

International Oarball Union Official Competition Guidelines

Oversight of Youth Leagues	2
General Guidelines	2
Safety, Transparency, and Harm Prevention	2
League Competitions	3
Season Length	3
Standings	4
Playoffs	5
Player Movement, Roster Rules, and Eligibility	7
Officiating	9
Player Awards	10
Parity Inducing League Mechanics	11
Tournaments	12
Open Tournament	12
Challenge Series	13
Financial Structures	14
Prize Monies	14
Revenue Sharing	15
Gambling	16
Fines, Forfeiting of Shares, and Financial Fair Play	17
Club Ownership Arrangements	17

Oversight of Youth Leagues

General Guidelines

1. Players are to be charged the minimum possible fee required for the league to facilitate play.
2. House league competitions must be held at no more than two (2) distinct venues in a given season.
3. House league competitions are to be the primary form of youth oarball, with primacy over selects in all situations. Players may not participate on a selects team without committing to house league. Players may not participate in selects play if they do not regularly attend house league practices and matches.
4. House leagues are to host Under-18s and Under-12s divisions. These are also the divisions for which Selects tournaments may be hosted.
5. If a club or house league has enough players to justify practical separation, Under-15s, Under-9s, and/or Under-6s divisions may be added.
6. For all youth levels, recommended variations in pitch size, equipment, and playing rules are included in the Official Rules.
7. At the Under-6 level, scoreboards are not to be used and there is to be no concept of winning and losing discussed.
8. When large discrepancies in age, skill level, speed, or power exist on the field, players should be assigned to guard an opponent who is roughly equivalent to them.
9. Exceptional players must be challenged by being assigned to guard older, larger, stronger, faster, more skillful players. If such players do not exist in a player's house league group, they should be moved up to an older age group to facilitate this challenge. This improves both that player's development and the balance of a house league.
10. When forming a Selects team, the team must be formed only for the given competition, then disbanded after the competition. Participation in a selects event is not to require any additional fees from the Player's family, except if such fees allow for pooling of resources to reduce collective costs. Families may be required to pay for their own transportation, lodging, and boarding in order to participate.
11. Playing time across house league is to be as equal as reasonably possible. Exceptions are made for players who may be "benched" for poor discipline or for failure to attend practice. Players may not be "benched" for poor performance or to facilitate more skillful players playing more time.

Safety, Transparency, and Harm Prevention

1. Coaches may not at any time be alone with a youth player. There must always be at least one other coach, parent, player, referee, or bystander present.
2. Except with express written consent from a parent, a player is not to enter the private motor vehicle of a coach.
3. Coaches and referees may not consume alcohol or nicotine products in the presence of youth players, nor may they give such products to their players.
4. Coaches must be able to answer questions from IOU coaching guidelines on safety if such questions are posed.
5. Oarballing events must be cancelled or postponed if weather conditions make such events unsafe.
6. No person other than a player or coach is permitted into a team's dressing room or restroom without permission from every player present. This includes IOU staff, referees, facilities staff, and family members.
7. Teams may use mixed-gender dressing rooms. It is recommended that players contain any nudity to the bathroom area such that all persons' privacy is respected.

League Competitions

Recommendations for house, scholastic, and senior league competitions

Season Length

Season length recommendations are based upon the number of teams in a league. As a general recommendation, the IOU suggests no more than 24 games per team per season. It is always recommended that every team play the same number of games. In situations with a large number of divisions, particularly when divisions are meant to exclude rather than include due to an unusual number of teams, these distinctions are not recommended to be advertised and such divisions should be made to be non-regional (ie the farthest teams apart form a division which does not play each other). When divisions are used to include and teams play more games against divisional opponents, these should be marketed and explained to the public in order to foster rivalry.

