

ASSOCIAZIONE ITALIANA PALLANUOTO

BEACH WATERPOLO

RULES

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BEACH WATERPOLO

DIFFERENCE BETWEEN WATERPOLO AND BEACH WATERPOLO RULES

The main difference, and consequent simplification, between "normal" waterpolo rules and beach waterpolo rules is the total elimination of timekeeping (as regards the duration of the game, possession time and when players are sent off).

The game is divided into sets of six goals each for male competitions and four goals for female competitions (see section BWP 9).

Clause No.	Clause Description
BWP 1.2	Pitch Dimensions 15.0 mt x 11.5 mt (instead of 30 mt x 20 mt)
BWP 2.2 0.8 mt	Dimensions of goalposts (coloured) 2.5 mt x (instead of 3.0mt x 0.9mt)
RWP 4 1	Only one referee
BWP 6	Caps can be of any colour (the same within each team)
BWP 7	Teams of four players (five for female matches) instead of seven
BWP 8.1	Sending off: the player sent off has to touch the goal line and rejoins play immediately
BWP 8.2	Substitutions can be made at all times, even when the opposing team has possession of the ball
BWP 9	The duration of the match is not timed but the game is divided into sets
BWP 12.5/15.6/17.3	A player can score directly from a corner throw or from a free throw inside his own half

**TECHNICAL RULES
AND ORGANISATIONAL PROCEDURES FOR BEACH WATERPOLO**

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SECTION 1 - PLAYING AREA AND EQUIPMENT

BWP 1.1 - The dimensions and layout of the playing area for an official match shall be as shown on the diagram ANNEXE 1 attached to these rules.

BWP 1.2 - The distance between the goal lines at each end of the playing area shall be of not less than 14 metres and not more than 16 metres. The width of the playing area shall be not more than 12.5 metres and not less than 10 metres.

BWP 1.3 - The depth of the water of the playing area must not be less than 1.8 metres. It will be permissible to play in shallower water if there is prior agreement between both participating teams.

BWP 1.4 - The water temperature shall not be less than 22 degrees Celsius.

BWP 1.5 - On the side of the playing area coloured buoys will be placed to indicate the two metre zone (red) and the four metre zone (green). The rest of the buoys delineating the playing area shall be white. The half way line of the playing area will be indicated either by a red mark on the buoy or by means of a larger buoy.

BWP 1.6 - A red buoy will mark the middle of the goal line between the goalpost and the side of the playing area. The area between the red buoy and the corner is used for introducing substitutes into the game. Also, when a player is sent off, he must touch this part of the goal line to before he can rejoin play.

BWP 1.7 - The goal line shall ideally be in line with the face of the goalpost. For practical purposes the goalpost should be placed approximately 30 centimetres further out than the goal line as in a waterpolo pitch. The ball will be considered to have gone out of play when it touches the buoys delineating the goal line.

On the other hand, for the ball to be considered to have gone out of play from the side of the playing area, it has to go completely over the buoys marking the sides. If the ball touches the side marker buoys and bounces back into play, it will be considered to be still in play.

SECTION 2 - GOALPOSTS

BWP 2.1 - The goalposts shall be preferably built of rigid materials such as aluminium, wood or fibreglass. Alternatively, they can also be of an inflatable type. The goalposts can be painted in any colour, but preferably in one colour only. The goalposts shall be placed at the extreme ends of the playing area, in the centre of the goal line, equidistant from the sides of the playing area and at least 30 cm from any obstruction behind them.

BWP 2.2 - The width of the goalpost shall be of 2.5 metres, measured from the inside of one post to another. The crossbar shall be 80 centimetres from the surface of the water. Rigid posts and crossbars shall be about 8 centimetres wide.

BWP 2.3 - The net shall be kept in place by stanchions and placed in such a manner so as to prevent the ball from going underneath or the side of the net. The depth of the goalpost shall be not less than 30 centimetres.

The net shall be woven in squares of 10 centimetres by 10 centimetres, and must never exceed half the diameter of the ball.

SECTION 3 - BALLS

BWP 3.1 - The ball shall be made of syntethic material, spherical in shape, without protruding joints.

