

RULES AND REGULATIONS  
BY THE BONDS-KANOPOLO-COMMISSIE  
hereafter called BKPC



The Netherlands december 1984

## REGULATIONS

### Article 1 Playing Area

The playing area is oblong, max. 20 metres wide and 30 metres long, min. 12 metres wide and 25 metres long. The water must be at least 0.9 metres deep. On both sides of the long side lines should be clearly marked ; a middle line and from off the goal line a 4 metre line

### Article 2 Goal

A water polo goal should be used, 3 metres wide, 0.9 metres high and a minimal depth of 0.3 metres. The goal should be situated in the middle of both back/goal lines.

### Article 3 Boat

Canoe polo boats should be used with rounded back and front. The curves of the front and back of the boats when looked at from above should be at least 8 cm and when looked at from the side min 4 cm. The length of the boat must be between 2.50 and 3.00 metres and a maximum of 60 cm wide. The width is to be measured at the widest place, the buffers may not be included.

The length is to be measured between the utmost back and utmost front. The maximum height is 40 cm.. The boats must be **unsinkable**

It is compulsory to equip the back and front of the boat with a min. 3 cm thick, 20 cm. long "elastic" buffer, to protect one's own and others material.

### Article 4 Paddle

A paddle must be double bladed and max. 2.16 metres long. It is not allowed to use paddles made of metal or paddles with sharp edges.

The blade must be min. 5 mm. thick and should be round -edged.

The blade width is max. 25 cm.

The corners should be rounded at a radius of min. 30 mm.

### Article 5 Ball

A ball of size 4 weighing 270 grs, should be used.

### Article 6 Players Tenue

The players should wear a canoe-helmet and a suitable spray deck. The canoe-helmets are required to be fitted with face and ear protection.

The players are not allowed to wear dangerous ornaments.

Article 7 Team

1. The number of players is max.5 and min.3 per team in the playing area.  
Max. 4 reserve players per team per match are allowed.
2. All players should be paid up members of the Dutch canoe federation (N.K.B.) . All players must have fullfil their obligations to the BKPC.
3. A canoe club is allowed to have more than one team . A team does not necessary have to consist of players of one canoe club.
4. A player may only represent one team in a tournament or league. A player may only change of team if he presents a written request to the BKPC stating clearly his reasons and providing the BKPC accepts the request.
5. Every team should have a captain who is one of the players of the team. The captain should wear a clearly **visible** armlet. The captain should represent his team under all circumstances.
6. During the league season the BKPC should be in possession of teamlists which consist of pass-photographs, names, signatures and players - numbers of all participating players of the competing teams! .

Articel 8 to Distinguish Teams

The teams should be clearly distinguishable for the referee. A team should be recognisable by their equal colours of boats, canoe-helmet and shirts. The referee decides in which colours the team has to play. Every team should possess 2 shirts of different colours.

All players should wear a clearly **visible** number on the breast or on the back. The number must be at least 10 cm high.

A number on the boat is not allowed.

A team is only allowed to play in national-orange shirt after written permission of the BKPC.

Article 9 Referees

There are two referees who:

1. are responsible for the game being played according to the canoe polo rules and regulations of the BKPC.

Article 7 sub4

If a team has played not more than half plus one matches , then is change of team allowed to max two players.

- Article 9
2. decide which team begins on which side by means of tossing a coin.
  3. are the only persons allowed to give a signal by means of a whistle.
  4. take the final decision which is binding on everybody.
  5. after the match, within 48 hours, give written notice to the BKPC about possible given red and yellow cards in the game.
  6. before the start of the game will designate which team will play under the figurative colour of black and white. During the game when there is a foul committed the advantage will be shown by raising of a white or black flag.

At tournaments it is sufficient to use one referee.

Article 10 Tournaments

The canoe clubs are obliged to announce the date of an international tournament before the first of January to the BKPC.

All other tournaments must also be announced to the BKPC.

At the same time it has to be announced if participation at the tournament is by invitation or by entry.

Article 11 Registration fee

All canoe club which enter a tournament or league are obliged to pay the registration fee.

Article 12 Judging-committee

At every match there are at least 2 members of the judging-committee who:

1. function as contest secretaryship
2. check the players' data before the match.
3. function as timekeepers.
4. keep up the score.

