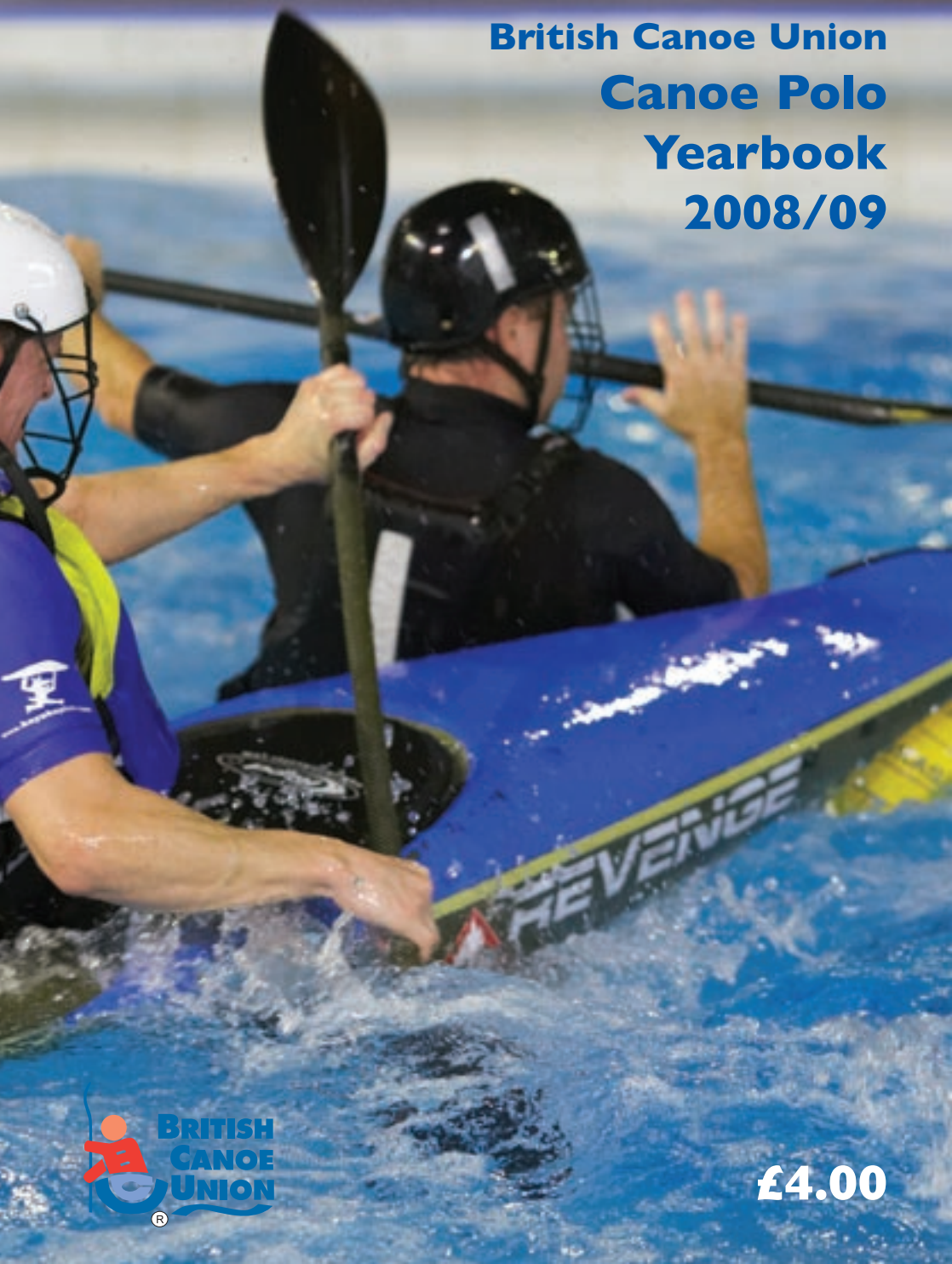


**British Canoe Union  
Canoe Polo  
Yearbook  
2008/09**





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Front cover and other photography supplied by:  
Glenn Summerbell, Agnello Guaracino and Simon Harrison.

## Welcome -

to the Yearbook for 2008/09, it will first be available at the National Championships in May 2008, once again, the Championships being organised by Graeme Brautigam and his team. We would like to say a big thank you to Graeme for his hard work over the last few years in organising this event.

This year will for the first time see the Annual Consultative Meeting taking place at the Championships. This is your chance to address the Committee on issues that matter to you. We have held a forum at the Championships for the last two years but there has been a fairly minimal uptake, we will review this situation again after this year's event to see if staging the ACM here is worthwhile.

The new Disciplinary Policy has unfortunately been called upon on several occasions to deal with inappropriate behaviour, usually towards our officials. But it does seem that a corner has been turned, with a general upturn in respect and a reduction in dissent and criticism being reported anecdotally.

Regular readers may notice that this year's yearbook has been reduced from 72 text pages to 56, with a lot of the regular and frequently changing information having been omitted. This is because that information is available online at [www.canoepolo.org.uk](http://www.canoepolo.org.uk) and we are hoping to encourage polo players and others to use the site to access all day to day information that they require, so that the information can be kept up to date.

Also, if you have not already done so please subscribe to our mailing list so that we can contact you with any important reminders, entry details or other key information directly. Simply send a blank email to:

[polo-news-subscribe@lists.canoepolo.org.uk](mailto:polo-news-subscribe@lists.canoepolo.org.uk)

Finally, we are always seeking more help with many of the tasks that the Committee deals with, if there are any media students out there who would like to take on the preparation of next year's yearbook or if you have ideas on how the yearbook could be improved then please let us know: [feedback@canoepolo.org.uk](mailto:feedback@canoepolo.org.uk)



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Historically the individuals below have been listed, but to ensure up to date information their details will be up dated on-line.

## National League Secretaries

Please see our website, [canoepolo.org.uk](http://canoepolo.org.uk), for up to the minute details of these volunteers

## Regional Organisers

Please see our website, [canoepolo.org.uk](http://canoepolo.org.uk), for up to the minute details of these volunteers

## National Coaches

Please see our website, [canoepolo.org.uk](http://canoepolo.org.uk), for up to the minute details of these volunteers



## Communications

During the 2007/08 Season we have continued to raise the profile of canoe polo in the U.K. Our website ([www.canoepolo.org.uk](http://www.canoepolo.org.uk)) continues to be an ever growing source of information for the polo community. This year we have asked tournament organisers to post their results on our web page to improve the speed and accessibility, with which this information is relayed back to our members. We have also introduced committee specific email addresses to improve contact with the committee and ensure continuity as members move on. The website also features a calendar of tournaments, a qualified referee database, copies of the rules, information on canoe polo venues, anti-doping information as well as links to photos taken at national competitions.

Canoe Polo has recently featured on BBC Breakfast news when the outside sports broadcast team visited Battersea Canoe Club for a training session. Reports on Div 1 national leagues, BUSA and youth news have featured regularly in the Canoe Focus magazine. However, we continue to need your help and support in the form of articles for publication. Over the next season we are keen to include tournament updates from all our national league divisions as well as reports about your regional leagues, training sessions, international tournaments, charity events or news of awards your team/club have been awarded. Please email your articles and photos to [communications@canoepolo.org.uk](mailto:communications@canoepolo.org.uk).

Updated statistics for the website:

- 400 articles
- 2000 visitors per week
- 360 people signed up to polo-news
- fantastic photography

Thanks must go to Glenn Summerbell, Agnello Guaracino and Simon Harrison, who have furnished the site, this yearbook and Canoe Focus with some truly outstanding photographs of our sport, the likes of which have not been seen before anywhere in the world. If you have not seen their work then visit: [canoepolo.org.uk](http://canoepolo.org.uk) and click on the link on the top right that says "pictures".

The fastest way to stay up to date with the latest polo news is to sign up to the polo-news mailing list. All major announcements will be made to this mailing list in addition to the web site.

To subscribe to the mailing list send a blank email to:

[polo-news-subscribe@lists.canoepolo.org.uk](mailto:polo-news-subscribe@lists.canoepolo.org.uk)

Communications are a two way process, we need your help!!



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## Chairman's Report

It is always difficult to summarise a year in a paragraph to start these reports, but for me I think the biggest disappointment was that January felt a little empty and the lack of an event at the London Boat Show still rankles with me, polo still misses a premium event based competition, but I suspect it is beyond our control to create another – we are of course ever on the look out for a similar opportunity.



Once again the hectic calendar effectively starts in April with the BUSA Championships being held at Hatfield Water Park at Doncaster. This is an event not directly under control of the BCU Polo Committee, but with over 85 teams again this year, it is the largest polo event in the country.

Once again in May Hatfield Water Park also hosts the event that has become a combination of the Club and National Championships, with clubs being encouraged to enter teams in all three categories. Every year we debate the suitability of the date for this event, and once more we have decided to stick with it for 2008, though it is fair to say that in the longer term there may be some good arguments towards moving it further into the summer months.

The clubs of Friends of Allonby Liverpool, Kingston Kayak Club, Pembroke Paddlers and Meridian Canoe Club once again managed, organized and ran their own successful and enjoyable international events over the summer, each of these seeming to go from strength to strength and undoubtedly adding greatly to the enjoyment of Canoe Polo in the UK, on a way forward for the development of women's squad polo later in this meeting.

As ever I struggle to put into words my gratitude to the committee for their time, effort and



doubtless money that they put into running our sport. Once again I will particularly thank those who are standing down this year - Anne Watters as treasurer and Ian Westwood as National Leagues organiser.

Anne has been treasurer for four years and she took over when there was no one in post following an ACM.

While replacing these posts is always difficult I am sure that they leave us in a stronger position than we would have been without their help. It is always a major loss when people build experience of a post and then are unable to carry on and someone new has to learn the job afresh. I must stress that a full committee is essential to the good running of the sport and I see it as an absolute priority of this meeting to achieve that.

It has become clear in the last year that the focus of funding in English sport is likely to swing even further towards the Olympic sports and disciplines between now and 2012, and possibly beyond. It has been implied that the level of funding we receive for the GB Squads is likely to at best remain unchanged in the next five years, and could possibly be cut.

In addition to this the meeting should be aware that the BCU Polo Committee receives NO direct funding from BCU towards the administration of the sport.

The nature of amateur sport in the UK is that it is getting harder and harder for individuals to get involved with helping as a higher and higher level of qualification is required. We must try to get a higher level of professional help from the BCU to keep our (and the other) competitive disciplines running smoothly. I feel that our committee must work to try and ensure that those that follow in our footsteps can rely to a greater extent on central funding.

Curly Barker

## EUROPEAN AND WORLD CHAMPIONSHIP RESULTS

The results of all European and World Championships held since 2000 are as follows:-

### Men

#### European Championships

2001	Germany	beat	Great Britain
2003	The Netherlands	beat	Germany (Great Britain 3rd)
2005	Germany	beat	Great Britain
2007	France	beat	Italy (Great Britain 4th)

#### World Championships

2000	Great Britain	beat	The Netherlands
2002	Great Britain	beat	The Netherlands
2004	The Netherlands	beat	Germany (Great Britain 3rd)
2006	France	beat	Italy (Great Britain 5th)

### Women

#### European Championships

2001	Great Britain	beat	Germany
2003	Germany	beat	France (Great Britain 3rd)
2005	Great Britain	beat	Germany
2007	Germany	beat	France (Great Britain 3rd)

#### World Championships

2000	Germany	beat	Great Britain
2002	Germany	beat	France (Great Britain 5th)
2004	Great Britain	beat	Germany
2006	Germany	beat	New Zealand (Great Britain 5th)

### Men's Under 21

#### European Championships

2001	France	beat	Germany (Great Britain 4th)
2003	Germany	beat	The Netherlands (Great Britain 6th)
2005	Spain	beat	France (Great Britain 4th)
2007	France	beat	Germany (Great Britain 4th)

#### World Championships

2002	Germany	beat	The Netherlands (Great Britain 8th)
2004	Spain	beat	Italy (Great Britain DNA)
2006	France	beat	The Netherlands (Great Britain 4th)

### Women's Under 21

#### European Championships

2001	Germany	beat	France (Great Britain 3rd)
2005	Event did not run		
2007	Event did not run		

#### World Championships

2002	Germany	beat	Poland (Great Britain 4th)
2004	Event did not run		
2006	Event did not run		

## NATIONAL CHAMPIONSHIP RESULTS

Results are shown below for the last five years:-

Open			
2003	Friends of Allonby 'X'	beat	Bere Forest
2004	Friends of Allonby 'X'	beat	Meridian
2005	Meridian	beat	St Albans
2006	Friends of Allonby	beat	Viking
2007	Meridian	beat	Viking
Women			
2003	Dragon Ladies	beat	Friends of Allonby Xclusive
2004	Friends of Allonby Xclusive	beat	Aberfan
2005	Meridian	beat	St. Albans
2006	St Albans	beat	Friends of Allonby Xclusive
2007	Friends of Allonby Xclusive	beat	Meridian
Youth			
2003	Viking 'C'	beat	Friends of Allonby 'A'
2004	Friends of Allonby	beat	Meridian
2005	Meridian	beat	Blakedown
2006	Meridian	beat	Viking
2007	Meridian	beat	Viking

## NATIONAL LEAGUE CHAMPIONS

Due to the large number of Divisions these results are now shown on our website, [canoepolo.org.uk](http://canoepolo.org.uk)

## BCU Anti-doping Policy

For the first time in the 2006/2007 season Canoe Polo was actively tested for doping purposes. At both the first Ladies and Open Division One tournaments in January 2007 four athletes were tested and, we understand there were no results which caused concern.