BWP 3.2 - The weight of the ball shall be between 350 and 400 grammes.

BWP 3.3 - The circumference of the ball for both male and female matches shall be between 65 and 68 centimetres (20/22 centimetres in diameter).

SECTION 4- MATCH OFFICIALS

BWP 4.1 - In all official competitions the match officials shall be as follows:

- one referee

- one match secretary to register the team line ups, keep the score and the record the scorers, keep a record of the time outs availed of, signal the end of the match, takes note of dicsiplinary action, monitors, together with the referee, substitutions as per article 8 of these rules and any other make any annotations he deems necessary.

SECTION 5 - REFEREE

BWP 5.1 - The referee has complete jurisdiction over the game, from when the teams enter the playing area until they leave. All his/her decisions are final and have to be accepted by both sets of players. Only the referee can change his decision, as long as this is done before the ball is back in play.

The referee will interpret facts as he/she sees them, avoiding decisions based on suppositions.

BWP 5.2 - The referee shall use a whistle to start play and to draw the players' attention to his/her decisions.

BWP 5.3 - The referee can and should apply the so called advantage rule so as not to favour the team that has committed the offence and should not stop play unless it is absolutely necessary.

BWP 5.4 - The referee has the authority to expel a player for a period of time or definitely as per section 19 of these rules. If a player refuses to obey the referee's instructions, the game shall be abandoned and victory by two sets to nil awarded to the opposing team.

BWP 5.5 - The referee can remove from the playing area or its surroundings those persons who, by means of their behaviour, are a hinderance to his carrying out his/her duties well and impartially. It is also the referee's duty to ensure that clause BWP 7.5 is respected.

BWP 5.6 - The referee shall have the right to abandon a game if he feels that the behavior of the players or spectators, or any other circumstance, prevent the match from taking place in a fair and correct manner.

SECTION 6 - CAPS

BWP 6.1 - The caps shall be made of cloth, with laces to be tied under the chin and with flexible ear guards.

BWP 6.2 - The laces of the caps shall be kept tied under the chin and the caps worn at all time for the duration of the match.

BWP 6.3 - The member of each team shall wear caps of the same colour, with the two teams being easily distinguishable. The goalkeepers shall wear caps of a different colour to their team mates.

BWP 6.4 - The goalkeepers shall wear red caps.

BWP 6.5 - The caps shall have a number on each side, about 10 centimetres in size. Each cap shall have a number with either one or two di~its.

BWP 6.6 - A player who substitutes the goalkeeper shall wear a red cap.

It is not permissible for a player to change the number of his cap without the referee's permission, who shall in turn inform the match secretary.

SECTION 7 - TEAMS

BWP 7.1 - A male team shall consist of four players and a female team of five players. Each team shall have three substitutes who can come in instead of a player at all times during a game.

BWP 7.2 - The goalkeeper shall not be permitted to go out of his team's half of the playing area and can only touch the ball with two hands inside his own four metre area.

BWP 7.3 - Each team shall have a captain and his name shall be communicated to the match secretary prior to the commencement of a match. The captain shall be responsible for the behavior of his team.

BWP 7.4 - The teams shall line up on opposite sides of the playing area, the sides being established either by the toss of a coin or by agreement between the two teams.

After each set the teams will change sides. If the game goes to a third set, the teams change sides when one of them scores its third goal, the second goal for a female match

BWP 7.5 - The substitutes' benches (in the case of beach waterpolo these can be boats) must be placed on the other side of the playing area from the referee and the match secretary. It will be the referee's duty to enforce this rule (see BWP 5.5).

BWP 7.6 - The players of each team shall, before the commencement of play, remove rings, earrings, belts and any other items which can cause injury either to themselves or to other players.

BWP 7.7 - Players have to present themselves for matches with their fingernails properly cut, in such a way as to not to be able to scratch other players.

SECTION 8 - SUBSTITUTIONS

BWP 8.1 - A player who is sent off for a foul as per section 19 of these rules shall leave the playing area without interfering with play, touch that part of the goal line indicated in clause BWP 1.6, and rejoin play immediately. Otherwise he may choose to leave the playing area and a substitute will be able to take his/her place. (see also BWP 8.2).

