

Canoe Polo Rules 2019 Edition

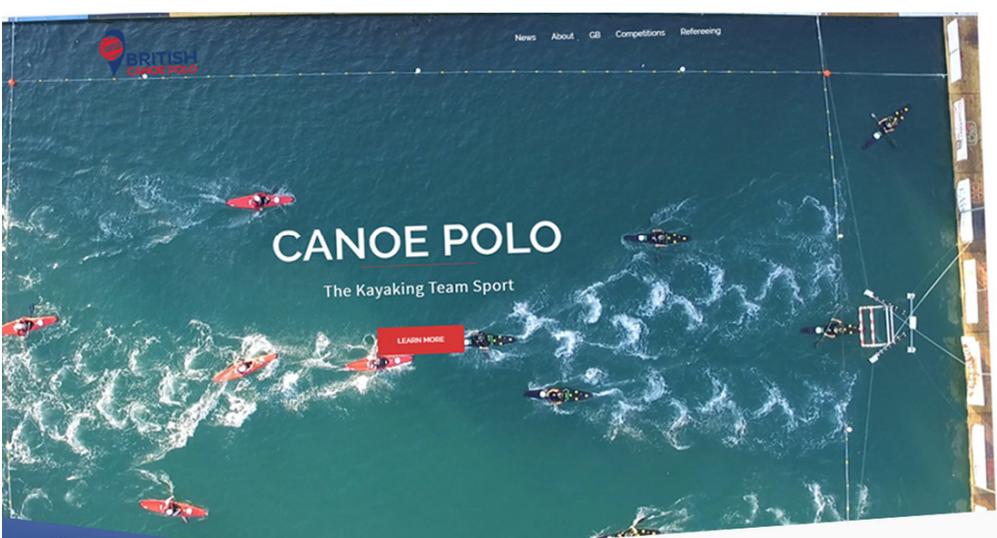


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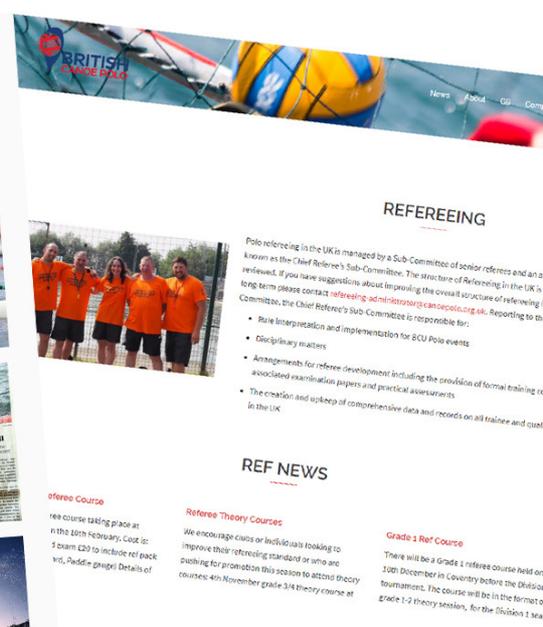
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Welcome to the British Canoeing Canoe Polo Rule Book

Some time ago in the UK the decision was made to align the rules we played by with the official rules from the ICF making it easier for National squad and Club teams travelling abroad to tournaments. These rule changes generally follow a two-year cycle, with a new set of rules implemented on years ending with an odd number. Due to a number of circumstances however, the ICF had not changed the gameplay rules since 2015, and so we instead have two cycles worth of updates, along with a format change.

It's worth noting that if you are taking part in ICF sanctioned competitions, the rules on boats tighten up with regard to the manufacturers scheme during the course that these rules may span, and so it is imperative that you ensure your kayak is legal (from an ICF registered manufacturer)

You may also require the full ICF ruleset if you wish to play at tournaments abroad, and these can be found at:

https://www.canoeicf.com/sites/default/files/rules_canoe_polo_2019.pdf

Over the course of the last rulebook, British Canoe Polo remained a dominant force within the global sport.

In 2018, the GBu21 Men retained their World Champion status, and won the European Championship in 2017, while the GB Senior Women won the World Championship Silver.

Our referees are highly regarded, with British referees officiating all World and European Championship Men's finals where our teams do not play.

The UK also hosted the 2018 European Club Championships at Nottingham, having moved our home venue 2km into the main Holme Pierrepont lake to be situated in front of the British Canoeing Headquarters, where Friends of Allonby took Gold in the Women's and Silver in the Men's competitions.

As a sport we rely heavily on volunteers, and none of the results and competitions above would be possible without people investing their spare time into the sport. If you feel that you can 'give something back' to canoe polo in the UK, then please get in touch with the **committee@canoe polo.org.uk**



The following advice was originally inserted in the introduction to the 2011-13 rule book, and while significant advances have been made in consistent application of the rules, it is felt that the information bears repeating, especially with the update to Sanctions.

Fouls are considered to be deliberate - unless the player makes an attempt to avoid the foul.

Fouls are considered to be dangerous - if significant contact is made illegally with the body or person of an opponent.

As a green card warning is issued for any foul that is deliberate OR dangerous, these definitions have caused a marked rise in the number of green cards issued. The intention of the rule is to encourage players to try harder to not commit fouls, and to try to eliminate the "deliberate" fouls and "dangerous" fouls from the game.

The global intention here is to reduce the numbers of fouls being committed, rather than to penalise foul after foul.

In Britain it is fair to say that, many players have still failed to grasp that being awarded a green card gives them the chance to adapt their behaviour, and stop making repeated fouls, without drawing a serious sanction. Many seem to regard a green card as a personal insult.

Club referees are asked to advise and pass on to players that the escalation of cards is avoidable, and the Polo Committee will also try to continue and promote a programme of education of players, coaches and referees. With the tighter regulations in the current set of rules on the number of Green cards awarded in games, and the fact that yellow cards can add up over a tournament, players will need to adapt their behaviour.

SPECIAL NOTE: Chapter 17 - SHOT CLOCK

At World Championships and some other major ICF competitions a "shot clock" is used. This requires teams to attempt a shot at goal within 60 seconds.

A shot clock system is used in the majority of International competitions, including European Championships, and have been used at National League Open Division's One and Two, and Women's Division One, National Championships, British Open and a number of our International Summer Competitions.

If you play or referee in a Division where shot clocks are in use then you should familiarise yourself with their specific rules, and encourage your teammates to do as well, as they may be operating the shot clocks and table while you referee the games:

The Shot Clock Appendix appears on Page 35 of this Rulebook.



This rule book contains referee guidelines and the ICF rules of play with some slight UK interpretations, and runs in conjunction with the British Canoeing Canoe Polo Committee Competition Rules, which can be found at canoepolo.org.uk, and stipulate how canoe polo is run in the UK.

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Referee Guidelines

Code of Conduct for Referees

Voluntary referees are essential to the running of our sport as it currently structured. This code of conduct is indented to help our volunteers operate a in professional manner to the benefit of our sport.

Referees should at all times devote their entire attention to the game. More specifically they should be:

Watching the play and not talking to other players / spectators not taking part in the game being played

Carrying only their refereeing equipment and not coats, drinks bottles etc. Referees should look like referees at all times.

More specifically they should be:

Walking up and down following the play and not sitting / leaning

Dressed appropriately (unless they have just been playing in which case this requirement is relaxed in order to keep things moving)

Referees should take responsibility for keeping their qualifications up to date and arrangement reassessments in good time Referees should respect the position of authority that they enjoy over the players and exercise their power appropriately Referees should treat each game as a separate entity and not start with preconceptions about teams or players.

General

Referees should officiate games in an unbiased and impartial manner.

When playing Referees should respect without question all decisions given by the Referees controlling the game. They should set an example of good sportsmanship for other players to follow.

Referees should not publicly criticise the performance and decisions of a Referee officiating a game.

Referee Restraint

Keep any verbal instructions to a minimum. If a player requests an explanation of a foul, simply maintain the signal. Do not allow yourself to enter arguments with players, either during or after the game.

If players dispute a decision, in general stick with the decision unless the opposite Referee also disagrees. (See section on Send-Off's in reference to continuous/ repeated disputation of decisions).

If a goal, goal-penalty or sending off decision is in doubt the Referees should consult. When consulting in a doubtful situation they should be cautious about being influenced by players' reactions as these may be feigns to sway the Referees.

Duties of Referees

During the game the Referees shall have full control of the game, from the entry of teams onto the Playing Area until they leave the Playing Area after completion of the game.

In this regard, they shall enforce the Game Regulations, and ensure the Competition and Players Personal Equipment are maintained during the game, and shall ensure the competition rules are upheld as they apply to the game.

The Referees controlling a game are empowered to order spectators, coaches and other persons not actually playing in the game to leave the competition area.

The Referees controlling a game are empowered to bring charges before the BC Canoe Polo Committee or other appropriate competition committee against persons not actually playing in the game.

The First Referee for a game shall ensure the game report sheet is correctly completed including any Send Off Forms.

All Referees are required to ensure that if a player is sent off - then a Send Off Form must be completed and sent, either by post or electronically to the Chief Referee. This should ideally be done immediately after the sending off, when events are fresh in the Referee's mind. However, should circumstances make this impossible the form must be completed and dispatched within 7 days of the sending off.

The Chief Referee will maintain a record of all completed sending off forms and will be responsible for tracking and flagging up any patterns of poor behaviour, so that the BC Polo Committee can consider further disciplinary measures, as it may think fit.

Referee Coordination

The Referee calling an infringement should blow the whistle loudly and immediately the infringement occurs (after deciding whether to play advantage or not - See below). The hand signal should be indicated quickly and clearly after the whistle.

The signal must be clear and held until play has restarted.

Both Referees should check that the other Referee agrees with their decision. If the two Referees give different decisions each should be prepared to change their call if they are not totally certain of the call. Defer to the other Referee if they are indicating a more serious offence.

If one Referee has called an infringement that has not been seen by the other, then the other should indicate the same signal.

Where either Referee changes the direction of their signals after giving a positive signal to which the players have responded, a triple blast on the whistle should be used to gain every bodies attention (including the Time Keeper's), indicating a Time-Out, Signal 7 and the new Signal. Both Referees must ensure the teams have time to correct their consequent positioning before the restart occurs. The whistle is then blown to restart the game again.

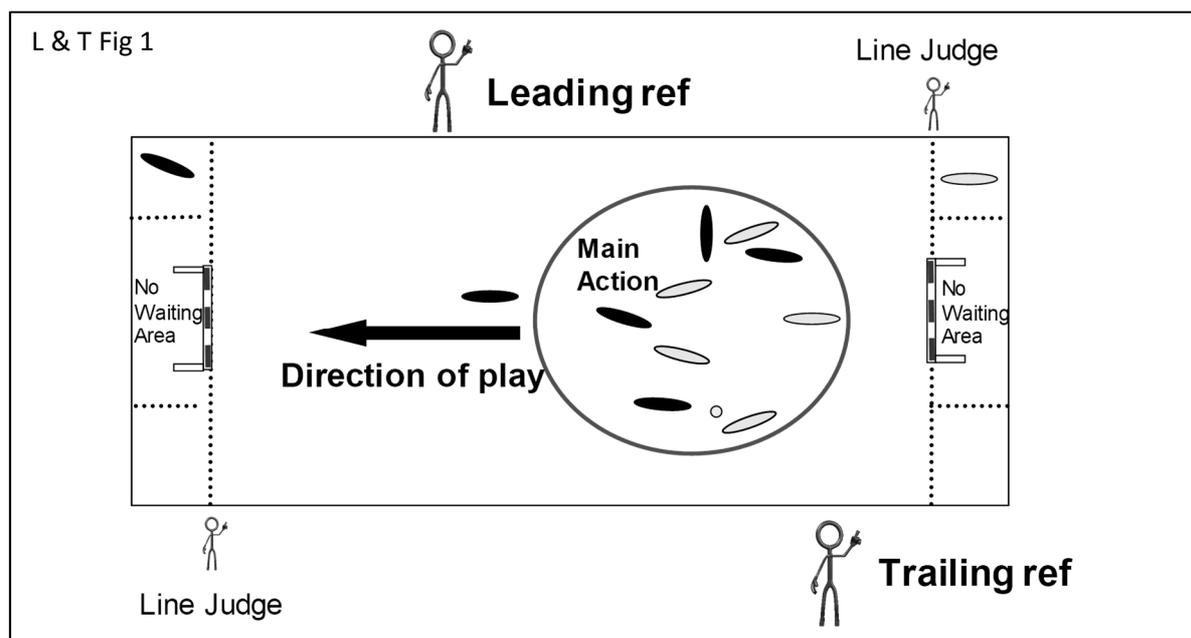
If at any time the two Referees continue to disagree, they shall stop the game to consult and if still in disagreement, the First Referee shall make the necessary decision.