All players at Division One standard must realise that they may be asked to submit to anti-doping testing.

The aims and purpose of the British Canoe Union (BCU) Anti-Doping policy are to:

- Uphold and preserve the ethics of Sport
- Safeguard the physical health and mental integrity of the athletes
- To ensure that all Athletes have an opportunity to compete equally

Therefore, the policy of the BCU is to promote Canoeing as a drug-free sport and that the BCU is committed to educate and inform all athletes, coaches and support personnel about the dangers of drugs and to test athletes to confirm and maintain their drug-free status.

Full details of the current BCU and ICF Anti-Doping rules together with additional information and advice relating to the BCU Anti-Doping policy can be found on the BCU website – [www.bcu.org.uk](http://www.bcu.org.uk) – Within the "About Us" Directory.

Andy Goodsell, Anti-Doping Officer, British Canoe Union - [andy@bcu.org.uk](mailto:andy@bcu.org.uk)

## Sportsaid Grant Scheme

The SportsAid Grant Scheme is a performance-oriented programme available for young sporting talents supported by Sport England. The SportsAid scheme currently offers grants up to the value of £500 to athletes aged between 12 and 18; however priority should be given to those in the 12 to 16 age bracket.

The awards may cover the cost of services such as coaching provision, strength and conditioning, purchase of equipment, competition and training expenses. **As a rule SportsAid applicants must not be on TASS or receive any individual Lottery Funding**

Details for the 2008/09 SportsAid grants will be available during June 2008. Full details of the eligibility criteria and application process will be published on the BCU and Canoe Polo websites. For more details on the SportsAid scheme or to register for an application pack once available, please contact [andy@bcu.org.uk](mailto:andy@bcu.org.uk)

## Talented Athlete Scholarship Scheme

The Talented Athlete Scholarship Scheme (TASS) is a performance-orientated programme launched by the Department for Culture, Media and Sport began in 2004.

The TASS scheme offers scholarships of up to the value of £3,000 to students aged 18 – 25 in Higher Education, and bursaries of up to £1,000 for any talented young person aged 16 – 19 not in higher education. The awards will cover the cost of services such as coaching provision, strength and conditioning, purchase of equipment, competition and training expenses. **As a rule TASS applicants must not receive any individual Lottery Funding.**

Full details of the eligibility criteria and application process will be published on the BCU and Canoe Polo websites. For more details on the Talented Athlete Scholarship Scheme (TASS) or to register for an application pack once available, please contact [andy@bcu.org.uk](mailto:andy@bcu.org.uk)

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## Bath University - Beginners Tournament

Last autumn at the University of Bath, almost 100 student paddlers played in their first ever polo tournament. The largest event in the student polo calendar behind the BUSA championships, the Beginners' Tournament was the first event of its kind in England. The aim was to develop the sport at university level, by encouraging and retaining players who were trying polo for the first time.



The Bath ladies' team captain, Roanne Perrin, had only been paddling for one year herself, and remembered how off-putting and down-right frightening that first competitive match can be. She had also noticed that competing in local leagues scared away many newcomers to the sport who could have become good players, throughout their time as a student and beyond. Roanne developed the idea of a beginners-only event, near the start of the academic year, to ease people into competitive polo.

The competition took place in the 50m swimming pool at the University's Sports Training Village. Twelve teams competed in two categories, Open and Ladies, and strict eligibility criteria were imposed. Players must have been paddling for less than one year (regardless of discipline), and must never have competed in a league or tournament before. Each team was captained by one experienced player, to provide safety cover and instruction on the water. However, the captains were not allowed to score or save goals.

The games were played in a friendly atmosphere, with lots of T-rescues, great crowd support and

music played for every goal (and every swim). Free cans of energy drink were handed out and the PA team attempted to provide some comic relief (although without much success). Players from all the teams lent a hand, whether refereeing, running messages to and fro, or picking up litter. However, there was still a competitive edge, as the BCU polo committee had provided trophies for the winning teams as well as a top prize of a shiny new set of paddles. A huge thank you must go to the committee for this support; it really ramped up the tension in the later stages as everyone tried to get their hands on the prizes!

In the end, Southampton played Warwick in the finals of both categories, with Warwick narrowly winning in each case. They were awarded both of the winners' trophies, so the pressure is on to defend their titles next time. The competition will be fierce, because this year's event will feature even more teams.

But the real reason for the tournament was, of course, keeping people in the sport, helping them to stick at it. Many of the Bath beginners continued to play all year, played in a local league or a university competition, and show no signs of giving up. Several will soon be pushing for a place in the men's or ladies' A teams. Hopefully this is the same for all the clubs who entered.

This year's Beginners' Tournament will take place on the 29th November. The aim is for the event to grow year-by-year, but for this to happen, more teams will be needed! If you would like to enter a team in this or any future event, you can get more details by e-mailing: [info@bathunicanoes.org.uk](mailto:info@bathunicanoes.org.uk)



## 2008 Code of Conduct for Referees

Voluntary referees are essential to the running of our sport as it currently structured. This code of conduct is indented to help our volunteers operate in a professional manner to the benefit of our sport.

Referees should at all times devote their entire attention to the game. More specifically they should be:

- Watching the play and not talking to other players / spectators not taking part in the game being played
- Carrying only their refereeing equipment and not coats, drinks bottles etc.

**Referees should look like referees at all times.**

**More specifically they should be:**

- Walking up and down following the play and not sitting / leaning
- Dressed appropriately (unless they have just been playing in which case this requirement is relaxed in order to keep things moving)

Referees should take responsibility for keeping their qualifications up to date and arrangement reassessments in good time

Referees should respect the position of authority that they enjoy over the players and exercise their power appropriately

Referees should treat each game as a separate entity and not start with pre-conceptions about teams or players

## Friends of Allonby Canoe Club invites you to the

# 18th Merseyside International 20th/21st June 2009

The Merseyside International is one of the premier events of the annual Mersey River Festival and will again provide fabulous competition in Open, Ladies and Youth Classes, subject to entries.

We will be using four pitches in Dukes Dock and confidently expect thousands of spectators during the weekend. Camping is free within the beautiful grounds of Liverpool College, or there are many reasonably priced hotels near the Tournament venue if preferred.

*For an Entry Form or further information please contact:-*



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and don't forget to visit [www.foacc.com](http://www.foacc.com)



## Refereeing

Polo refereeing is managed by the Chief Referee & Refereeing Administrator in consultation with other senior referees and the Polo Committee.

They are responsible for:

- rule interpretation and implementation for BCU Polo events
- disciplinary matters
- arrangements for referee development including the provision of formal training courses and the associated examination papers and practical assessments.
- the creation and upkeep of comprehensive data and records on all trainee and qualified referees in the UK.

The up to date database of qualified and trainee referees can be found at <http://www.canoepolo.org.uk/refereeing/referee-listings>. Only referees on this list, or with valid written proof of a recent pass not yet on the database will be allowed to officiate games.

Abuse of referees by players will not be tolerated. Referees should use their cards at the time and then complete sending off forms and return them to the league organiser, or direct to the refereeing administrator. Records of all cards issued are being kept and serious incidents, or repeated minor incidents, will result in disciplinary proceedings.

## Referee Grades

There are four grades of referee, 1, 2, 3, and 4, with Grade 1 being the highest. There is also a 'training' grade, 1T, which is effective for up to two years. Grade 1T is given to suitable grade 2 referees who are training to become Grade 1 referees. This is to enable them to referee at division 1 level to gain experience prior to their final assessment for Grade 1. During the two year training period the 1T trainees are expected to pass the Grade 1 written examination and to pass the requisite number of practical assessments.

Table A below sets out the minimum grade of referee required for the different levels of competition. The table also indicates the standard of game at which practical assessments can be carried out.

**Table A**

Referee grade	Open division	Women's and Youth division	League division at which assessment can be done*
Grade 1	1		1
Grade 1T	1		1
Grade 2	2	1	3
Grade 3	3	2	4
Grade 4	4	3	Regional/open/international

## Appointment of referees

Referees are appointed by the Chief Referee or his nominated assessors (see <http://www.canoepolo.org.uk/refereeing>)

For grade 3 and 4, any individual can apply for a place on a formal one day theory training course which will include a written examination, (currently in multiple choice format). Grade 3 and 4 are combined into one course and the level of award is dependant on the marks achieved.

Entry to the grade 2 course is normally only open to grade 3 referees. Grade 2 is a separate course. Following successful completion of the theory course and after gaining sufficient practical experience, candidates will undergo a practical assessment carried out by a referee assessor at a suitable competition, (see Table A above).

*\*note, assessments can be done at suitable weekend tournaments such as international tournaments, the game standard must be equal to the national league division shown in the table.*

Referees are appointed to grade 1T by the Chief Referee, on the recommendation of a Grade 1 assessor. Grade 1T is only open to existing grade 2 referees who must also demonstrate the potential to become a Grade 1 referee within two years. Any grade 2 referee can approach the Chief Referee to request an assessment for appointment to grade 1T. The Chief Referee and Grade 1 assessors may also approach suitable candidates themselves.

Grade 1T candidates must pass the Grade 1 written examination within two years and also pass practical assessments carried out over three games by at least two different assessors. When these requirements have been met, the Chief Referee will appoint the candidate to Grade 1.

## Practical Assessment

The level of competition must be appropriate to the assessment being undertaken and is one level below the grade being sought (except for Grade 1), for guidance see the table above. Candidates may not be assessed during games in which their own club is playing. Assessments are normally carried out over two games. If the theory course leader is also carrying out the practical assessment and a candidate is clearly of a high enough standard for grade 3 or 4 and their written examination results also indicate a high standard, then only one game may need to be assessed.

All referees must undergo a practical re-assessment every two years to maintain their qualification. This will be carried out over two games at the appropriate grade, that is, open division one for a Grade 1 referee, open division two for a grade 2 referee etc.

## Referee Courses

### Grade 2,3,4.

Courses are held each year for grade 2,3 and 4 referees. There are approximately 6 courses each year and they are held throughout the country. The courses are intended to be sequential. Grade 3 and 4 are combined into one course. The grade awarded depends on the score achieved in the written examination. Candidates who pass at grade 3 will move on to grade 2 next, candidates who pass at grade 4 will move on to grade 3 next.

There is a limited possibility for fast tracking to grade 2 or 3. Fast track applications must be supported by a referee assessor of the appropriate grade and each case must be approved by the Chief Referee Sub-Committee. Applications should be made in writing (or e-mail) to the Referee Administrator.

Courses are of one day duration and will cover the rules as appropriate to the grade followed by a written examination. Following the course successful candidates must arrange a practical assessment with an appropriate assessor.

If your club wishes to host a course and is able to provide at least 12 attendees, an appropriate venue and meet the travel costs of the Course Leader, then the Referee Administrator will be able to provide you with details of a local Course Leader with whom to liaise for an appropriate date.

Application for places on courses should be made to the referee administrator using the form at the rear of the yearbook. The form is also available in the website [www.canoepolo.org.uk](http://www.canoepolo.org.uk)

The date and location of courses is also advertised on the website. The rules are also available on the website. Course fees are £12:50 for grade 3 and 4, £10 for Grade 1 and 2. A referee pack consisting of a whistle, cards, paddle gauge, yearbook and cord is available for £7:50.



## Grade 1

The number of Grade 1/IT candidates is in general too low to justify more than 1 formal course being set. The calibre of candidate required is very high. Prospective Grade 1 referees will be assessed on a one to one basis by a Grade 1 assessor. Grade 2 candidates who are considered to have the potential to become Grade 1 referees within two years will be recommended to the Chief Referee for appointment to grade 1T. This is an extension of Grade 2, it is intended to allow the candidates to referee at division one specifically to gain experience before attempting assessment for Grade 1. Grade 1T referees are expected to pass the Grade 1 written examination and to pass three practical assessments by two assessors within the two year appointment. On successful completion of the above the assessors will recommend the candidate to the Chief Referee for appointment to Grade 1.

Grade 1 referees are expected to be active at the highest level and will normally be expected to referee internationally on a regular basis.

Note the written examination can be taken at any convenient time and place providing it is supervised by an assessor of any grade, the paper will be marked by a Grade 1 assessor.

