwing, rolling, or kicking than by running with it. As you may recall, this is referred to as Atling.

Back each other up. Back each other up. Back each other up. I can't make it more simple than that. Numerous points are scored, time lost, and Um's advanced toward the Den because Hunters fail to support each other, watch with anticipation where the ball may be headed and position themselves so the ball traveling does not work to the advantage of the Bears. This defensive fundamental needs to be practiced, practiced, and practiced.

Hunters must watch the Forest Edge closely when the ball heads to the Clear-cut. If the

ball touches the Forest boundary, or goes over its vertical plane, a Bagged-Bear results. However, if in doubt as to whether or not the ball is going to do this, error on the side of caution and pick up the ball. Otherwise, too much time may elapse and the Um's may advance or score.



As you know, the UM may leave the safety of the Den to try and Maul a Hunter after they release the Stone. Choose a Hunter, either the one playing the Southeast or Southwest Post position near the Equator, to watch the Ursa Major (UM). Sometimes the UM's are hesitant about whether or not they are going to commit to trying to Maul, consequently, the UM can sometimes be easily Bagged.

A simple thing to consider for smoothly moving the game along without delay is to establish hand signals for quickly communicating things like backing each other up, Tame the Bear, Baiting the Bear, Burn the Den, and Drain the Lake.

It is legal to create a blockage of Hunters if it is done with at least two running steps minimum in front of the Um in front of the Den to force the Um to slow down and run further, thus giving more of an occasion to Bag the Bear. Hunters are permitted to hold each others hands and thus create the blockage as large as possible. However, they cannot completely surround the Den, but must be done outside of the Hill.

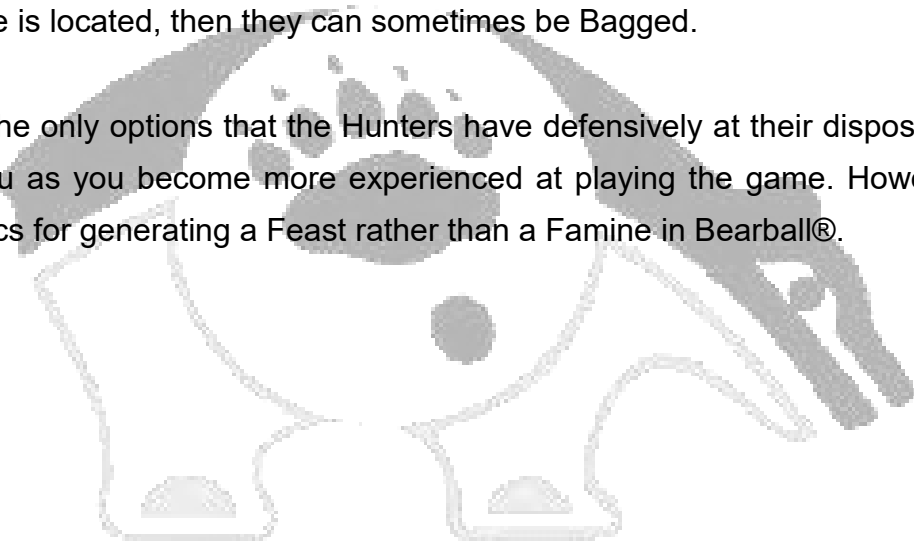
Draining the Lake is another ploy unique to Bearball®. In this option the Hunters have at their disposal a chance to temporarily delay Um's from making their required Swim before returning to the Den and score a point. This gives the team more possibilities and time to Bag a Bear. A Drained Lake occurs when three (3) Hunters at one time occupy the Lake before a Um arrives and then the Ursa Minor must attempt to return to a Tree. A drained lake may not occur more than two (2) times per Stalk or the U.m. may advance freely to the Den without being Bagged for each occurrence above two (2) drained lakes per Stalk. Unlike the procedure for Burning the Den, none of these three Hunters are required to possess the ball while this is being done. Therefore, it is possible to Bag a Bear while it is trying to get back to a Tree.