The Referees should, at the completion of the game, discuss any disputed or contentious decisions to improve their refereeing and understanding of the rules.

Controlling the field of play using the leading and trailing method

a) The First Referee shall take that side of the Playing area from which they can ensure the score is correctly recorded.

The will usually be the same side as the Time/Score Keepers Table.



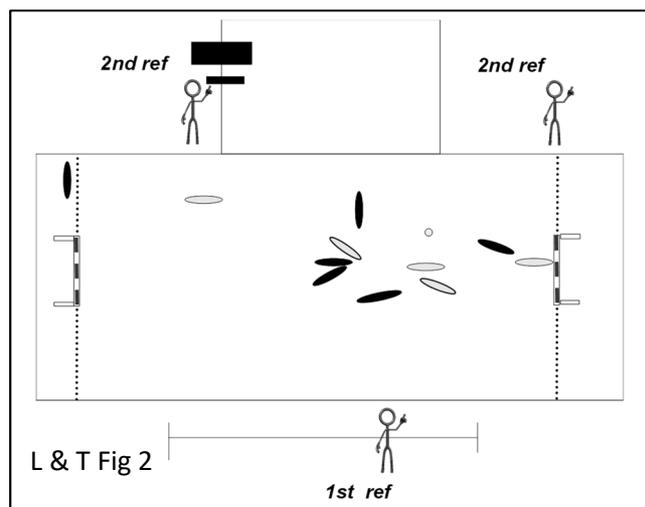
b) Each referee is normally responsible for any play to the right of where they are standing, and play between the two referees to which they are closest.

c) In general, the Referee should move no further to his/her left than the 6m mark. The aim should be to achieve a "leading" and "trailing" system of controlling the game. The "Leading" Referee should keep up with the play and closely watch the main action in front of the goal. The "Trailing" Referee should be able to view all players on the Playing Area.

d) Either Referee may call an infringement anywhere on the field, but in most situations should defer to the nearer Referee unless an obvious infringement has not been pulled-up.

e) Each Referee shall make decisions relating to the side-line nearest to them.

f) The Referee should quickly move directly to the goal-line on their right, when play is in that vicinity, to be in a position to give decisions on corners and goal-line throws at that end.



g) The Referees shall normally control the corner and side-line restarts on their side of the Playing Area, and goal-line restarts to their right.

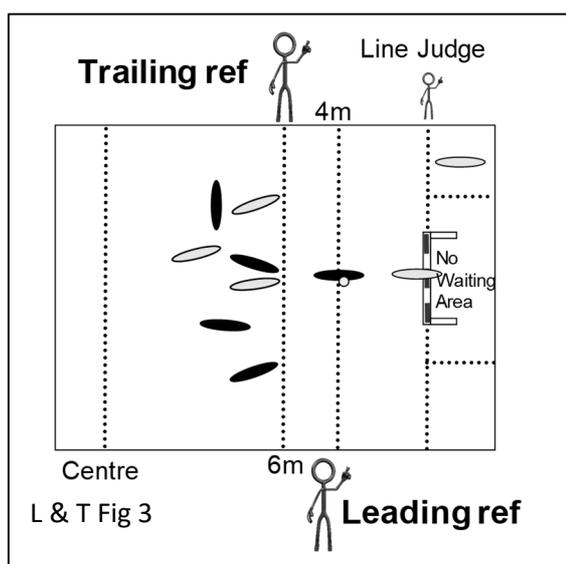
h) The Referee controlling that side-line should have control over the 1 metre restart condition.

i) **“T” shaped pools** (L&T Fig 2) - In some pools it is necessary to have three referees, where there is a diving pit or similar. In this instance the first referee should take the long side line, that runs the length of the playing area. The two

second referees take the short sides, each covering the appropriate goal line. This means that the first referee switches from being the leading to trailing referee in the middle area of the pitch. Each referee should be prepared to call fouls at any point on the playing area.

j) Controlling Goal Penalty (see L&T Fig 3)

- The Leading Referee should move to the 4 metre (for Goal Penalty Shot) mark and be responsible for controlling the taking of the shot.
- The Penalty should be taken by the fouled player, who will have the ball, and be stationary on the 4m line position in front of the goal.
- The defending Goalkeeper will be stationary, and positioned with their body 1m from the vertical centre of the goal, and may not move until the shot has been taken.
- The Trailing Referee should take up a position to control the other players on the 6m line. These players **or their equipment** may not cross the 6m line until the shot is taken, with the ball leaving the hand of the penalty taker.
- When all the other players are correctly positioned, the Trailing Referee will raise their Hand.
- Leading Referee can then blow the whistle (so long as the shooter is correctly positioned) for the shot to be taken, and has five (5) seconds to do so.
- General play can then resume for all players as soon as the ball has left the hand of the penalty taker.





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British Canoeing Canoe Polo Rules of Play

These rules are intended to be identical to the 2019 ICF Canoe Polo Competition rules except where specifically indicated:

UK: UK only text

Due to the revised format, there will be no highlight here of the differences between the 2015 and 2019 versions. Please seek an update via a referee course, or ask the referees committee – referee-committee@canoepolo.org.uk if you seek clarification

Emphasis to certain words and phrases is denoted by bold italic text: for emphasis in the event of any discrepancy the rule written here will apply unless specific clarification to the contrary is published by the Chief Referee or the BCU Canoe Polo Committee.

ICF Rules of Play

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CHAPTER 1 - SPORT GOVERNANCE

UK: The Rules under this section will mostly be governed by the British Canoeing policies, plus the British Canoeing Canoe Polo Committee Competition Rules that are in force at the time of competition. However, some bear noting here:

1.10 - ANTI-DOPING

1.10.1 - Doping as defined in the World Anti-Doping Code and the ICF anti-doping rules is strictly forbidden.

1.10.2 - The anti-doping programme must be conducted in accordance with the ICF anti-doping control regulations under the supervision of the ICF medical and anti-doping committee.

1.10.3 - Athletes entered in any ICF competition or continental championships must complete the ICF's anti-doping education programme or equivalent before competing or risk being denied entry to the competition.

UK: Over 10 years ago, the National Leagues were first actively tested for Doping purposes, with subsequent testing at other events, and all athletes should be aware that there is an on-going policy of testing.

All players at Open Division One standard and/or playing in the Great Britain Squads must realise that they may be asked to submit to this testing

The BC Anti-Doping Policy can be found on the British Canoeing website: www.britishcanoeing.org.uk/competition/anti-doping-1/

CHAPTER 2 - INTRODUCTION

2.1 - OBJECTIVE

The aim of Canoe Polo is a competitive ball game between two (2) teams, each of five (5) players. Players paddle kayaks, on a well-defined area of water, attempting to score goals against the opposition. The winning team in a game is the team that scores the most goals.

CHAPTER 3 - PLAYER EQUIPMENT

1 - Equipment

3.1 - KAYAKS

3.1.1 - Only Kayaks approved by the Scrutineer may be used.

3.1.2 - Unregistered or illegal copies of designs registered under the ICF manufacturers scheme may not be used in ICF competitions and will automatically fail scrutineering. When there is a dispute over the legality of a design an independent panel of at least three (3) people will assess the design in question and determine if it is a copy or not. If it is found to be an unregistered copy it will fail scrutineering and therefore will not be able to be used in the competition. The original designer and the ICF will be immediately notified.

3.1.3 - For full specifications on kayaks and padding: see chapter 16 – Equipment and scrutineering. **UK: Full up to date kayak specifications of Polo Kayaks are available on request from the Polo Committee**

3.2 - PADDLES

3.2.1 - Double-bladed paddles approved by the Scrutineer may be used.

3.2.2 - For full specifications on paddles: see chapter 16 – Equipment and scrutineering

3.3 - PERSONAL EQUIPMENT

3.3.1 - Each player must wear one (1) helmet with facemask, approved by the Scrutineer. For full specifications on helmet and facemasks: see chapter 16 – Equipment and scrutineering.

- 3.3.2 - Body protection, approved by the Scrutineer, must be worn. For full specifications on body protection: see chapter 16 – Equipment and scrutineering.
- 3.3.3 - Each team member must wear a shirt of the same colour, with sleeves, which at least covers the mid upper arm. The players cannot have any slippery substance on their arms and neck.
- 3.3.4 - Beside the equipment and clothing listed above, personal clothing and effects, and a spray deck for the player is permitted. Extra protective equipment on the hands, forearm and elbows is permitted provided it is firm fitting, securely attached and with no sharp edges such that they do not endanger any other player. No other equipment is permitted. A player must not wear any items (such as jewellery) that can endanger either the wearer or any other player.
- UK: Jewellery includes items such as rings, bracelets (including friendship/charity bands), necklaces and earrings. Non-removable rings with no protruding gems may be taped up.**
- 3.3.5 - Players may not apply any substances to their equipment that change the frictional coefficient of the original surface.

3.4 - EXCHANGEING EQUIPMENT

Each player is permitted to leave the playing area and exchange any piece of equipment, at any time during the game, provided the equipment has been approved by the Scrutineer. The player concerned must collect equipment being exchanged from their substitutes area.

3.5 - SCRUTINEERING

- 3.5.1 - Players' equipment is subject to scrutineering before, during or after a game.
- 3.5.2 - A Referee must dismiss from the playing area, once aware of the infringement, any player whose equipment is in breach of the rules, either at the first break in play or immediately if the equipment has become dangerous for the players.

II - Identifications

3.6 - IDENTIFICATION

UK: Please note - all aspects of these rules apply in BC competitions, teams and individuals should not assume they have a right to play if they do not meet the standards set here

- 3.6.1 - All players of the same team must have kayaks with decks of the same colour, spray decks of the same colour, outmost body covering of the same colour, helmets of the same colour and shirts of the same colour.
- UK: Spray decks should be the same colour for the top division in each class. Only the sleeve (or notably visible) areas of shirts should be the same colour. Short and long Sleeves may be mixed throughout the same team.**
- 3.6.2 - If the Referee or Scrutineer determines there is inadequate distinction between the teams, the first named team on the game sheet will be required to change their body identification colours.
- 3.6.3 - The players of a team can use numbers from 1 to 99. This number must be displayed on the body covering and on the helmet. Players may choose to have their family name on the rear of their body covering. This family name may be above or below their number but must be in the same position for the whole team.
- 3.6.4 - The numbers will be clearly legible to the Referees from anywhere on the field and must clearly individually identify each player in a team. A number at least 20 cm high must be on the back of the body. A number at least 10 cm height must be on the front of the body. Numbers at least 7.5 cm high must be on each side of the helmet. The captain of each team must be distinguished from the rest of the team by an armband.

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Food and Refreshments During The Tournament



COMPETITION OFFICIALS

I - The games officials

3.17 - GAMES OFFICIALS

7.17.1 - The Game Officials should consist of two (2) Referees, two (2) Goal Line Judges or cameras, one (1) Scrutineer, two (2) Timekeepers and one (1) Scorekeeper.

7.17.2 - Depending on the degree of importance games can be controlled by teams of between three (3) and eight (8) officials. Where there are only three (3) Game Officials, two (2) will be the Referees who will take on the additional duties of the Goal Line Judges and the Scrutineer and one (1) Timekeeper taking over the duties of the Timekeepers and Scorekeeper.

3.18 - REFEREES

7.18.1 - The Referees is in absolute control of the game. Their authority over the players is effective during the whole time that they and the players are within the competition area.

7.18.2 - 7.18.2 - All decisions of the Referees on questions of fact are final and their interpretation of the rules must be obeyed throughout the game. No protest or appeal can be made in relation to an interpretive decision of a Referee. The Referees cannot make any presumption as to the facts of any situation during the game and will interpret what they observe to the best of their ability.

