



WATER POLO 4S - RULES

MWP 1 FIELD OF PLAY

MWP 1.1 The distance between the goal line at each end of field of play shall be 15-18 metres. The width of field of play shall be 8-12 metres.

MWP 1.2 Distinctive buoys shall be provided on both sides of the playing area:

- A. 2 metre area Red buoys
- B. 6 metre area Green buoys
- C. Centre line White buoys

MWP 2 GOALPOSTS

MWP2.1 Regular Nets or Inflatable Nets can be used.

MWP 3 THE BALL

MWP 3.1 Ball Size

- A. MY – size 3
- B. HSL female – size 4
- C. HSL male – size 5

MWP 4 CAPS

MWP 4.1 Caps shall be of contrasting colours other than solid red, as approved by the referee, but also to contrast with the colour of the ball. A team may be required by the referee to wear white or blue caps. The goalkeepers shall wear red caps. Caps shall be fastened under the chin. Caps shall be fitted with malleable ear protectors which shall be the same colour as the team's caps except that the goalkeeper may have red ear protectors.

MWP 4.3 A player who substitutes the goalkeeper shall wear a red cap. A player shall not be allowed to change cap number during the game except with the permission of the referee and with notification to the secretary. Caps shall be worn throughout the entire game. If a player loses the cap during play, the player shall replace it at the next appropriate stoppage of the game when the player's team is in possession of the ball.

MWP 5 TEAMS AND SUBSTITUTES

MWP 5.1 Each team shall consist of four players, one of whom shall be the goalkeeper plus substitutes. For MY, one player on the team must be female at all times.

MWP 5.2 The head coach, other team officials and all players who are not in the game at that time, shall sit on or stand behind the players bench.

MWP 5.3 Teams shall change ends at half time.

MWP 5.4 A substitute may enter the game anywhere along the goal line outside of the goal posts after the exiting player has visibly given them a high five out of the water. During the interval between each 1/2 of play or during a 20 seconds player substitute time out. Each team will have 1 x 20s player substitute time out per 1/2 of play.

MWP 6 OFFICIALS

- 1-2 x Referees
- 1 x secretary (keeps track of score)
- 1 x timekeeper

MWP 7 DURATION OF THE GAME

MWP 7.1 The duration of the game shall be two periods each of ten (10) running time with the last minute of each period being stopped time. MY games will be stop time for the duration of each period.

MWP 7.2 There shall be a two (2) minute intervals between the two periods. The teams, including the players and coaches, shall change ends in the interval time.

MWP 7.3 Should the scores be level at full time in any game for which a definite result is required, there shall be a penalty shoot out to determine the result.

- D. Each team will nominate three (3) players nominated will required to be listed in order and that order will determine the sequence, which cannot be changed.
- E. No players excluded for remainder of the game are eligible to be listed among those players to shoot.
- F. Penalty Shots will be taken alternately at either end of the pool, unless conditions at one end of the field of play advantage or disadvantage a team, in which case all shots may be taken at the same end. All players taking the shots will remain in the water.
- G. If the goalkeeper is excluded during the penalty shoot-out, a player from the nominated three players may substitute for the goalkeeper but without the privileges of the goalkeeper.
- H. The team to shoot first will be determined by toss of a coin.

- I. Should teams still be tied following the completion of the initial three penalty shots, the same three players shall then take alternate shots until one team misses and the other scores.

MWP 8 TIME OUTS

MWP 8.1 Each team may request one 20 seconds substitute time out in each period of play. The duration of the time out shall be 20 seconds.

MWP 8.2 A 20 seconds substitute time may be requested at any time by the coach of the team in possession of the ball calling time out and signaling to the referee or secretary with hands forming a T-shape. If a time out is requested, the secretary or referee shall immediately stop the game by whistle, game clock is stopped and players leaving the pool can do so from anywhere and players entering can enter at any place.

MWP 8.3 Play shall be restarted upon the whistle of the referee by the team in possession of the ball putting the ball into play on or behind the half distance line, except that if a time out is requested before the taking of penalty throw or corner throw, that throw shall be maintained.

MWP 8.4 If the coach in the possession of the ball requests an additional time out to which the team is not entitled, the game shall be stopped and play shall then be restarted by a player of opposing team putting the ball into play at the half distance line. If the coach of the team not in possession of the ball requests a time out, the game shall be stopped, and a penalty throw awarded to the opposing team.