## Appointment of assessors and course leaders

### Grade 2, 3 and 4

There is no formal course for assessor and course leader training. Appropriate candidates who are identified by the Chief Referee or by other assessors/leaders or who volunteer to become leaders or assessors will be allocated a mentor who will in effect train the candidate. The mentor will preferably be at a higher grade than that sought by the candidate, but may be the same grade.

It is expected that the candidate will sit in on courses or assessments and then run courses or assessments under supervision until they reach a suitable standard. Once this is achieved the candidate will run a course or a minimum of two practical assessments whilst being assessed themselves. The assessor will be one grade higher than the level being sought by the candidate and must not be the candidate's mentor. Successful candidates will be recommended to the committee for appointment, logged evidence of the training and assessment undertaken will be expected.

For Grade 1 course leader and assessor candidates a mentor will be allocated. The candidates will work with the mentor developing their skills until an appropriate standard is achieved. This process will be continuously assessed by a Grade 1 course leader. Once a suitable standard has been achieved the candidate will be recommended to the committee for appointment. (Note at this level it is expected that the candidate will be known to most if not all the course leaders in the country and to the committee who will be actively involved in the approval of any recommended appointment).

### Continuation of appointment

It is not practical to fully re-assess course leaders. Their continued appointment will be confirmed when their 2 yearly referee re-assessment's are carried out. In order to maintain their appointment they must maintain their referee status. Leaders and assessors fulfil an essential and important role in setting and maintaining the standard of refereeing. It is important that they keep up to date with rule changes and interpretation and that they continue to strive to maintain or improve their own skills and knowledge. If the Chief Referee feels that a course leader or assessor's rule interpretation or knowledge has fallen below the required standard then refresher training may be recommended or removal from the list.

Practical assessors will be re-assessed every two years normally when they have their referee re-assessment

The structure of Refereeing in the UK is constantly reviewed. If you have suggestions about improving the overall structure of refereeing in the short and long-term please contact

refereeing-administrator@canoepolo.org.uk

## Rules and Guidance

<b>Referee Guidelines</b>	Page 15
<b>National Competition Rules</b>	Page 18
<b>Canoe Polo Rules</b>	Page 27
<b>Hand Signals</b>	Page 49
<b>Kit Specifications</b>	Page 52
<b>...and finally</b>	Page 56

## REFEREE GUIDELINES

### GENERAL

1. Referees should officiate games in an unbiased and impartial manner.
2. When playing Referees should respect without question all decisions given by the Referees controlling the game. They should set an example of good sportsmanship for other players to follow.
3. Referees should not publicly criticise the performance and decisions of a Referee officiating a game.

### REFEREE RESTRAINT

4. Keep any verbal instructions to a minimum. If a player requests an explanation of a foul, simply maintain the signal. Do not allow yourself to enter arguments with players, either during or after the game.
5. If players dispute a decision, in general stick with the decision unless the opposite Referee also disagrees. (See section on Send-Off's in reference to continuous/ repeated disputation of decisions).
6. If a goal, goal-penalty or sending off decision is in doubt the Referees should consult. When consulting in a doubtful situation they should be cautious about being influenced by players reactions as these may be feigns to sway the Referees.

### DUTIES OF REFEREES

7. During the game the Referee shall have full control of the game, from the entry of teams onto the Playing Area until they leave the Playing Area after completion of the game. In this regard, they shall enforce the Game Regulations, and ensure the Competition and Players Personal

Equipment are maintained during the game, and shall ensure the competition rules are upheld as they apply to the game.

8. The Referees controlling a game are empowered to order spectators, coaches and other persons not actually playing in the game to leave the competition area.
9. The Referees controlling a game are empowered to bring charges before the BCU Canoe Polo Committee or other appropriate competition committee against persons not actually playing in the game.
10. The First Referee for a game shall ensure the game report sheet is correctly completed including any Send Off Forms.

### REFEREE CO-ORDINATION

11. The Referee calling an infringement should blow the whistle loudly and immediately the infringement occurs (after deciding whether to play advantage or not - see below). The hand signal should be indicated quickly and clearly after the whistle. The signal must be clear and held until play has restarted.
12. Both Referees should check that the other Referee agrees with their decision. If the two Referees give different decisions each should be prepared to change their call if they are not totally certain of the call. Defer to the other Referee if they are indicating a more serious offence.
13. If one Referee has called an infringement that has not been seen by the other, then the other should indicate the same signal.
14. Where either Referee changes the direction of their signals after giving a positive signal to which the players have responded, a triple blast on the whistle should be used to gain every bodies attention (including the Time Keeper's), indicating a Time-Out, Signal 7 and the new Signal.

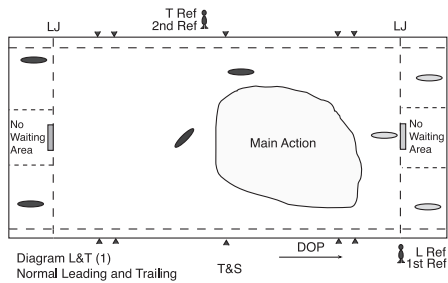
Both Referees must ensure the teams have time to correct their consequent positioning before the restart occurs. The whistle is then blown to restart the game again.

15. If at any time the two Referees continue to disagree they shall stop the game to consult and if still in disagreement, the First Referee shall make the necessary decision.

16. The Referees should, at the completion of the game, discuss any disputed or contentious decisions to improve their reffing and understanding of the rules.

## CONTROLLING THE FIELD OF PLAY USING THE LEADING & TRAILING METHOD

Diagram L&T 1

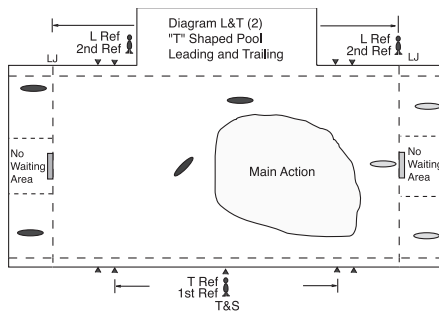


- The First Referee shall take that side of the Playing area from which they can ensure the score is correctly recorded. They will usually be the same side as the Time/Score Keepers Table.
- Each Referee is normally mainly responsible for that half of the field to their right (when facing the centre) and should move along the side of the field so as to be able to closely observe play in that area.
- In general, the Referee should move no further to his/her left than the 6m mark. The aim should be to achieve a "leading" and "trailing" system of controlling the game. The "Leading" Referee should keep up with the play and closely watch

the main action in front of the goal. The "Trailing" Referee should be able to view all players on the Playing Area.

- Either Referee may call an infringement anywhere on the field, but in most situations should defer to the nearer Referee unless an obvious infringement has not been pulled-up.
- Each Referee shall make decisions relating to the side-line nearest to them.
- The Referee should quickly move directly to the goal-line on their right, when play is in that vicinity, to be in a position to give decisions on corners and goal-line throws at that end.
- The Referees shall normally control the corner and side-line restarts on their side of the Playing Area, and goal-line restarts to their right.
- The Referee controlling that side-line should have control over the 1 metre restart condition.

Diagram L&T 2



- "T" shaped pools (see Diagram L&T 2). In some pools it is necessary to have three referees, where there is a diving pit or similar. In this instance the first referee should take the long side line, that runs the length of the playing area. The two second referees take the short sides, each covering the appropriate goal line. This means that the first referee switches from being the leading to trailing referee in the middle area of the pitch. Each referee should be prepared to call fouls at any point on the playing area.

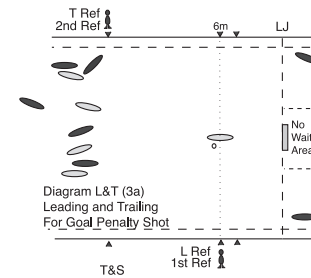
Legend for Diagrams

L Ref – Leading RefereeT  
T&S – Timekeeper & Scorekeeper

Ref – Trailing Referee  
LJ – Line Judge

- Controlling Goal Penalty Shots or a Tie-Breaker Shot (see Diagram L&T 3a/b)

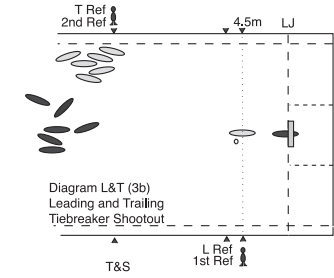
Diagram L&T 3a



- The Leading Referee should move to the 6 metre (for Goal Penalty Shot) or 4.5 metre (for Tiebreaker Shot) mark and be responsible for controlling the taking of the shot.
- The Trailing Referee should take up a position to control the other players.
- When all the other players are correctly positioned, the Trailing Referee will raise their Hand.

- If the Leading Referee has the ball, it should be thrown to the shooter when all the

Diagram L&T 3b



- other players are in the correct position as directed by the Trailing Referee.
- Leading Referee can then blow the whistle (so long as the shooter is correctly positioned) for the shot to be taken.
- In the case of a Tiebreaker Shoot-Out, the Leading Referee also controls the position of the goal keeper and signals the result of the shot. Signals 3 or 4 apply.

Legend for Diagrams

L Ref – Leading RefereeT  
T&S – Timekeeper & Scorekeeper

Ref – Trailing Referee  
LJ – Line Judge

# London International

**30-31 August 2008 – Better and friendlier than ever - if you only come to one international this year, make it this one!**

Teams previously attended from France, Belgium, Germany, Holland, Spain, Italy, South Africa and the USA

Refreshments will be available

All Facilities are on site Camping, parking and the playing areas. Tournament is well located for international teams given Dover is only 80km away and Heathrow, Gatwick, Stansted, City, Luton, Lydd and Manston airports are all within easy reach.

**Entry forms available on request from [London\\_international@hotmail.com](mailto:London_international@hotmail.com)**



## National Competition and League Rules

- |   |  |
|---|--|
| 1 BCU Membership Requirements applies to all competitions | 5 Promotion/Relegation                         |
| 2 Application for National League Membership              | 6 Refereeing                                   |
| 2.6 New and Re-applications                               | 7 Tournament Organisation and Administration   |
| 2.7 Rejection of Applications                             | 8 General Sanctions                            |
| 2.8 One Club Rule   | 9 Club Championship Eligibility                |
| 3 League Structure  | 10 Club Championship Categories of Competition |
| 4 Allocation of Points                                    | 11 Club Championship Tournament System         |

The following rules will apply to the conduct of the Canoe Polo in the 2008/09 season. Clubs should familiarise themselves with the Rules. Questions relating to interpretation should be addressed to the National Leagues Organiser, Club Championships Organiser and/or the Canoe Polo Committee. All breaches of the rules may be considered by the Canoe Polo Committee, which may decide to apply any one of a number of sanctions, (on an individual, Team or Club), including the issue of a formal warning, deduction of points or, in the most serious of cases, exclusion of a Player/Team/Club from future competitions. Clubs should also refer to the National League procedures, which have been prepared by the Canoe Polo Committee with a view to providing League Organisers with guidance in relation to the conduct of the Leagues.

These rules apply to the major tournaments that are run directly by the Canoe Polo Committee, namely:

1. National Club Championships (1 weekend in May)
2. National Leagues (Running October to May)

**Teams and Individuals are expected to adhere to both the spirit and letter of these rules and not seek to manipulate the rules for personal or team advantage.**

**As a rule of thumb an individual player is expected to play for only one team in each class of competition, in each season. Players playing in more than one team must very carefully check that they are not breaching one or more of these rules – in either letter or spirit.**



## SECTION ONE

### BCU Membership Requirements - applies to all competitions

- 1.1 Club Affiliation
  - 1.1.1 Any Club applying to enter a Team in any Canoe Polo Committee directly organised tournament must be affiliated to the BCU, SCA, WCA or CANI.
  - 1.1.2 A photocopy of the parent Club's Affiliation Card must accompany each Team's National League Re-entry/Entry Form.
- 1.2 Individual Membership
  - 1.2.1 Other than for the exemptions in Rules 1.2.2, and 1.2.3 all players must be current individual members of the BCU, SCA, WCA or CANI. (The class of membership must permit competitive events to be entered).
  - 1.2.2 Until further notice Youth players who hold a valid BCU Paddlesport Membership Card for their Club's Youth Section are eligible to play in the Youth Competitions without individual BCU membership.
  - 1.2.3 Until further notice, Players in Youth Division 2 may take out Day Membership of the BCU to play in each of their Tournaments as an alternative to being comprehensive members.
  - 1.2.4 Youth players may be required to submit a parental consent form, indicating that they are aware that they are taking part in an event where photography may be taken, organised by the BCU Polo Committee for the promotion of Canoe Polo. All classes of entry are deemed to have accepted such promotional photography may be taken and used.
  - 1.2.5 A player must provide a photocopy of their Federation Membership Card at the time of registering for each competition in which they wish to play.

