

WPA National Rule Modifications – Oct 2017

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Modified Rule	Applies to:				Rationale / Progression from modification to standard sport rule
	FlippaBall	U12's	U14's	U16's	
Ball Size Maximum recommended ball size:	Size 2	Size 2	Size 4	Women – Size 4 Men – Size 5	Ball sizes used increases with physical development (hand span)
Goal Size Maximum recommended goal size:	Junior Goals	Junior Goals	Olympic Goals	Olympic Goals	Two goal size variations available and increase with physical development (arm span)
Field Size Maximum recommended field size	15m (L) x 10 m (W)	17m (L) x 15 m (W)	23m (L) x 20 m (W)	23m (L) x 20 m (W)	Recommended field sizes are the optimum size however flexibility may be needed to facility availability.
Pool Depth Players that are able to touch the bottom of the pool may not walk while touching the ball or jump off the bottom in attack or defence.	Any	Min 1.8m	Min 1.8m	Min 1.8m	Games may be played in water depth to maximise available facility use and increase involvement of players with lesser ability or stamina.
Team Roster Minimum and maximum number of players that can be listed on the scoresheet for a particular match:	Min: 7 Max: 10	Min: 11 Max: 13	Min: 11 Max: 13	Min: 7 Max: 13	Limits the amount of 'bench' time and maximum usage of all players.
Players in the field Number of players in the water per team (including 1 goal keeper):	6 players	7 players	7 players	7 players	Manages smaller pool sizes and space ratio in smaller fields then progresses to ensure skill and tactical development at an early age.







<p>Additional Players When the score gap reaches 10 goals or greater, the trailing team may add one additional field player until the score gap becomes less than 10 goals.</p>	✓	✓	NA	NA	Provides a mechanism to reduce the occurrence of one-sided games and maximise enjoyment of players during and post-match
<p>Player Rotation Players must rotate positions in the water:</p>	After a goal is scored, all players must rotate, including as goal keeper	After a foul is received, the CF and the CB must swim out of 2m zone and allow for a new player to take the position of CF	NA	NA	Provides guidelines for coaches to ensure that all players have the opportunity to try each position and develop a wide range of skills.
<p>Game time Games will use four quarters of:</p>	4 min quarters; 1 min quarter breaks; 2 min half-time	4 min quarters; 1 min quarter breaks; 2 min half-time	5 min quarters; 1 min quarter breaks; 2 min half-time	6 min quarters; 1 min quarter breaks; 2 min half-time	Shorter game times manage fatigue in younger players and increase per group towards standard game lengths,
<p>Timeouts Timeouts may be called:</p>	NA	1 timeout per team in the first half only; in finals only	2 timeouts per team in finals only	2 timeouts per team in finals only	Accommodates for matches being played with “running time”.
<p>Game time Excluding when injuries have occurred, each player on the team must:</p>	Receive equal playing time throughout the game	Must play at least one quarter in the first half of the game	Must play at least one quarter in the game	Game time at the discretion of the coach	Provides a guide for coaches to ensure fair participation for all players and a transition for players from a participation focused environment to one that is competitive focused.
<p>Shot Clock</p>	Shot clock not used	Shot clock not used	No modification – 30 sec shot clock	No modification – 30 sec shot clock	When a shot clock is not used, the referee has the power to change possession after approx. min 30 secs if not shot at goal is attempted.

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<p>Contact Restrictions in contact between players limited to:</p>	<p>No intentional contact is permitted.</p>	<p>Minimal contact permitted. I.e. sinking not allowed but holding is allowed</p>	<p>NA</p>	<p>NA</p>	<p>Limitations on contact encourages participation and skill development without compounding game intensity through physical contact. Referee to award a free throw</p>
<p>Shot at Goal A shot a goal may not be taken following:</p>	<ol style="list-style-type: none"> 1. A free throw being awarded 2. Until the ball has been passed 3 times after each re-start 	<p>A free throw being awarded</p>	<p>NA</p>	<p>NA</p>	<p>Provides opportunity for all players to be involved in each play.</p>
<p>Exclusions No timeframe applied to exclusion calls. Excluded player to swim to the re-entry box, rise to the surface within the box, then may re-enter the game.</p>	<p>NA – Exclusions not called</p>		<p>As per sport rules (20 seconds in exclusion box)</p>	<p>As per sport rules (20 seconds in exclusion box)</p>	<p>Accommodates for less table official requirements and make allowance for slower swimming speeds</p>
<p>Ball Handling Field players may only catch the ball with one hand (as per Sport Rules)</p>	<p>Flexibility in referee if second hand is temporarily used for ball control</p>				<p>Players to practice using one hand to control the ball from first exposure to the sport however referees have the flexibility to play advantage at a FlippaBall level.</p>
<p>Refereeing Flexibility</p>	<p>Referees may provide instructions to players and allow advantage calls to maintain the flow of the game.</p>	<p>Referees to apply the rules as per Sport Rules</p>		<p>A combination of quality coaching and refereeing will assist in the development of skills and understanding of the rules to ensure maximum participation and retention in the sport.</p>	
<p>Other rules</p>	<p>As per Sport Rules found on the WPA website or event specific alternations as per Event Operations Manuals.</p>				