## RULES

- Article 1 Start of the game  
To start the game the referee throws the ball in the middle of the pool. The players lie with the rear end of their boats against the back line of their own half of the playing area. The game begins with a whistle-signal from the referee whereupon one player from each team sprints for the ball.
- Article 2 Game duration  
The duration of the game is layed down by the BKPC before the start of the competition for the different classes. At half time the teams change sides.
- Article 3 Manner of playing  
The ball may be played with the hand, paddle, head etc. However, to score a goal the ball must be played with the paddle and not with any part of the body or any part of the boats from the scoring team. The scoring player may not be the last player to have played the ball with the hand.  
If the ball played by the defending team goes via their body or equipment in their own goal than its a goal.  
If the ball, played by the attacking team, by hand, and passes the goalline via the body or equipment from the defending team then it is not a goal.
- Article 4 Goal  
When the whole of the ball passæs the plane formed by the goal line, the posts and the cross bar a goal is scored. The resumption after a goal has been scored is the same as for the start of the game (article 1)
- Article 5 Defence of goal  
All players may defend the goal.  
All players may take part in the attack.
- Article 6 Winner  
The winner is the team that scores the most goals. In case of a draw then both teams share the points. At the end of competition the team that has gained most points is the winner. In case of a draw the team that has gained most goals is the winner. If this is also a draw, then there has to be played a decisive match, if necessary with an extra time of 2 X 5 minutes. If there is still a draw then there are 3 penalties for both teams, to be taken by different players. If there is still a draw then alternately penalties must be taken until there is a decision.  
At a tournament the tournament regulation should be applied to.

Article 7 Substitutes

A player may only be substituted when the play is "dead". A substitute may only enter the water after the other player from the same team has completely left the playing-area with his boat and paddle. The substitute may only take part of the game from the middle line.

Article 8 Leaving the boat

If a player leaves his boat then he has to leave the play pool as soon as possible. This all without hindering the game or the other players.

A player who has left the playing pool is allowed to the match if the play is "dead" or after permission of the refferee.

This only via the middle line.

Article 9 Ball out of play

The ball is out of play when it has completely left the playing area.

1. The ball crosses the side-line

a throw-in will follow. A player from the opposing team to the player who last touched the ball albeit with ; paddle, hand, body or other equipment will take the throw-in. The throw\_in has to be taken with both hands and from the neck while the back of the boat is at the point where the ball crossed the line. The opponents' boats should be at least 4.5 metres from the point where the back of the throw-in players boat is.

2. The ball crosses the back-line

When the ball is last touched by a player or or a players equipment from the defending team then apply the same as in art.9/1. with the back of the boat of the thrower in the corner of the area where the ball went out of play.

A so called corner.

when the ball is touched by a player from the attacking team, the throw-out is awarded to the defending team as in art. 9/1.

3. If, as a result of spin effect or a gust of wind, the ball curves back into play then the ball is considered as being out of play.

article 10 Permitted

Permitted is

1. A player in possession of the ball i.e. he attempts to play the ball, he can play the ball or he is actually playing the ball may be capsized by means of pushing. This only by using the flat part of the hand against the upper body.

2. To move the ball or shield the ball by means of manoevering the boat or paddle or both.

article 11 Forbidden

It is forbidden to:

1. Ram aboat square on.
2. To hinder a capsized player.
3. To have contact with the ball for longer than 3 seconds.
4. To attack an opponent with more than one player.
5. Hinder an opponent or to touch his boat or to ram his boat.
6. To throw(after) a paddle.
7. To pull, catch hold of or otherwise of the boat, paddle or player.
8. To capsize a player in a dangerous situation e.g. near the edge of the basin, other boats or near the posts.
9. Throw a throw-in, a free throw or a corner with one hand.
10. To hit the ball with the side of the blade of the paddle
11. To make remarks towards the referee.
12. To chop or obstruct with the paddle.
13. After a throw-in, free-throw, corner or panalty is taken that the same player touches or plays the ball before another player has touched the ball.

## Article 12. Penalty

penalty when:

1. The ball is stuck between boats or between boats and side of playing area or goal. A throw-in will be awarded to the least guilty party. When both sides are equally guilty a throw-in will be made by the referee.
  
- 2.a an offence  
An free-throw is awarded to be taken at the spot where the foul was committed.  
The boats of the offending team should be at least 4.5 metres away from the body of the thrower.
  
- b An offence committed inside the area formed by the 4.0 metre line ,the back line of the same half of the playing area and the side lines provided that the upper body of the player, or players, committing the foul is within this area by the:
  - (1) Attacking side. The defending team is awarded a free throw. This free throw is to be taken as a throw-in. The throw-in is to be taken at the back or side line.
  
  - (2) Defending side. For a small foul committed by the defending team, the attacking team is awarded free throw to be taken as a throw-in at the side line.

Defending side. For a major foul committed by the defending team the attacking team is awarded with a penalty.  
The player taking the penalty must be behind the 4.0 metre line. The remaining players must be behind the middle line. From the defending team only one player may be situated in the goal. The back of his boat must be between the posts. The remaining players of the defending team must be behind the middle line. The ball should be in the water so that the player taking the penalty can play it with his paddle . Only after the player taking the penalty has touched the ball twice, the other players may resume action.

3. A very rough, dangerous foul or mis behaviour. Depending on the kind of foul the player can be penalized as follows:
  - a reprimand
  - 2 minutes penaltytime, the player has to leave the playing area completly.
  - a yellow card
  - a red card

A combination of the first 3 penalties is possible.

A second yellow card in 1 match to one players gives automatically a red card.

A red card gives automatic exclusion for the during of the match.

In case of an exclusion (2 min. or red card) it is not allowed to bring a reserve player in to action.