## National Leagues Rules

## SECTION TWO

### Application for National League Membership - Entry Criteria

**Entry form will be available from the website: [www.canoe polo.org.uk](http://www.canoe polo.org.uk), in good time for all entries to be completed.**

- 2.1 Teams will be informed of tournaments that they must attend and venues by the 1st September.
- 2.2 All teams will be required to list their nominated players by the 23rd September of the year of competition – WITHOUT FAIL. No player may be a nominated player for more than one team in any class of competition. Players may not then be added to team lists, or play up for other teams without the EXPRESS permission of the National Leagues organiser or the Canoe Polo Committee, who will expect a valid reason to be given why that individual could not have been placed on the original list of nominated players.
- 2.3 Teams entering for a new season MUST consist of members of the club that held the place in the previous season. In the event of a Club or Team withdrawing from the National Leagues the Canoe Polo Committee will fill their place in whatever way they feel most contributes to the good running of the leagues.
- 2.4 Individuals will only be permitted to play in one team in each category of competition, other than for the reasons specifically stated below.
  - 2.4.1 A player Registered with a lower Division Team may 'play up' for a Team in a higher Division.
  - 2.4.2 Once a player has 'played up' in more than one tournament for a Team, he/she will not be allowed to play again for the Team in the lower Division.
  - 2.4.3 No individual may play more than one additional tournament than they would have played in the Division that they were originally registered.

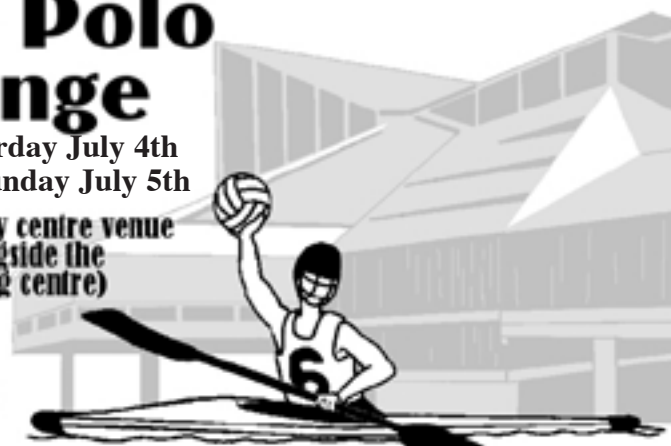
- 2.4.4 A player who has previously played in a higher division than that in which he/she is registered for the current season may not play up without the express permission of the National Leagues Organiser or the BCU Polo Committee.
- 2.4.5 Clubs with more than one Team in the same Division may, at any stage in the season, substitute one or two players from one Team to another Team in the same Division.
- 2.4.6 Once substituted in this way a player must complete the season with the new Team.
- 2.4.7 A player may not compete in more tournaments than the number allocated to Teams in that Division.
- 2.5 Teams must be prepared to attend all tournaments in their division other than for the reasons specifically stated below.
- 2.5.1 University teams in Division 4 may request on their entry form to miss the first tournament of the season, to enable them to select their team from the new years intake.
- 2.5.2 Teams with players who are playing in more than one class of competition may ask to miss a tournament when that tournament clashes with another category. For example, some Division 4 tournaments are on the same day as Youth tournaments. This will be co-ordinated by the two league organisers concerned.
- 2.6 New and Re-applications
- 2.6.1 Entries from Clubs/Teams wishing to join the National League for the first time, or to re-join will only be accepted on an official Entry Form, available from the National Leagues Organiser, printed in this yearbook, or down-loaded from our web-site, <http://canoepolo.org.uk>.
- 2.6.2 Entry Forms must be submitted by 30th June 2008.
- 2.6.3 The £40 Team Registration Fee, (to cover the cost of trophies, administration etc.), must accompany the Entry Form, (Ladies Div 2 is £35 and Youth £30).
- 2.6.4 One tournament fee must accompany the Entry Form. This will be carried forward to cover the fee for the final tournament of the season, but will be forfeit if the Team fails to participate in a tournament they were scheduled to attend. (The level of tournament fees for the 2008/09 season is indicated in the notes that accompany the Entry Form).
- 2.6.5 Entries received after 30th June 2008 will be required to pay a fine of £100 if there are still places available.
- 2.6.6 Any Team failing to complete the season's fixtures will be required to pay all the Pool Fees and Referees Fees and/or Fines that would have been due had they done so.
- 2.6.7 A Team applying for a League place does so on the understanding that it must be prepared to attend any of the Tournaments scheduled for the Division concerned.
- 2.7 Rejection of Applications
- 2.7.1 The Polo Committee may reject an application for any of the following reasons:
- to send, with the Entry Form, proof of current Club Affiliation to the BCU, SCA, WCA or CANI.
  - Failure to provide a cheque to cover the League Registration Fee and one Tournament Fee with the Re-entry Form.
  - Failure to provide, with the Entry Form, evidence of the ability to provide a Referee of the required Grade.
  - Evidence of any fees remaining outstanding from a previous season from any Team within the Club concerned.
  - Failure to comply with League Rules in the previous season, (notably with regard to the provision of an appropriate Referee and non-attendance at one or more scheduled Tournaments).
  - Where the Entry/Re-entry form is received after the published closing date and all places in the League have already been filled

- 2.7.2 If the number of new applications exceeds the number of vacancies, the Polo Committee will take into account a variety of factors in deciding which Team(s) to accept. Criteria will include evidence of genuine commitment to the sport, (through participation/results in Regional Leagues, Open Tournaments, National Championships, etc.) and attendance of players/officials at refereeing/coaching courses. **Special consideration will be given to Teams whose applications were unsuccessful in previous seasons.**
- 2.7.3 Any Team wishing to return to the National League after one or more seasons' absence may be required to re-enter at the lowest level. However, the Polo Committee has the discretion to reinstate a Team at a higher level should this be possible without affecting automatic promotion and relegation (if applicable) and if such action is deemed to be in the best interests of the sport.
- 2.8 'One Club' Rule
- 2.8.1 A player is only eligible to register to play for one Club in each of the three categories of competition - Open, Women's, Youth - during a season. (For the avoidance of doubt, this Rule does not currently prevent a Woman from playing for a Club in a Women's League and for a different Club in an Open League, or a Youth Player playing in a Youth League for a Club and for another Club in an Open League).
- 2.8.2 A player who has not already played for the Club with which they originally registered may register to play for another Club in the same category of competition provided that 14 days notice in writing is given to the National Leagues Organiser.
- 2.8.3 Any player unable to complete a full season with the Club with which they originally registered, due to a major change in personal circumstances, may apply in writing to the Polo Committee, giving a minimum of 28 days notice, for permission to transfer to another Club. Approval will normally depend on provision of written agreement from both Clubs concerned.
- 2.8.4 Players must be members of any club for which they compete.

Kingston Kayak Club are proud to present  
**The Hull International  
 Canoe Polo  
 Challenge**  
**2009** Saturday July 4th  
 & Sunday July 5th

at the magnificent city centre venue  
 of Princes Dock (alongside the  
 Princes Quay shopping centre)

Put the dates in  
 your diary NOW!!



Details and entry forms available nearer the date from: [www.kkc.org.uk](http://www.kkc.org.uk)

## SECTION THREE

### League Structure

- 3.1 The following categories of team are catered for within the National Leagues:-
- 3.1.1 Open Open to any team
- 3.1.2 Women Open to any team whose members are all female
- 3.1.3 Youth Open to any team all of whose members are not more than eighteen years of age on 1st January of the year in which the season finishes. (For the 2008/09 season players must be born on, or after, 1st May 1990).
- 3.2 Within a Division each Team will play every other Team twice during the season. (This format may only be varied with the approval of the Canoe Polo Committee).
- 3.3 Where a Division contains 10 Teams there will be six tournaments, with each team attending four.
- 3.4 Where a Division contains 8 teams there will normally be five tournaments with each team attending three.

## SECTION FOUR

### Allocation of Points

- 4.1 Points will be awarded as follows:-  
3 for a win, 2 for a draw, 1 for a loss, 0 for failing to field a team.
- 4.2 The result of a forfeited game will be deemed to be a 3-0 win for the attending team.
- 4.3 In order to decide end of season League positions, where two or more teams have gained the same points they will be ranked based on the following criteria:
- Goal difference,
  - Goals scored,
  - Results of the games between the teams concerned,
- If any of the Teams concerned were credited with one or more 3-0 victories as a result of the forfeiture rule (4.2), calculations will be based on a revised League table that totally excludes all games involving the Team(s) that forfeited games.

## SECTION FIVE

### Promotion / Relegation

- 5.1 Play offs for all Divisions will be held over one weekend as specified elsewhere in this yearbook.
- 5.1.1 Under normal circumstances teams at the play-offs may only be made up of players who have already played for that team at some point in the season.
- 5.2 For Division 4 - Open
- 5.2.1 The top team from each of the four divisions will be automatically promoted and the second place team will go into the play offs. The 2nd place teams from Div 4 will play off against the 9th placed teams from Div 3.
- 5.2.2 Seven teams will be playing each other once with the top three teams of the playoffs will be promoted.
- 5.2.3 For Division 4 - the 9th and 10th placed teams in each Division will have to re-apply for their place in the league system and their application will be considered on merit - with any teams applying for entry to the leagues for the first time.
- 5.2 For Division 3 - Open
- 5.2.1 The top team from each of the three divisions will be automatically promoted and the 2nd place team will go to the play offs. The 2nd placed team will play off against the 7th placed teams from Div 2.

- 5.2.2 This will play as the five teams in a straight league playing each other once. The top two teams will be promoted into Division 2.
- 5.2.3 For Division 3- The last placed team each division will be demoted to Division 4 for the following season. They will be allocated the most suitable geographical region by the Canoe Polo Committee.
- 5.2 For Division 2/1 - Open and Ladies
- 5.2.1 The top two teams from each of the two divisions will play off against the 7th and 8th placed teams in Division 1 - on the Sunday of the weekend.
- 5.2.2 This will play as two leagues of three, with cross overs, giving each team a minimum of 3 games.
- 5.2.3 For Division 2 – last placed team in each Division will be demoted to Division 3 for the following season. They will be allocated the most suitable geographical region by the Canoe Polo Committee.
- 5.3 Youth Leagues - The system for play-off for the Youth leagues will be determined when the number of entries/divisions have been decided. At this stage teams are encouraged to enter the leagues on the basis that there will be a National Division 1 and two, regionally split Division 2s - North and South. Should there be insufficient entries to sustain this teams will be given the opportunity of reviewing their entry. If team organisers have any questions regarding this please address them to the Chairman.
- 5.4 Any team that finds itself invited to a play-off that is not planning to enter the leagues for the following season, for whatever reason, should declare that information and give up its right to attend the play-off. In that circumstance the Canoe Polo Committee will decide if another team should be invited in their place, or if the play-offs should be restructured with fewer teams.

## SECTION SIX

### Refereeing

- 6.1 Team Refereeing Commitment
- 6.1.1 For the 2008/09 season Teams will be required to provide the following minimum Grade of Referee for all Tournaments they are required to attend:
- |                    |                 |                    |         |
|--------------------|-----------------|--------------------|---------|
| Open Division 1    | Grade 1 or 1(T) | Open Division 2    | Grade 2 |
| Open Division 3    | Grade 3         | Open Division 4    | Grade 4 |
| Women's Division 1 | Grade 2         | Women's Division 2 | Grade 3 |
| Youth Division 1   | Grade 3         | Youth Division 2   | Grade 3 |
- 6.1.2 A Team's nominated Referee will normally be required to officiate over the same number of games that his/her Team is due to play at a given Tournament. (Teams will be required to officiate over more games at T-shaped pools requiring three Referees).
- 6.1.3 Nominated Referees must be prepared to officiate at any stage of the Tournament.
- 6.2 Substitute Referees
- 6.2.1 Anyone refereeing a game due to another team failing to provide an official will be eligible for a £5 contribution towards their expenses, (to be paid by the League Organiser/Chief Tournament Official at the end of the Tournament).
- 6.3 Failure to Provide a Referee
- 6.3.1 If, for whatever reason, a Team is unable to provide a Referee of the required Grade for a given Tournament, the League Organiser must be notified as soon as possible.



- 6.3.2 Any Team failing to provide a Referee will be subject to the following sanctions:
1. If at least 14 days notice is given, a fine of £50.
  2. If less than 14 days notice is given, a fine of £70.
  3. If less than 24 hours notice, or no notice, is given, a fine of £70 - in addition the Team will be reported to the Polo Committee which may, depending on the circumstances, levy an additional fine.
- 6.3.3 **Due to Teams failing to provide a suitably qualified referee, the monetary fine as stated above will be held and a one point fine will be incurred for each tournament where they do not provide a qualified referee.**

## SECTION SEVEN

### Tournament Organisation and Administration

- 7.1 Communication with Teams
- 7.1.1 Details of the tournaments a Team is required to attend should be received at least 4 weeks prior to the first tournament of the season.
- 7.1.2 Confirmation of each Tournament and final match details should be sent out at least 14 days prior to the Tournament.
- 7.1.3 Results should be sent to all Teams in a Division within 3 days of each Tournament.
- 7.2 Tournament Administration
- 7.2.1 Teams should hand their tournament fee, (payable by cheque to 'BCU Canoe Polo Committee'), to the Table Officials prior to the start of the first Game.
- 7.2.2 Teams should hand their Team Sheet, completed in full, to the Table Officials prior to the start of their first Game.
- 7.2.3 Any player whose BCU Membership was due for renewal subsequent to the last Tournament in which he/she played, or who has not previously registered to play for the Team in question, should present their BCU, SCA, WCA or CANI Membership Card to the Table Officials prior to the start of their first game.
- 7.2.4 A League Organiser/Chief Tournament Official may require a player to produce their BCU, SCA, WCA or CANI Membership Card at any time.
- 7.2.5 Any Team arriving late/failing to appear at a tournament must submit a full explanation, in writing, to the National Leagues Organiser and League Secretary within 48 hours.
- 7.2.6 The Game Order will not normally be changed to cater for the late arrival of a Team.

