\* Important rules, these are the rules that must be known to all players in order to play.

\*\* Essential rules, these are the rules that must be known to all players for safety reasons

RULES OF PLAY

# \*1. The winner:

1.1. The winner is the team that scores the most goals.

# \*2. Playing time:

2.1. Total playing time will normally be 30 min.

2.2. The teams will change sides after a period of play. There will be 2 periods. A period will last for half of the total playing time.

2.3. The total playing time will be decreased as the number of teams competing in the tournament increases. If there are N teams then N-1 games will be played to determine the champion.

2.4. After each and every time-out, the game is "ON" only after the referee blows the whistle.

2.5. Time-out may be called by the Referee during the playing time.

# 3. CHOICE OF END:

3.1. The Referee shall precede the play by tossing a coin (or similar effect) and offering the choice of the direction the team will paddle for the first half, to the captain of the team winning the toss.

# 4. COMMENCEMENT OF PLAY:

4.1. At the beginning of each period of play and when there is a restart after goal, all players will line up with the back of their kayaks on their Goal-Line.

4.2. The Referee will blow the whistle to start play and then throw the ball into the center of the Playing Area.

4.3. Only one player from each team may make an attempt to gain possession of the ball. Infringement incurs a free-throw (loss of possession).

# 5. SCORING A GOAL:

5.1. A goal is scored when the whole of the ball passes through the plane of the front of the goal frame.

# 6. RESTART AFTER GOAL:

6.1. After a goal has been scored the team who has conceded the goal will take the restart throw from the opposing team

6.2. All players of both teams must start in their own half.

6.3. The Referee will blow the whistle to restart play.

# 7. COMPLETION OF PLAY:

7.1. The Timekeeper (whoever has a watch) will indicate the end of the period of playing time by the use of loud signal. The ball is dead at the start of the signal.

7.2. If a Goal-Penalty-Shot has been awarded prior to the signal for completion of play, the Goal-Penalty-Shot must be taken before play is to be considered completed.

# 8. TIE BREAKING:

8.1. In the event of a draw at the completion of the normal playing time, a Penalty-Shoot-Out will be held to determine the winner.

# 9. EXTRA TIME:

9.1. Extra time is the period, played to the first goal, with a maximum time limit of two periods of (3) minutes each.

# 10. PENALTY-SHOOT-OUT:

10.1. The five players from each team taking part in the game at the end of play will take part in the six meter Penalty-Shoot-Out.

10.2. All five players from each team on the field at the end of play will take alternative Goal-Penalty-Shots at goal.

10.3. If, after each team has had five shots, one team has scored a greater number of goals, then that team will be the winning team.

10.4. If, after each team has had five shots, the score is still equal then the teams will take alternate shots until, with an equal number of shots, one team has scored more goals.

# \*11. CAPSIZED PLAYER:

\*\* 11.1. The game will stop whenever a player capsizes.

# \*12. DEFENSE OF GOAL:

12.1. The one defending player most directly under the goal, who is holding a paddle up to defend the goal, is considered to be the goal-keeper at that time.

12.2. If the goal-keeper is not in possession of the ball and is moved or unbalanced by an opposing player, then that player has committed an illegal tackle.

# 13. ENTRY TO THE PLAYING AREA, RE-ENTRY AND SUBSTITUTION:

13.1. No more than 5 players from the one team may be on the Playing Area at one time. Infringement incurs a sanction and immediate removal of the offending player(s) until the next break in play.

13.2. Entry of players is only allowed from the team's Goal-Line. Exit of players for substitution must be at the team's Goal-Line.

13.3. Substitution is allowed at any time.

# 14. BALL OUT OF PLAY:

14.1. When any part of the ball touches the line or the vertical plane of the Side-Line or Goal-Line, the team that was not the last to touch it with their paddle, boat or person is awarded a throw in as follows:

14.1.1. Goal-Line: Goal-Line Throw in if an attacking player was last to touch the ball. Taken from anywhere along the goal line.

14.1.3. Corner-Throw in if a defending player was last to touch the ball. The player taking the throw must position his body in the corner of the Playing Area.

14.2. 5-seconds and 1-meter restart conditions apply to all Ball-Out of Play Restarts. Infringement incurs a sanction.

# 15. REFEREE'S BALL:

15.1. If the Referee needs to stop the game when no offense has occurred (e.g. injury or stalemate situation) the Referee will restart the game with a Referee's Ball.

15.2. Two opposing players will line up at right angles to the sideline, near to the sideline where the situation occurred, one meter apart. They will place their paddles on the water, but not between the kayaks.

15.3. The Referee will throw the ball on the water between them and the players will then make an attempt for the ball with their hands.