7.18.3 - The Referees will whistle to start and restart the game and to declare goals, goal line throws, corner throws, infringements of the rules and time-outs. A Referee may alter their decision provided they do so before the ball is put back into play. The Referee must ensure that before the game is restarted that in their sole discretion neither team is disadvantaged.

7.18.4 - The Referees have the power to order the removal from the competition area any person whose behaviour prevents the Referees from carrying out their duties in a proper and impartial manner.

7.18.5 - The Referees have the power to abandon the game at any time if, in their opinion, the behaviour of the players, team-officials or other circumstances prevent it from being brought to a proper conclusion. If the game has to be abandoned the Referees must report their actions to the Chief Official.

7.18.6 - Where the Referees cannot agree on a decision the first named Referee will take the final decision. If the Referees give different signals regarding a goal, penalty, yellow or red card they may call time out and consult. If they still cannot agree the first Referee will make the final decision.

7.18.7 - If either Referee is unable to continue to referee a game due to injury, illness or other reason, the Referee Manager/s will replace that Referee with a suitably qualified replacement.

7.18.8 - The Referees together with the Scorekeeper may use electronic devices to communicate with each other during a game at the instruction of the Competition Organisers.

UK: The following short passage is an excerpt from Section 7.13 – Referees, and is added for more completeness as to the role and duties of a referee.

7.13.2 - Two (2) Referees are appointed for each game to control and officiate the game in an unbiased and impartial manner, in accordance with the Game Regulations;

7.13.3 - The Referees will:

7.13.3.a - Provide their own equipment; Referees will wear either black or white shirt and black shorts or trousers. Referees should also wear sports shoes or appropriate alternatives. Both Referees must appear similar - both wearing either a black or white shirt but not one (1) of each.

- 7.13.3.b - Provide written reports (one (1) from each Referee) to the Referee Manager/s of all incidents resulting in a player being sent off, immediately upon completion of the game in which the incident occurred. Such report should include any request for further disciplinary action;
- 7.13.3.c - At the request of the Competition Committee, attend and give evidence at disciplinary, protest, or appeal hearings concerning games refereed;
- 7.13.3.d - Follow directions from the Referee Manager/s (**UK: Chief Referee**);
- 7.13.3.e - Follow directions from the Technical Organiser, in regard to suspending play, or advancing or delaying the start of a game;
- 7.13.3.f - Follow directions, from the Scrutineer appointed for a game, to inspect a player's equipment at the next break of play;
- 7.13.3.g - Follow directions from the Chief Scrutineer to dismiss a player for breach of Conditions of Play.
- 7.13.3.h - Not referee for more than two (2) games in succession.
- 7.13.4 - Referees, whilst acting in any capacity with their team, lose their Referee status. They should respect without question all decisions given by the Referees controlling the game. They should set an example of good sports behaviour for other players to follow.

UK: The Tournament or League organiser shall take on the responsibility of the Chief Official

3.19 - GOAL LINE JUDGES

- 7.19.1 - The Goal Line Judges should be situated diagonally opposite each other on the left-hand side of each Referee.
- 7.19.2 - The duties of the Goal Line Judges is to signal until acknowledged by the Referee by:
 - 7.19.2.a - Raising a green flag (**UK: or hand**) when the players are correctly positioned on their respective goal lines at the start of a period;
 - 7.19.2.b - Raising a red flag (**UK: or hand**) to indicate the ball is out of play by crossing the goal line. (Goal line-throw, corner-throw, goal);
 - 7.19.2.c - Waving a red flag (**UK: or hand**) for an improper start or restart;
 - 7.19.2.d - Waving a red flag (**UK: or hand**) for an improper re-entry of an excluded player or improper entry of a substitute.
- 7.19.3 - Pointing both the red and green flag (**UK: or both hands**) at the goal when the ball enters the goal frame.
- 7.19.4 - Each Goal Line Judge will be provided by the HOC with a supply of balls of the correct size. When the original ball has gone outside the field of play, they will throw a new ball, when directed by the Referee, to the goalkeeper (for a goal throw) or to the nearest player of the attacking team (for a corner throw).
- 7.19.5 - Static cameras linked to the officials table may be used instead of Goal Line Judges. In this case if infringement occurs a table official (the person with headset in communication with the Referees if possible) will raise a red flag and notify the Referee.

3.20 - SCRUTINEER

- 7.20.1 - The Scrutineer will be responsible for checking the equipment of all players before and during their game.
- 7.20.2 - They may also check equipment at any other time during a competition.

UK: The BC Canoe Polo Committee, Chief Referee, National Leagues Organiser, Leagues Organiser or relevant Competition Organising Committee may appoint a Scrutineer for any applicable event.

3.21 - TIMEKEEPERS

- 7.21.1 - The Timekeepers must be situated at the official's table.
- 7.21.2 - The duties of the Timekeepers are to:

- 7.21.2.a - Record the exact periods of playing time, timeouts and the intervals between the periods;
- 7.21.2.b - Control the periods of time-outs and to signal the period by raising a red flag, except if a Referee signals the end of a time-out;
- 7.21.2.c - Record the times when players are sent off from the playing area in accordance with the rules, together with the re-entry times of such players or their substitutes;
- 7.21.2.d - Control the periods of exclusion of players and to signal the end of the period of exclusion by a visual electronic device or by raising and waving a green flag;
- 7.21.3 - A Timekeeper must signal by any means, provided it is distinctive, acoustically efficient and readily understood, the end of each period independently of the Referees. Their signal will take immediate effect except in the case of the simultaneous award by a Referee of a goal penalty shot, in which event the goal penalty shot must be taken in accordance with the rules;
- 7.21.4 - The first Timekeepers will perform the duties stated in 7.21.2.a and 7.21.2.b and the second Timekeeper will perform 7.21.2.c and 7.21.2.d.

3.22 - SCOREKEEPER

7.22.1 - The Scorekeeper must be situated at the official table.

7.22.2 - The duties of the Scorekeeper are to:

7.22.2.a - Record the awarded goals and maintain the scoreboard during the game;

7.22.2.b - Maintain the record of the game, including the players, the score, time-outs, green, yellow and red cards awarded against each player.

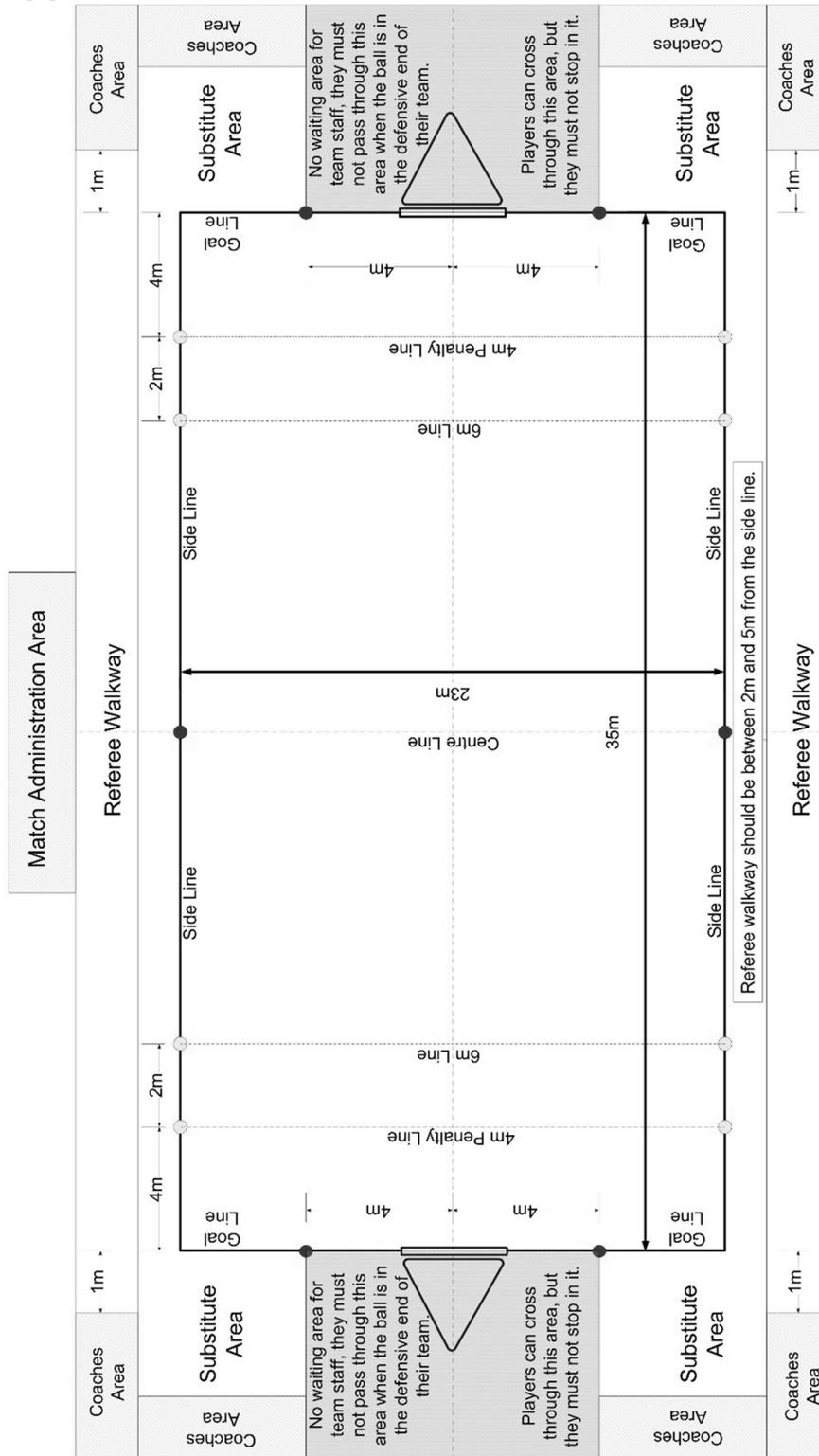
UK: The scorekeeper should draw attention to the referee by suitable means (such as waving their hand) to indicate a player has received a 2nd Green Card, or that a team has received their 4th Green Card, or a 2nd Yellow card.



CHAPTER 4 - FIELD OF PLAY

4.1 - LAYOUT

ICF Canoe Polo Pitch Dimensions



Version 1.0 (2018)

4.2 - PLAYING AREA – OVERVIEW

- 8.2.1 - This is reserved during a game solely for the players in the game in progress, and immediately prior to the game for those players to use for continued warm-up.
- 8.2.2 - A scoreboard must be maintained to clearly display the score to the players. Where the scoreboard has a clock, the scoreboard should be located on the halfway line or where there are two (2) scoreboards they should be positioned in the same relative position at either end of the pitch, or both on the halfway line.

4.3 - PLAYING AREA – DEFINITION

- 8.3.1 - The playing area must be rectangular and have a length of thirty-five (35) metres and a width of twenty-three (23) metres.
- 8.3.2 - The immediate surround of the playing area should be an unobstructed area of water, with a minimum width of one (1) metre outside all boundaries.
- 8.3.3 - The water throughout the playing area must be still water at least ninety (90) centimetres deep.
- 8.3.4 - There must be a clear height of at least three (3) metres without obstacles, and a minimum ceiling height of five (5) metres, above the playing area.
- 8.3.5 - There should be a walkway on each side of the playing area kept clear for the Referees.

4.4 - PLAYING AREA BOUNDARIES AND MARKERS

- 8.4.1 - The longer boundaries are to be referred to as the sidelines, the shorter boundaries as the goal lines.

UK: The PoolSide may be used for the sideline if required.

- 8.4.2 - The sidelines and goal lines are to be indicated by a floating lane rope. The section of the goal line four (4) metres either side of the centre of the goal frame should be free from floats so as not to interfere with the positioning of the goalkeeper.
- 8.4.3 - Markers indicating the goal lines, half way line, six (6) metre and four (4) metre points from each goal line are to be placed along the sidelines and be clearly visible to both Referees and players.
- 8.4.4 - Markers indicating the substitute-areas are to be placed on the goal lines four (4) metres either side of the centre of the goal frame and be clearly visible to both Referees and players.

