

UNIVERSITY OF MINNESOTA
KICKBOARD WATER POLO RULES
For Campus-Wide Activities – SAO (adopted 7/25/2006)

I. RULES AND REGULATIONS

- A. The official will keep the official score.
- B. Teams are composed of up to 12 players. Six players are in the pool at a time, which includes one goalie and five field players. At least Two girls must be in the field at all times. Each field player plays both offense and defense, and the goalie is not allowed on the other half of the pool. Floatation devices will be provided for all field players.
- C. All participants will be required to check in at the registration table prior to the competition with a VALID UNIVERSITY OF MN –TC STUDENT ID. Any participant who does not have a valid ID or is not on the appropriate list (registration, IFC/PHC/NPHC roster, or residence hall roster) will not be permitted to play.
- D. The Winner of the match will be whoever has the most points at the end of the game. Every team is guaranteed two matches.
- E. All teams must be ready to begin on time! Teams must have at least the required minimum number of players (three men and two women is the minimum) present at game time to start the match. Any team that does not have the required minimum number of players at game time will forfeit the match.
- F. Each quarter begins with a sprint in which members of each team race toward the ball, which is placed at the halfway point on the water by the referee.
- G. Each game consists of four, seven minute quarters.
- H. There is a running shot clock which is 35 seconds. The shot clock only resets if a shot is taken or there is a change in possession. Failure to shoot the ball at the net within the designated 35 second shot clock will result in a penalty and the opposing team will take over possession.
- I. Each team is given one timeout per game and one timeout for the overtime period (if necessary) with no carry-overs from regulation.
- J. The ball can only be handled by one hand at a time. If a player holds the ball with both hands, the referee calls a turnover and the possession of the ball goes to the opposing team. The goalie can use two hands, but is only permitted to be on his/her

side of the pool and may not cross the centerline. Also, the ball may not go underwater.

K. A shot on goal can be fired from anywhere in the pool. Each goal scored is worth one point. The team with the most points at the end of the game wins; if tied, the game will go into overtime periods as necessary. Each overtime period is also seven minutes. Overtime is Sudden death.

L. There is a mark two meters out from the goalposts on both sides of the pool called the "Two Meter Line." Players on offense without possession of the ball are not allowed in the opposing team's two meter line, or a turnover is called. Only a player with the ball is permitted within the two meter line.

M. There is also a "Four Meter Line," which is the location from which penalty shots are taken on the goal. A penalty shot is given to a player who is fouled within the four meter line while he/she is in an active attempt to score.

N. A foul constitutes a hit from the defensive player, swimming over the offensive player's back, or other such shot interference. A foul called anywhere in the pool outside the four meter line results in the referee blowing a whistle, and a stoppage of the clock while allowing the offensive player a free pass. Five seconds are given in which to complete this pass, and if the defensive player interferes with this, he/she will be ejected from the game for the standard period of two minutes.

O. A designated corner of the pool is selected as the "ejection box" and a player may only re-enter the game upon the signaling by the referee that time is up, or else by a goal scored, whichever comes first.

P. Clean defense involves positioning the defender's body between the offensive player and the goal and focusing on the ball rather than the individual player.

Q. Fouls result in change of possession, fouls inside of four meters results in a penalty shot. A foul is hitting, hacking, pushing, etc. to the discretion of the referee.