MWP 9 THE START OF PLAY

MWP 9.1 The first team listed in the official program will wear white caps or the caps reflecting the colour of their school and will start the game to the left of the official table. The other team will wear blue caps or caps of a contrasting colour and will start the game to the right of the official table.

MWP 9.2 At the start of each period, both teams will line up on their side of the playing area. When the referee is satisfied both teams are ready the referee shall blow the whistle to start and then throw the ball into play on the half distance line.

MWP 9.3 If the ball is thrown giving one team a definite advantage, the referee shall call for the ball and award a neutral throw on the half distance line.

MWP 10 SCORING

MWP 10.1 A goal shall be scored when the entire ball has passed fully over the goal line, between the goal posts and underneath the crossbar.

MWP 10.2 A goal can be scored with any part of the body except the clenched fist.

MWP 10.3 A goal may be scored by a player by a direct shot from a free throw awarded and taken outside the 6 meter area or after visibly putting the ball into play by swimming with the ball or throwing

the ball up in the air (basically the ball must leave the contact of the players hand to be considered in play).

MWP 10.5 A goal may be scored by a player after visibly putting the ball into play or directly from a corner throw, goal throw, penalty throw or a free throw thrown by a player into the player's own goal.

MWP 10.6 A goal may be scored by dribbling the ball into the goal.

MWP 10.7 A goal may be scored by any player in the water, including the goalkeeper.

MWP 11 RESTARTING AFTER A GOAL

MWP 11.1 The goalkeeper shall put the ball into play from the two-meter line or behind immediately after a goal has been scored [continuous play].

MWP 12 GOAL KEEPERS

MWP 12.1 A goal throw shall be awarded when the entire ball passes over the goal line, having last been touched by any player other than the defending goalkeeper.

MWP 12.2 The goal throw shall be taken by any player of the team from anywhere within the 2 meter area.

MWP 12.3 Goal keepers can shoot and score goals but are **not** allowed to go past the centre line. They can only use 2 hands on the ball inside of their penalty area.

MWP 13 CORNER THROW

MWP 13.1 A corner throw shall be awarded when the entire ball leaves the field of play over the goal lines, having last been touched by the goalkeeper of the defending team or when a defending player deliberately sends the ball over the goal line.

MWP 13.2 A corner throw shall be taken by a player of the attacking team from the buoy marking the 2 metre area on the side nearest to which the ball crossed the goal line.

MWP 13.3 At the taking of a corner throw, no players of attacking team can be within the 2 metre area.

MWP 13.4 A goal can be scored by a direct shot from a corner throw or by a shot after the ball is put into play and the player swims with the ball and/or fakes before taking the shot.

MWP 14 FREE THROW

MWP 14.1 The free throw shall be taken from the location of the ball by the player of the team who is the nearest to the ball.

MWP 14.2 The free throw must be taken in such manner so as to enable all the other players to see that the throw has been taken. The player can either throw the ball up into the air or let it fall on to the water.

MWP 14.3 The time allowed for a player to take a free throw shall be at the discretion of the referee. It shall be reasonable and without undue delay but does not have to be immediate. It shall be an offence if a player who is clearly in a position most readily to take a free throw does not do so.

MWP 16 EXCLUSION FOULS

MWP 15.1 The excluded player shall touch any part of the goal line indicated outside of the goal post 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.

MWP 16 PENALTY FOULS

MWP 16.1 It shall be a penalty foul to commit any of the following offences which shall be punished by award of a penalty throw to the opposing team. The referee will indicate that a penalty throw has been awarded by blowing the whistle and raising the arm with five fingers.

MWP 16.2 For a defending player to commit any foul within the 5 metre area but for would probably have resulted, including:

- sink or displace the goals
- for a defending player to play the ball with clenched fist
- for the goalkeeper or another player to take the ball under the water when tackled

MWP 16.3 For an excluded player intentionally to interfere with play, including affecting the alignment of the goal.

MWP 16.4 For a player or substitute, of the team not in possession of the ball, to enter the field of play improperly.

BWP 16.5 Inside the 5m area, when a player, in a “probable goal situation”, is swimming with and/or is holding the ball and is impeded (attacked) from behind during an attempt to shoot, a penalty foul must be awarded. [Note: unless only the ball is touched by the defender]

MWP 17 DELAY OF GAME

MWP 17.1 It shall be deemed a delay of game for the team in possession of the ball to pass the ball back to the goalie from the oppositions 1/2. When this occurs, the referee will signal a turnover and give possession to the other team. A free throw will be taken from where the ball lays

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