4.5 - GOALS

8.5.1 - Principles

- 8.5.1.a - Each goal will be located over the centre of each goal line with their lower inside edge two (2) metres above the surface of the water.
- 8.5.1.b - Each goal is to be held in such a way that it is prevented from swinging or moving.
- 8.5.1.c - The goal supports should not interfere with any player defending or manoeuvring around the goal area, or with the flight of the ball in the area of play.

8.5.2 - Goal frame

- 8.5.2.a - Each goal will consist of an open frame one (1) metre high by one and a half (1.5) metres wide (measured internally) hung vertically.
- 8.5.2.b - The maximum width of a material used to construct the goal frame will be five (5) centimetres.
- 8.5.2.c - The goal frames should not have any vertical or horizontal bars parallel to the main goal frame which may cause the ball to rebound out of the goal frame.
- 8.5.2.d - The front face of the frame must be free from any loose netting, net fastenings or sharp edges which may impede the flight of the ball or damage the ball or players equipment.
- 8.5.2.e - The front face of the frame must be red and white striped. Each stripe being of 20 centimetres length.
- 8.5.2.f - For venues involving multiple fields all goals must be identical.

8.5.3 - Net

8.5.3.a - Each goal is to have a net made from a strong shock absorbing material, which allows the ball to pass freely through the goal frame but indicate clearly that a goal has been scored.

8.5.3.b - The net must be a minimum of fifty (50) centimetres deep and have no loose or hanging ends which may interfere with players or their equipment or blow in the wind or that may impede the ball entering the goal.

4.6 - BALLS

UK: Size 5 will be used for Open. Size 4 will be used for Women and Youth

8.6.1 - The ball must be round and must have an air chamber with a self-closing valve. It must be waterproof, without external strapping or any covering of grease or similar substance.

8.6.2 - The weight of the ball will not be less than four hundred (400) grams and not more than four hundred and fifty (450) grams.

8.6.3 - For games played by Men, Men Under-21 and Men Master:

8.6.3.a - The circumference of the ball will not be less than sixty-eight (68) and not more than seventy-one (71) centimetres.

8.6.3.b - The pressure of the ball will be according to the manufacturer's recommendations.

8.6.4 - For games played by Women, Women Under-21 and Women Master:

8.6.4.a - The circumference of the ball will not be less than sixty-five (65) and not more than sixty-seven (67) centimetres.

8.6.4.b - The pressure of the ball will be according to the manufacturer's recommendations.

4.7 - SUBSTITUTES AREA

8.7.1 - The substitutes area is the area behind the goal line excluding the area four (4) metres either side of the centre of the goal frame.

8.7.2 - These are reserved during a game for substitutes waiting to take part in a game.

4.8 - REFEREE'S AREA

8.8.1 - This is the area required by each Referee controlling a game to run up and down the side of the playing area. No person other than Game Officials are permitted to enter this area during a game.

8.8.2 - The Referee's area should ideally be 2m and no more than 5m from the playing area.

8.8.3 - The Referee's area should be separated from the spectator area by a distance of at least one (1) metre and a physical barrier sufficient to prevent any spectator touching or directly approaching the Referee.

4.9 - WARM-UP AREA

8.9.1 - The warm-up area is an area, which may be available outside the playing area and substitutes area for teams to warm-up prior to their game.

8.9.2 - This must be separated from the playing area to prevent accidental entry of practice balls into the playing area.

8.9.3 - This warm-up area will be reserved solely for the use of players preparing for the next game.

4.10 - OFFICIALS AREA

8.10.1 - This is a designated area around the pool, including behind the goals and behind the Referee's area.

8.10.2 - Only people directly involved in the game in progress or the game about to commence (officials, players, listed team personnel such as coach, manager, doctor) or accredited media representatives, are permitted in the officials' area during a competition.

4.11 - COACHES AREA

- 8.11.1 - This is a designated area starting one (1) metre behind the goal line and extending across the field behind the goal line (if a solid area exists) to the edge of the substitutes area on either side of the goal.
- 8.11.2 - The area should be clearly marked.
- 8.11.3 - Coaches and other team officials cannot pass through the area behind the goal when the ball is in their team's defensive end of the field.

4.12 - COMPETITION AREA

- 8.12.1 - This is a wider area around the pool, including the playing, coaching, warm-up and Referee's areas, and may include designated rooms such as changing rooms, equipment storage area etc.
- 8.12.2 - Spectators and the general public should be restricted from this area.
- 8.12.3 - Any official may request the removal from this area of people interfering with the smooth running of the competition.



CHAPTER 10 - COMPETITION

I - Game

10.1 - NUMBER OF PLAYERS

10.1.1 - Each team may consist of a maximum of eight (8) players for any one (1) game. No more than five (5) players are permitted on the playing area at any one time. Any other players at that moment are to be considered as substitutes. A team must begin each game with five (5) players, ready to start on their own goal line. If a team is reduced to two (2) players at any time the Referee must end the game and refer the matter to the Competition Committee who will decide the appropriate action to be taken.

10.1.2 - The list of players names and numbers for a game must be handed to the appropriate official before the time indicated by the Competition Committee.

UK: From ICF Section 2.3.3 –Up to ten (10) players may be used for each team as a squad (throughout a competition or league season), but a maximum of 8 players may be used for any game with a maximum of 5 on the playing area at any one time. The National Leagues Organiser may allow teams to use more than 10 players in a season in exceptional circumstances.

2.3.3 - Players

2.3.3.b - A maximum of 10 players may be named for a team.

10.2 - PLAYING TIME

10.2.1 - Playing time should be two (2) periods each of ten (10) minutes duration, unless overtime is needed to decide the result. The minimum playing time will be two (2) periods of seven (7) minutes.

UK: The minimum playing time will be two periods of five (5) minutes.

10.2.2 - The half time interval should be three (3) minutes. The minimum half time interval will be one (1) minute.

10.2.3 - The teams must change ends after each period of play.

10.2.4 - The Referee may call time-out during the playing time. The Timekeeper will stop the clock when the Referee signals for time-out and restart the clock when the Referee restarts the game with a whistle.

10.3 - CHOICE OF END

The first named team on the game sheet will start on the goal line at the left-hand side of the official table unless one (1) of the captains or the Chief Official request a toss of a coin to determine the choice of ends.

10.4 - COMMENCEMENT OF PLAY

10.4.1 - At the beginning of each period of play, five (5) players from each team line up ready to start, stationary and with some part of their kayaks on their own goal line. If the team deliberately causes an unnecessary delay a start infringement will be called. Signal 1, 15 and 17 apply.

UK: In a smaller than regulation sized pitch such as a swimming pool, then the players can line up with their kayaks touching the back wall rather than the goal line. In normal play, the boundary will be played to the face of the goal.

10.4.2 - If a team has less than five (5) players ready to start the game five (5) minutes after the scheduled start time the game will be declared a forfeit and referred to the Competition Committee. Signal 2 applies.

10.4.3 - The Referee blows the whistle to start play and then releases or throws the ball into the centre of the playing area.

10.4.4 - If the ball is released or thrown giving one (1) team definite advantage, the Referee calls for the ball and restarts the period of play.

10.4.5 - Physical assistance from other players is not allowed on the player attempting for the ball. Infringement incurs a free throw. Signals 1 and 14 apply.

10.4.6 - Only one (1) player from each team may make an attempt to gain possession of the ball. Any other player that accompanies the player attempting for the ball must not be within a radius of three (3) metres from the body of the player attempting for the ball

until one (1) player has gained clear possession of the ball. Infringement incurs a free shot. Signals 1 and 15 apply.

10.5 - BALL OUT OF PLAY

10.5.1 - Sideline and overhead obstacle

10.5.1.a - When any part of the ball touches the physical sideline or the vertical plane of the physical sideline, or touches any overhead obstacle, the team that was not the last to touch it with their paddle, kayak or person is awarded a sideline-throw.

UK: In the situation of a low overhead obstacle (beyond the competition organisers control), which can risk interfering with the normal flight of the ball, a sideline throw will be taken by the team who was in the process of passing/shooting at the time the ball directly hit the obstruction if it changes the flight of the ball.

10.5.1.b - If the physical sideline is moved out of position as a consequence of normal play, the boundary including the vertical plane above moves with it. Signals 5 and 14 apply.

10.5.1.c - Sideline throw: The player taking the throw must position their kayak at the point of exit of the ball, or the point on the sideline nearest to the point of contact with an overhead obstacle.

10.5.2 - Goal line throw

10.5.2.a - The goal line is always measured by the vertical plane of the goal frame in all situations even if the goal frame or the physical goal line are moved out of position as a consequence of normal play. A goal line or corner throw will be awarded when any part of the ball touches the vertical plane of the front of the goal frame except where a ball rebounds off the goal frame (not the goal supports) into the playing area, or where the ball is prevented from completely entering the goal by a defenders paddle and rebounds back into the field of play, or where a goal is scored.

10.5.2.b - When the ball goes out over the team's own goal line and has been last touched by the other team then a goal line throw will be awarded. Signals 6 and 14 apply. The player taking the throw must be positioned with their kayak on the goal line.

10.5.3 - Corner-throw

10.5.3.a - When the ball goes out over the team's own goal line and was last touched by their own team then a corner throw will be awarded.

10.5.3.b - Signals 5 and 14 apply.

10.5.3.c - The player taking the throw must be positioned with their kayak in the corner of the playing area.

UK: If the side of the pool is being used as the sideline, then player taking the Corner Throw must position their kayak parallel to the side of the pool.

10.6 - TIME-OUT

10.6.1 - The Referee must use a triple whistle to stop the game for time-out, except when a goal is scored in which case a long whistle blast will be used.

10.6.2 - Time-out must be given if a capsized player or their equipment is interfering with play.

10.6.3 - Time-out should be used immediately when game regulations are dangerously breached or if field equipment needs correction or adjustment (for example: endangering another player due to a broken paddle).

10.6.4 - Time-out should be used if any injury has occurred, or a player is illegally on the field, provided this does not disadvantage the other team.

10.6.5 - Time-out can be used after a goal is scored and must be used if a goal-penalty-shot is awarded. It can be used for any other incidences at the discretion of the Referee.

10.6.6 - If the Referee has stopped the game, not during a break in play and where neither team was at fault (e.g. Referee error, faulty goals, injury) the play will be restarted with a free throw to the team that last had possession. Where time-out was given for a capsized player the opposition is given a free throw to restart.

UK: Due to restrictions on water time, normally there will be no Time-Out following a goal being scored.

10.6.7 - If the Referee cannot determine who had possession at the time of the whistle, the Referee will restart the game with a Referee's ball. Signal 8 applies.

10.7 - LIVE STREAM AND TIME OUT

10.7.1 - In cases where live stream advertising is used the coach or team captain must on one (1) occasion ONLY during the game call a one (1) minute time out when they are in possession and outside the six (6) metre area. This must be called in the first seven (7) minutes of either half. As soon as the time out is called the live stream will show the approved advertising while the relevant team talk. Players must be ready to restart from the approximate same position as when time out was called as the minute expires. Restart will be by free throw - not direct throw.

10.7.2 - If a time out is not called by the team after seven (7) minutes of the second half the Referee will call this time out.

10.7.3 - If no time out has been called by either team after six (6) minutes of the second half the Referee will call a two (2) minute time out.

10.7.4 - Live-stream advertising may only be used after quality checking and specific authorisation in writing before the competition:

- World Games by ICF Secretary General
- World Championships by ICF Chair in consultation with ICF Secretary General
- Continental Championships by Continental President in consultation with Continental Technical Delegate
- International competitions - national or club teams by Chief Official

10.8 - SCORING A GOAL

10.8.1 - A team scores a goal when the whole of the ball passes through the plane of the front of the goal frame of their opponent's goal. If a goal is not rigidly fixed and moves the ball must go through the goal frame. The Referee will indicate the number of the player scoring the goal to the Scorekeeper. Signal 3 applies and one (1) long whistle blast by the Referee. Time-out must be used after a goal is scored.

10.8.2 - If the ball is prevented from entering a goal by either a defender's or substitutes paddle that enters the goal from behind, then a goal is awarded.

