

RULES OF THE WALL GAME
AS PLAYED at the WALL
AT ETON COLLEGE

First Drawn up 1849

Revised 2001

16th Imprint

1. **Length of game**

The games on St Andrew's Day and Ascension Day last two complete half-hours. The length of other games should be agreed between Umpires and opposing captains.

2. **The toss**

The captain that wins the toss decides whether to play towards Good or Bad Calx in the first half.

3. **The beginning**

The first bully forms under the Ladder, the team playing towards Good Calx having 'heads'.

4. **Change and Time**

The Umpire (or Referee) shall call 'Change' at the end of the first half and 'Time' at the end of the second half except in the circumstances in 5. below.

5. **The end**

The half ends after thirty minutes unless the ball is in Calx. If the ball is in play in Calx, neither 'Time' nor 'Change' can be called until a throw at goal has been taken, the ball crosses the Furrow, goes over the Wall. If the ball is dead and within Calx, a Calx bully should be formed and 'Time' or 'Change' called once a Goal or shy is scored, or the ball crosses the furrow or goes over the Wall. Time or Change should also be called if there is an offence in Calx by the attacking team.

6. **The Umpires**

Either one or two Umpires shall be appointed to decide on all disputes that arise, to answer appeals, to place the ball against the Wall at the mark for a bully, to put the ball in alternately in Calx, to break up the bully when necessary and to move any player who is in the way of the ball when put in.

The Umpire should not interfere unless appealed to except in the case of violent or dangerous play. In the case of repeated infringement of a rule that normally results in a bully on the spot, the Umpire may award ten yards against the offending team.

The Umpire's decision is final.

7. **Number of Players**

Neither side shall consist of more than ten players. One replacement may be used in the case of a serious injury or while a player receives treatment for a blood injury. There shall be no tactical substitution.

8. **Heads**

At the start of each half the team playing towards Good Calx shall have 'heads', a player of their team forming first over the ball. Heads then alternates each time the ball crosses the Furrow or after bully-on-the spot offences. After ten metre offences, the team that was not penalized has/retains 'heads'.

9. **Formation of the Bully**

The Umpire places the ball at the mark.

One second from the team with 'heads' shall form first over the ball, followed by two players from the other side. Players then have the right to form alternately. The call of 'Play' starts the bully.

10. **Dead Ball**

The ball is dead when it crosses the Furrow and either stops, is stopped by a player, touches a spectator or inanimate object, or touches the garden wall in Good Calx outside the Furrow.

If, however, the ball crosses the Furrow or the Wall and returns without making contact with any player, spectator or inanimate object, it is still in play. When the ball is outside the Furrow it may be kicked by a player inside the Furrow, provided that the ball has not touched the ground.

When the ball is dead the bully is reformed opposite the place where it became dead except in the case of Calx Bullies (see)

OFFENCES

BULLY-ON-THE SPOT OFFENCES

(a) **Playing on the ground**

No player may stay in the bully when any part of his body is touching the ground other than his hands and feet. He must leave the bully at once, making no attempt to play the ball and come in again from behind his own side.

(b) **Playing in front**

A player who has both feet in front of the ball must leave the bully immediately. In leaving the bully he must not impede any opponent. In Calx, however, any player pushing in the bully may legally be in front of the ball.

TEN & FIFTEEN YARD OFFENCES

(c) **Holding**

No player may grip an opponent's body or clothing when attempting to remove him from the bully or to drive against him.

(d) **Handling**

No player may intentionally touch the ball with any part of his arm below the elbow except when touching up a shy in Calx. The umpire may, at his discretion, award twenty yards or send a player off for flagrant breach of this rule.

A behind may catch the ball full-pitch from a kick by the opposition and make a drop-kick, provided that he take no more than two steps. Fly, lines, long and any player acting as kicker-out of Calx are behinds.

(e) **Lifting the ball**

The ball may not be lifted off the ground and trapped between the legs above the ankle by any player.

(f) **Furking**

No player may intentionally move the ball backwards except in Calx.

(g) **Dangerous Play**

No player may deliberately strike an opponent. This includes charging, kicking, tripping and stamping.

No player may apply pressure on an opponent in a way that is violent and malicious. Elbows and knees must not be applied to the head and neck; clenched fists must not be used on an opponents' face.

The Umpire may award a fifteen yard penalty without appeal if he sees what he believes to be dangerous play.

A player guilty of repeated dangerous play should be sent off and not replaced.

(h) **Out before**

No player may cross the Furrow before the ball and attempt to influence play except at a kick-off or when a shy has been scored. A player is out if any part of his person touches the ground on or outside the Furrow.

(i) **Sneaking**

A player is sneaking if he is in front of one of his own bully players who plays the ball (except in a Calx bully) or if he has no bully players of the opposing side in front of him.

IF A PLAYER OR A TEAM IS GUILTY OF PERSISTENT OFFENDING OR PLAY OUTSIDE THE SPIRIT OF THE GAME THE UMPIRE MAY AWARD A PENALTY OF FIFTEEN YARDS

IN CALX

(j) **Good Calx**

The bully is formed opposite where the ball becomes dead unless at a point beyond the Stone, in which case the bully is always formed under the Stone. If ten yards are given against the defenders within ten yards of the Stone, the bully shall be formed under the Stone.

(ii) **Bad Calx**

In Bad Calx no bully shall be formed within a metre of the back-line. If the ball becomes dead within a metre of the back-line, the bully is formed one yard from it.

If the ball goes behind the back-line and is touched by hand by one of the attacking side, the bully is formed at the half-way line; if by one of the defending, it is kicked off from the back-line outside the Furrow.

If the Umpire cannot decide who touched the ball by hand first, the bully is formed on the Calx line.

