

One page Summary of Bugpolo Rules for 2016.

SCORING:

DATE: July 2016

Males get 2 points, and females 3 points for scoring a goal.

Players get 1 extra point for a goal thrown from outside the Bucket Line.

Teams get 2 starting points per female (max 4 pts), at the start of the game.

STARTS

Each half is started with the teams lining up along (and touching) opposite ends of the pool. The referee throws the ball onto the pool anywhere on the half way line. The goalies start in their respective goal mouths.

BUG RULES

Keeping Clear: A moving bug must keep clear of opposition bugs unless it has the right of way, or is competing for a ball on the water. Moving bugs must keep clear of opposing stationary bugs.

Right of Way Rules: When two opposing bugs are moving, the bug that is ahead, or will cross ahead of the other, has right of way. When opposing bugs are travelling exactly side by side, or on a collision course head to head, they must both keep clear of each other.

Blocking: It is legal to use the "Right of Way Rules" to block opposing player's bugs in your half of the pool, or if they have the ball in their half. It is however illegal to block an opposition player from retreating.

No Touching: It is illegal to touch opposition players or their bugs with any part of your body (or fins), except if you are the goalie when tagging.

Seated in Bug: A player may only take part in the game when seated in their bug.

BALL RULES

Possession Rule: A player gaining possession of the ball has four seconds to pass/throw it, or to start "Advancing". They may only continue to have possession of the ball while they continue to Advance. As soon as they stop advancing for whatever reason, they have 4 seconds to pass/throw it.

Ball on the Water: A player is deemed to have Possession of the ball if they are close enough to pick it up.

Advancing: Advancing is defined as continuously moving closer to the opposition's end of the pool, or directly towards the opposition's Goal Zone.

Passing the Ball: The ball may be passed in any direction and must be thrown not handed.

Ball In Hand: It is illegal to grab/knock the ball from an opposition player's hand/s.

Blocking a Throw: When an opposition player is throwing the ball, it is illegal to attempt to block the throw inside the perimeter of their bug.

Out: The ball is "out of play" if it touches the side of the pool. The ball is also out, if a player (or their bug) touches the side of the pool while holding the ball. The team that did not touch the ball last, throw the ball in where it went out, using a Restart Throw.

Restart Throws: A Restart Throw is used for all Side Line, Corner, Goalie and Penalty Restarts. A Restart Throw is a two handed throw above the head and cannot be contested until the ball has travelled 2 metres horizontally. A Restart Throw cannot be thrown directly into the goal to score.

A Corner Throw is taken on the Bucket Line as a Side Line throw by the attacking team, and the rest of the team must be completely outside the Bucket Line when the throw is taken.

Penalty Restart: If the team in possession of the ball commit a minor foul, the game is restarted by the other team with a Restart Throw.

Advantage Rule: If the team not in possession of the ball commit a minor foul the referee will play advantage for three passes. If the attacking team lose possession in this time without scoring, the ball is passed back to them to restart the game with a Restart Throw.

Disputed Possession: If a ball is grabbed by opposing players at the same time, the game is stopped and the team last in possession lose it, and the other team get the Restart Throw.

GOAL RULES

A Goal: To score, the ball must pass completely through the goal mouth.

Dead Ball: The ball is dead once the goalie has hold of the ball in the end zone.

Tagging: The goalie may "Tag" an opposition player's bug by touching it with their hand and calling out "TAG" for the referee to hear. If the tagged player has possession of the ball at the moment of the tag it becomes the goalie's ball. If the tagged player does not have the ball, they must retreat outside the bucket line before re-joining the game. The tagged player's team cannot score a goal until they have done this.

Goal Zone: The goalie is the only defending player allowed to occupy the GOAL Zone, the area within two metres directly in front of the goal mouth. The only exception is when a defending player is within one metre of an opposition player's bug, or is retrieving a ball off the water.

Penalty Shot: Awarded for a blatant foul in front of the goal mouth that has stopped a likely goal being scored. The shooter must have the head of their bug touching the Bucket Line when they do the shot.

The goalie must be inside the Goal Zone, and the ball is dead immediately after the shot.

Penalty shots are worth two points, regardless of the gender of the thrower.