A civilized hunt . . . remembering more primitive times when the hunter became the hunted.

When there are three (3) Hunters in the Den and a Hunter holds the Stone on the ground in the Den for three (3) seconds, this is known as "Burning the Den." The Ursa Minors must return to a Tree and all play is dead until the Warden signals to start play again. If there is only one U.m. on the field because the other has either scored or been Bagged, then that U.m. must return to a Tree and another U.m. must also go to the other Tree for play to start again. Of course, this is done to keep the offense from scoring and can only be used one time per Stalk.

One more strategy distinctive to Bearball® is "Baiting the Bear." This is where a Hunter tries to hide the ball on his or her person and fool the Um. If the Ursa Minor is unaware of where the Stone is located, then they can sometimes be Bagged.

These are not the only options that the Hunters have defensively at their disposal. Others will occur to you as you become more experienced at playing the game. However, they are worthy tactics for generating a Feast rather than a Famine in Bearball®.



Appendix G

Rangers and Wardens

To serve in the capacity of a referee (Rangers and Wardens) for Bearball an individual must meet age and certifications requirements, as well as, being willing to serve impartially in a professional manner as a representative of Bearball I.S.A. This includes maintaining proper equipment, uniforms and an amiable personality temperament.

Persons at least sixteen (16) years of age may act as Rangers if they have completed the requisite seven (7) hour Ranger Certification Training and passed the Ranger Certification Test with at least a qualifying score of 75%. The test may be taken as many times as necessary to pass. However, two weeks must have transpired between each \$60 testing. Ranger instruction includes a minimum of one (1) hour of education in Child Abuse Awareness. Once they have met these requirements, they will receive a laminated Bearball Ranger License that is valid for ten (10) years. They will also be given a trained patch to wear on their shirt, hat, or armband.

In regards to uniforms (Hides) and equipment, for each game Rangers must have a whistle, stopwatch, Flatbear, rule book, their license, Ranger shirt, Warden specific apparel, and also have available a means for noting substitutions should they be selected as a Warden.

Four Rangers are essential for each Hunt. See the Ranger Position map for their primary area of duty. The primary responsibilities of the Rangers are to notify the Warden of Bagged-Bears, time-outs, penalties, and other concerns they deem appropriate. From time to time, Rangers will also be designated to act as Wardens, the head referee of a competition. He, or she, is selected by a toss of the Flatbear by the Chief of the Visiting team. In the event of a back to back, double-header, competitions between the same teams, the Warden will be chosen with a toss of the Flatbear by the Home team. Also, the person who was the Warden for the first Hunt cannot also be the Warden of this second game.

The Warden has several responsibilities. These include:

1. Declaring Hunt for the game to begin.
2. Declaring Time-outs.
3. Declaring gamer over.
4. Flipping the Flatbear for decision making.
5. Settling disputes between and among other referees.
6. Signaling Bagged-Bears.
7. Signing the official score card at the end of the post-season Hunts.
8. Declaring "Open Season".
9. Assigning points.
10. Declaring penalties.

An individual that has appropriate documentation demonstrating they have served as a Ranger for at least three (3) Hunting Seasons may approach Bearball International Sports Association to be hired as a Ranger Trainer.

Please see the ursidaenterprises.com website regarding training sessions and certification tests.



Appendix H

Council Members

Council members constitute the coaching staff of Bearball Clans. There may be up to four (4) members, with the head coach known as the Chief. In order to act as a Council member, one must be at least eighteen (18) years of age and any gender. To be a certified Council person one must also have completed seven (7) hours of Chief training and have passed the Chief certification test. This training includes at least one (1) hour of education in Child Abuse awareness.

It is suggested that Clans have more than one Council member and that the Chief delegate responsibilities according to personnel abilities and interests. In addition to wearing the Clans selected Hide, the Council members also wear a red armband that signifies their position.

The Clan Council members need to be familiar with the Bearball rules and are responsible for organizing a Clan. In addition, they are accountable for the following duties.