GP: Games

1x3: 1 division of 3 teams

p/o: Per opponent

n/o: Per non-division opponent

d/o: Per in-division opponent

3 Teams: 1x3; 10 GP, 5 p/o

4 Teams: 1x4; 12 GP, 4 p/o

5 Teams: 1x5; 16 GP, 4 p/o

6 Teams: 1x6; 15 GP, 3 p/o

7 Teams: 1x7; 24 GP, 4 p/o

8 Teams: 2x4; 24 GP, 3 n/o, 4 d/o

9 Teams: 1x9; 24 GP, 3 p/o

10 Teams: 1x10; 24 GP, 4 p/o

11 Teams: 1x11; 20 GP, 2 p/o [Not Recommended]

12 Teams: 4x3; 24 GP, 1 n/o, 5 d/o

13 Teams: 1x13; 24GP, 2 p/o

14 Teams: 2x7; 24GP, 0 n/o, 4 d/o

15 Teams: 5x3; 24GP, 1 n/o, 6 d/o

16 Teams: 4x4; 24GP, 1 n/o, 3 d/o

17 Teams: 1x17; 16GP, 1 p/o [Not Recommended]

18 Teams: 3x6; 22GP, 1 n/o, 2 d/o

19 Teams: 1x19; 18GP, 1 p/o [Not Recommended]

20 Teams: 2x10; 24GP, 0 n/o, 4 d/o

21 Teams: 7x3; 24GP, 1 n/o, 2 d/o

22 Teams: 11x2; 24GP, 2 n/o, 4 d/o

23 Teams: 1x23; 22GP, 1 p/o

24 Teams: 12x2; 24GP, 1 n/o, 2 d/o

25 Teams: 1x24; 24GP, 1p/o

Standings

At the end of each match, each team will be assigned standings points based on the result:

For winning, a team gets two (2) standings points. This is scored as a “Win” and abbreviated as “W”

For losing, a team gets zero (0) standings points. This is scored as a “Loss” and abbreviated as “L”

For a draw in which both teams score at least one (1) goal, each team gets one (1) standings point. This is scored as a “Tie” and abbreviated as “T”

For a draw in which neither team scores a goal, such that the match ends 0-0, each team gets zero (0) standings points. This is abbreviated as “Blank” and abbreviated as “B”

Teams will be sorted in standings accordingly:

1. Standings Points
2. Wins
3. Goal Difference

In the event of a tie in the standings, teams will be sorted accordingly:

1. Head to head record (wins against opponent, goal difference against opponent)
2. Ties
3. Blanks
4. Total Goals Scored
5. Fouls committed (fewer fouls wins)
6. Previous season standings position (higher wins)

Playoffs

Competitive League:

In competitive play, regular season performance should be rewarded with byes into later playoff rounds. For larger competitions, playoffs should be kept to a minimum in scale to reward regular season performance, increase the value of achieving a playoff berth, and minimize costs and logistical difficulties associated with extended playoff tournaments. The recommended format is known as a stepladder, in which the first place team is given a bye to the final, the second place to the semifinal, and so on, with a lower seeded team required to defeat every opponent to win the championship.

In competitive play, it is recommended that playoff rounds be either:
Single elimination, with a single match determining the outcome of the playoff round

Two-leg series. Two games are played, with score from the first game carrying over into the second game and the round determined by the result of the second game. The first leg may end in a tie, the second uses overtime.

3 Teams:

2 Team Playoff
Championship: 1v2

4 Teams, 5 Teams, 6 Teams, 7 Teams:

3 Team Playoff
Semifinal: A: 2v3
Championship: 1vA

8 Teams, 9 Teams, 10 Teams, 11 Teams:

5 Team Playoff
First Round A: 5v4
Quarterfinal B: Av3
Semifinal: C: Bv2
Final: 1vC

12 Teams, 13 Teams, 14 Teams:

6 Team Playoff
First Round: A: 6v5
Second Round: B Av4
Quarterfinal: C: Bv3
Semifinal: D: Cv2
Championship: 1vD

15 Teams or more:

8 Team Playoff
First Round: A: 8v7
Second Round: B: Av6
Third Round: C: Bv5
Fourth Round: D: Cv4
Quarterfinal: E: Dv3
Semifinal: F: Ev2
Championship: 1vF

House League:

In house play, every team is expected to make the playoffs. All rounds are to be single elimination. In order to have a more even spread of games, a bracket system is recommended rather than a stepladder playoff, with the first place team still granted at least one bye round.

