

# World Series SUP-Polo Rules



## SUPolo rules in brief

### Two teams of 8 (maximum)

A maximum of 4 players on each team in play at any one time. Each team can have substitute players which can be swapped at a time during play. 4 substitute players must be registered as part of the team prior to the match. Each team is limited to a maximum of 4 substitute players

### Only 4 Team boards in the pool

Each team can only use 4 nominated i-SUP boards for any given game. Boards cannot be swapped once a game has started unless the player on the board is also being substituted.

### Only 4 Team boards in play

Swapped players must either use the same board that the original player started the game on or if also changing boards, the original board must come out of the water before the new board is put into the water.

### Swapping Players

Players can be swapped with "pre-registered reserve players" by the Team Coach at any time during the game and as many times as the team coach decides. The substituted player must leave the pitch before the reserve player can enter the pitch. Only "pre-registered reserve players" can enter the game. Play will not stop while players are being swapped, so speed is of the essence.

### SUPolo area

Approximately 25m x 20m

- Pools: There must be a 2m wide roped off margin around the pool side to avoid player contact with pool edge

### Ball

18.5cm Diameter minimum weight 300g - water polo size 3

### Two goals

Inflatable goals only  
Maximum size 2.5m x 1.5m - Minimum size 2.0m x 1.0m

### SUPolo Paddles

SUPolo "Wholypaddles" or similar are advised

### SUPolo Boards

Any iSUP board, the more manoeuvrable the better

### Time

- 5 minutes each way - (10 minutes total) .
- The clock will stop after a goal has been scored and will restart on the Ref's restart whistle.
- There will be no extra time.
- At full time a bell will sound and the game will stop when the ball goes out of play.

**Pay particular attention to rules 8 - 14 below**

## Rules in detail:

1. There will be 1 referee with whistle
2. The referee's decision will be final
3. Ball to be played with paddle or head only
4. No leashes to be worn
5. Ball to be played only when standing on your SUP board or all body in the air
6. No Paddle contact with opponent or opponent's boards
7. No Person-to-Person contact

### 8. Ball possession

- a) Opponents can only challenge the "player with possession" within the rules, i.e.
  1. Board to board contact but not ramming
  2. Paddle blade to paddle blade contact
  3. Challenging players cannot make direct contact with paddle shaft of the "player with possession" until the "player with possession" releases the ball.
9. Board to board and paddle to paddle contact is allowed only when directly playing the ball or challenging for possession of the ball.
10. Player must be "on their feet" on their own board or in the air to play the ball
11. A goal is scored only if the ball crosses the goal line.
12. Teams are permitted a Goalkeeper
13. Players / Goalkeepers must not deliberately position themselves or any part of their board within their goal line.
14. It will not be deemed "Hand Ball" if a goalkeeper saves a goal with their paddle and the ball contacts their hand so long as the hand is gripping the paddle at the time of contact.
15. A penalty will be awarded against a player if they deliberately put the ball out of play and or deliberately fall on an opponent's board to gain advantage
16. It will be deemed as a foul if a player in the water blocks or interferes with an opponent
17. Paddles must not be raised above shoulder height unless playing the ball
18. No traveling the ball on the board
19. No handling of the ball
20. Teams to change ends at half time

### 21. To Start The game:

- Each player must have the tail of their board touching their own goal / base line to start the game or as directed by the referee
  - The ball will be thrown to the centre of the pool by the ref to start the game or play on
22. After a goal is scored, the ref will ask the teams to go back to their respective ends of the pitch and the ref can restart the game when there is a clear space of approximately 5 meters between the opposing teams or at the Ref's discretion.
  23. If the ball goes out of play a replacement ball will be thrown back into the centre of the pool without delay by the Ref or a line ref to re-start the play
  24. If a player infringes one of the game rules, the Ref may direct that player into the Sin-Bin for a maximum of a 60 second period.
  25. Players may not use their hands to save a goal. If a player uses their hand to save a goal, the ref can award a **PENALTY GOAL** or an **OPEN GOAL** penalty shot.

## 26. Taking a Penalty: -

- The team taking the penalty shot must appoint a single penalty shooter.
- The penalty shot must be taken from within the penalty takers half.
- The target goal will have a goalkeeper who must stay within 1 metre of their goal until the penalty is taken.
- All players must be behind the penalty taker.
- The penalty shot must be taken the moment the referee sounds their whistle and the game will re-start immediately from the moment the penalty shot is taken whether a goal is scored or not.