A penalty will be awarded against the team of that player, who when leaving the playing area after being sent off, interferes with play.

BWP 8.2 - A player can be substituted at any time during the game without having to ask for the officials' consent. A player who is being substituted has to leave the playing area through that part of the goal line indicated in clause BWP 1.6. The player entering in his/her place has to wait until the other player is out of the playing area before entering play.

BWP 8.3 - A goalkeeper can change places with an outfield player as long as the two exchange caps and the match secretary informed of the change.

SECTION 9 - DURATION OF THE MATCH

BWP 9.1 - The match shall be played over three sets with the team winning two sets being declared winner. The team who reaches six goals first during a set shall be declared winner of that set. In female matches a team wins a set by scoring four goals.

BWP 9.2 - There will be a rest period of two minutes between the first and the second sets and a rest period of three minutes between the second and the third sets. There will not be a rest period when the sides are changing ends during the third set.

SECTION 10 - TIME OUT

BWP 10.1 - Each team shall be allowed to ask for a one minute time out up, to a maximum of three times during the course of a match.

BWP 10.2 - A time out can be called either if the team requesting the time out is in possession of the ball or the ball is out of play or if a goal has been scored.

BWP 10.3 - As soon as the referee stops play for a time out, he will inform the match secretary as to which team called the timeout.

BWP 10.4 - Each team is free to call its three time outs at any time during the game.

SECTION 11 - STARTING PLAY

BWP 11.1 - At the start of play, both teams will line up at the goal line on their side of the playing area. The referee will drop the ball at the half way line of the playing area and the teams will swim up to try and reach the ball before the opposition.

BWP 11.2 - When the referee is satisfied that both teams are lined up properly, he will blow the whistle to indicate the start of play.

SECTION 12 - SCORING

BWP 12.1 - A goal will be given when the ball goes over the goal line inside the goalposts. The goal line is the imaginary straight line between the posts, directly beneath the crossbar.

BWP 12.2 - A goal can be scored by any player from any part of the playing area. The goalkeeper can only score from his half of the playing area.

BWP 12.3 - A goal can be scored with any part of the body except with a clenched fist.

BWP 12.4 - A goal shall be valid only if two players from either team intentionally play the ball after the start of play.

BWP 12.5 - Notwithstanding clause 12.4, a goal can also be scored directly from a penalty, a corner throw or from a free throw inside the attacking team's own half.

SECTION 13 - RESTARTING THE GAME AFTER A GOAL

BWP 13.1 - After a goal has been scored, each team will return to its half of the playing area and the referee will blow his whistle to indicate the resumption of play.

SECTION 14 - GOALKEEPER RESTARTING THE GAME AFTER THE BALL GOES OUT OF PLAY

BWP 14.1 - A goalkeeper shall restart play from within his own two metre area when:

- a) the ball touches or goes over the goal line (see clause BWP 1.7) and it was last played by an attacking player;
- b) the ball enters the goalpost direct from a free throw taken inside the attacking team's own half, from a free throw awarded because a ball had gone out of play, or from a corner throw in which the player taking the throw plays the ball twice and then shoots at goal.

BWP 14.2 - A goalkeeper can restart a game from any area within his/her own two metre area

SECTION 15 - CORNER THROW

BWP 15.1 - A corner throw shall be awarded to the attacking team when the ball touches or goes over the goal line (see clause BWP 1.7) and was last played by a member of the defending team.

BWP 15.2 - The throw shall be taken from the side of the playing area near the buoy marking the two metre zone. The throw shall be taken from the same side from where the ball had gone out of play.

BWP 15.3 - The corner throw can be taken by any member of the attacking team except the goalkeeper.

Players of the defending team have to be at least one metre away from the player taking the corner throw so as not to impede the execution of the throw.

BWP 15.4 - When the throw is being taken, no member of the attacking team can stay in the opposition's two metre area.

BWP 15.5 - If the corner throw is not taken properly, the attacking team shall retake the throw.