10.9 - RESTART AFTER GOAL

10.9.1 - After a goal is scored, the team that scored the goal must return to their own half as quickly as possible. Any deliberate delay will be sanctioned with a minimum Green Card to the offending player(s) for Unsporting Behaviour for Deliberate Delaying Tactics. **Signals 15, 17 & 18 apply.**

10.9.2 - The first (1st) Referee can restart play as soon as the attacking team are ready and at least three (3) players of the defending team have returned to their own half. No player of the defending team may take any part in the game until their body has crossed the centreline back to their defensive half of the field. Infringement incurs a yellow card to the offending player. **Signals 1, 15 and 17 apply.**

10.9.3 - The player taking the restart throw must position part of their body somewhere along the centre line of the playing area. The rest of the attacking team must not cross the centre line until the whistle is blown to restart play. The player taking the throw must be stationary and will indicate they are ready to take the throw by holding the ball up. The first (1st) Referee will blow their whistle to restart play.

10.10 - DEFENCE OF GOAL

10.10.1 - The one defending player most directly under the goal, in order to defend the goal with the paddle is considered to be the goalkeeper at that time. The goalkeeper's body must be facing into the playing area and attempting to maintain a position within one (1) metre of the centre of the goal line. If two (2) or more players are directly under the goal, the player most directly under the goal is considered the goalkeeper at that time.

10.10.2 - If the goalkeeper is not in possession of the ball and is moved or unbalanced by contact from an opposing player, then that player has committed an illegal tackle. Infringement incurs a sanction. **Signals 10 and 15 apply.**

- 10.10.3 - If an attacker moves the goalkeeper by pushing a defender into the goalkeeper, where none of the defenders have possession of the ball, the attacker will be penalised.
- 10.10.4 - If the defender has an opportunity to avoid contact with the goalkeeper after being pushed, but does not, the attacker will not be penalised.
- 10.10.5 - If a defender pushes the attacker onto the goalkeeper, then the attacker will not be penalised.
- 10.10.6 - If the attacker has an opportunity to avoid contact with the goalkeeper after being pushed, but does not, the attacker will be penalised.
- 10.10.7 - If an attacker, in possession of the ball, whose original direction or speed would not have led to contact with the goalkeeper is pushed onto the goalkeeper by a defender, the attacker will not be penalised.
- 10.10.8 - A goalkeeper who is not in possession of the ball, but is attempting for the ball on the water, can be tackled like any other player. If the goalkeeper does not gain possession, they will not regain goalkeeper status until the attacker has shot or passed the ball. After the attacker loses possession of the ball, the attacker must not actively impede the goalkeeper's attempt to regain or maintain their position.
- 10.10.9 - Within the six (6) metre area, an attacker must not actively prevent a defender from taking the position as goalkeeper. A defender will be allowed to push an attacker with the kayak, in order to take the position of goalkeeper without penalty, unless dangerous play is used.
- 10.10.10 - As soon as a team has control of the ball they can no longer be considered to be defending and thus cannot have a player defined as a goalkeeper.

10.11 - REFEREE'S BALL

- 10.11.1 - A Referee's ball will be declared when two (2) or more players of opposing teams have one (1) or more hands firmly on the ball, so that the players share possession of the ball for five (5) seconds.
- 10.11.2 - If initial contact is made directly with the ball illegal holding will only apply if either player uses the opposition for support.
- 10.11.3 - If the Referee needs to stop the game, not during a break in play and where neither team is at fault (e.g. Referee error, faulty goals, injury) and the Referee cannot determine who had possession at the time of the whistle, the Referee will restart the game with a Referee's ball.
- 10.11.4 - A Referees ball will be taken at the nearest point on the sideline to the incident. Where a Referee's ball is awarded for an incident that occurs between the six (6) metre line and the goal line, the Referee's ball will be held at the nearest six (6) metre line. Signal 8 and Time-out applies.
- 10.11.5 - Two opposing players will line up at right angles to the sideline, on the side nearest their own goal line, near to the sideline where the situation occurred, one (1) metre apart facing the Referee. They will place their paddles on the water, but not between their kayaks and their hands on the deck of the kayak or on their paddle.
- 10.11.6 - All other players must be at least three (3) metres away from the point between the two (2) players participating in the Referees ball.
- 10.11.7 - The Referee will throw the ball on the water between the players and blow the whistle to restart play. Both players must make an attempt for the ball with their hands as soon as it touches the water. The players must not play the ball before it hits the water. Infringement incurs a sanction. Signals 11 and 15 apply.

10.12 - ADVANTAGE

- 10.12.1 - The Referees can play advantage when an infringement occurs as long as neither Referee has blown their whistle. The Referees will play advantage if the team that was infringed upon is benefited more by play continuing. When playing advantage, the Referees must recognise the illegal play by calling 'play on' and signalling throughout the time they are playing advantage up to a maximum of five (5) seconds. Signals 13 and 14 apply.

- 10.12.2 - The Referee can penalise any player who causes an infringement for which advantage is played at the next break in play with a green, yellow or red card.
- 10.12.3 - When playing advantage, if the next pass or shot is affected by the original foul or there is no clear advantage to the fouled team, the original infringement must be called, and appropriate sanction(s) and signals given. The Referee is to indicate where the sanction should be taken.

10.13 - CAPSIZED PLAYER

- 10.13.1 - If a player capsizes and leaves their kayak, the player may not take any further part in the play and must leave the playing area immediately, with all of their equipment.
- 10.13.2 - If a player who has capsized wishes to re-join the game the player must do so according to the rules of entry to the field of play.
- 10.13.3 - No person may enter the playing area to assist a player with their equipment, and no-one may obstruct the Referee while assisting a player.
- 10.13.4 - A team may be penalised during a game for any illegal outside assistance, or for any interference with the opposition that constitutes outside assistance. The Referee to determine the severity of the sanction.

10.14 - ENTRY, RE-ENTRY, SUBSTITUTION AND EXCHANGING EQUIPMENT

- 10.14.1 - No more than the legally allowed number of players from a team can be on the playing area at any one time.
- 10.14.2 - Substitutes must wait in their own substitute's area.
- 10.14.3 - Substitution is allowed at any time including during time outs. Exit and entry of players for substitution may be anywhere along the team's own goal line provided all of the player's kayak and equipment has left the playing area before the substitute may enter the playing area. A player leaving the playing area solely as part of the action of the game is not subject to the conditions for re-entry.
- 10.14.4 - A capsized player who leaves the playing area anywhere other than at their own goal line, can only be substituted at the next break in play. All of the capsized players equipment (for example kayak and/or paddle) must be removed from the playing area before a substitution is allowed.
- 10.14.5 - Each player is permitted to leave the playing area and exchange any piece of equipment, at any time during the game, provided the equipment has been approved by the Scrutineer. The player concerned must collect equipment being exchanged from their substitute's area.

10.15 - OUTSIDE ASSISTANCE OR INTERFERENCE

No electrical assistance may be used to direct or communicate with the players during a game, other than communications by competition officials.

10.16 - COMPLETION OF PLAY

- 10.16.1 - The Timekeeper will indicate the end of the period of playing time by the use of a loud signal. If the ball is in flight towards the goal at the time of the time keepers signal the ball is allowed to travel to completion. For a goal to be scored, the ball must have left the players hand prior to the time keepers signal sounding. The Referee must use signal 2 to confirm the Timekeeper's signal.
- 10.16.2 - 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 complete. In this situation, the Referee will signal the end of play if a goal is scored or the shot is blocked by the goal keeper or the shot rebounds away from the goal frame or the ball travels out of play.
- 10.16.3 - All members and officials of a team must leave the playing, substitute and officials' area's immediately upon completion of their game.
- 10.16.4 - They must also ensure that all their equipment is removed from these areas.

10.17 - OVERTIME

10.17.1 - Overtime will consist of consecutive periods of five (5) minutes each; with the team scoring the first goal deemed the winner.

10.17.2 - There must be a three (3) minute break before overtime commences and a one (1) minute break between periods, with a change of ends.

UK: It is recognized that for organizational reasons that at some tournaments where games require a result, the Tournament Organiser may have to adapt some Overtime rules to ensure the smooth running of the event.

II - Illegal-play

10.18 - ILLEGAL SUBSTITUTION AND ENTRY TO THE PLAYING AREA

10.18.1 - Where more than the legally allowed number of players from a team are in the playing area at any one time the player(s) coming illegally into the playing area must be given a yellow card(s). If it is not clear which player(s) must exit the playing area, then the team's captain must nominate a player(s). Infringement incurs a sanction. **Signals 7 and 14 apply.**

10.18.2 - When a substitute places their paddle in the playing area to prevent a goal from being scored, a goal penalty shot is awarded. The offending player is penalised with a red card. Infringement incurs a sanction. Signals 16 and 7 apply

10.19 - 10.19 - ILLEGAL USE OF PADDLE

10.19.1 - **Signals 12 and 15 apply.** The following are defined as illegal use of the paddle.

10.19.2 - Contacting an opponent's person.

10.19.3 - 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.

10.19.4 - Playing or attempting to play the ball with a paddle across the bow of an opponent's kayak, within arms reach of the opponent in a normal paddling position.

10.19.5 - Placing a paddle within arms reach of an opponent who has the ball in their hand. A goalkeeper is excluded from this rule and is allowed to directly defend against a shot at goal as long as the paddle is not moved towards the opponent at the time of the shot and it does not result in significant contact with the opponent.

10.19.6 - When a player, with their paddle, attempts to restrict an opponent using their paddle.

10.19.7 - Playing an opponent's paddle instead of the ball.

10.19.8 - Throwing a paddle.

10.19.9 - Any other use of a paddle that endangers a player.

10.20 - 10.20 - ILLEGAL POSSESSION

10.20.1 - **Signals 11 and 15 apply.** A player is in possession of the ball when they have the ball in their hand or are in a position to reach the ball with their hand, the ball being on the water and not in the air. A player balancing the ball on their paddle will also be considered to be in possession.

10.20.2 - A player must dispose of the ball within five (5) seconds of gaining possession, either by passing it to another player or by performing one (1) throw causing the ball to travel by at least one (1) metre measured horizontally from the point of release.

10.20.3 - If a player shares possession with another player or the ball moves out of arms reach whilst being tackled, the five (5) seconds will begin again once a player has regained possession.

10.20.4 - A player who capsizes to the point of the whole of their body and head going under water is considered to have lost possession if they do not have the ball in their hand(s).

10.20.5 - A player must not manoeuvre their kayak with their hands or paddle while the ball is resting on their spray deck.

10.20.6 - A player must not actively paddle or manoeuvre their kayak with two (2) hands on the paddle while carrying the ball in any way.

10.21 - ILLEGAL HAND TACKLE

10.21.1 - **Signals 19 and 15 apply.** A Hand-Tackle is a player pushing an opponent with one (1) hand.

10.21.2 - The following hand-tackles are illegal:

10.21.2.a - Any hand-tackle where the tackled player does not have possession of the ball or is sharing possession of the ball with another player.

10.21.2.b - Any body contact other than one (1) open hand to the opponents' back, upper arm or side.

10.21.2.c - Any hand-tackle, which endangers the tackled player.

10.21.2.d - Any hand-tackle from the side or from behind, that either strikes or pulls back the throwing arm of a player who is in the process of throwing or passing the ball.

10.22 - ILLEGAL KAYAK TACKLE

10.22.1 - **Signals 10 and 15 apply.**

10.22.2 - A kayak-tackle is a player manoeuvring their kayak against an opponent's kayak in an attempt to gain possession of the ball.

10.22.3 - The following kayak-tackles are illegal:

10.22.3.a - Any kayak-tackle that results in significant contact between the tackler's kayak and the head or body of an opposing player or endangering a player. The player's arm is not considered to be part of the body when any part of it is elevated away from the body.

10.22.3.b - Any deliberate kayak-tackle that results in significant or continuous contact with the opponent's spray deck or where the tackler continues to tackle into or over the spray deck. After a kayak tackle, when the ball is no longer in possession of either player, they may move off each other's kayak by using their hands in a controlled action.

10.22.3.c - A player in possession of the ball who fails to avoid significant contact between the bow of his kayak and the head or body of the opponent.

10.22.3.d - Any hard tackle, that results in significant contact to the side of the kayak, at an angle between eighty (80) and one hundred (100) degrees.

