

# **Water Polo Rules Summary**

*All rules not mentioned in the summary will be governed by USA Water Polo.*

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## **Equipment**

- All equipment will be provided by Recreational Facilities.

## **Competition Format**

- Single or double elimination tournament (dependent on number of entries).
- 1 team maximum from each collegian (min. = 5 players and max. = 6 players).
- A game consists of two 5-minute halves running clock with a 2-minute half time.
- Games are self-officiated.
- The winner of each game is responsible for reporting their game result to the collegian sports manager on duty.

## **Pool and Boundaries**

- The field of play will be divided in two halves with a goal area on each end that will be represented by flag pennants above the water.
- Players must remain in the water for the entirety of the match.
- Players can only shoot from outside the area designated by the flag pennants; however, any player can be within the goal area, but cannot be directly in front of the goal unless they are the goalkeeper.

## **Beginning of the Match**

- At the start of each period, the players shall take up positions on their respective goal lines.
- Not more than two players shall be allowed between the goal posts.
- No part of a player's body shall be beyond the goal line at water level.
- Collegian Sports Staff will blow the whistle to start and then release or throw the ball into play on the half distance line.
  - If the ball is released or thrown giving one team a definite advantage, a rethrow will occur.

## **General Rules**

### **Scoring**

- A goal shall be scored when the entire ball has passed fully over the goal line, between the goal posts and underneath the crossbar.
- At the start or restart of the game, at least two players\* (of either team but excluding the defending goalkeeper) must intentionally play or touch the ball except at the taking of:
  - A penalty throw
  - A free throw thrown by a player into the player's own goal
  - An immediate shot from a goal throw

#### **Collegian Sports:**

*Student Activities Office, AC-1  
850-478-8496, ext. 2740*

#### **Game Line:**

*850-478-8496  
Ext. 4263 (GAME)*

#### **Email:**

[CollegianSports@pcci.edu](mailto:CollegianSports@pcci.edu)

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- An immediate shot from a free throw awarded outside 6 meters
- A free throw taken and awarded outside 6 meters when the player has visibly put the ball into play.
- An immediate shot from a corner throw.
- After a goal has been scored, the players shall take up positions anywhere within their respective halves of the field of play. No part of a player's body shall be beyond the half distance line at water level.
- The goalkeeper will then restart play by passing the ball and yelling "balls in".

## **Out of Bounds**

- When the ball leaves the field of play, the ball will be restarted by either a free throw or a corner throw depending on where it left the field of play.
- If the ball leaves the pool by way of the sidelines, the team that did not touch the ball last prior to the ball going out of bounds will restart at the spot the ball left the field of play with a free throw.
- If the ball leaves the pool by way of the goal line (and was not a goal) last touched by the attacking team, the defending team will restart at the spot the ball left the field of play with a free throw.
- If the ball leaves the pool by way of the goal line (and was not a goal) last touched by the defending team, the attacking team will restart with a corner throw.

## **Corner Throws**

- A corner throw shall be awarded when the entire ball has passed fully over the goal line (excluding between the goal posts and underneath the crossbar), having last been touched by the goalkeeper of the defending team or a defending player.
- The corner throw shall be taken by a player of the attacking team from the corner of the pool on the side nearest to which the ball crossed the goal line.

## **Ordinary Fouls**

- It shall be an ordinary foul to commit any of the following offenses which shall be punished by awarding a free throw to the opposing team:
  - To advance past the goal line prior to the beginning whistle.
  - To take or hold the ball under the water
  - To strike the ball with a clinched fist
  - To hold, push, pull, sink an opponent who is not holding the ball
  - To use two hands on an opponent who is not holding the ball
  - For a player to leave the water during play
  - To intentionally splash water into a person's face
  - Kicking or strike an

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## **Free Throws**

- A free throw shall be taken by the player who was fouled unless the foul is inside the goal area.
- A player can either pass or shoot from a free throw.

## **Penalty Fouls**

- It shall be a penalty foul to commit any of the following offenses which shall be punished by awarding a penalty throw to the opposing team:
  - A defending player to commit a penalty inside their own goal area
  - A defending player kicking or striking an opponent
    - If the same player commits this penalty a second time, they will be removed for the remainder of the game.

## **Penalty Throws**

- A penalty throw shall be taken by any player of the team
- All players, excluding the player taking the penalty and the goalkeeper, must be out of the goal area and 6 feet away from the player taking the penalty.
- The penalty shot will be initiated by a whistle
- The player must immediately shoot the ball directly at the goal
  - If the ball rebounds off the goal post or goalkeeper and remains in play, the ball does not have to touch a 2<sup>nd</sup> player before being scored.

## **Overtime**

- If the scores are tied at the end of regulation, there shall be a penalty shootout to determine the result.
- The following procedure for shootouts will be:
  - There will be five players per team to participate in the penalty shootout, the goalkeeper may be one of the shooters.
  - The goalkeeper may be changed at any time.
  - Shots will be taken at one end of the field of play,
  - The players taking the shots will remain in the water.
  - The team to shoot first will be determined "rock, paper, and scissors".
  - If teams are still be tied following the completion of the initial five penalty shots, the same five players will then take alternate shots for a sudden death shootout.

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