3 Teams:

Semifinal: A: 2v3

Championship: 1vA

4 Teams:

Semifinal: A: 1v4 B: 2v3

Championship: AvB

5 Teams:

First Round: A: 2v5 B: 3v4

Semifinal: C: AvB

Championship: 1vC

6 Teams:

First Round: A: 3v6 B: 4v5

Semifinal: C: 1vB D: 2vA

Championship: E: CvD

7 Teams:

First Round: A: 6v7

Second Round: B: 3vA C: 4v5

Semifinal: D: 1vC E: 2vB

Championship: DvE

8 Teams:

First Round: A: 1v8 B: 2v7 C: 3v6 D: 4v5

Semifinal: E: AvD F: BvC

Championship: EvF

Player Movement, Roster Rules, and Eligibility

In league competition, players may move between teams. The nature of this movement varies by the type and level of competition.

House League:

Teams may roster any number of players.

To be eligible, players must be under the age limit of the league as of the day of the league's first match, pay any associated fees involved with competition, and maintain a good standard of conduct and sportsmanship.

Players may be traded or moved between teams without notice for any reason and at any time by managers of teams or leagues.

Players may only be terminated by their team if they fail to uphold conduct standards.

Players are eligible to play in an age group if they are the age of the group or younger at the time of the season's first game. A player who is 12 on the first game of Under-12s is permitted to play in Under-12s even if their birthday is the day after the first game of the season.

Scholastic League:

Teams may roster any number of student players and no more than three (3) graduate players.

To be eligible, a player must be currently enrolled at a high school or graduated from that high school no less than one year previously, be under the age of twenty (20) years old at the start of the season, maintain academic standard equivalent to 2.5 GPA on a 4.0 scale, and maintain a good standard of conduct and sportsmanship. A player who attends a school not represented by an oarball team may play for the nearest available school to their primary residence if all other requirements are met.

Players may move between teams only when they move between schools or move homes such that they are no longer eligible to play for their previous team.

Players may be terminated by their team for any reason at any time.

Varsity League:

Teams may roster any number of student players. A student player is considered to be any player who is currently enrolled as an undergraduate or graduate student.

Leagues may differ in their determination allowing non-student players. For leagues which allow graduate players, it is recommended that graduate players be granted an additional one (1) year of eligibility.

Players are Graduate players may only play for the school from which they graduated. For leagues which allow faculty players, faculty players are to begin every match on the inactive roster, only eligible to enter play as an interchange substitute, unless a team has fewer than five (5) players on its active roster. For leagues which allow professional players, no more than three (3) professional players are permitted to be contracted to the club.

To be eligible, a student player must be currently enrolled at a college or university (except in leagues which allow non-students), be over the age of eighteen (18) years old at the start of the season, maintain academic standard equivalent to 2.5 GPA on a 4.0 scale, and maintain a good standard of conduct and sportsmanship. A player who attends a school not represented by an oarball team may play for the nearest available school if all other requirements are met.

Players may move between teams only when they move between schools such that they are no longer eligible to play for their previous team.

Players may be terminated by their team for any reason at any time.

Senior League:

Teams may roster any number of players.

To be eligible, a player must be at least eighteen (18) years of age and maintain a good standard of conduct and sportsmanship.