10.22.3.e - Tackling an opponent who is not within three (3) metres of the ball.

10.22.3.f - Tackling an opponent when the tackler is not competing for the ball.

10.23 - ILLEGAL JOSTLE

10.23.1 - **Signals 9 and 15 apply.** A jostle is a player manoeuvring their kayak against an opponent's kayak between the six (6) metre line and the goal line, at the attacking end of the field, to gain a position. The following jostling is illegal.

10.23.2 - When a player is stationary or attempting to maintain a position and their body is moved by more than two (2) metres by sustained contact from an opponent's kayak.

10.23.3 - When the contact to the opponent's kayak would be defined as an illegal kayak tackle under any section of rule 10.22.

10.23.4 - When the body of the jostled player is behind the goal line.

10.24 - ILLEGAL OBSTRUCTION

10.24.1 - **Signals 9 and 15 apply.**

10.24.2 - The following obstruction is illegal:

10.24.2.a - A player actively or deliberately impeding the progress of an opponent when neither player is within three (3) metres of the ball except where the players are jostling for position at the attacking end of the field as covered in rule 10.23. Note: A player is considered to be actively impeding the progress of an opponent when their kayak is moving, or they are attempting active paddle strokes.

10.24.2.b - A player who is not competing for the ball who actively impedes the progress of an opponent who is competing for the ball on the water and not in the air.

10.25 - ILLEGAL HOLDING

10.25.1 - **Signals 19 and 15 apply.**

10.25.2 - The following holding is illegal:

10.25.2.a - A player gaining support or propulsion by placing their hand, arm, body or paddle on an opponent's kayak, or holding the opposing player or their equipment.

10.25.2.b - 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.

10.25.2.c - A player using their paddle to lift, pull or hold an opponent's kayak while jostling for position in the six (6) metre area, or attempting a kayak or hand tackle.

10.25.2.d - A player fending off an opponent's attempted hand or kayak tackle with their hand or forearm, or with the movement of the elbow towards their opponent.

10.25.2.e - A player using a forceful action with one or both hands that results in significant contact with the opponent's arm, or with the ball that is still in contact with the opponent's hand.

10.26 - UNSPORTING BEHAVIOUR

10.26.1 - **Signal 17 and 18 with appropriate card applies.**

10.26.2 - The following is defined as unsporting behaviour:

10.26.2.a - Any infringement committed by a player during a break in play.

10.26.2.b - Hindering another player's attempt at righting themselves after capsizing. A player who is upside down must be allowed to get their head and both shoulders above the water before an opponent is allowed to attempt another tackle.

10.26.2.c - Interference with the equipment of an opponent. Such as holding or moving another player's paddle out of their reach, or deliberately preventing the player from regaining possession of the paddle.

10.26.2.d - Use of deliberate delaying tactics, such as throwing the ball away, or deliberately obstructing the opposition, to delay a quick restart after an infringement or goal. When a team is penalised, any player on that team who has possession of the ball must immediately place the ball on the water and not impede or delay the opposition in any way from taking a quick restart.

10.26.2.e - Players showing dissent.

10.26.2.f - Retaliation.

10.26.2.g - Foul or abusive language.

10.26.2.h - Other unsporting behaviour to a player, Referee or other official or behaviour considered harmful to the spirit of the game at the discretion of the Referee including pretending or feigning injury.

10.26.2.i - Bouncing the ball out of play off an opponent's kayak to gain advantage.

10.27 - DISHONOURABLE PLAY

10.27.1 - Any team, which plays a game other than by honourable means, will have such conduct considered by the Competition Committee.

10.27.2 - The Competition Committee may take whatever action it sees fit and that team may be disqualified from the competition.

10.27.3 - Team Leaders may discuss any concerns about the appointment of Referees or other officials on behalf of their teams with the Chief Official and / or Technical Organiser.

10.27.4 - Any team member, team official or delegation member who approaches any other designated official e.g. Referee Manager/s about the appointment or performance of Referees will immediately be referred to the Competition Committee for disciplinary action which may result in that team being disqualified from the competition.

III - Sanctions

10.28 - SANCTIONS – DEFINITIONS

- 10.28.1 - The Referee can impose any combination of the following sanctions for illegal-play depending on the severity and/or frequency of offences being penalised.
- 10.28.2 - The sanctions available to the Referees are free throws, free shots, goal penalty shots, red card send off, yellow card send off and green card warnings.
- 10.28.3 - The following definitions should be used when determining which sanction to impose:
- 10.28.3.a - Deliberate foul: a foul where no effort was made to avoid the illegal play.
 - 10.28.3.b - Dangerous foul: is significant contact with the opponent's arm, head or body that may result in personal injury and is illegal.
 - 10.28.3.c - Significant contact: any hard contact that may result in equipment damage or personal injury.
 - 10.28.3.d - The act of passing or shooting begins when a player has the ball in their hand, or balancing on their paddle, and is clearly attempting to pass the ball to a team mate, or shoot at goal.
 - 10.28.3.e - A near certain goal: The Referee must be certain that a goal was the most likely end result if play had continued.
 - 10.28.3.f - Control of the ball: A player is considered to have control of the ball if that player is in possession of the ball, or is the nearest player to the ball and is within three (3) metres of the ball on the water.
 - 10.28.3.g - Team possession: a team is considered to have team possession and therefore be the attacking team if any member of that team has possession or control of the ball.

10.29 - GOAL-PENALTY-SHOT

- 10.29.1 - **Signal 16 and time out applies.**
- 10.29.2 - Inside the six (6) metre area, a goal-penalty-shot will be awarded for any deliberate or dangerous foul on a player in the act of shooting.
- 10.29.3 - Inside the six (6) metre area, a goal-penalty-shot will be awarded for any deliberate or dangerous foul on a player in the act of passing or positioning for a near-certain goal.
- 10.29.4 - Inside the six (6) metre area, a goal penalty shot will be awarded for a deliberate or dangerous foul on a player who is attempting to take a free shot.
- 10.29.5 - Outside the six (6) metre area, a goal-penalty-shot will be awarded for any deliberate or dangerous foul on a player in the act of shooting for a near-certain goal while the goal is not defended.
- 10.29.6 - Outside the six (6) metre area, a goal-penalty-shot will be awarded for any deliberate or dangerous foul on a player in the act of passing or positioning for a near-certain goal while the goal is not defended.

10.30 - FREE SHOT

- 10.30.1 - **Signal 15 applies.**
- 10.30.2 - A free shot can be a direct shot at goal.
- 10.30.3 - A free shot will be awarded for any foul on a player unless a goal penalty shot is awarded.

10.31 - FREE THROW

- 10.31.1 - **Signal 14 applies.**
- 10.31.2 - A free throw cannot be a direct shot at goal.
- 10.31.3 - A free throw will be awarded for any ball out of play, or when a goal penalty shot or free shot has not been awarded.
- 10.31.4 - A free throw cannot be a direct shot at goal. Infringement incurs a sanction and the opposition is awarded a free throw. **Signals 11 and 14 apply.** Side line throws, goal line throws, corner throws and centre restarts are considered to be free throws and cannot be direct at goal.

10.32 - RED CARD

- 10.32.1 - A player, team coach or team official is sent off for the rest of the game and cannot be replaced. **Signal 17 with red card applies.**
- 10.32.2 - A red card will be awarded to a player receiving a second yellow card for any reason or where a yellow card is disputed.
- 10.32.3 - A red card will be awarded to a team coach or team official who leaves the coaches area after a green card warning has been given to any official from that team for leaving the coaches area, or when a green card is disputed or has not had the desired effect of causing the person to control their behaviour or attitude. A team coach or team official receiving a red card must immediately leave the competition area and cannot be replaced. The game will not continue until they have left the competition area and they may take no further part in the game and cannot communicate with the players and coaches remaining. If the individual refuses to leave the competition area the Referees will abandon the game and refer the matter to the Competition Committee.
- 10.32.4 - A red card should be awarded if a personal attack on a player occurs.
- 10.32.5 - A red card should be awarded for a deliberate or dangerous foul, that in the Referee's opinion is of major influence to the game, harm or injure another player.
- 10.32.6 - A player receiving a red card during a competition will automatically receive a one (1) game suspension, and be unable to take part in the next game in that competition.
- 10.32.7 - A team coach or team official receiving a red card during a competition will automatically receive a one (1) game suspension, and be unable to take part in the next game in that competition. He/she has to stay outside of the competition area and the spectator's area during this game and cannot communicate with the players and coaches remaining during these games.
- 10.32.8 - A player, team coach or team official receiving a red card during a competition can be referred to the Competition Committee for further disciplinary action by either Referee if they feel further action or sanctions are necessary.

10.33 - YELLOW CARD - POWER PLAY

- 10.33.1 - **Signal 17 with Yellow card applies.**
- 10.33.2 - A player receiving a yellow card is excluded from the field of play and cannot be replaced for a maximum period of two (2) minutes.
- 10.33.3 - A yellow card will be awarded to a player who commits a deliberate or dangerous foul, if that player has already received a green card in that game (unless a red card is awarded).
- 10.33.4 - A yellow card will be awarded for a foul that the Referee considers both deliberate and dangerous unless a red card is awarded.
- 10.33.5 - A yellow card will be awarded for a deliberate or dangerous foul that is repeated while the Referees are playing advantage unless a red card is awarded.
- 10.33.6 - A yellow card will be awarded for repeated and continuous disputing of Referee's decisions.
- 10.33.7 - A yellow card will be awarded for foul or abusive language directed at an opponent or official.
- 10.33.8 - If a goal is scored by the opposition during a "power play", the yellow card is cancelled and the excluded player or a team-mate can return to the field of play and general play will resume with a centre restart.
- 10.33.9 - Timing of the power play is suspended for periods of time out or between periods of play.
- 10.33.10 - Players sent off must obey the rules of entry to the playing area for re-entry at the completion of the send-off period.
- 10.33.11 - If two (2) players from the same team have received a yellow card at the time when the opposition scores, only the first (oldest) yellow card will be cancelled. The remaining power play must be served in full unless the opposition score again.
- 10.33.12 - Any player receiving a total of three (3) yellow cards in one (1) competition will automatically be suspended for the next game in that competition.

10.34 - YELLOW CARD – GOAL PENALTY SHOT

- 10.34.1 - A yellow card will be awarded to the offending player who commits a foul for which the Referee awards a goal penalty shot.
- 10.34.2 - The “power play” yellow card is not applicable when a goal penalty shot is awarded - for a goal penalty yellow card, the player sent off will remain off for the full two (2) minutes.

10.35 - GREEN CARD

- 10.35.1 - A green card is designed to warn a player, team coach or team official to control their play or behaviour or risk a yellow card, or red card send off if the infringement(s) continue. **Signal 17 with green card applies.**
- 10.35.2 - A green card warning will be awarded for any deliberate or dangerous foul except where a yellow or red card is awarded.
- 10.35.3 - A green card will be awarded to a player, team coach or team official for unnecessary verbal communication directed at a Referee, official or opponent, or any other unsporting behaviour except where a yellow or red card is awarded.
- 10.35.4 - A green card will be awarded to a team coach or team official if they leave the coaches area during play. The green card warning will apply to all coaches and officials from that team for the duration of that game. The green card warning will be issued either immediately or at the next break in play at the discretion of the Referee.
- 10.35.5 - Each player can only receive one (1) Green Card per game. When a player has received a green card, any further deliberate or dangerous foul of any kind, or deliberate unsporting behaviour by that player will result in a yellow card unless a red card is awarded.
- 10.35.6 - In the last minute of the game no green cards will be awarded. Any deliberate or dangerous foul will automatically receive a minimum of a yellow card unless a red card is awarded.
- 10.35.7 - A green card will be awarded for any contact with the kayak of an opponent who is trying to take a corner, side-line or goal throw.
- 10.35.8 - Collectively a team / official can receive up to four (4) green cards, the fourth (4) green card will be awarded as a yellow to the individual that caused the infringement.
- 10.35.9 - If the fourth (4) green card is awarded to a coach or a team official the captain of this team will receive the yellow card sanction.
- 10.35.10 - The collective green card count for the team will not be reset - the team remain at risk of immediate further yellow cards if their fouls continue.

