

BUGPOLO RULES 2016

The spirit of the game:

These rules have been written to create a structure for fun, exercise, and social interaction, using a ball and inflatable bugs. We ask all players to play in a fair and positive manner, so that everybody may enjoy the game.

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1 Details and Equipment

1.1 Pool

- 1.1.1 **Pool Size:** 25m x 16m x 1.8m. Two end zones of 8m each and a middle zone of 9m.
- 1.1.2 **Field of Play:** The pool, or part thereof, which has been sectioned off for the game of Bugpolo. Players must remain in the field of play unless substituted.

1.2 Zones

- 1.2.1 **Goal Zones:** area within the goal mouth and to 2.0 metres directly in front
- 1.2.2 **End Zones:** area within 8 metres of either end of the pool. The boundary for this zone is referred to as the “bucket line” and is normally indicated by coloured markers (usually plastic buckets) on each side of the pool.

1.3 Equipment

- 1.3.1 **Ball:** water polo ball Mikasa W6009W
- 1.3.2 **Goals:** Custom inflatable goals – 2.9m x 1.1m internal dimensions, tube diameter 25cm (or other substitution)
- 1.3.3 **Other equipment:** river bugs, fins, team singlets (webbed gloves also allowed)

1.4 Gameplay

- 1.4.1 **Players per team:** Six (substitutes allowable – substitutions must be made at a stoppage in play and the referee informed. Players must leave and enter the pool at half way).
- 1.4.2 **Length of game:** Total of 24 minutes of gametime – two 12 minute halves.
- 1.4.3 **Points awarded:** Two points are awarded for a goal by a male and three for a female. Players get an extra point for a goal thrown from outside the buckets. Teams get two extra starting goal points for each female in the team up to a maximum of four points. All penalty goals are worth two points whether taken by a male or female player.

2 Starting/Restarting Game

2.1 Start of Game

- 2.1.1 All players, except the goalie, who is stationed in the goal mouth, must line up along their own goal line and be touching the end of the pool. The referee, standing at the half way line, will blow the whistle to start the game and at the same moment throw the ball into the pool. Players may only move when they hear the whistle blow, or they see the ball leave the referee’s hands. The ball must land on the halfway line, and at least 3 meters from either side of the pool. If the referee fails to accurately throw the ball onto the water, within 0.5m of the pool centreline, the game must be restarted. Players from each side race to gain possession of the ball – excluding the goalie.

2.2 Half Time Restart

- 2.2.1 Teams swap ends at the halftime break, and start the second half, in the same manner as the first half.

3 Ball Rules

3.1 Passing

- 3.1.1 When passing, the ball must be thrown, not handed.
- 3.1.2 It is illegal for a player to pass the ball to themselves.
- 3.1.3 A throw, or pass, can be in any direction.
N.B. A block, fumble, or accidental touch (as judged by the referee) is not a pass.

3.2 Possession Rules

- 3.2.1 Definition: A player is in possession of the ball if they are holding the ball with at least one hand, have the ball in their lap, or are able to pick the ball up off the water.

3.3 Advancing Rule

- 3.3.1 A player gaining possession of the ball must immediately start “advancing” or throw the ball within four seconds. As soon as they stop “advancing” for whatever reason they must throw the ball within 4 seconds.
- 3.3.2 Definition: A player in possession of the ball is “advancing” if they are continuously moving closer to the opposition’s end of the pool, or are moving directly towards the opposition’s Goal Zone.

3.4 Contesting the Ball

- 3.4.1 **Ball in the Air:** A ball in the air can be competed for equally by both teams, provided landing on opposition players or their bugs is avoided. Players are only allowed to reach over the perimeter of an opposition bug if actively competing for the ball. However once a player is holding the ball the Possession Rule applies.
- 3.4.2 **Possession Rule:** It is illegal to attempt to grab/knock the ball from any player, or intrude inside the perimeter of their bug while they are in possession of the ball. (i.e. A vertical line round the outside of their Bug)
- 3.4.3 **Disputed possession:** When two players from opposing teams grab a ball at the same moment a stalemate occurs, and the game is restarted with a free throw by the team who was not last in possession of the ball. As soon as a player has at least one hand in control of the ball an opposition player cannot compete for that ball.

3.5 Ball Out of Play

- 3.5.1 The ball is ruled out of play if any part of the ball, or person (or their equipment) holding the ball touches or goes over the side of the pool or touches the ceiling structures.

- 3.5.2 The team last to contact the ball (including bug contact) lose possession, and the other team restarts the game with a Restart Throw where the ball went out.