BWP 15.6 - A goal can be scored directly from a corner throw. If the player taking the throw plays the ball twice, he then has to pass the ball before a goal can be scored.

SECTION 16 - REFEREE RESTARTING THE GAME WITH A DROP BALL

BWP 16.1 - The referee shall drop the ball between two opposing players chosen randomly one from each side in such a way that both players have an equal chance of gaining possession of the ball.

BWP 16.2 - The referee shall drop the ball: a) when he decides that he himself had not placed the ball fairly at the swim

up;

b) when two players commit a foul simultaneously; c) when the ball touches some obstacle within the playing area.

SECTION 17 - FREE THROW

BWP 17.1 - The referee shall indicate that an infringement has been committed by blowing on his whistle and indicating with one arm where the infringement took place and with the other arm the direction of the attack of the team to whom the free throw has been awarded.

BWP 17.2 - A free throw shall be taken quickly, without any attempt to gain advantage by delaying play. The referee can overturn his decision if in his/her opinion the player taking the throw is attempting to waste time.

BWP 17.3 - If a free throw is taken from the attacking team's own half of the playing area, a goal can be scored directly from the throw.

It shall not be permissible to impede a player from taking a free throw, the nearest opposing player staying at least one metre away.

BWP 17.4 - The throw shall be taken by that player of the team to which the throw has been awarded who happens to be nearest the place where the infringement has taken place. Otherwise the throw can be taken from a different place as long as it is further back than the place where the infringement had taken place.

BWP 17.5 - The throw has to be taken in such a manner so as to enable all the other players to see that the throw has in fact been taken. For a throw to be considered to have been taken, the ball has to leave the hand of the taker and travel for at least the distance of the palm of a hand. When playing the ball to himself/ herself, the player can either throw the ball up into the air or let it fall onto the surface of the water.

BWP 17.6 - If the referee stops play because of an injury to one of the players or for any other reason he deems necessary, play shall restart with a free throw in favour of that team in possession of the ball when play was

stopped.

SECTION 18 - MINOR FOULS

BWP 18.1 - The penalty for a minor foul shall be a free throw awarded in favour of that team against which the foul was committed.

BWP 18.2 - The free throw shall be taken as indicated in section 17 of these rules. If the infringement takes place inside the two metre area (red area), the throw shall be taken on the two metre line.

BWP 18.3 - The following infringements shall be considered minor fouls:

- a) start the swim up before the referee's whistle is blown;
- b) help or push a team mate;
- c) hold on or push against equipment or structures around the playing area or the goalposts;
- d) put the ball underwater when tackled by an opponent, even if the action of putting the ball underwater was indirectly caused by the opponents actions;
- e) touch the ball with both hands simultaneously, except for the goalkeeper within his/her own four metre area;
- f) impede an opponent's movement who is not in possession of the ball (by holding him/her by any part of the body);
- g) pulling or pushing or obstructing an opponent while he is in possession of the ball;
- h) pushing off the opponent back using the head;
- I) pushing off an opponent using either the arms or the legs, as long as the movement does not constitute an act of kicking, in which case it will be treated as a major foul;
- j) another member of the team in whose favour a free throw has been awarded commits another minor foul before the throw is taken;
- k) receiving the ball in the two metre area (red area);
 - I) take a penalty in an irregular manner;
- m) waste time when taking a free throw or a corner throw (feinting once or twice to pass the ball does not constitute time wasting);
- n) send the ball over the buoys delineating the sides of the playing area (the ball remains in play if it just touches the sides);
- o) waste time during the course of an attacking move;
- p) a goalkeeper to touch the ball with both hands simultaneously outside his/her four metre area;
- q) for the goalkeeper to go beyond the halfway line.

SECTION 19 - MAJOR FOULS

BWP 19.1 - The penalty for a major foul, except in the case of a penalty throw, is, besides a free throw to the opposing team, the temporary exclusion from the game of the player committing the foul (as regulated by clauses BWP 8.1, 19.9 & 19.10).