IV - Restart after a sanction

10.36 - TAKING THROWS

- 10.36.1 - The player taking any goal line throw, corner throw, sideline throw, free throw or free shot must be in the correct position and stationary before taking the throw. The player must clearly hold the ball stationary for a moment above shoulder level to indicate they are taking the throw. The players initial throw must travel one (1) metre measured horizontally from point of release by the player or change possession to another player of the same team. Infringement incurs a sanction with the opposing team being awarded possession of the ball. **Signals 11 and 14 apply.**
- 10.36.2 - When taking any free throw, or free shot, the player taking the free throw or free shot must be allowed to take up their position to take the throw. No opponent may prevent the player taking up their position or contact the player or their equipment, or deliberately prevent or restrict the movement of the player taking the throw until the ball is back in play. Infringement occurs a sanction **Signals 1 and 15 or 16 apply.**
- 10.36.3 - The ball is not in play until it has travelled one (1) metre measured horizontally from point of release by the player or changed possession to another player of the same team. The opposition must not attempt to prevent the ball from travelling one (1) metre measured horizontally or changing possession. Infringement incurs a sanction. **Signals 1 and 15 or 16 apply.** The only exception will be for Free Shots awarded within two (2) metres of the goal: Defenders (including the goal keeper) will be allowed

to block the free shot after release, but before it has travelled 1 metre from the point of release, with a stationary paddle or stationary hand(s). All defender's paddles and hands must be kept out of arms reach and any movement towards the player taking the free shot by either a paddle or hand(s), or blocking the ball before it has been released will be deemed a deliberate action and result in a goal penalty shot being awarded.

10.36.4 - The player must throw the ball within five (5) seconds of being in possession and in a position to take the throw. The five (5) seconds for the restart applies from when any member of the team is in a position to pick up the ball and take the throw. Any dropping or fumbling of the ball will not be considered, provided the initial throw is taken within the five (5) seconds. Infringement incurs a sanction with the opposing team awarded possession of the ball. **Signals 11 and 14 applies.**

10.36.5 - Following an infringement that led to the awarding of a free shot or free throw, the Referee will indicate where the free shot or free throw will be taken. The free shot or free throw will be taken: either where the infringement occurred, or where the ball was at the time of the infringement, or where the ball landed if it was in flight at the time of the infringement, whichever most advantages the team receiving the sanction.

10.37 - TAKING A GOAL PENALTY-SHOT

10.37.1 - Definition

10.37.1.a - **Signal 16 and yellow (or red if appropriate) card apply.**

10.37.1.b - A Goal Penalty Shot (GPS) is a shot at goal between one (1) attacking player and one (1) goal keeper.

10.37.1.c - No other player can take any part in the play until the shot at goal is attempted.

10.37.2 - General play will resume after the shot at goal has been attempted.

10.37.3 - The player taking the goal penalty-shot will be stationary with their body on the four (4) metre line. The goal keeper of the defending team will be in position under the goal frame with their body within one (1) metre of the centre of the goal. The goal keeper must remain stationary in this position until after the shot is taken. Infringement will result in the penalty being retaken.

10.37.4 - All other players and their equipment must be positioned outside the six (6) metre area. Infringement will result in the Goal Penalty Shot being retaken and a minimum of a green card to the offending player(s).

10.37.5 - The shot will be taken when Referee blows the whistle. The five (5) second rule applies. When the Referee blows the whistle the player taking the goal penalty must shoot from a stationary position. No presentation of the ball is required.

10.37.6 - General Play will resume for all players on the field once the ball has left the hand of the player taking the penalty.

10.37.7 - The player taking the shot can play the ball again if the shot is blocked by the keeper or rebounds off the goal frame back into the field of play.

10.37.8 - The person committing the foul that caused the penalty must be given a yellow (or red if appropriate) card.

10.37.9 - The person fouled is the person who takes the penalty unless they are so injured they need to be substituted in which case the substitute is the person who must take penalty.

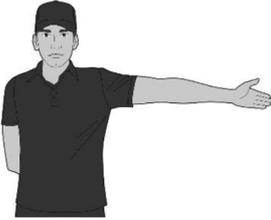
10.37.10 - If there was no player in goal at the time of the foul then a goal penalty shot with no goal keeper must be awarded.

CHAPTER 15 - REFEREE HAND SIGNALS

15.1 - DEFINITION

	<p>1. START / INFRINGEMENT</p> <p>Arm forward and bent upwards with palm open and facing sideways head level.</p>
	<p>2. COMPLETION OF HALF / FULL TIME</p> <p>Arms crossed in front of chest. Palms out.</p>
	<p>3. GOAL</p> <p>Arms extended, palms together. Point to centre of field.</p>
	<p>4. DISALLOWED GOAL</p> <p>Repeated crossing of arms at thigh level.</p> <p>Palms open.</p>
	<p>5. SIDELINE THROW / CORNER</p> <p>Point at sideline.</p> <p>Other arm showing direction of play.</p>
	<p>6. GOAL LINE THROW</p> <p>Point open hand, arm extended along goal line. Other arm showing direction of play.</p>

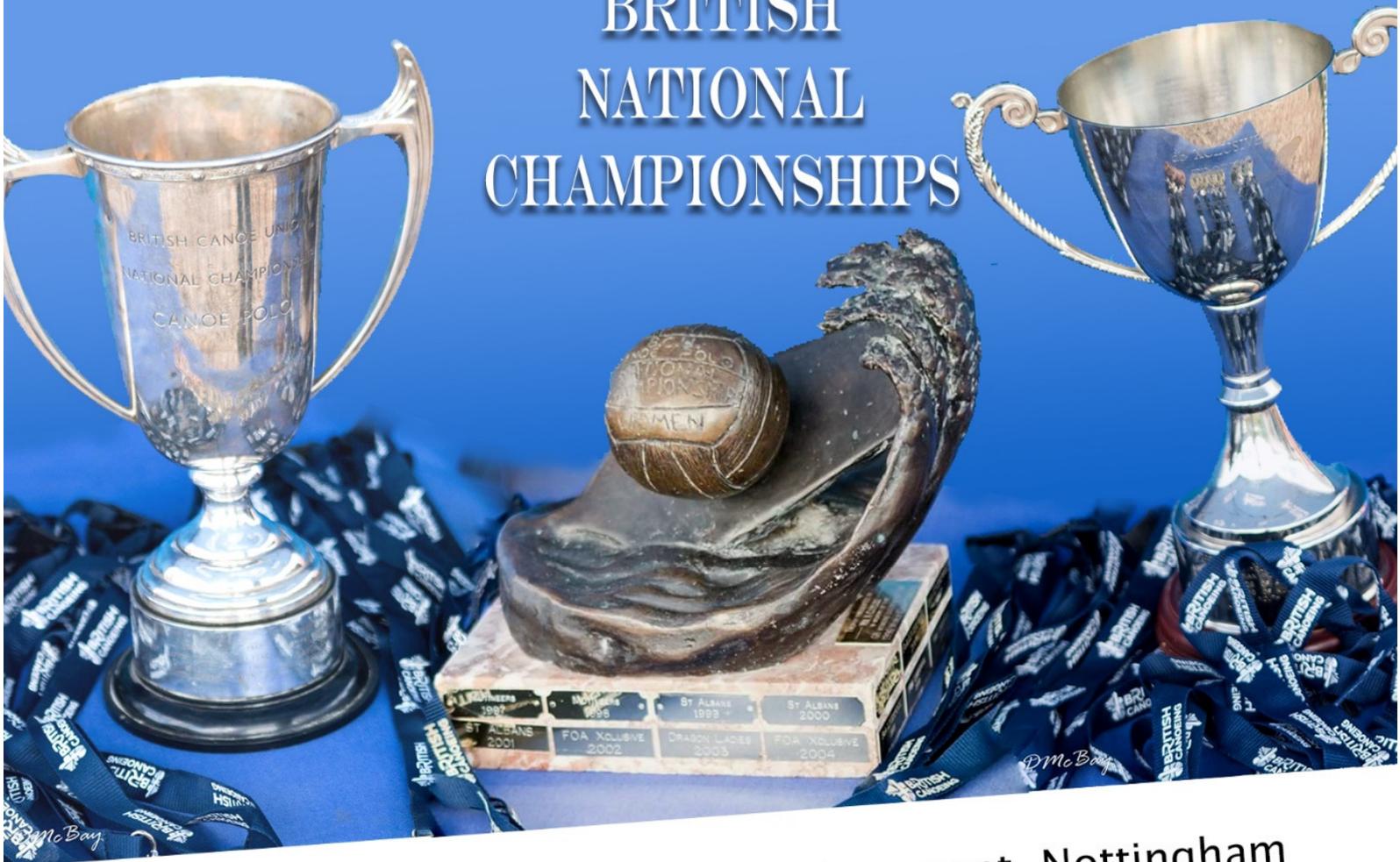
	<p>7. TIME OUT</p> <p>Form "T" with hands above head.</p>
	<p>8. REFEREE'S BALL</p> <p>Arms extended forward at shoulder level, fists clenched, thumbs up.</p>
	<p>9. OBSTRUCTION</p> <p>Hold one arm up in the air fist clenched for the period of two (2) seconds, and then point at the position where the free shot has to be taken.</p> <p>Other arm showing direction of play.</p>
	<p>10. ILLEGAL KAYAK TACKLE</p> <p>Hold clenched fist against hip for the period of two (2) seconds, and then point at the position where the free shot has to be taken.</p> <p>Other arm showing direction of play.</p>
	<p>11. 5 SECONDS / POSSESSION</p> <p>Hold hand up at side at head level, palm forward. Spread all fingers for the period of two (2) seconds, and then point at the position where the free shot has to be taken.</p> <p>Other arm showing direction of play.</p>
	<p>12. ILLEGAL USE OF PADDLE</p> <p>The side of the other hand repeatedly chops the upper arm showing in direction of play for the period of two (2) seconds, and then point at the position where the free shot has to be taken.</p>

	<p>13. PLAY ON / ADVANTAGE</p> <p>One arm elbow bent, rotating in a circular motion across the body at hip level continuously to a maximum of five (5) seconds. Other arm showing direction of play.</p>
	<p>14. FREE THROW</p> <p>Arm extended, palm open, pointing in direction of play parallel to side of field. Other arm showing offence signal (1, 5, 6, 11 or 13).</p>
	<p>15. FREE SHOT</p> <p>Arm extended, index finger pointing at goal in direction of attack. Other arm showing offence signal (9, 10, 11 or 12).</p>
	<p>16. GOAL PENALTY SHOT</p> <p>Both arms extended index fingers together and pointing at goal.</p>
	<p>SHOWING CARDS</p> <p>Green card – warning</p> <p>Yellow card - two (2) minutes maximum send off</p> <p>Red card – send off for the rest of game</p> <p>Hold card above head.</p> <p>Other arm pointing to player.</p> <p>If necessary, indicate number of player with fingers.</p> <p>Use clenched fist to indicate ten where a number 10 or larger is required.</p>

	<p>18. UNSPORTING BEHAVIOUR</p> <p>One index finger on one hand waved from side to side repeatedly</p>
	<p>19. Illegal Holding / Illegal Hand Tackle</p>



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CHAPTER 16 - EQUIPMENT AND SCRUTINEERING

UK - UK: Boat Designs and approved designs

The ICF has implemented a manufacturers scheme, kayaks produced by registered manufacturers will carry a registered sticker with a unique number for the boat. Any boat with an ICF sticker will not be required to be checked by the BCU panel before use in the UK. The full list of registered manufacturers can be found here: <https://www.canoeicf.com/canoe-polo-manufacturer-scheme>

For non-registered manufacturers it is important to note that only boats of an approved design may be used in British Canoeing events. Due to the difficulty for tournament organisers in checking every boat, the British Canoeing Polo Committee has a Boat Checking Panel, that globally checks designs. There are now several levels of check to allow for flexibility in the process. Please see the website www.canoepolo.org.uk for details. All those intending to compete in British Canoeing competitions should reassure themselves that the kayak they intend to use is on a list of those approved for use.

Individual members who wish to use boats other than, or modified from, an approved design, must get their boat checked prior to using it in any competition.

More information can be found in the ICF Canoe Polo Rules, and from the BC Canoe Polo Committee.