Players may not switch teams for the duration of their contracts, except in the event of a mutual termination, buyout, or trade. Players may be traded if their team and another team agree to an arrangement. If both teams are inside of the same metropolitan area, the players do not need to agree to the trade, however if a player would be required to move (or commute a large distance, which may be determined by the league or by petition to the IOU) to play for a different team, they have the right to veto the trade arrangement. Trade arrangements may consist of exchanges of players, funds, or team assets, payments or arrangements to players involved, or future considerations such as friendly matches, joint tryouts, revenue sharing, or any other mutually beneficial sportsmanlike arrangements. If a player vetoes a trade arrangement, no portion of the trade arrangement is valid and any other arrangements must be re-negotiated between the clubs. Players under contract with a senior team may make advance negotiations regarding a poaching contract or a free agency contract, but such negotiations may not be initiated by teams except during the offseason.

Players may be terminated from their team by way of mutual agreement, in which the terms of the contract release are agreed by both parties. Depending on the league, teams may be granted between one (1) and five (5) buyouts per season, in which the team may terminate players for any reason, so long as a fixed buyout fee is paid to both the player and the league.

Senior Lightweight League:

Teams may roster any number of players.

Any player weighing 90kg or less is permitted on the active roster.

Teams are permitted 10kg of "Overage" which may be allocated to a single 100kg player or spread across multiple players who weigh more than 90kg.

Weigh-ins must be undertaken in a manner which is unobtrusive and approved by the IOU.

If a team has surpassed its overage, players may be shifted between the active and inactive roster such that the active roster is lightweight compliant.

All other operations are the same between Senior Lightweight and Senior Open.

National League:

Teams may roster up to twenty (20) players at a time.

To participate, a player must sign with a national team officially recognized by the IOU. National teams may represent a country, indigenous tribal group, or provincial area depending on how the IOU chooses to recognize them. Such arrangements are between one (1) and four (4) years, and while a player is signed and on a team's 20-player roster, they are not eligible to play for another national team. If a team removes a player from their 20-player roster for any reason, that player is able to sign with any national team for which they are eligible.

To be eligible to sign for a national team, a player must be born within that national team's territory, have parents who were born inside that national team's territory, or have citizenship in that territory. Because a person may have multiple territorial affiliations and because territorial boundaries may overlap, a player is eligible to participate for any national team they are eligible for.

Self-Officiating is permitted only in friendly national matches. League regular season, tournament, and playoff matches must be officiated by a Referee.

Officiating

In youth house leagues, matches may be refereed by either a licensed referee or by a coach. Coaches may not be paid for assisting as referees in this capacity.

Scholastic, Varsity, and Selects events must be officiated by a licensed referee.

In senior leagues, regular season matches may be self-officiated. Under a self-officiating scheme, every player on the field is to be treated as a referee and is entitled to stop play. The sole exception to this is that if a player believes they personally have been fouled, they may not stop play or assess a foul. If foul play or a violation is identified, a player may halt play. If a player identifies the foul or violation in their own play or their teammate's play, the call is treated as in effect immediately. If a player identifies the foul or violation in an opponent's play, then there is to be discussion between teams. If the call is agreed upon, the official ruling stands. If the call is decided to be rescinded, play is to resume with a roll-out for the team which had possession at the spot of the ball. If an agreement cannot be reached, play is to be resumed with a face-off at the spot of the ball when play was stopped. Players may not call a foul committed against themselves, regardless of the perceived severity. After the match, records are to be reviewed by a licensed referee. Teams are encouraged to be honest, accountable, fair, and reasonable, and to try to keep stoppage discussions as short and amenable as possible.

Playoff matches in senior leagues are not to be self-officiated, they must be officiated by a licensed referee.

National teams may play friendly matches in which self-officiating is used, but any competitive national team match must be officiated by a licensed referee.

Player Awards

It is recommended that competitive leagues with access to accurate statistic keeping appoint four (4) players to an all-star team. The players on the all-star team are meant to be graded at their position:

- Crease Back of the Season: given for exceptional performance at the crease back position in terms of offense, crease defense, forechecking, free hitting, and/or shot stopping, or otherwise exceptional play in other aspects of the game.
- Loose Back of the Season: given for exceptional performance at the loose back position in terms of offense, open play defense, back checking, free hitting, and/or shot stopping, or otherwise exceptional play in other aspects of the game.
- Half Forward of the Season: given for exceptional performance at the half forward position in terms of offense, defense, crease play, and/or face-offs, or otherwise exceptional play in other aspects of the game.
- Full Forward of the Season: given for exceptional performance at the full forward position in terms of offense, defense, crease play, and/or hold-up play, or otherwise exceptional play in other aspects of the game.