# \*16. ILLEGAL PLAY:

The following constitutes illegal Play, and when committed during play or a break in play, incurs a sanction:

16.1. Illegal-Use-of-Paddle:

16.1.1. Striking an opponents person or kayak with a paddle,v or using the paddle against the opponent or their kayak for propulsion or support, or to impede the opponent.

\*\* 16.1.2. Playing, or attempting to play, the ball with a paddle when the ball is within arms reach of an opponent, and that opponent is attempting to play the ball with their hand.

16.1.3. Placing a paddle within arms reach of an opponent who has the ball in their hand.

16.1.4. Striking the ball with a paddle.

16.1.5. Throwing a paddle.

16.1.6. Any other use of a paddle that endangers a player.

16.2. Illegal-Kayak-Tackle:

A Kayak-Tackle is a player, with his kayak, pushing an opponents kayak, The following constitute an Illegal-Kayak- Tackle.

\*\* 16.2.1. Any Tackle that results in the tacklers kayak contacting the body of the tackled player and/or endangering the tackled player.

16.2.2. Any hard tackle to the side of the kayak if it is at 90 degrees and not by sustained contact.

16.2.3. Tackling an opponent who is not within 3 meters of the ball.

16.2.4. Tackling an opponent when the tackler is not competing for the ball.

16.3. Illegal-Hand-Tackle:

A Hand-Tackle is a player, with one open hand, pushing on opponent's side or upper arm. The following constitute an Illegal-Hand-Tackle.

16.3.1. Any Tackle where the tackled player does not have sole possession of the ball.

\*\* 16.3.2. Any Tackle which endangers the tackled player.

\*\* 16.3.3. Any body contact other than open-hand to side or upper arm.

\* 16.5. Illegal Holding:

16.5.1. A player directly or indirectly restricting the movement of an opposing player, by placing his hand, arm or paddle over the kayak, or holding the opposing player or equipment.

16.5.2. A player using for propulsion or support, or moving out of place any Playing Area equipment e.g. boundary markers, goal supports, or any surrounding object.

\* 16.6. Illegal Possession:

16.6.1. A player must dispose of the ball within five (5) seconds of being in possession of it, by passing it to a teammate.

16.6.2. If a player momentarily loses sole possession of the ball.

16.6.3. A player may not paddle with ball resting on the deck or spray deck.

\*\* 16.7. Unsportsmanlike Behavior:

16.7.1. Any infringement committed by a player during a break in play.

16.7.2. Hindering another player's attempt at righting himself after capsizing.

16.7.3. Interference with the equipment of an opponent.

16.7.4. Use of deliberate delaying tactics.

16.7.5. Players showing dissent.

16.7.6. Retaliation.

16.7.7. Foul or abusive language.

16.7.8. Other unsportsmanlike Behavior, or Behavior considered detrimental to the game, at the discretion of the Referee.

# 17. SANCTIONS:

The Referee can impose any combination of the following sanctions for Illegal Play depending on the severity and/or frequency of offenses being penalized.

17.1. Warning: A warning may be given in addition to another sanction.

17.2. Goal-Penalty-Shot:

17.2.1.A Goal-Penalty-Shot will be awarded for an offense in the 6m area where a player is fouled in the act of shooting.

17.3. Free-Shot:

17.3.1. A Free-Shot may be direct shot at goal.

17.3.2. A Free-Shot will be awarded for an offense where a player is fouled in the act of shooting, or for any dangerous play, except where a Goal-Penalty-Shot must be awarded.

17.4. Free-Throw:

17.4.1. A Free-Throw may not be direct at goal. General play resumes once the throw is taken.

17.4.2. A Free-Throw will be awarded for offenses where a Goal- Penalty-Shot or Free-Shot has not been awarded.

# 18. TAKING THROWS:

18.1.1. The player taking any goal-line throw, corner-throw, side-line throw, free-throw or free-shot must hold the ball above his head, at arms length, before taking the throw.

18.1.2. Goal-line throw, corner throw, sideline throw and free throw are indirect throws.

18.2. The ball is not in play until it has traveled at least one meter horizontally.

18.3. The player must throw the ball within five seconds of being in possession of the ball and in position to take the throw.

18.4. For a Free-Throw or a Free-Shot the restart will be taken, at the position indicated by the Referee.

# 19. TAKING A GOAL-PENALTY:

19.1. The player taking the Goal-Penalty-Shot will be stationary with his body on the six meter line.

19.2. All other players will be in the other half the Playing Area.

19.3. The shot will be taken when referee blows the whistle. The five second rule applies.

19.4. Play will restart on the whistle.

19.5. The player taking the shot may not play the ball again until it has touched another player or his equipment or the goal frame.