3.6 Stalling

- 3.6.1 If the referee deems a team / player to be stalling (i.e. passive or stationary play without obvious attempts to progress play or score) the team will be given a warning. If stalling continues the team will be penalised and a free throw awarded to the opposition.

4 Restart Throws

4.1 Restart Throw

- 4.1.1 A restart throw must be taken when the ball goes out of play, a free throw is awarded, or the goalie restarts play (refer goal zones).
- 4.1.2 The ball must be held clearly above the head with two hands and thrown from this position.
- 4.1.3 The throw can be in any direction and must travel at least two meters horizontally before being contested.
- 4.1.4 A restart throw cannot be thrown directly into the goal to score.

4.2 Sideline Throw

- 4.2.1 A sideline throw is a restart throw taken from the side of the pool, where the ball went out.

4.3 Corner Throw

- 4.3.1 If the defending team were the last to touch a ball before it went out of play at the end of the pool, the game is restarted by a member of the attacking team with a sideline throw from the bucket line. All other members of the attacking team must be fully outside the bucket line when the throw is taken.

4.4 Goalie Throw

- 4.4.1 If the attacking team were the last to touch a ball before it went out of play at the end of the pool, the goalie restarts the game with a restart throw from within their End Zone.

5 Bugging Rules

5.1 Right Of Way

- 5.1.1 The following are rules to establish who has right of way. A Bug that does not have right of way must "keep clear".
- 5.1.2 A moving Bug must keep clear of any stationery opposition Bugs.

5.1.3 When two opposing bugs are moving, the bug that is ahead, or will cross ahead of the other, has right of way. If they are exactly side by side, or head to head they must both keep clear of each other, until one has an overlap.

5.1.4 When competing for the ball bug contact is allowable.

5.2 Definitions:

5.2.1 “Keeping Clear” is avoiding touching Bug on Bug. Minor contact is unavoidable, but any pushing or ramming of bugs, as deemed by the referee is illegal and will be penalized.

5.3 Blocking Opposition Bugs

5.3.1 The defending team may use the “Right of Way” rules to impede the opposition’s progress towards their goal in their half of the pool, but they must not do so in the opposition half except when the player has possession of the ball.

5.3.2 The attacking team may not block the movements of the defending team apart from assisting their own players in avoiding being blocked.

5.3.3 Neither team may block opposition bugs from retreating.

6 Contact Rules

6.1 Person on Person Contact

6.1.1 It is illegal to contact opposition players at any time with either your body or equipment.

6.1.2 Minor unintentional contact will not be penalised.

6.1.3 It is illegal to splash water in a player’s face.

6.2 Person on Bug Contact

6.2.1 It is illegal to touch an opponent’s bug with your hands, feet, fins, or any part of your body. The only exception is the “tagging rule” (Section 11.1) that applies only to the goalies.

7 Capsizing

7.1 A capsized player:

7.1.1 Who becomes unseated from their bug, cannot take any part in the game until re-seated

7.1.2 Who remains inverted, and strapped into their bug has 6 seconds to release or throw the ball

7.1.3 Who has become capsized while gaining possession of the ball has 6 seconds to roll upright, after which the advancing rule applies.

7.1.4 A player may not deliberately roll upside-down with the ball, if it was not necessary to do so to gain possession of the ball

7.2 An opposition player:

- 7.2.1 Must not touch a capsized player's bug, when they are still strapped in, unless giving assistance.
- 7.2.2 Cannot grab the ball from a capsized player.

8 Infringements

8.1 Infringements by the Team in Possession of the Ball

- 8.1.1 A restart throw will be awarded against the team in possession of the ball for all infringements by that team.
- 8.1.2 The throw can be taken from either the position of the infringement, or the position of the ball at the time of the infringement.

8.2 Infringements by the Team Not in Possession of the Ball

- 8.2.1 If the team not in possession of the ball, gains possession because of an infringement, play will be stopped, and the ball given back to the other team to restart the game with a restart throw.

8.3 Advantage Rule

- 8.3.1 The advantage rule will apply if the team not in possession of the ball commits an infringement. The referee will indicate that the advantage rule is being applied by shouting "advantage" and pointing in the existing direction of play. Play will continue.
- 8.3.2 If the team with advantage commit a free throw infringement or lose possession of the ball (including a goal shot), the game will be stopped and restarted from the position of the original offence with a restart throw by that team.
- 8.3.3 The advantage will end when 3 throws have been completed. The referee will call "advantage over" to signal the end of the advantage. If the team without advantage commits an infringement, advantage begins again.
- 8.3.4 The advantage rule will not apply to infringements that are more serious in nature or stop a goal being scored.