In addition, all leagues, both competitive and non-competitive, are encouraged to award individual awards in accordance with Oarball's values. In particular, it is recommended that leagues award:

- Champion of Champions: Awarded to a player, who through their performance in the playoffs, made a substantial impact on their team's victory in the championship.
- Teammate of the Season: Awarded for exceptional effort, team play, team spirit, and friendship to teammates.
- Most Improved Player of the Season: Awarded for exceptional improvement at the sport of oarball over the course of the season, or in this season compared to the player's previous.
- Community Steward: Awarded for exceptional commitment to the benefit of their community

Scholastic and varsity leagues are encouraged to appoint four (4) players to a student-athlete all-star team. The players on the all-academic team are those who have made high achievements in their academic performance, such as a high GPA, notable project, academic achievement, or academic award, combined with a high standard of oarballing.

- Student-Athlete Back of the Year: a player who, playing loose back or crease back, shows exemplary academic achievement combined with a high level of oarball skill.
- Student-Athlete Crease Player of the Year: a player who, playing crease back or forward, shows exemplary academic achievement combined with a high level of oarball skill.
- Student-Athlete Forward of the Year: a player who, playing forward, shows exemplary academic achievement combined with a high level of oarball skill.
- All-Academic of the Year: a player who, at any position, has shown exceptional academic performance above and beyond their peers combined with a

Parity Inducing League Mechanics

In competitive leagues, there may be external factors that make competitive parity between teams a desirable outcome. Leagues may decide to use any combination of these mechanics, or none at all, to achieve desired effects on league operations.

Waivers

In the event that a player is released from their contract prematurely, either due to a mutual termination or for performance reasons, so long as the player is not suspended by or under investigation from the league or the IOU, all teams in the league are given the right to immediately sign that player to their previous contract, in reverse standings order. If the last-place team declines to sign the player, the second-last team is given the opportunity, and so on, until the second place team has been given the right to sign the player.

Weighted Poaching System

At the end of each season, teams are granted a “poaching budget” corresponding to their position in the regular season standings in the previous season, such that the last place team is granted the largest poaching budget and the first place team is granted the smallest. Depending on the financial specifics of the league, funds may or may not be provided by the league. Under such a system, teams are permitted to “poach” players from other teams. To poach, a player and team come to an arrangement- the player is to be paid from the poaching budget and a contract is agreed upon. If an agreement cannot be made, the player stays with their current team. If a player signs a poaching contract, their current team has the chance to offer them more money from their poaching budget, in which case the player is paid by their current team and their contract is replaced by the new contract. If a team cannot match the poaching sum or chooses not to, the player moves teams and the money is deducted from that team’s poaching budget. At the end of each season, unspent poaching budget money is put into the prize pool.

Two-Tiered Poaching System

At the end of each season, teams are granted one of two poaching budgets: a lower budget for playoff teams or a higher budget for non-playoff teams. This is meant to be more egalitarian than a weighted poaching system.

Central Tryout

In the offseason, the league hosts a central tryout. Players may not be required to or coerced to attend, but may be incentivized to attend. Any player who is not under contract with any team, who is eligible to play in that league, and who is not banned or suspended from play in that league is permitted to attend the tryout. Tryouts may consist of matches, practices, skill evaluation drills, physical evaluation drills, and interviews. In reverse order from the teams’ standings position in the previous season, teams are granted the chance to claim the rights to one (1) player from the central tryout. That player’s “rights” are owned by the team, and may be traded to other teams. That player may only sign with the team that owns their rights for the following three (3) years, or until they sign their first contract with that team. After each team has made a claim at the tryout, all remaining players are free agents who may sign with any team and may not have their rights claimed unless they attend another tryout.

