

BEACH WATER POLO RULES

Field of play

- The distance between the goal line at each end of field of play shall be 15 meters. The width of field of play shall be 10 meters.
- The depth of the water of playing area must not be less than 2.00 meters.
- 2m line (red) 5m line(yellow) Half line (white)

Equipment

- Goal (net or cage) standard water polo net.
- Ball will be the same as standard water polo.
- Caps will remain the same at standard water polo.
 - #1 is for the Goalie #2-7 is for the remaining field players.

Teams and Substitutes

- A roster is 7 players
- There shall be 4 players in the field of play (1 Goalie and 3 players)
- The bench in 3 players and coaches.
- Each team shall have three substitutes who may participate in the game replacing a player. A substitute may enter the game from the touching corner as soon as the exiting player has visibly risen to the surface of the water from the touching corner.

Goal Keeper

- A goalkeeper who has been replaced by a substitute may play in any position.
- A goalkeeper cannot leave his teams half.
- A goalkeeper cannot touch the ball with two hands between his 5m line and half.
- A goalkeeper can touch the ball with two hand with in the goal line and the 5m line.

Officials

- In all official competitions the match officials shall be one Referee two secretaries two timekeepers
 - The duties of the secretaries shall be:
 - a) to maintain the record of the game, including the players, the score, time outs, exclusion fouls and penalty fouls awards against each player.
 - b) to signal with the red flag and whistle for any improper re-entry of an excluded player or substitute.
 - c) after 2 minutes, the secretary should signal the re-entry of a substitute for a player who has committed brutality by raising the yellow flag along with the appropriate colored flag.
 - The duties of the timekeeper shall be:
 - a) to record the exact periods of actual play, time outs and the intervals between the periods.
 - b) to record the periods of continuous possession of the ball by each team.
 - c) to announce the start of the last minute of the game.
 - d) to signal by whistle after 45 seconds and at the end of each time out.

Referee

- The referee has absolute jurisdiction over the game, from the time the teams enter the playing area until they leave. All decisions are final and have to be accepted by all players and coaches. The referee may alter a decision, as long as this is done before the ball is back in play.
- The referee shall whistle to start the game and to declare goals, goal throws, corner throws, neutral throws, and infringements of the rules.
- The referee can apply the advantage rule so as not to favor the team that has committed the offence and should not stop play unless it is absolutely necessary.
- The referee has the power to order any player from the water in accordance with the rules. If a player refuses to obey the referee's instructions, the match shall be abandoned and the game awarded five (5) goals to zero (0) to the opposing team.
- The referee shall have the power to order the removal from the precincts of the pool any player, substitute, spectator or official whose behavior prevents the referee from carrying out his or her duties in an impartial manner.
- The referee shall have the power to abandon the game at any time if the referee believes that behavior of players or spectators, or any other circumstances, prevent the match from taking place in a fair and correct manner. If the game has to be abandoned, the referee shall report their actions to the competent authority.

Duration of the game

- A game is two 10mins halves, and follow stranded rules for stop time water polo.
- Half time in 5mins
- If a game is tied at the end, we will move into shoot outs
 - 3 shooters in a specific order is be decided by the coach (players excluded for the game may not shoot)
- A coin flip will determine who shoots first
- If the game is still tied at the end of the 3 shooters, the same shooter and order will continue to shoot one at a time until there is a winner.
- The referee shall have the power to abandon the game at any time if the referee believes that behavior of players or spectators, or any other circumstances, prevent the match from taking place in a fair and correct manner. If the game has to be abandoned, the referee shall report their actions to the competent authority.

Time Outs

- one 1min time out a period.
- must have position of the ball to call time out.
- if the team does not have position of the ball when a timeout is called a 5m penalty shot is be awarded to the opposition.

Corner Throw(2m)

- A goal can be scored from a direct shot from the corner throw

Exclusions Fouls

- It shall be an exclusion foul to commit any of the following offences which shall be punished (except in the case of penalty throw) by the award of a free throw to the opposing team. The excluded player shall touch that part of the goal line indicated by red buoy and rejoin play immediately. A penalty will be awarded against the team of that player who, when leaving the playing area after being excluded, interferes with play.