

SCISSA PRIMARY – WATERPOLO – BY LAWS Updated 10 October 2007

(Adapted or modified to suit the ability and experience of players)

- The game consists of a minimum of 4 field players + 1 goalie and a maximum of 6 field players + 1 goalie.
- The game consists of *four* quarters of *five* minutes duration.
- To start the game, players line up along the goal line. At a signal from the referee, one player wades or swims towards the centre where the referee has thrown the ball and passes the ball backwards to team-mates. The team then manoeuvres the ball towards the opponent's goal with the aim of scoring a goal.
- A goal is scored when the ball passes *completely* over the goal-line in the goal area.
- When a goal has been scored the players retire to their own halves and a member of the team that did not score the goal takes a throw from the *halfway-line*.
- When a goal has been scored the players retire to their own halves and a member of the team that did not score the goal takes a throw from the *halfway-line*.
- Players are allowed to swim/wade to get into position but are not allowed to wade while holding the ball.
- Players catch or pick up the ball with one hand, and the ball must be thrown or passed *with one hand*.

4/5 players can catch with two hands, but must pass or throw with one hand only.

- No player may hold the ball for longer than five seconds without passing it or playing it on the water.
- The ball can be dribbled by pushing it along in front of the player. The ball can be stolen from a player who is dribbling the ball provided that the player is not contacted.
- If the ball passes over the goal-line outside the goal area when thrown by an attacker, a free shall be awarded to the goal-keeper. If last touched by the defender or goal-keeper, a corner throw shall be taken by an attacker from the *two-metre* line near the side of the pool.
- No player may tackle another player whether in possession of the ball or not.
- No player may swim on or over an opponent's legs.
- No player may take the ball under water.

- An infringement of the rules results in a free, signalled by a whistle from the referee. A hand signal in the direction the player who gained the free is demonstrated by the referee. *The free is to be taken from the spot where the foul occurred unless the ball has drifted further away from the spot, then; if closer to the goals it must be taken back to the spot where the foul occurred but if the ball is further away then it can be played from that spot.*
- No player is allowed to enter the opponent's *two-metre* area unless the player has the ball or the ball is in front of the player.
- Any foul by a defending player in the four-metre area which stops a shot at goal shall result in a penalty shot. The shot may be taken by any opposition player from the *four-metre line* without interference by an opponent. The goal-keeper must stand behind the goal-line until the referee blows the whistle. The goal-keeper can then attempt to stop the penalty shot. The penalty shot must be thrown immediately after the whistle is blown.
- The penalty for tackling a player shall be exclusion from the game until the next goal is scored, or until the end of the quarter.
- The penalty for *abusive* behaviour or language is the exclusion from the remainder of the match with a substitute.
- The penalty for *aggression* is exclusion from the game for the remainder of the game with a substitute.
- Teachers should implement all rules with discretion and judgement, *encouraging a free-flowing and continuous game* but discourage unsportsmanlike behaviour or deliberate body contact.
- The field dimensions may vary however all fields must be marked (usually be witches hats or cones) on the side of the pool with a 2m, 4m, 7m and ½ way. Note: These are measured out from each goal.

Water Polo Basic Rules

- Players shall remove watches and articles likely to cause injury including jewellery and long fingernails.
- A goal can be scored by any part of the body except a clenched fist but not directly from a free throw (except if the free throw is awarded outside 7 metres).
- After a goal players return to their respective halves. The referee will restart the game by blowing the whistle.
- A corner throw is awarded if the ball passes the goal line (excluding between the goal posts) and is last touched by a defending player.
- An attacking player will take the corner throw from the two-metre mark in the corner.