Tournaments

Recommendations for select, club, and international tournament play.

Open Tournament

In an open tournament, any applicant who meets the requirements (i.e. age range for selects teams, regionality requirements, ranking requirements) is eligible to apply. Once all of the bracket positions are filled, the application process closes.

Once the application process is complete, a random drawing is used to randomly seed teams into a bracket. Brackets are based entirely on seeding and the number of teams, with no byes:

4 Teams:

Semifinal: A: 1v4 B:2v3

Final: AvB

8 Teams:

Quarterfinal: A: 1v8 B: 2v7 C: 3v6 D: 4v5

Semifinal: E: AvD F: BvC

Final: EvF

16 Teams:

Round of 16: A: 1v16 B: 2v15 C: 3v14 D: 4v13 E: 5v12 F: 6v11 G: 7v10 H: 8v9

Quarterfinal: I: AvH J: BvG K: CvF L: DvE

Semifinal: M: IvL N: JvK

Final: MvN

Challenge Series

For a Challenge Trophy, a select, scholastic, club, or international team is said to “own” a trophy for a period of time.

If a club wins a challenge series, they are said to be its owners. If they are not challenged or are not defeated in a challenge, they continue to be the owners of the trophy.

The trophy will have guidelines for the teams who are eligible to challenge. These are:

1. Champion of Champions Trophy: senior teams who have won their respective league may challenge one time in the next calendar year from the date of their championship.
2. Derby Trophy: a select team from the same town (for select teams) or a club team from the same town (for club teams) is eligible to challenge for the trophy one time in a calendar year
3. Test Trophy: national teams from a particular region or pre-determined group may challenge one time in a calendar year.
4. Student-Athlete Trophy: scholastic teams whose unweighted grade point average (GPA) out of 4.0 meets or exceeds that of the owning team may challenge for the trophy one time per calendar year.
5. Open Trophy: Any team in the same category (same age group select, club, national) is eligible to challenge for the trophy one time per year, but must cover the costs of the challenge, including travel, accommodation, and venue.

Challenge events are recommended to be either:

Two-leg series. Two games are played, with score from the first game carrying over into the second game and the series determined by the result of the second game. The first leg may end in a tie, the second uses overtime.

Seven-Match Series. Between four and seven games are played. Once a team wins four matches, they are said to have won the series. All matches are played with playoff rules- overtime, no ties.

Financial Structures

Prize Monies

Prize monies refers to any cash prize earned for performance in a competition. Senior leagues typically offer a prize for championships, and promoters may have a prize for winning or defending a challenge trophy.

Selects: no less than fifty percent (50%) of prize monies won from a select team's performance must be invested into club resources. The remaining fifty percent may be donated to charitable purposes, used for paying team staff, or shared among the ownership group or a sponsoring group.

Scholastic: no less than fifty percent (50%) of prize monies for scholastic players must be invested into club resources. The remaining fifty percent may be equally shared among players, donated to charitable purposes, used for paying team staff, put towards scholastic fees for players or other students, endowed upon the school, or paid to a sponsoring group.

Senior: no less than fifty percent (50%) of prize monies won from a senior team's performance must be shared equally among all roster players. The remaining fifty percent (50%) may be invested into club resources, donated to charitable purposes, used for paying team staff, given as bonuses to particular players, or paid to the ownership or sponsoring group.

National: Twenty percent (20%) of prize monies earned by a national team must be divided equally among its players. Thirty percent (30%) must be put towards development of national youth, scholastic, and senior programs. Ten percent (10%) must be put towards advertising initiatives. Twenty percent (20%) must be used for paying staff. The remaining twenty percent (20%) may be used to pay players or staff, donate to charitable purposes, invest into programs, saved for future national program operations, or paid to sponsoring groups.