## SECTION EIGHT

### General Sanctions

- 8.1 A Team missing a League Tournament or, if qualified to attend, the end of season play-offs, will be required to pay the Tournament Fee and Referee Fines if appropriate.
- 8.2 Ultimate responsibility for the payment of fines and fees rests with the Club named on the Team's League Entry Form.
- 8.3 In the event of any team failing to meet its financial commitments all Teams from the parent Club are liable to disqualification from all National Polo Competitions.
- 8.4 Any Team missing one Tournament may have its application for entry for the following season rejected.
- 8.5 Any team failing to hand in their tournament fee (cheque) on the night will be fined one point for that tournament.

## National Club Championship Rules

### SECTION NINE

#### Eligibility

- 9.1 All clubs entering the championships must be affiliated to the BCU, SCA, WCA or CANI.
- 9.2 Clubs are encouraged to enter as many categories of competition as possible, with the intention of collecting points towards a club ranking.
- 9.3 Teams representing one club should all be recognisably from the same club, i.e. the same boat colour and broadly the same buoyancy aid, vest and helmet colours.

### SECTION TEN

#### Categories of Competition

- 10.1 There are currently three categories of competition;
- 10.1.1 Open - open to all competitors
- 10.1.2 Women - open all competitors who are female.
- 10.1.3 Youth - open to all competitors who are under 18 on the 1st of May in the year of the competition - for 2008/09 this is born on or after 1st May 1990.
- 10.2 It is hoped to add further categories of competition in the near future, to include - Under 16s, and Veterans (age limit to be decided).
- 10.3 Clubs may enter as many teams as they wish in each category of competition.
- 10.3.1 Individuals must play for only one team in each class of competition.
- 10.3.2 Individuals may play in more than one class of competition, but as no allowances can be made for this at a multi-pitch venue, each of the players teams must be able to field five players at any given time.

### SECTION ELEVEN

#### Tournament System

- 11.1 Subject to the number of entries in each category of competition, the tournament organiser in conjunction with the Canoe Polo Committee will devise a system that fairly ranks all teams within a category.
- 11.2 If there is a large number of entries received then these will be banded together to allow a good and fair weekend's competition for all attendees.
- 11.3 It is desirable that each team get a final ranking place, but it is acknowledged that it may only be possible to give approximate placings (for example 24=) for some positions.
- 11.4 The top two teams for a club in each category only will score points towards the "Top Club" ranking.
- 11.5 The points system will be as follows:
- 11.5.1 The maximum number of points in each category will be the number of teams entering the Open class of competition.
- 11.5.2 The First placed team in each category will score this number of points, the second one less and so on.
- 11.5.3 The last placed team in the Open category will score one point.
- 11.5.4 In the Women's and Youth categories, the teams will score the same number of points as the equivalently placed Open team.
- 11.6 All Clubs entering the competition will be given a ranking, based on the total number of points that they accumulate.
- 11.6.1 In the event of tie the team winning the most categories of competition will be declared the winner; in the event that this provides no outright winner the clubs will be given an "equal" ranking.

## European Club Championships

The BCU Polo committee is currently asked to nominate two teams in the categories Men's and Ladies for the European Club Championships. For the 2007 Championships and onwards teams will be selected on the basis of:

- 1 Winners of the Club Championships held in summer of the year of the championships
- 2 Winners of the National Leagues, completing in the year of the championships.
- 3 In the event that this system gave only one team or a team was unable or unwilling to field a team the Polo Committee would select the Club team that if felt would be the next strongest this would normally but NOT necessarily be the next placed team(s) in the National Leagues.

The BCU Polo committee will insist that the **CLUB** team that earns its qualification place as described above will send a team that **EXACTLY** matches the qualifying team. Teams who are unable to field an exact team will be required to advise the BCU Canoe Polo Committee (via the Chairman **AND** Secretary) who will then decide if that team still substantially represents the qualifying team and can take the place. If not the Polo Committee will decide which team if any to nominate in the qualifying teams place.

## Regional Canoe Polo Competition

While the BCU Polo Committee does not have direct responsibility for the Regional Leagues it does hope that, with the help of the Regional Reps, each of the regions will hold a Regional League, aimed partly, but not solely, at developmental teams who are hoping to take a place in the National League structure, starting with Division 4, or Division 2 Ladies or Division 2 Youth.

At the present time there are no plans to extend the National League structure, and Regional Polo should be seen as the appropriate "Entry Level" for all new teams.

Very strong preference will be given in allocating Division 4 places to newly entering teams if a team can show that they have a good track record of attending and competing in their Regional league.

Regional Leagues also provide a very good opportunity for teams and individuals to practice and improve their refereeing skills. In the near future the Polo Committee hopes to create a system where all referee's courses would be linked to a regional polo tournament.

Regional Polo provides an ideal environment for players and team who might wish to take part in polo on recreational level and consequently there is no intention at the present time of formally linking a promotion/demotion between Regional and National Leagues Polo.



## BCU CANOE POLO RULES

The following are the BCU Rules, for the 2008/09 National Leagues Season, which are based on the International Canoe Federation Rules V7.00 dated January 2007. The ICF Rules have been left intact in so far as is reasonably possible to help all referees and players understand how the game is played at International level.

The BCU will implement changes made by the ICF as soon as practically possible, but not mid season. In accordance with tradition, the following markings will be used to indicate a change for domestic BCU competition compared with the pure ICF rules:-

- When text is UNDERLINED it will be an ICF rule which is relaxed for domestic BCU competition.
- When text is **BOLD & ITALICS** it will be a BCU addition to the ICF rules, or an interpretation for clarity of a particular rule, to be applied in all events organised by the BCU Canoe Polo Committee.

**Items with grey background are from 2008 ICF CPC rule update** - where these rule updates have replaced previous rules the previous rule has been left in, but crossed through, so that the reader can better understand the reason for the clarification.

Players and Referees should be aware that all the rules (not including Bold & Italics) contained here can be enforced in International events, particularly those that are sanctioned as ICF Tournaments. Players should understand there may be zero tolerance on things like playing equipment and team identification.

### Useful abbreviations / definitions

BCU	British Canoe Union
CPC	Canoe Polo Committee
DOP	Direction of Play
GPS	Goal Penalty Shot
ICF	International Canoe Federation
L&T	Leading & Trailing
Balls Out of Play	Side Line, Goal Line & Corners
Free Throw	The ball has to be passed before a direct shot at goal can be taken.
Free Shot	The player taking the throw may shoot directly at goal if they wish.
Leading Ref.	Referee in front of the main action of the game.
Trailing Ref.	Referee following behind the main action of the game.

### Items with grey background are from 2008 ICF CPC rule update

#### Definitions

The following definitions are to be used when determining the severity of a foul and to assist in the severity of the sanction given.

**Deliberate Foul** - a foul where no effort was made to avoid the illegal play. Any deliberate foul should receive a minimum of a green card- either immediately or at the next break in play if playing advantage. Also see note regarding green and yellow cards

**Dangerous Foul** - is significant contact with the opponent's arm, head or body that may result in personal injury and is illegal. Also see note regarding green and yellow cards. Any dangerous foul should receive a minimum of a green card- either immediately or at the next break in play if playing advantage.

**Significant contact** - any high impact or continuous contact, that may result in equipment damage or personal injury. This definition should be used when deciding the severity of illegal kayak tackles, illegal hand tackles, or illegal use of paddle or illegal holding, and whether or not a green, yellow or red card should be awarded.

**The act of passing or shooting** - begins when a player has the ball in their hand, or balancing on their paddle, and is clearly attempting to pass the ball to a team mate, or shoot at goal.

**A Near Certain Goal** - The referee must be certain that a goal was the most likely end result if play had continued.

**Defending player** - any member of the team that does not have possession of the ball.

**Attacking player** - any member of the team that currently does have possession of the ball

**Team Possession** - a team is considered to have team possession and therefore be the attacking team if any member of that team has possession or control of the ball.

**Control of the ball** - A player is considered to have control of the ball if that player is in possession of the ball, or is the nearest player to the ball and is within 3 metres of the ball on the water.

## ICF Rules Version 7.00 ~

### CHAPTER 3 -

### GAME REGULATIONS

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## ICF CPC 2007 CHAPTER III - GAME REGULATIONS

### 35. PLAYING AREA [TR]

- 35.1. The playing area shall be rectangular, and have a length of thirty-five (35) meters and a width of twenty-three (23) meters. The immediate-surround of the playing area shall be an unobstructed area of water, with where possible a minimum width of one metre outside all boundaries.
- 35.2. The water throughout the playing area must be still water at least ninety (90) centimeters deep.
- 35.3. There must be a clear height of at least three (3) meters without obstacles, and a minimum ceiling height of five (5) meters, above the playing area.
- 35.4. There shall be a walkway on each side of the playing area kept clear for the referees.

### 36. PLAYING AREA BOUNDARIES AND MARKERS [TR]

- 36.1. The longer boundaries are to be referred to as the sidelines, the shorter boundaries as the goal lines.
- 36.2. The sidelines and goal lines are to be indicated by a floating lane rope. **The Pool Side may be used for the sideline if required.** The section of the goal line four (4) meters either side of the centre of the goal frame should be free from floats so as not to interfere with the positioning of the goalkeeper.
- 36.3. Markers indicating the goal lines, half way line and points six (6) meters and four-and-half (4.5) meters from each goal line are to be placed along the sidelines, and be clearly visible to both referees and players. **The 4.5m markers are for Tie Breaker Shootout. (See Diagram L&T 3b)**
- 36.4. Markers indicating the substitute-areas are to be placed on the goal lines four meters either side of the centre of the goal frame, and be clearly visible to both referees and players. **(See Diagram L&T 3b)**

### 37. GOALS [TR]

- 37.1. Goals will be located over the centre of each goal line with their lower inside edge two (2) meters above the surface of the water. The goals are to be held in such a way that they are prevented from swinging. The goal supports and nets should not interfere with any player defending or manoeuvring around the goal area, or with the flight of the ball in the area of play.
- 37.2. The goals will consist of open frames one (1) metre high by one and a half (1.5) meters wide (measured internally) hung vertically. The maximum width of a material used to construct the goal frame will be five (5) centimeters. The goals are to have nets, which allow the ball to pass freely through the goal frame but indicate clearly that a goal has been scored and should not have back bars. The frame must be red and white striped each stripe being of 20 centimeters length. **Goals should be constructed to have a minimum depth of 30cm.**

### 38. THE BALL [TR]

**Size 5 Will be used for Open. Size 4 will be used for Ladies and Youth.**

- 38.1. The ball shall be round and shall have an air chamber with a self-closing valve. It shall be waterproof, without external strapping or any covering of grease or similar substance.
- 38.2. The weight of the ball shall be not less than four hundred (400) grams and not more than four hundred and fifty (450) grams.
- 38.3. For games played by men, under-21 men and master men, the circumference of the ball shall not be less than sixty-eight (68) centimeters and not more than seventy-one (71) centimeters, and its pressure shall be 50 kPa (kilo Pascals) (13-14 pounds per square inch atmospheric).
- 38.4. For games played by women, under-21 women and master women, the circumference of the ball shall not be less than sixty-five (65) centimeters and not more than sixty-seven (67) centimeters, and its pressure shall be 50 kPa (kilo Pascals) (12-13 pounds per square inch atmospheric).





### 39. GAME OFFICIALS [TR]

- 39.1. The game officials shall consist of two (2) referees, two (2) goal line judges, one (1) scrutineer, two (2) timekeepers and one (1) scorekeeper.
- 39.1.1. Depending on the degree of importance games can be controlled by teams of between three (3) and eight (8) officials. Where there are only three (3) game officials, two (2) shall be the referees who shall take on the additional duties of the goal line judges and the scrutineer and one timekeeper taking over the duties of the timekeepers and scorekeeper.

