

Youth League WP4's Rules

Field of play

- The distance from goal line to goal line should be 15 meters. The distance from sideline to sideline should be 10 meters.
- The depth of the water must not be less than 2.00 meters.
- The 2m line (red), 5m line (yellow), half line (white) shall be marked.

Equipment

- Goal shall be either an inflatable net or standard net.
- Ball size will be standard for gender. (4 Women, 5 Men)
- Caps will remain standard. Goalie must wear red.

Teams and Substitutes

- A roster will consist of a minimum of 5 up to a maximum of 12.
- There shall be 4 players in the water (1 goalie and 3 field players).
- 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 (corner beside the bench).

Goalkeeper

- 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 hands within the goal line and the 5m line.

Officials/Referee

- The match officials shall include referees, a game secretary, and a penalty secretary.

Starting the Game

- The game shall start at half with a jump ball.

Restarting After a Goal

- The goalie shall put the ball into play after a goal.

Duration of the game

- A game consists of two 10 min halves, running time.
- Half time is 2 mins.
- No shot clock will be used.
- If a game is tied at the end, we will move into shootouts.
- 3 shooters in a specific order is to 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.

Time Outs

- Each team may have one, 1 min time out each period.

Corner Throw (2m)

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

Exclusions Fouls

- The excluded player shall touch part of the goal line or wall depending on the field of play 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.