The ball is behind the back-line when the whole ball has passed the line, whether it is touching the ground or not.

No player who is standing behind the back-line before the ball has crossed it may touch it, or attempt to touch it, or assist his team or hinder his opponents. If a player on the attacking side does this, the bully is formed two yards outside Calx. If a player on the defending side does this, the bully is formed at the half-way line in Calx.

(iii) **Kick-off**

No opponent may stand within ten yards of the ball until it has been kicked. The penalty is a new kick-off at the point of infringement.

(iv) **Formation of Calx Bullies**

The Umpire shall draw three lines along the ground at right angles leading up to the Wall, the lines being 20cm apart.

A furker from each team and their supporters shall form first. The furker's foot must not break the outside line.

The Attacking Wall may form next but may not have his head or his knees beyond the middle line nor his hands beyond the far line. He may not form in such a way as to prevent the Defending Wall, who follows next after him, from having his inside knee against the wall and up to the middle line with his foot above the level of the ball.

When the bully has been formed, the Umpire shall say 'stop talking'. He shall then place the ball on the middle line

against the Wall. He shall then warn the players by asking 'Are you ready?'. If there is no reply he shall say 'coming'.

Play may then commence and both sides may try to furk the ball as long as it remains in Calx. If either side moves before the word 'coming', the Umpire shall, on appeal, reform the bully in the same place.

(v) **A Shy**

A shy is got when an attacking player touches the ball with his hand below the wrist (the ball being supported against the Wall, fully off the ground by any player on his own team with any part of his leg below the knee), and claims the shy with the words 'Got it!'. The garden wall is considered a continuation of the Wall. The hands and feet of the player supporting the ball, the player touching it, and the ball itself must be fully inside the Calx line.

The player touching the ball must be facing his opponents, or facing the door if the ball is against the garden wall.

A player may also claim a shy in Good Calx if while within the Furrow he kicks the ball against the garden wall and catches the rebound before the ball touches the ground.

When a shy is claimed

When a shy is claimed, the bully must stop moving at once and break as instructed by the Umpire.

The Umpire calls 'Shy!' if he is happy that the claim is a fair one. If the defending side continues to play after the Umpire has told them to stop, and in the opinion of the Umpire prevents a shy being claimed, the Umpire shall award a penalty shy (see **vii** below).

When a shy is allowed

When a shy is allowed, the player who touches it may throw the ball towards the goal from any place within Calx.. He must have both feet inside the Furrow when doing so. If the Umpire has called 'Shy!', any player may run outside the Furrow without penalty.

No shy shall be allowed if any player touching the ball is playing on the ground.

(vi) **A thrown goal**

A goal is scored

- if the thrower throws the ball directly onto the Door or its wooden framework in Good Calx, or onto the tree below the white line in Bad Calx. No goal is scored if it hits the line.
- if the thrower throws the ball to a player on his own side and if that player, keeping both feet on the ground and without moving them, passes the ball directly onto the goal or to another player on his own side. Any number of passes may be made by the attacking side, provided that those receiving the ball keep both their feet on the ground and do not move them.

If the ball touches the ground or a defender no goal shall be allowed, unless the defender is within the Furrow (see **vii** below).

After a goal is scored, the bully is formed beneath the Ladder; if not, the bully shall be formed at the place where the ball was touched up.

(vii) Penalty shy

No player on the defending side within the Furrow may deliberately attempt to prevent or obstruct the toucher from throwing the ball. Nor may the defending side continue to play if the toucher calls 'Got it!'

In each case, the toucher shall be allowed a penalty shy at goal during which all the players on both sides must be within the Furrow and behind the thrower. A goal scored in this way is a penalty goal (see).

OFFENCES IN A CALX BULLY

The rules regarding offences stated in **(a-h)** above remain in force. The Umpire may give ten yards for any offence without appeal.

- (1) No player may claim a shy before touching the ball. The penalty for this is a ten metre penalty or a bully two yards out of Calx, whichever is the further. The defending side shall have 'heads'.
- (2) No player may run around the bully with both feet in front of the ball or may go out of the Furrow before the ball has gone outside. If this rule is infringed by the defending side, the bully is reformed under the stone in Good Calx or half-way in Bad Calx; but if by the attacking side the penalty shall be as in (1) above.

(viii) A Kicked Goal

A goal is also scored if the ball is kicked on to the goal. It may in this case roll along the ground, but may not touch any other object on its way. When a goal is scored this way, the bully shall be reformed beneath the Ladder.

SUMMARY OF SCORING

Thrown Goal	10 points
Kicked Goal or Penalty Goal	5 points
Shy but no goal	1 point

SUMMARY OF PENALTIES

1. **Bully-on-the spot and alternating 'heads'**
 - **Playing on the ground**
 - **Playing in front**
 - **Claiming a shy when the ball is on the Calx line**
2. **Ten yards and 'heads' for non-offending team**
 - **Holding**
 - **Out before the ball**
 - **Sneaking**
 - **Furking outside Calx**
 - **Intentional handling**
 - **Repeated bully-on-the spot offences**
 - **Falsely claiming a shy**
 - **Lifting the ball**
3. **Fifteen yards for persistent/flagrant cheating, dangerous play**
4. **Under the stone- offences by defenders in Good Calx**
5. **At the middle line- offences by defenders in Bad Calx**
6. **Two yards out of Calx- offences by attackers more than ten yards inside Calx.**
7. **Penalty shy- obstruction of thrower by defender once 'shy' is allowed; defenders continuing to play in bully once 'Got it!' is called.**

FORMATION OF CALX BULLY

To Outside Line:	All Feet Toucher's hand
To Middle Line:	All Knees Attacking Wall's head
To Furthest Line:	Attacking Wall's hand

SEQUENCE

Stop talking- Are you ready?- Coming!