1. Selecting team members and assigning playing positions.
2. Maintaining team records.
3. Contacting parents or guardians as appropriate.
4. Assigning a Soothsayer, Scribe, and Shamans.
5. Team equipment acquisition and maintenance.
6. Selecting team Hides.
7. Coordinating with league officials as necessary.
8. Training and workouts.
9. Overseeing Clan Potlatches.
10. Submitting Campaign Rosters to Wardens, the Chief of the opposing Clan, and to tournament officials.
11. Substitutions during games and calling time-outs as warranted.

Please see the ursidaenterprises.com website regarding training sessions and certification tests.

Appendix I

Parliaments

Parliaments are committees composed of from three (3) to seven (7) people that are responsible for operating a Bearball League. A Bearball League is a local franchise of Bearball International Sports Association. The individual that acts as the main correspondent for the Parliament is elected from the group and known as the Prefect. The committee members may be selected as part of a business, company, or corporation that has contracted with Ursidae Enterprises to establish a local Bearball League. The Parliament has several responsibilities.

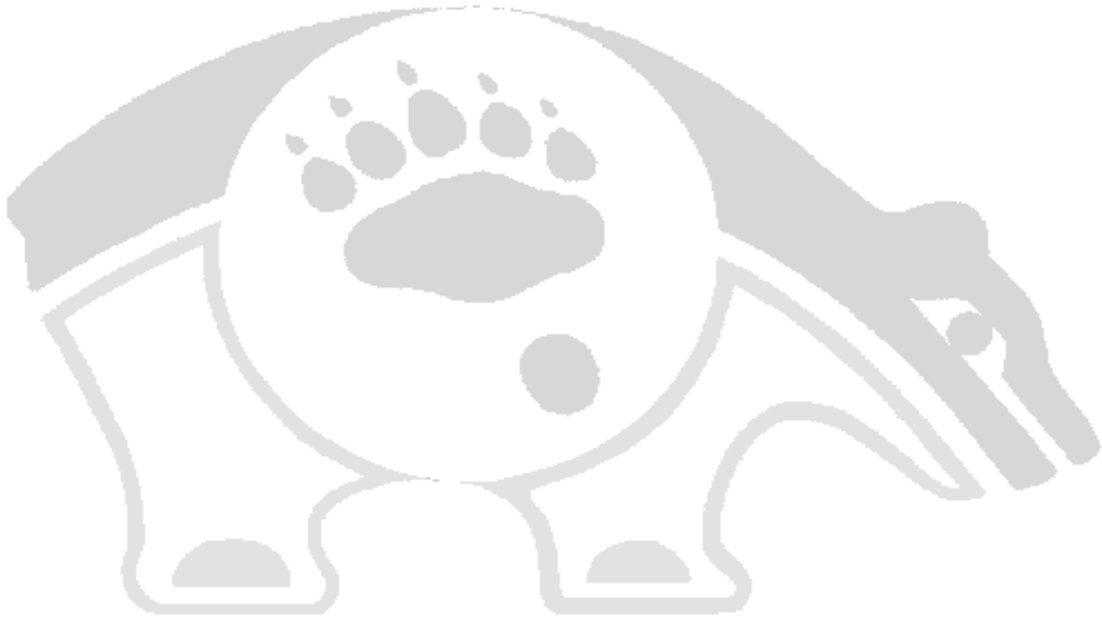
1. Financial operations of the local Bearball League.
2. Providing and maintaining Bearball playing fields and Potlach areas.
3. Providing Rangers for competitions.
4. Scheduling Hunting seasons and competitions.
5. Submitting records and reports.
6. Conducting hearings and settling appeals.
7. Concession areas.
8. Securing required local permits and insurance.
9. Providing Soothsayers.
10. Public Relations.

If your business, company, or corporation is interested in contracting with Bearball International Sports Association to establish a Bearball League franchise, please make contact on official company letterhead to the address listed on the Ursidae Enterprises website

BEARBALL I.S.A.

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