

## Canoe Polo Rules

Drafted up by Oliver Cock in 1970 to be approved by the Canoe Polo Committee

There will be three sets of rules:-

- A. The game played in a swimming bath.
- B. The game played on open water.
- C. The game played anywhere, purely for the fun of it.

Intention of the Game.

The intention of the game is that two teams, in canoes of like type, rival each other on an area of water in scoring "goals", either onto or into an agreed area at opposite ends of the area of water.

### Canoe Polo in a Swimming Bath Rules

1. Area of play
  - Length 20m minimum 30m maximum
  - Width 8m minimum – 20m maximum
  - Depth 1m minimum
  - Goal 1m square suspended above the water so that bottom edge will be 2m above the water
2. The ball will be of 27" to 28" in circumference, and weigh between 14 and 16oz.
3. The number of players on each side shall be five (5).
4. There will be two referees, who will be one on each touch-line.
5. The Kayak shall not be less than 2.25m long, nor 50cm. wide. The ends of it shall be a convex curve in plan, of not less than 20cm. radius.
6. Double-bladed paddles shall be used, and shall be used only to propel the canoe.
7. Play will be for seven minutes each way, and there will be an interval of one minute only at half time.
8. At the commencement of play the players will be lined up with the sterns of their canoes on their own goal lines and the ball will be placed in the middle of the playing area. Play will begin with the blow of the whistle.
9. At the commencement of play, after half time and after the scoring of a goal, the same positions will be taken up as at Rule 8. ·
10. When the ball is put out of play over a touch line by a player, a referee will throw it in from the same point to a distance of not more than three metres and not less than two metres from the line, at right angles to it.
11. When the ball is put out of play over a goal line by a defending player, an attacking player will throw it in from the same point. If an attacking player has put it out of play, a defending player will throw it in. In both cases they will remain in their canoes to make the throw.
12. If a player allows the bow or stern of his canoe to strike directly onto the canoe of any other player, he shall be removed from playing. For his first offence he will be held off either until a goal is

scored, or, in the first half, until half time. For his second offence he will be held off for the remainder of the match.

13. If a player uses his paddle to strike or stop the ball, or uses his paddle other than to propel his canoe, he shall be removed from playing. This offence or offences will be treated as in Rule 12 above.

14. If a player leaves his canoe, he will remain out of play until such a time as he is properly back in his canoe again.

15. If a player goes out of the playing area, he will be out of play until he returns into the area again.

16. A player may tackle the man with the ball in any way he likes - or his paddle or his canoe. When the player tackled has lost the ball, the tackle must cease. The penalty for failure to comply with this rule is a free throw for the opposing side.

17. A player must dispose of the ball within three seconds of his receiving it. The penalty for not so doing is a free throw for the opposing side.