The following infringements are considered major fouls:

BWP 19.2 - Prevent an opponent from taking a free throw or a corner throw by:

- a) positioning oneself too close to the opponent in such a manner as to restrict his/her movement while taking the throw;
- b) intentionally pushing the ball away to delay the throw; c) touching the ball before it leaves the hand of the player taking the throw.

BWP 19.3 - Intentionally splash water in an opponents face.

BWP 19.4 - Hold, hold underwater or push an opponent not in possession of the ball

BWP 19.5 - Kick or hit or attempt either of the two. (The intention always is to prevent actions that cause injuries to players. Although difficult to pinpoint, there is a distinction to be made between a major foul in the course of play and a foul that should be punished by excluding the player definitely, with substitution, from the game. These types of serious fouls punishable by a definite exclusion also include ungentlemanly conduct, persistent foul play, use of bad language, acts of violence or brutality and refusal to accept the referee's authority.)

BWP 19.6 - Commit a minor foul as indicated in subclauses BWP18.3 f) & I) when not in possession of the ball.

BWP 19.7 - If a foul is committed as per clause BWP 19.6 by two players from opposing teams, both players are to be sent off and the referee shall drop the ball to restart play. In the case of a foul committed during a penalty throw, the exclusion will last until the throw is taken. (See also clause BWP 1 9.9)

BWP 19.8 - Re-entering the playing area irregularly after an exclusion or a substitution by:

- a) entering from any place other than that designated in clause BWP 1.6; b) pulling at the ropes in a manner that moves the goalposts;
- c) entering the playing area before the player who is being substituted himself leaves the playing area.

BWP 19.9 - Obstruct a player during the taking of a penalty throw, in which case the player sent off can only re-enter the playing area after the penalty throw has been taken. (Players have to be at least two metres away from the player taking the throw).

BWP 19.10 - The goalkeeper, after having been warned by the referee, not positioning himself/herself correctly on the goal line before the taking of a penalty.

In the case of a goalkeeper being sent off prior to the taking of a penalty, another player can take his/her place in goal, without having to change into a red cap. In this case the player cannot touch the ball with both hands simultaneously.

BWP 19.11 - In the case that two players from opposing sides commit a major foul simultaneously, they will be both sent off with the referee restarting the game with a drop ball.

SECTION 20 - FOULS LEADING TO A PENALTY THROW

BWP 20.1 - The referee will indicate that a penalty throw has been awarded by blowing his whistle and raising his/her arm with four extended fingers and the thumb kept closed in the palm of the hand.

BWP 20.2 - A penalty throw will be awarded against the defending team if one of its players commits any of the following infringements in his/her four metre:

a) commit a minor foul to prevent a certain goal; b) commits a major foul; c) lowers or moves the goalpost; d) put the ball under water to prevent an opponent from reaching it; e) re-enter play after an exclusion irregularly (see clause BWP 8.1); f) interfering with play after being excluded (see clause BWP 8.2);

g) pulling at the ropes in a manner that moves the goalpost by a player waiting to re-enter play before a substitution or a sending off.

SECTION 20 - PENALTY THROW

BWP 21.1 - A penalty throw can be taken by any player of the team in favour of which the throw has been awarded. The throw is taken from the four metre line

BWP 21.2 - The goalkeeper will position himself between the goalposts with his head under the crossbar.

BWP 21.3 - All the other players have to move out of the four metre zone and keep at least two metres away from the player taking the throw.

BWP 21.4 - The referee, after seeing that all the players are in a correct position, will order the taking of the throw in the following manner: The raised arm will mean ready to shoot, and by bringing his arm down and blowing his whistle indicate to the penalty taker to shoot.

BWP 21.5 - The penalty taker will either hold the ball in the palm of his hand or place his hand on the ball. The shot has to be executed in one continuous movement

SECTION 22 - INJURIES

BWP 22.1 - In the case of an injury to one of the players, the referee, at his discretion order play to stop for three minutes to allow the injured player to be treated and recover from his injury.

BWP 22.2 - If, after the three minutes the injured player cannot resume play, he/she can be substituted and rejoin play later as indicated in clause BWP 8.2.