### 40. REFEREES [TR]

**The 1st Referee should be positioned on the same side of the playing area as the table-officials.**

- 40.1. The referees shall be in absolute control of the game. Their authority over the players shall be effective during the whole time that they and the players are within the competition area.
- 40.2. All decisions of the referees on questions of fact shall be final and their interpretation of the rules shall be obeyed throughout the game. No protest or appeal can be made in relation to an interpretive decision of a referee. The referees shall not make any presumption as to the facts of any situation during the game but shall interpret what they observe to the best of their ability.
- 40.3. The referees shall whistle to start and restart the game and to declare goals, goal line throws **and sideline throws**, corner throws, infringements of the rules and timeouts. A referee may alter their decision provided they do so before the ball is put back into play. The referee must ensure that before the game is restarted that in their sole discretion neither team is disadvantaged. **If players have responded to the initial (changed) call, then the referee should call Time-Out to allow the players to correct their positioning.**
- 40.4. The referees shall have the power to order the removal from the competition area any person whose behavior prevents the referees from carrying out their duties in a proper and impartial manner.
- 40.5. The referees shall have the power to abandon the game at any time if, in their opinion, the behavior of the players, team-officials or other circumstances prevent it from being brought to a proper conclusion. If the game has to be abandoned the referees shall report their actions to the Chief Official.
- 40.6. Where the referees cannot agree on a decision the first named referee will take the final decision.

**This short section is added for more completeness from ICF Chapter 2 Rule 30:-**

Some of the points mentioned are as follows:-

The referees shall:

Provide their own equipment; the dress of referees is an appropriate black shirt and shorts or trousers. Referees should also wear sports shoes or appropriate alternatives.

Provide written reports (one from each Referee) to the Chief Referee of all incidents resulting in a player being sent off, immediately upon completion of the game in which the incident occurred. Such report should include any request for further disciplinary action;

Referees, whilst acting in any capacity with their team, lose their Referee status. They should respect without question all decisions given by the Referees controlling the game. They should set an example of good sports behaviour for other players to follow.

### 41. GOAL LINE JUDGES [TR]

- 41.1. The goal line judges shall be situated diagonally opposite each other on the left-hand side of each referee.
- 41.2. The duties of the goal line judges shall be to signal until acknowledged by the referee by:
- 41.2.1. Raising a **green flag or hand** when the players are correctly positioned on their respective goal lines at the start of a period;
- 41.2.2. Raising a **red flag or hand** to indicate the ball is out of play by crossing the goal line. (Goal line-throw, corner-throw, goal);
- 41.2.3. Waving a **red flag or hand** for an improper start or restart;
- 41.2.4. Waving a **red flag or hand** for an improper re-entry of an excluded player or improper entry of a substitute.

**For a Sent-Off player, the Time Keeper informs the Goal Line judge of the end of exclusion and then the Goal Line Judge informs the player they may re-enter the playing area subject to the conditions for Entry to the playing area and Re-Entry and Substitution.**

- 41.2.5. Pointing both the **red and green flag or hand** at the goal when the ball enters the goal frame.
- 41.3. Each goal-line judge shall be provided by the Organising Committee with a supply of balls and when the original ball has gone outside the field of play, they shall immediately throw a new ball to the goalkeeper (for a goal throw); to the nearest player of the attacking team (for a corner throw); or as otherwise directed by the referee.

Each goal line judge shall be provided by the organising committee with a supply of balls. When the ball has gone outside the field of play they shall throw a new ball to the goal keeper (for a goal throw), or to the nearest player of the attacking team (for a corner throw) as directed by the referee.

**Reason:** to prevent multiple balls on the playing area, goal line judges are requested to throw a ball into the playing area only when directed by the referee.

**The Goal Line Judge must ensure that substitutes do not interfere with play. If in their opinion a substitute does interfere, or remains in the Subs No Waiting Area (see Diagram L&T 1) directly behind the goal, then they should draw this to the attention of the referee who will then deal with the matter with at least a Green Card.**

**The Goal Line Judge must ensure a player being substituted has entirely left the playing area with the whole of their kayak before the substituting player starts to enter the playing area.**

### 42. SCRUTINEER [TR]

- 42.1. The scrutineer will be responsible for checking the equipment of all players before and during their game. They may also check equipment at any other time during a competition.

**The BCU Canoe Polo Committee, National Leagues organiser, National Leagues Secretaries or relevant Competition Organising Committee may appoint a Scrutineer for any applicable event.**

### 43. TIMEKEEPERS [TR]

- 43.1. The timekeepers shall be situated at the official's table.
- 43.2. The duties of the timekeepers shall be to:
- 43.2.1. Record the exact periods of playing time, timeouts and the intervals between the periods;
- 43.2.2. Control the periods of time-outs and to signal the period by raising a red flag, except that a referee shall signal the end of a time-out;
- 43.2.3. Record the send-off times of players ordered from the playing area in accordance with the rules, together with the re-entry times of such players or their substitutes;

**If a Time-Out is called, or an interval (half time or extra playing period) occurs, while a player is serving a send-off period, then the send-off period will also be stopped for the duration of the Time-Out or interval. The send-off period will continue when the play is restarted. This means a sent-off player will serve the full period in playing time.**

43.2.4. Control the periods of exclusion of players and to signal the end of the period of exclusion by a visual electronic device or by raising and waving a green flag or hand;

**The Timekeeper adjudicates the length of the send-off, and signals to the Goal Line Judge when the send-off period has expired.**

43.3. A timekeeper shall signal by any means provided it is distinctive, acoustically efficient and readily understood, the end of each period independently of the referees and their signal shall take immediate effect except in the case of the simultaneous award by a referee of a goal penalty shot, in which event the goal penalty shot shall be taken in accordance with the rules;

43.3.1. The first timekeepers shall perform the duties stated in 43.2.1 and 43.2.2 and the second timekeeper shall perform 43.2.3 and 43.2.4.

#### **44. SCOREKEEPER [TR]**

44.1. The scorekeeper shall be situated at the official table.

44.2. The duties of the scorekeeper shall be to:

44.2.1. Record the awarded goals and maintain the scoreboard during the game;

44.2.2. Maintain the record of the game, including the players, the score, time-outs, green, yellow and red cards awarded against each player.

**The scorekeeper should draw attention to the referee by suitable means (such as waving their hand) to indicate a player has accumulated either three (3) Green Cards (=Yellow Card) or two (2) Yellow Cards (=Red Card) indicating the one currently being issued as applicable.**

#### **45. NUMBER OF PLAYERS [TR]**

45.1. Each team may consist of a maximum of eight (8) players for any one game. No more than five (5) players are permitted on the playing area at any one time. Any other players at that moment are to be considered as substitutes. A team must begin each game with five (5) players, ready to start on their own goal line. If a team is reduced to two (2) players at any time the referee shall end the game and refer the matter to the competition committee who shall decide the appropriate action to be taken.

45.2. The list of players names and numbers for a game must be handed to the appropriate official before the time indicated by the Competition Committee.

**From ICF Chapter 2 article 21.1.3 – Up to ten (10) players may be used for each team as a squad (throughout a competition or league season), but a maximum of 8 players may be used for any game with a maximum of 5 on the playing area at any one time. The National Leagues Organiser may allow teams to use more than 10 players in a season in exceptional circumstances.**

#### **46. CHOICE OF END [TR]**

46.1. The first named team on the game sheet will start on the goal line at the left-hand side of the official table unless one of the captains or the Chief Official request a toss of a coin to determine the choice of ends.

#### **47. IDENTIFICATION [TR]**

47.1. All players must have kayaks with the decks of the same color, spray decks of the same color; outmost body covering of the same color; helmets of the same color and shirts of the same color.

**Spray decks should be the same colour for the top division in each class. Only the sleeve (or notably visible) areas of shirts should be the same colour. Short and long Sleeves may be mixed throughout the same team.**

47.2. Where a solid color(s) is used for the hull of the kayak, the kayaks of all players of the team must match this. In the case of clear hull kayaks the presence of carbon fiber or other integral materials within the construction will not be deemed as effecting the overall color of the hull.

47.3. If the referee or scrutineer determines there is inadequate distinction between the teams, the first named team on the game sheet will be required to change their body identification colors.

47.4. The players of a team shall each be numbered from 1 to 99. This number shall be displayed on the body covering and on the helmet.

**Only numbers from one (1) to fifteen (15) are permitted. This is due to the over complexity of signing goal scorers with numbers above fifteen (15).**

47.5. The numbers will be clearly legible to the referees from anywhere on the field and must clearly individually identify each player in a team. A number at least 20 cm high must be on the back of the body. A number at least 10 cm height must be on the front of the body. Numbers at least 7.5 cm high must be on each side of the helmet. The captain of each team shall be distinguished from the rest of the team by an armband.

**The colour of the numbers should be the same throughout the team, however the helmet and Body Protection numbers maybe different colours.**

#### **48. KAYAKS [TR]**

48.1. Kayaks approved by the scrutineer may be used.

For full specifications on kayaks and padding - see appendix Scrutineering.

**Full up to date kayak specifications of Polo Kayaks are available on request from the Polo Committee or from the BCU Canoe Polo Committee's web site.**

#### **49. PADDLES [TR]**

49.1. Double-bladed paddles approved by the scrutineer may be used.

For full specifications on paddles - see appendix Scrutineering.

#### **50. PERSONAL EQUIPMENT [TR]**

50.1. Each player must wear one **CE APPROVED** helmet with facemask, approved by the scrutineer.

For full specifications on helmet and facemasks - see appendix Scrutineering.

50.2. Body protection, approved by the scrutineer, must be worn.

For full specifications on body protection - see appendix Scrutineering.

50.3. A shirt with sleeves, which at least covers the mid upper arm, must be worn. The players shall not have grease, oil or any similar substance on their arms and neck.

50.4. Beside the equipment and clothing listed above, personal clothing and effects, and a spray deck for the player is permitted. Extra protective equipment on the hands, forearm and elbows is permitted provided it is firm fitting, securely attached and with no sharp edges such that they do not endanger any other player. No other equipment is permitted. A player must not wear any items (such as jewellery) that can endanger either the wearer or any other player.

**Jewellery includes items such as rings, bracelets (including friendship/charity bands), necklaces and earrings. Non removable rings with no protruding gems may be taped up.**

50.5. Players may not apply any greasy substances to their equipment.

## 51. TRADE-MARKS AND ADVERTISING SYMBOLS [TR]

- 51.1. Kayaks, accessories and sportswear may carry trademarks, advertising symbols, and words.
- 51.2. Any trademarks, advertising symbols and words should be placed in such a way that it does not interfere with competitors identification and does not affect the outcome of the race or game
- 51.3. The advertising of tobacco smoking and strong spirit drinks will not be accepted.

## 52. EXCHANGING EQUIPMENT [TR]

- 52.1. Each player is permitted to leave the playing area and exchange any piece of equipment, at any time during the game, provided the equipment has been approved by the scrutineer. The player concerned must collect equipment being exchanged from their substitutes area.

## 53. SCRUTINEERING [TR]

- 53.1. Players' equipment is subject to scrutineering before, during or after a game. A referee must dismiss from the playing area, once aware of the infringement, any player whose equipment is in breach of the rules, either at the first break in play or direct if the equipment has become dangerous for the players.

## 54. PLAYING TIME [TR]

- 54.1. Playing time shall be two (2) periods each of ten (10) minutes, unless extra periods need to be played or a tiebreaker shoot-out has to take place. The minimum playing time will be two times of seven (7) minutes. **The minimum playing time will be 5 minutes each way**
- 54.2. The half time interval shall normally be three (3) minutes. The minimum half time interval will be one (1) minute.
- 54.3. The teams shall change ends after each period of play.
- 54.4. The referee may call time-out during the playing time. The timekeeper will stop the clock when the referee signals for time-out and restart the clock when the referee restarts the game with a whistle.

## 55. TIME-OUT [TR]

- 55.1. The referee shall use a triple whistle to stop the game for time-out, except when a goal is scored in which case a long whistle blast will be used. **Signal 7 applies – Time Out**
- 55.2. Time-out must be given if a capsized player or their equipment is interfering with play.
- 55.3. Time-out should be used immediately when game regulations are dangerously breached or if field equipment needs correction or adjustment. (for example: endangering another player due to a broken paddle).
- 55.4. Time-out should be used if any injury has occurred, or a player is illegally on the field, provided this does not disadvantage the other team.
- 55.5. Time-out must be used after a goal is scored, or a goal-penalty-shot **or a Referee's Ball** is awarded or for any other incidences at the discretion of the referee. **Normally there will not be a Time-out following a goal being scored.**
- 55.6. If the referee has stopped the game, not during a break in play and where neither team was at fault (e.g. referee error, faulty goals, injury) the play will be restarted with a free throw to the team that last had possession. Where time-out was given for a capsized player the opposition is given a free throw to restart. If the referee cannot determine who had possession at the time of the whistle, the referee will restart the game with a referee's ball. Signal 8 applies.

## 56. COMMENCEMENT OF PLAY [TR]

**The First Referee should check that the other Referee, Timekeeper, Scorekeeper and Goal-Line Controllers are in position and ready to start, and have a suitable ball.**

- 56.1. At the beginning of each game, five (5) players will line up ready to start, stationary and with some part of their kayaks on their own goal line.