9 Penalty Shot

- 9.1.1 A penalty shot is a set play in which a player from the team that has been awarded the shot, attempts to score a goal with only the goalie to beat.
- 9.1.2 The head of the player's Bug must be touching the bucket line.
- 9.1.3 Opposition players (except for the goalie) must keep clear and not attempt to distract or obstruct the player or their throw.

9.1.4 The goalie may only attempt to stop the penalty shot from the goal zone.

9.1.5 The ball is dead immediately after the shot.

9.1.6 A successful penalty shot is worth two points for any player.

9.2 A Penalty Shot will be incurred for:

9.2.1 Illegal play by the defending team that has stopped a goal attempt, which had a high probability of scoring.

9.2.2 A defender illegally occupying the Goal Zone

10 End Zones & Tagging

10.1 Tagging

10.1.1 The goalie has the power to “tag” an opposition player’s bug within their end zone. A tag is defined as the goalie touching an opposition player’s bug. The goalie must shout “TAG” to indicate contact.

10.1.2 If the tagged player is touching the ball when tagged, their team loses possession of the ball and the goalie restarts the game.

10.1.3 If the tagged player is not touching the ball when tagged they must immediately retreat completely outside the end zone before rejoining the game, and their team cannot score a goal until they have done so.

10.1.4 A goal is only valid if the ball has completely entered the goal mouth before any attacking player is tagged, or after all tagged players have exited the end zone.

10.2 Off Side

10.2.1 **Restarting:** Members of the attacking team are not allowed inside their opponent’s end zone when their own goalie restarts the game (with a restart throw) at the other end of the pool. An infringement will result in a restart throw for the opposition team on halfway.

11 Goals/Goalie/Goal Zone

11.1 Scoring a Goal:

11.1.1 To score a goal the ball must pass completely through the goal mouth

11.1.2 A goal thrown from within the end zone is worth two point

11.1.3 A goal thrown from a bug completely outside the end zone is worth three points

11.1.4 A goal thrown by a female is worth an extra point

11.1.5 The ball becomes dead immediately after a goal is scored, or a penalty shot taken.

11.2 Goalie Rules

- 11.2.1 The ball is dead once the goalie has hold of the ball within their end zone.
- 11.2.2 The game must be restarted by the goalie from within the end zone using a restart throw.
- 11.2.3 Outside their own end zone the goalie becomes a normal player.

11.3 Goal Zone

- 11.3.1 **Definition:** The Goal Zone is the area within the goal and out to 2.0 metres directly in front of the goal mouth.
- 11.3.2 The goalie is the only defending player allowed to be in the goal zone, unless they are within 1 metre of an opposition player or retrieving a ball off the water.
- 11.3.3 An attacking player may enter the Goal Zone at any time.
- 11.3.4 Changing goalie is only permissible when the ball is dead and the referee has been informed.

12 Dangerous Shots

- 12.1.1 The following types of shots at goal are regarded as dangerous play and are card offences depending on the power and consequences of the shot. Goals are not awarded for dangerous shots.
- 12.1.2 A Blind Back Handed Shot at Goal.
- 12.1.3 Shot to the Head: A powerful shot at goal that hits a player's head.

13 Disciplinary Action

13.1 Referee's Discretion

- 13.1.1 The Referee has been given the responsibility and authority to manage the game, and players are asked to respect their judgement and authority.
- 13.1.2 Players wanting to request an explanation on a ruling from the referee may do so through their team captain provided it is done politely and non-aggressively, and at the referee's discretion. A good time to do this is at half or full time.

13.2 Card Offences

- 13.2.1 The referee has the authority to discipline individual players for inappropriate behaviour by using coloured cards. Examples of Card Offences are:
- 13.2.2 For serious illegal play, particularly contact offences that are repeated and/or deliberate.
- 13.2.3 For arguing, being abusive, or uncooperative with the referee.
- 13.2.4 For violent, dangerous, threatening, or offensive behaviour.

- 13.2.5 The cards are coloured to represent the following disciplinary rulings:
- 13.2.6 A green card is a final warning that the player will be presented with a yellow or red card if they transgress again.
- 13.2.7 A yellow card is 3 minutes (game time) time out on the side of the pool.
- 13.2.8 A red card is expulsion from the pool for the rest of the game.
- 13.2.9 A player refusing to obey the referee will have their name go before the club committee for possible expulsion from the competition.