

# RULES

## Art.1 - Teams

- 1.1 The teams should be made up of a minimum of 10 players to a maximum of 15 ones
- 1.2 In the water 6 players are allowed : 5 field players + 1 goalkeeper
- 1.3 For UNDER- 11 and UNDER-13 categories, teams will be composed of male athletes, female or mixed ones. For UNDER -15 category teams will be composed only by male athletes ( male tournament) or by female athletes (female tournament).
- 1.4 Each player participates in the top score ranking and in the final lottery, for which reason it is not allowed to exchange the caps among players both during the game and for the entire tournament.

## Art.2 - Field of play

2.1 Field of play dimension:

### UNDER- 11 CATEGORY

- length 25,00 meters
- width 11,00 meters
- depth 1,60 meters

### UNDER 13 CATEGORY

- length 25,00 meters
- width 11,00 meters
- depth 1,60 meters

### UNDER 15 CATEGORY

- length 25,00 metri
- width 16,00 metri
- depth 1,80

2.2 Markings

### CATEGORIA UNDER 11/13/15

- Half distance line : white mark
- area no pressing : 7 meters line, yellow mark
- Penalty shot area : 5 meter line, green mark
- Offside area : 2 meter line, red mark

### 2.3 3 Dimension of the goal

#### CATEGORY UNDER 11

- length 2,15meters
- height 0,75 meters

#### CATEGORY UNDER 13

- length 3,00 meters
- height 0,90 meters

#### CATEGORY UNDER 15

- length 3,00 meters
- height 0,90 meters

### Art.3 - Balls

CATEGORY UNDER 11 -> BALL 3

CATEGORY UNDER 13/15 -> BALL 4

### Art.4 - Periods of the game

4.1 Matches will play best of three periods (2 periods and a possibly third period if both teams won each one a previous quarter. In case of victory of a team in the first two periods, the game is over.

**Art.5 - Duration of the periods**

5.1 The duration of each period will be, with an interval between the periods of 2 minutes, as follows:

UNDER 11 CATEGORY: 8 minutes

UNDER 13/15 CATEGORY: 10 minutes

At the end of each period there will be the reversal of the field. Time runs continuously.

**Art. 6 - Score**

6.1 Score for each team at the end of each match is the following:

- 3 points if the team wins the first two periods **(2-0)**;
- 2 points if the team wins two of the possible three periods **(2-1)**;
- 1 point for the team losing two periods but wins one **(1-2)**;
- 0 point for the team that loses the first two periods **(0-2)**.

6.2 In the event that two or more teams have the same points total after the preliminary group matches, the following tie-breaking criteria are applied, in the order given, to determine the rankings:

- a) Results in the matches between the teams with equal points;
- b) Best goal difference;
- c) Superior number of goals scored in matches between tied teams;
- d) Higher number of goals scored in the group;
- e) Drawing of lots.

**In case of a tie at the end of each period, it will be applied the rule of the "golden goal".**

**Art.7 - Game rules**

7.1 Picking up the ball with 2 hands is not allowed, except for UNDER-11 CATEGORY only for receiving the ball but not for the shot on goal and the pass ((which will take place one-handed)

7.2 It's forbidden to sink the ball;

7.3 The player who is fouled can shoot straight at goal from over 5 meters;

**For UNDER 11/13 CATEGORIES the shot on goal after the foul is never allowed!**

7.4 PRESSING is not permitted over 7 metres, under penalty of expulsion of the defender;

7.5 The player who commits a foul must simply moves back to allow the restart of the game, otherwise he will be ejected;

7.6 In case of temporary exclusion, for UNDER 11/13 CATEGORIES, the player who committed the foul reaches the corner near his bench. He may be replaced by another player who will enter from the same angle without diving, just after the excluded player has reached and touched the same angle. For UNDER 15 CATEGORY the excluded player shall move to the re-entry area ( corner near the bench of his team) for 30" seconds and not interfering with the game;

7.7 Permanent exclusion occurs after:

- 3 fouls for UNDER 15 CATEGORY

7.8 It is not permitted any physical contact which can prevent the movement of the players if they are not in possession.

7.9 The goalkeeper can be replaced during the pauses following: in the interval between the periods of play and in case of injury. The player replacing the goalkeeper must wear a n.15 black cap; if, for this reason, it should be necessary a change of cap, this change must be realized at the poolside informing referee and judges and playing time will be stopped (even in the case of injury of the goalkeeper the playing time will be stopped).

7.10 A corner throw shall be awarded when the entire ball has passed fully over the goal line if touched by the goalkeeper or by a defender . In this case, possession returns to the attacking team.

7.11 Possession of the ball for UNDER 13/15 CATEGORIES is 40 "seconds for each game actions; Possession of the ball for UNDER 11 CATEGORY is UNLIMITED

7.12 At the beginning of the match, during the presentation, teams greet each other giving an high five.

7.13 Each coach may request one timeout in each period of play. The duration of the timeout shall be one minute during which clock will be stopped.

7.14 During the neutral throws at midfield, players not directly involved can be freely placed in their own half, but keeping a safe distance from the ball that is contention

7.15 As not mentioned in the rules of game, it refers to Federal Regulations in force

### **Art.8 - Referees**

7.1 Games shall be controlled by a referee;

8.2 The referee shall have the power to stop the match and game clock due to force majeure or when appropriate, for valid reasons.

### **Art.9 - Rules of behaviour**

9.1 Only the coach and the team manager, with pass recognition provided by Waterpolo People are allowed to sit on the bench.

9.2 During the games, the manager and the coach shall wear the t-shirt of their club or that provided by Waterpolo People.

9.3 Only the coach can move from the bench with the following requirements:

- On defence he cannot cross the 5 meter line;
- On attack he cannot cross the half-way line.

9.4 All players must wear only caps provided by **Waterpolo People**

### **Art. 10 - Disciplinary actions**

**Yellow Ball Waterpolo International Event** was born with the aim of educating children of the earliest age group to sport and ethical values inherent in it, as well as of promoting water polo in the five continents.

Furthermore, considering that families have got the great potential for the development of water polo, should they occur disorders of various kinds between players, coaches, managers, spectators and families present in the stands of the plant, the referee immediately declares suspended the game and will inflict the defeat by default with a score of 2 sets to 0 to the team whose subjects behave unfairly and improperly.

If such behaviours should involve both teams, the defeat by default will be inflicted and proportionate to both teams (0 points).