**In a smaller than regulation sized pitch such as a swimming pool, then the players can line up with their kayaks touching the back wall rather than the goal line. In normal play, the boundary will be played to the face of the goal.**

- 56.2. The referee will blow the whistle to start play and then release or throw the ball into the centre of the playing area.

**Once both the Goal-Line Controllers are indicating the teams are ready to start, the 1st Referee then blows their whistle to start play. In Preparing to blow the whistle the referee should avoid indicating to the players that the whistle is about to be blown.**

- 56.3. If the ball is released or thrown giving one team definite advantage, the referee shall call for the ball and shall restart the period of play.
- 56.4. Physical assistance from other players is not allowed on the player attempting for the ball. Infringement incurs a free throw. Signals 1 and 14 apply. **Start Infringement (Free Throw).**
- 56.5. Only one player from each team may make an attempt to gain possession of the ball. Any other player that accompanies the player attempting for the ball must not be within a radius of three (3) meters from the body of the player attempting for the ball. Infringement incurs a free throw. **Signals 1 and 14 apply. Start Infringement (Free Throw).**

## 57. BALL OUT OF PLAY [TR]

**The Referee is able to penalise a player who deliberately bounces the ball on an opponents boat to gain a boundary throw. This action is considered dangerous and unsporting and will be penalised with a Green Card Signals 7 and 17 apply.**

- 57.1. Sideline and overhead obstacle: When any part of the ball touches the physical sideline or the vertical plane of the physical sideline, or touches any overhead obstacle, the team that was not the last to touch it with their paddle, kayak or person is awarded a sideline-throw. Sideline (Free Throw).

**In the situation of a low overhead obstacle (beyond the competition organisers control), which can risk interfering with the normal flight of the ball, a sideline throw will be taken by the team who was in the process of passing/shooting at the time the ball directly hit the obstruction if it changes the flight of the ball.**

- 57.1.1. If the physical sideline is moved out of position as a consequence of normal play, the boundary including the vertical plane above moves with it. Signals 5 and 14 apply.
- 57.1.2. Sideline-throw. The player taking the throw must position their kayak at the point of exit of the ball or the point on the sideline nearest to the point of contact of an overhead-obstacle.
- 57.2. Goal-line: Either a goal-line or corner throw will be awarded when any part of the ball touches the vertical plane of the front of the goal frame between the corner markers, except where a ball rebounds off the goal frame (not the goal supports) into the playing area or where a goal is scored.

**For venues where it is not physically possible to ensure a floating goal-line rope is directly beneath the front face of the goal, then the ball will be considered out of bounds when any part of it crosses the front vertical plane of the face of the goal.**

**A Floating 'goal-line rope' in this case will simply be used as an indicator for the purposes of substitution.**

- 57.2.1. Goal line throw: When the ball goes out over the teams own goal line and has been last touched by the other team then a goal line throw will be awarded. Signals 6 and 14 apply. **Goal Line Throw (Free Throw).** The player taking the throw must be positioned with their kayak on the goal line.



57.3. Corner-throw: When the ball goes out over the teams own goal line and was last touched by their own team then a corner throw will be awarded. Signals 5 and 14 apply. **Corner Throw (Free Throw)**. The player taking the throw must be positioned with their kayak in the corner of the playing area.

**If the side of the pool is being used as the sideline, then player taking the Corner Throw must position their kayak parallel to the side of the pool.**

**L&T=> The referee not controlling the corner thrower should be looking for illegal tackles and illegal screens under the goal or out in the general area of player at that time.**

## 58. SCORING A GOAL [TR]

58.1. A team scores a goal when the whole of the ball passes through the plane of the front of the goal frame of their opponent's goal. If a goal is not rigidly fixed, and moves the ball must go through the goal frame. The referee will indicate the number of the player scoring the goal to the scorekeeper. Signal 3 applies and one long whistle blast by the referee. **Time-out must be used after a goal is scored. Signal Goal.**

58.2. If the ball is prevented from entering a goal by either a defender's or substitutes paddle that enters the goal from behind, then a goal is awarded. **(See 62.2 below)**

## 59. RESTART AFTER GOAL [TR]

**L&T=> Both Referees Stand at the Centre**

**Any player with their body not in the correct position will be asked to move.**

**If a player moves into the wrong position before the whistle is blown then a Start Infringement will be awarded against that team. (even the team who had the ball). Any further false starts can be penalised with a Green Card.**

59.1. After a goal has been scored the team who have conceded the goal will take the restart throw. The player taking the throw must be positioned with their kayak in the centre of the playing area. The referee will blow the whistle to restart play. There is no requirement for the player to hold the ball above their head.

59.2. All players of both teams must start with their bodies in their own half.

## 60. CAPSIZED PLAYER [TR]

60.1. If a player capsizes and leaves their kayak, the player may not take any further part in the play and must leave the playing area immediately, with all of their equipment. If a player who has capsized wishes to rejoin the game the player must do so according to the rules of entry to the field of play. No person may enter the playing area to assist a player with their equipment, and no-one may obstruct the referee while assisting a player. A team may be penalised during a game for any illegal outside assistance, or for any interference with the opposition that constitutes outside assistance. The referee to determine the severity of the sanction.

**The calling of a Time-Out should only be carried out when a capsized player is in danger or they are interfering with play. See rule 55.6.**

## 61. ENTRY TO THE PLAYING AREA, RE-ENTRY, SUBSTITUTION AND EXCHANGING EQUIPMENT [TR]

61.1. No more than the legally allowed number of players from a team may be on the playing area at any one time.

61.2. Substitutes must wait in their own substitutes area.

**In general, substitutes are expected to sit in the side areas of the substitution area. Substitutes should consider the area within four meters either side of the centre of the goal frame as a 'No Waiting Area' (see Diagram L&T 1) to avoid any possibility of interfering with players who wish to pass around the back of the goal as a normal part of the action of the game. Substitutes who persist in remaining in this area will be issued with a Green Card. Signal 7 and 17 apply.**

61.3. Exit and entry of players for substitution may be anywhere along the teams own goal line. The whole of the player's kayak must leave the playing area before the substitute may enter the playing area. Substitution is not allowed if any equipment for example a paddle or helmet remains on the playing area. Substitution is allowed at any time.

61.4. A player leaving the playing area solely as part of the action of the game is not subject to the conditions for re-entry.

61.5. A capsized player who has not left the playing area at their goal line may be substituted not earlier than the next break in play. All of the capsized players equipment (for example kayak and paddle) must be removed from the playing area before a substitution is allowed.

61.6. Each player is permitted to leave the playing area and exchange any piece of equipment, at any time during the game, provided the equipment has been approved by the Scrutineer. The player concerned must collect equipment being exchanged from their substitutes area.

## 62. ILLEGAL SUBSTITUTION AND ENTRY TO THE PLAYING AREA [TR]

62.1. Where more than the legally allowed number of players from a team are in the playing area at any one time the player(s) coming illegally into the playing area should be given a yellow card(s), and the team is required to play with one player less than they had before the player(s) came illegally **into the playing area** for the duration of the yellow card. If it is not clear which player(s) should exit the playing area then the teams captain must nominate a player(s). Infringement incurs a sanction. Signal 7 and 14 apply. **Time-Out, Free Shot & Yellow Card.**

62.2. In the event of a substitute placing their paddle in the playing area to prevent a goal from being scored, a goal penalty shot shall be awarded. The offending player should be penalised with a red card and the team must play with one less player on the playing area than they had prior to the offence occurring for the remaining time of the game. Infringement incurs a sanction. Signals 15, 16 and 7 apply. **Time-Out, Goal Penalty Shot & Red Card.**

## 63. ILLEGAL USE OF THE PADDLE [TR]

Signals 12 and 15 apply. **Paddle Foul & Free Shot.** The following are defined as illegal use of the paddle.

63.1. Contacting an opponent's person.

63.2. Playing, or attempting to play, the ball with a paddle when the ball is within arms reach of an opponent, and that opponent is attempting to play the ball with their hand.

63.3. Playing or attempting to play the ball with a paddle across the bow of an opponent's kayak, within arms reach of the opponent in a normal paddling position.

**In this instance a foul is committed even if the opponent is not attempting to play the ball at the time.**

63.4. Placing a paddle within arms reach of an opponent who has the ball in their hand. A goalkeeper is excluded from this rule and is allowed to directly defend against a shot at goal as long as the paddle is not moved towards the opponent at the time of the shot and is not used in a deliberately dangerous manner: and it does not result in significant contact with the opponent.

**Please also read the clarification of Section 75 Taking Throws.**

63.5. When a player, with their paddle, attempts to restrict an opponent using their paddle.

63.6. Playing an opponents paddle instead of the ball.

63.7. Throwing a paddle.

63.8. Any other use of a paddle that endangers a player.

**A player may not fend off any hand tackle using their paddle.**

#### 64. ILLEGAL POSSESSION [TR]

- 64.1. Signals 11 and 15 apply. **Illegal Possession & Free Shot.** A player is in possession of the ball when they have the ball in their hand or are in a position to reach the ball with their hand, the ball being on the water and not in the air. A player balancing the ball on their paddle will also be considered to be in possession.
- 64.2. A player must dispose of the ball within five (5) seconds of gaining possession, either by passing it to another player or by performing one throw causing the ball to travel by at least one metre measured horizontally from the point of release.
- 64.3. If a player shares possession with another player or the ball moves out of arms reach whilst being tackled, the five (5) seconds shall begin again once a player has regained possession.
- 64.4. A player who capsizes to the point of the whole of their body and head going under water is considered to have lost possession if they do not have the ball in their hand(s).
- 64.5. A player may not manoeuvre their kayak with their hands or paddle whilst the ball is resting on their spray deck.

#### 65. ILLEGAL HAND TACKLE [TR]

Signals 10 and 15 apply. **Illegal Tackle & Free Shot.** A Hand-Tackle is a player, with one open hand, pushing an opponent's back, upper arm or side. The following hand-tackles are illegal.

- 65.1. Any hand-tackle where the tackled player does not have possession of the ball.
- 65.2. Any body contact other than an open hand to the back, upper arm or side.
- Gripping the arm is not acceptable.**
- 65.3. Any hand-tackle, which endangers the tackled player.
- 65.4. A player may not fend off a tackle with the hand or forearm or with the movement of the elbow towards the hand-tackler.

#### 66. ILLEGAL KAYAK TACKLE [TR]

Signals 10 and 15 apply. **Illegal Tackle & Free Shot.** A kayak-tackle is a player manoeuvring their kayak against an opponent's kayak in an attempt to gain possession of the ball. The following kayak-tackles are illegal.

- 66.1. Any kayak-tackle that results in the tackler's kayak contacting the body of a player and/ significant contact between the tackler's kayak and the head or body of an opposing player, or endangering a player. The player's arm shall not be considered to be part of the body when any part of it is elevated away from the body.
- Any kayak-tackle where the kayak comes in contact with the opponent's spray deck following a legal tackle will not be penalised unless the player continues to tackle into the spray deck.
- ~~66.3. When the ball is no longer in control of either player, they may move off each others kayak by using their hands to perform a controlled action on the opponents kayak.~~
- ~~For guidance; the ball should be over 3m away before the players separate in this way.~~

66.2 and 66.3 (merged together) Any kayak-tackle where the kayak makes significant contact with the opponent's spray deck or where the tackler continues to tackle into or over the spray deck. After a kayak tackle, when the ball is no longer in possession of either player, they may move off each others kayaks by using their hands in a controlled action.

This is to prevent players deliberately sliding up onto the spray deck of opponents to prevent them passing or shooting. Repeated offences should be sanctioned with a green card and if necessary a team warning if appropriate.

- 66.4. A player in possession of the ball who fails to control the bow of their kayak and also fails to avoid contact with the body of an opponent. ~~avoid significant contact between the bow of his kayak and the head or body of the opponent.~~
- 66.5. ~~Any hard tackle to the side of the kayak if it is at angles between eighty (80) and hundred (100) degrees and by momentary contact.~~ Any hard tackle, that results in significant contact to the side of the kayak, at an angle between eighty (80) and one hundred (100) degrees.
- 66.6. Tackling an opponent who is not within three (3) meters of the ball.
- 66.7. Tackling an opponent when the tackler is not competing for the ball.

#### 67. ILLEGAL JOSTLE [TR]

Signals 10 and 15 apply. **Illegal Tackle & Free Shot.** A jostle is a player manoeuvring their kayak against an opponent's kayak between the six (6)-metre lines and the goal line, to gain a position where neither player is attempting for the ball. The following jostling is illegal.

- 67.1. When a player is stationary or attempting to maintain a position and their body is moved by more than half a metre by sustained contact from an opponent's kayak.
- (This rule only applies to stationary players or those attempting to maintain a stationary position. In particular- defending players who are in motion and actively paddling are considered to be jostling- therefore have no protection under rule 67.1.)
- 67.2. When the contact to the opponent's kayak would be defined as a kayak-tackle ~~an illegal kayak tackle under any section of rule 66.~~
- 67.3. A player with the whole kayak behind the goal line may not be jostled, as they are not in the six (6)-metre area.