Revenue Sharing

Any IOU-sanctioned league, challenge trophy, or tournament which negotiates a collective arrangement for broadcast or sponsorship must divide the revenues equally, with each team receiving one share, the league entity receiving one half share, and the IOU receiving one half share.

Teams may individually negotiate sponsorships and broadcast arrangements with local operations. Teams may not collectively make such arrangements nor make arrangements with non-local operations unless the revenues from those negotiations are shared equally among teams, with one half share going to all competitions the team is currently a part of and one half share going to the IOU.

Teams may collectively vote to veto any sponsorship agreement put forth by their league, in which case the negotiated agreement is null and void.

For ticketed events hosted at a team's home ground, the home team is responsible for all costs associated with hosting the event, including the payment of referees. After the necessary costs have been covered, the home team is entitled to seventy-five percent (75%) of profits associated with that event, including ticket fees, donations, merchandise sales, and concessions. The visiting team is entitled to twenty-five percent (25%) of profits associated with the event. Unless otherwise arranged, the visiting team is responsible for their own travel arrangements.

For ticketed events hosted at a neutral site, the IOU is entitled to ten percent (10%) of revenue, the league, tournament or challenge trophy, or charitable enterprise being supported by the event, is entitled to ten percent (10%), and each team is entitled to forty percent (40%), not including any prize monies associated with the event. For such events, the sanctioning event is responsible for the costs associated with the event, including the payment of referees.

Gambling

The International Oarball Union does not sanction gambling on its matches. Teams and leagues are not permitted to receive sponsorships from organizations which engage in sports betting, nor facilitate any gambling on their matches.

Leagues found in violation of this standard will be seized by the International Oarball Union, and the person(s) responsible for the decision will be permanently banned from the International Oarball Union.

Teams found in violation of this standard may be fined, have standings points deducted, or see relevant parties suspended for up to ten (10) years depending on the severity of the violation.

Players, team staff, league staff, and referees are not permitted to engage in gambling on oarball matches, nor are they permitted to provide insider information to potential gamblers or gambling facilitators, or to deliberately attempt to impact the outcome of matches to influence the results of gambling.

Individuals found in violation of this standard may be suspended for up to ten (10) years depending on the severity of the violation.

Fines, Forfeiting of Shares, and Financial Fair Play

Teams may be fined or forced to forfeit their shares for any of the following reasons:

1. Conduct from players or team staff unbecoming of the International Oarball Union, including violence, hooliganism, hazing, discrimination, obscene behavior, sexual misconduct, bribery, blackmail, or criminal activity
2. Using or attempting to use unfair practices to gain a competitive advantage, including but not limited to use of anabolic steroids or human growth hormones, blood doping, sabotaging opponents, or use of banned equipment
3. Operating in bad faith in negotiations, discussions, or league operations
4. Not making an adequate effort to attend matches on time
5. Inciting violence, hooliganism, or antisocial behavior from fans
6. Endangering the health and safety of any person
7. Misallocation of funds
8. Failure to document use of funds or to provide documentation upon request of the IOU or sanctioning body
9. Lying to or interfering in the operations of the IOU
10. Using debt instruments to create unsustainable operation

Club Ownership Arrangements

Clubs may be owned in whole or in part by any member of their team or any person who lives in their immediate region, or by a nonprofit, cooperative, or governmental entity that operates in their region.

Clubs may confer voting rights onto owners. Clubs must confer voting rights onto all players signed to the club. Clubs may confer voting rights onto all people who live in their immediate region as well.

Clubs may make temporary arrangements with sponsors such that a corporation, collective entity, or person who lives outside of the immediate region invests into the club to cover its costs for a particular season or event on the understanding that they are given an agreed percentage of prize money earned from that competition. Such arrangements do not entitle voting rights, and persons or entities engaged in a sponsorship arrangement are not permitted to interfere with any votes.

Clubs may choose to use a council arrangement, in which all decisions are made collectively, or they may elect representatives who are responsible for decision making.

Any sale of club shares must be approved by the IOU.