16.2 - KAYAK SAFETY REQUIREMENTS

16.2.1 - All profiles and curves must stay within these rules and will be scrutineered with official ICF Canoe Polo gauges.

16.2.2 - For all composite and plastic kayaks, all metal bolts, screws or other fixing devices should have low profile parts on the surface, be smooth to the touch and be recessed wherever possible.

16.2.3 - Carry handles of any type are not permitted.

16.2.4 - Concave sections are allowable throughout the kayak so long as they do not present themselves as a dangerous feature and comply with the minimum radius.

16.2.5 - The kayak must have soft, shock absorbing material (padding) firmly affixed to the front and rear impact zones sufficient to prevent injury to players and to reduce damage to equipment. This padding must comply with the detailed specifications described in the article 16.6.

16.2.6 - The kayak must have sufficient buoyancy to keep it afloat, so that some part breaks the surface of the water, even when it is completely full of water.

16.2.7 - The weight, including padding, may not be less than 7kg.

16.3 - KAYAK DIMENSIONS, MEASUREMENTS AND GAUGES

16.3.1 - All measurements will be carried out on a completed kayak with padding in place.

16.3.2 - Length

16.3.2.a - A kayak with integrated padding attached Maximum 3000mm.

16.3.2.b - A kayak with non-integrated padding attached Maximum 3100mm. (A kayak with non-integrated padding measured with no padding attached Maximum 3000mm).

16.3.3 - **Width** Maximum 650mm

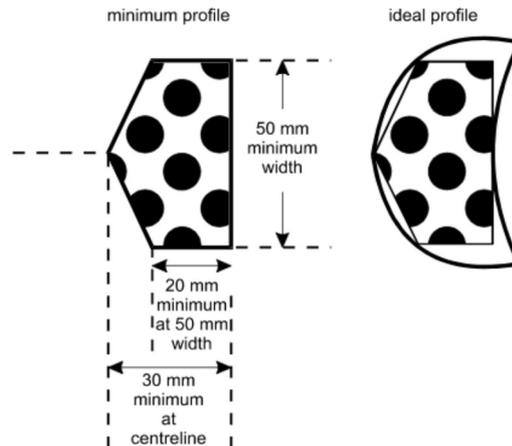
16.6 - PADDING

16.6.1 - Padding Material

16.6.1.a - The padding must be made from a soft, shock absorbing homogeneous material (e.g.: foam, soft rubber). If it relies on a composite construction for its minimum thickness and shock absorbing property, then the essential shock absorbing property of the padding must not be lost under compression. The characteristics should be measured at the temperatures that will prevail during the competition.

- 16.6.1.b - The padding must be a minimum of 30mm thick (when uncompressed) – more is recommended to allow for shrinkage and compression over time.
- 16.6.1.c - The 30mm thickness must be reached on the horizontal centreline of the padding in profile. It may be reduced to not less than 20mm thickness at a width of 25mm either side of the edge in profile.
- 16.6.1.d - The padding must be compressible (by a Scrutineer's or player's thumb) by at least 10mm. The padding must not be compressible to less than 10mm thickness. The thickness and compression are measured horizontal and vertical to the surface of the padding in plan.
- 16.6.1.e - The padding must be firmly attached to cover the edges of the front and rear impact zones at the horizontal centreline.
- 16.6.1.f - The padding must extend at least 100mm from each end of the kayak measured in plan.
- 16.6.2 - Attachment
- 16.6.2.a - The padding must be attached firmly to the end of the kayak to ensure there is no possibility of the padding either falling off or moving out of position during the course of a competition.
- 16.6.2.b - The padding must be attached in a way that the edges and ends are not liable to catch on players or equipment.
- 16.6.2.c - If rivets or bolts (or similar) are used to attach the padding, they must be recessed at least 20mm into the padding from the outer most part.
- 16.6.3 - Integrated Padding
- 16.6.3.a - For a kayak with integrated padding, the padding must comply with the following minimum specifications:
- i. For the Front impact zone, the padding must be a minimum 60mm high in profile and extend at least 100mm from the ends measured in plan.
 - ii. The Front Impact zone padding must be a minimum radius of at least 10mm over the whole surface of the padding.
 - iii. For the Rear impact zone, the padding must be a minimum 50mm high in profile and extend at least 100mm from the ends measured in plan.
 - iv. The rear impact zone padding must be a minimum radius of at least 5mm over the whole surface of the padding.
- 16.6.3.b - The shape of the kayak beneath the integrated padding is not important while the padding is in place as long as the whole kayak meets the specifications outlined in the articles 16.1 to 16.3.
- 16.6.3.c - In general, the padding profile must follow the profile of the kayak ends and the integrated padding must be appropriate for that design of kayak.
- 16.6.3.d - For a kayak with integrated padding there should be no (minimal<5mm) gap between the start/edge of the padding and where it joins the kayaks. Any part of the kayak that meets the padding must have a minimum of 5mm radii.
- 16.6.4 - Non-Integrated Padding
- 16.6.4.a - Kayaks with non-integrated padding must comply with the kayak specifications in in the articles 16.1 to 16.3 if the padding is removed.
- 16.6.4.b - The padding must comply with the padding specifications described above in the articles 16.6.1 and 16.6.2.
- 16.6.4.c - For kayaks with non-integrated padding - the padding must be positioned on the edge (see definition of edge in kayak specifications) to cover at least 15mm above and below the edge.

16.6.4.d - The non-integrated padding must comply with the minimum dimensions below:



16.7 - PADDLE

16.7.1 - The paddle must be double bladed with no sharp projections, edges, holes or other dangerous features. The blades shape, thickness and radii must stay within these rules. The paddle will be scrutineered with a gauge.

16.7.2 - The blades are to be no more than 600mm x 250mm in plan measured from where the shaft meets the blade. The edges must have a minimum radius of 30mm in plan and a minimum thickness of 5mm. Metal tipped blades are not allowed.

16.7.3 - The exception to this is those blades where the metal edge is an integral part of the construction as opposed to a rim or trim added to the outside by any means. However, if at any point the internal metal component is exposed then it will be considered un-fit for use in Canoe Polo.

UK: Bolts on external rims are not permitted.

16.9 - HELMET AND FACEMASK

16.9.1 - The helmet must be suitable for canoeing and have a Facemask attached.

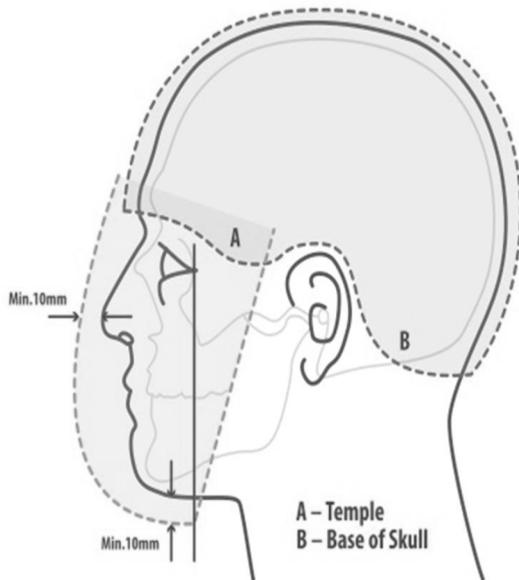
UK: All helmets for use in a BC event must have EN certification – no exceptions

16.9.2 - In the interest of player welfare it is recommended that all helmets be suitably accredited with an International Standard for canoeing.

16.9.3 - The Helmet must protect the players head from the temples to the base of the skull to ensure that no contact is possible between the skull and a blade of a horizontally held paddle (Note there is no requirement to cover the ears).

16.9.4 - The Helmet must be correctly fitted to the individual to ensure maximum protection against any blow which may be reasonably anticipated in the course of a game.

16.9.5 - The helmet and facemask must protect the entire face beginning at the lower level of the chin, and jawline and covering the surface between the two (2) temples to ensure that no contact is possible between the face and a blade of a horizontally held paddle.



16.9.6 - There must be a minimum distance of 10mm between the facemask and the nose of the wearer.

16.9.7 - The facemask must be of a strong material such as steel or other equally strong material.

16.9.8 - The facemask must be securely fixed to the helmet, without any sharp edges or dangerous fixings.

16.9.9 - The facemask must have no horizontal or vertical opening any larger than 70mm.

UK: Generally, if a paddle (any legal one) can touch the players face through any holes in the faceguard or through where it is attached to the helmet, when in normal playing

position, then that faceguard will not be suitable and will not be permitted for use.

16.10 - BODY PROTECTION

16.10.1 - The body protection in the form of a Personal Floatation Device (PDF) that meets suitable accreditation standards for Canoeing.

16.10.2 - The body protection must be at least 20mm thick.

16.10.4 - The body protection must protect against any impact from other players equipment, which may be reasonably anticipated in the course of a game.

16.10.5 - The body protection must begin no more than 100mm above the cockpit rim measured at the player's side, with the player sitting normally in their kayak.

16.10.6 - The gap between the top of the protection at the side and the top of the armpit measured with the arm horizontal must be less than 100mm. (These measurements may be checked at any stage during the game by either Referee)



CHAPTER 17 - SHOT CLOCK

The shot clock rules will be used in any World Games, World Championships and are recommended for use in Continental Championships.

The shot clock rules may also be used for any other competition provided all teams are clearly notified it will be used.

17.1 - DEFINITION

17.1.1 - A team must attempt a shot at goal within 60 seconds of gaining possession or control of the ball.

17.1.2 - Failure to do so will result in possession of the ball and a free shot being awarded to the other team.

17.1.3 - The free shot is to be taken where the ball is at the time of the shot clock expiring.

17.1.4 - If the ball is out of play at the time the shot clock expires - the free shot will be taken from the closest point to where the ball went out of play. Signals 11 and 15 applies.

17.2 - OPERATION

17.2.1 - The shot clock will be operated by the time keeper.

17.2.2 - The shot clock will be directly linked to the main game clock and will stop whenever the main game clock stops either after a goal or when either Referee calls time out, or when the ball is out of play.

17.2.3 - The shot clock will restart when the Referee restarts play with a whistle or when the player taking the throw holds the ball up to take the throw.

17.2.4 - The shot clock must be able to be stopped independently of the main game clock.

17.2.5 - In the last minute of each half the shot clock must show the same as the main game clock with time remaining in the half.

17.3 - VISIBILITY AND SOUND SYSTEM

17.3.1 - Two (2) shot clocks will be clearly visible to all players and spectators.

17.3.2 - They must be positioned on the field either directly above, directly below, or to the side of each goal, or in the corners of the field, on the same side as the controlling Referee.

17.3.3 - The shot clock will have an audible signal device of a distinctive tone that can be clearly heard by all players and officials involved in a game.

17.3.4 - The tone of the shot clock signal must be different to the main time-keepers signal.

17.3.5 - The shot clock signal will sound at the completion of 60 seconds indicating that the shot clock time has expired.

17.3.6 - The Referees will confirm the change of possession with a single blast of the whistle and award a free shot to the opposition.

17.4 - SHOT CLOCK EXPIRY

17.4.1 - For a goal to be scored, the shot at goal must have been taken prior to the start of the shot clock expiry signal.

17.4.2 - If the ball is in flight at the time of the signal it will be allowed to travel to completion.

17.4.3 - The ball must have left the players hand prior to the signal sounding.

17.5 - SHOT CLOCK RESET

17.5.1 - The shot clock will be reset whenever there is a shot at goal or a change in team possession.

17.5.2 - If a team attempts a shot at goal and the ball rebounds out of bounds or back into play, the shot clock will be reset even if the same team that took the shot at goal regains possession of the ball.

17.5.3 - If a team that is not attempting a shot at goal loses control of the ball out of bounds and regain possession as a result of a sideline throw or corner throw, the shot clock will not be reset.

- 17.5.4 - If two (2) players of opposing teams momentarily share possession or control of the ball, the shot clock will only be reset if there is a clear change of possession of the ball to the other team.
- 17.5.5 - If a team momentarily (very short period of time) loses control or possession of the ball and that team regains control or possession the shot clock will not be reset.
- 17.5.6 - The shot clock will be reset if a team receives a free shot or if the Referee plays advantage as a result of a foul by the opposing team.



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