#### 68. ILLEGAL SCREEN [TR]

Signals 9 and 15 apply. **Illegal Obstruction/Holding & Free Shot.** An illegal screen is when a player actively impedes the progress of an opposing player, except where:

- 68.1. Both players are competing for the ball; or
- 68.2. The opposing player is in possession of the ball; or
- 68.3. The opposing player is within three (3) meters of the ball and is the nearest player to the ball, where the ball is on the water and not in the air (**also classed as being in Control**); or
- 68.4. Both players are jostling within the six (6) metre area.
- 68.5. A player is considered to be actively impeding the progress of an opponent when their kayak is moving and/or they are attempting active paddle strokes.
- (Therefore a stationary player from either the defending or attacking team will not be penalised for an illegal screen unless they begin to actively move their boat or paddle to impede the progress of an opponent who attempts to go around them.)

## 69. ILLEGAL HOLDING [TR]

Signals 9 and 15 apply. **Illegal Obstruction/Holding & Free Shot.**

- 69.1. A player restricting the movement of an opposing player or gaining support or propulsion by placing their hand, arm, body or paddle on the kayak, or holding the opposing player or equipment.

The following are illegal

A player using their paddle to lift, pull or hold an opponents kayak while jostling for position in the six metre area, or attempting a kayak or hand tackle.

A player fending off an opponents attempted hand or kayak tackle with their hand or forearm, or with the movement of the elbow towards their opponent.

A player using a forceful action with one or both hands that results in significant contact with the opponent's arm, or with the ball that is still in contact with the opponent's hand.

- 69.2. A player using for propulsion or support, or moving out of place, any playing area equipment e.g. boundary markers, goal supports, or any surrounding object.

## 70. UNSPORTING BEHAVIOUR [TR]

Signal 17 with a green card applies. The following is defined as unsporting behaviour:

- 70.1. Any infringement committed by a player during a break in play.
- 70.2. Hindering another player's attempt at righting themselves after capsizing. A player who is upside down must be allowed to get their head and both shoulders above the water before an opponent is allowed to attempt another tackle.
- 70.3. Interference with the equipment of an opponent. Such as holding or moving another player's paddle out of their reach, or deliberately preventing the player from regaining possession of the paddle.
- 70.4. Use of deliberate delaying tactics. Such as throwing the ball away, or deliberately obstructing the opposition, to delay a quick restart after an infringement.  
~~Passive Obstruction of the Ball will not be tolerated. Either the player must move out of the way for the opponent to reach the ball or pass the ball directly to the opponent.~~  
When a team is penalised, any player on that team who has possession of the ball must immediately place the ball on the water and not impede or delay the opposition **in any way** from taking a quick restart.  
Note: Deliberately bouncing the ball off an opponent's kayak to gain a sideline, corner or goal throw is still considered unsporting behaviour and a free shot to the opposition should be awarded.
- 70.5. Players showing dissent.
- 70.6. Retaliation.
- 70.7. Foul or abusive language.
- 70.8. Other unsporting behavior to a player, referee or other official or behavior considered detrimental to the game, at the discretion of the referee.

## 71. DEFENCE OF GOAL [GR]

- 71.1. The one defending player most directly under the goal, in order to defend the goal with the paddle is considered to be the goalkeeper at that time. The goalkeeper's body must be facing into the playing area and attempting to maintain a position within one metre of the centre of the goal line. If two or more players are directly under the goal, the player most directly under the goal is considered the goalkeeper at that time.
- 71.2. If the goalkeeper is not in possession of the ball and is moved or unbalanced by contact from an opposing player, then that player has committed an illegal tackle. Infringement incurs a sanction. Signals 10 and 15 apply. **Illegal Tackle & Free Shot.**
- 71.3. If an attacker moves the goalkeeper by pushing a defender into the goalkeeper, where none of the defenders have possession of the ball, the attacker shall be penalised. If the defender has an opportunity to avoid contact with the goalkeeper after being pushed, but does not, the attacker will not be penalised.

- 71.4. If a defender pushes the attacker onto the goalkeeper, then the attacker should not be penalised. If the attacker has an opportunity to avoid contact with the goalkeeper after being pushed, but does not, the attacker will be penalised.
- 71.5. If an attacker, in possession of the ball, whose original direction or speed would not have led to contact with the goalkeeper is pushed onto the goalkeeper by a defender, the attacker will not be penalised.
- 71.6. A goalkeeper who is not in possession of the ball, but is attempting for the ball on the water, can be tackled like any other player. If the goalkeeper does not gain possession they will not regain goalkeeper status until the attacker has shot or passed the ball. After the attacker loses possession of the ball, the attacker must not actively impede the goalkeeper's attempt to regain or maintain their position.
- 71.7. Within the six (6) metre area, an attacker must not actively prevent a defender from taking the position as goalkeeper. A defender will be allowed to push an attacker with the kayak, in order to take the position of goalkeeper without penalty, unless dangerous play is used.

**This does not allow the goalkeeper to make an illegal Kayak Tackle on an opponent who is stationary after the goalkeeper has taken up position.**

- 71.8. As soon as a team has control of the ball they can no longer be considered to be defending and thus cannot have a player defined as a goalkeeper.

## 72. REFEREE'S BALL [TR]

- 72.1. A referee's ball will be declared when two or more players of opposing teams have one or more hands firmly on the ball, so that the players share possession of the ball for five (5) seconds. If initial contact is made directly with the ball illegal holding will only apply if either player uses the opposition for support.
- 72.2. If the referee needs to stop the game, not during a break in play and where neither team is at fault (e.g. referee error, faulty goals, injury) and the referee cannot determine who had possession at the time of the whistle, the referee will restart the game with a referee's ball.
- 72.3. A referees ball will be taken at the nearest point on the sideline to the incident. Where a referee's ball is awarded for an incident that occurs between the six (6) metre line and the goal line, the referee's ball will be held at the nearest six (6) metre line. Signal 8 and Time-out applies. **Time-out applies Referees Ball & Time-Out.**
- L&T=> The Trailing Referee will directly administer the Referee's Ball whenever this is near a 6m area.**
- 72.4. Two opposing players will line up at right angles to the sideline, on the side nearest their own goal line, near to the sideline where the situation occurred, one metre apart facing the referee. They will place their paddles on the water, but not between their kayaks and their hands on the deck of the kayak or on their paddle.
- 72.5. All other players must be at least three (3) meters away from the point between the two players participating in the referees ball. **Other players who tackle opponents into the three (3) metre area can be penalised with an illegal Kayak Tackle, or any player freely paddling into the 3m area can be penalised with an illegal Start Infringement and thus avoid the need to continue with the Referee's Ball.**
- 72.6. The referee will throw the ball on the water between the players and blow the whistle to restart play. Both players must make an attempt for the ball with their hands as soon as it touches the water. The players must not play the ball before it hits the water. Infringement incurs a sanction. Signals 11 and 15 apply. **Illegal Possession & Free Shot**

**Open play resumes on the whistle which is blown at the time of throwing the ball in, so a direct shot at goal is permitted.**



### 73. ADVANTAGE [TR]

73.1. The referees can allow play to continue when the team in possession is benefited by play continuing as a result of an infringement by an opponent, if neither referee has blown the whistle. The referee should recognise the illegal play by signaling play-on. Signals 13 and 14 apply. Play on/Advantage and Free Throw. Advantage should be a positive decision to help a team being fouled, not an excuse to avoid making a decision to call a foul.

A direct shot at goal is still permitted as no foul has been called.

Referees must not play/signal advantage if a whistle has been blown for that same foul.

Wherever possible, call "Play-On" to the players so they do not need to stop and look around.

All fouls should be immediately given by the referee unless doing so would disadvantage the team who has been fouled. In which case, the referee may signal and call play on to see if advantage develops. Any further sanctions such as a green, yellow or red card can be given at the next break in play.

When playing advantage- let the next pass or shot go to completion, but if there is no clear advantage, the original infringement should be called and the free shot taken at the position indicated by the referee. If appropriate- inform the players of "no advantage" and return to your signal.

When playing advantage, all referees are asked to use the appropriate signal and call "Play On" loudly so all players know advantage is being played.

If the players stop because they were expecting the whistle, both signal and call "Play On" again to give the opportunity to use the advantage, or blow the whistle and give the original sanction.

73.2. The referee can penalise any player who causes an infringement for which advantage is played at the next break in play with a green, yellow or red card.

### 74. SANCTIONS [TR]

The referee can impose any combination of the following sanctions for illegal play depending on the severity and/or frequency of offences being penalised. The referee may send a player off the playing area for varying periods depending on the severity and/or frequency of offence being penalised. Timing of send-offs is suspended for periods of time out or intervals of play.

74.1. Goal-penalty-shot. Signal 16 and time out applies.

74.1.1. A goal-penalty-shot will be awarded for any deliberate and/or dangerous offence in the six (6) metre area where a player is fouled in the act of shooting, or passing or positioning for a near certain goal. The act of shooting begins when a player has contact with the ball, with their hand or paddle, and is clearly attempting or preparing for a shot.

74.1.2. A goal-penalty-shot can be awarded for an offence where a player, outside the 6 metre area, is fouled in the act of shooting or passing or positioning for a near certain goal, whilst the goal is not otherwise defended if no attempt is made to avoid illegal play (deliberate) and/or an offence where paddle contact with the ball in the opponents hand or any illegal play that endangers the opposition occurs (dangerous).

74.1.3. A Goal Penalty Shot will be awarded for a deliberate and/or dangerous infringement on a player within the six (6) metre area who is attempting to take a free-shot.

Note. This can take place in the first incidence.

There is some confusion and a lot of inconsistency on when to award a goal penalty shot, so the following are interpretations we would like used for 2008. For all decisions, please refer to the definitions for deliberate fouls, dangerous fouls, and the act of shooting, and a near certain goal at the start of this document, and consider the clarifications for rule 63 regarding illegal use of paddle. Play advantage where possible and give the relevant card at the next break in play where appropriate.

#### Inside the six (6) metre area,

Inside the six (6) metre area, a goal-penalty-shot will be awarded for any deliberate or dangerous foul on a player in the act of shooting.

Inside the six (6) metre area, a goal-penalty-shot will be awarded for any deliberate or dangerous foul on a

player in the act of passing or positioning for a near-certain goal.

Inside the six (6) metre area- a goal penalty shot will be awarded for a deliberate or dangerous foul on a player who is attempting to take a free shot.

#### Outside the 6m area-

Outside the six (6) metre area, a goal-penalty-shot will be awarded for any deliberate or dangerous foul on a player in the act of shooting for a near-certain goal while the goal is not defended.

Outside the six (6) metre area, a goal-penalty-shot will be awarded for any deliberate or dangerous foul on a player in the act of passing or positioning for a near-certain goal while the goal is not defended.

74.2. Free shot. Signal 15 applies.

74.2.1. A Free shot may be a direct shot at goal. General play resumes when the ball has traveled one metre horizontally or changed possession to another player of the team. A free shot will be awarded for offences where a goal-penalty-shot, free throw, corner throw, goal-line throw, side line throw or a centre re-start has not been awarded.

74.3. Free throw. Signal 14 applies.

74.3.1. A Free throw may not be direct at goal. General play resumes when the ball has traveled one metre horizontally or changed possession to another player of the team. A free throw will be awarded when a goal-penalty-shot or free shot has not been awarded.

There is some confusion about whether to award a free shot or a free throw so the following interpretation is to be used for 2008/9:

A free shot will be awarded for any foul on a player unless a goal penalty shot is awarded.

When a free shot is awarded less than two (2) metres from the goal line, the free shot will be taken at the nearest point to the infringement two (2) metres from the goal line.

Note for Free Shots awarded within 2 metres of the goal: **(UK Ref note – easiest to think of this rule as applying to defenders sitting within 2m of the goal when the free shot is taken)**

Defenders (including the goal keeper) will be allowed to block the free shot after release, but before it has travelled 1 m from the point of release, with a stationary paddle or stationary hand(s). All defender's paddles and hands must be kept out of arms reach and any movement towards the player taking the free shot by either a paddle or hand(s), or blocking the ball before it has been released will be deemed a deliberate action and result in a goal penalty shot being awarded.

74.4. Player sent off for the rest of the game. Signal 17 with a red card **and Time-Out** applies.

74.4.1. A red card must be awarded to a player receiving a second yellow card for any reason. **(see section 44 Scorekeeper above)**

74.4.2. A red card should be awarded when a yellow card is disputed or has not had the desired effect of causing the player to control their play or attitude.

74.4.3. A red card should be awarded if a personal attack on a player occurs.

74.4.4. A red card should be awarded for repeated and continuous foul or abusive language.

74.4.5. If a player is sent off for the rest of the game, the player cannot be replaced by a substitute.

#### NOTE: UK RULE ADDITION

**77.4.6 Any player receiving a Red card during, or after, the game for any reason will automatically be suspended from the next game in that tournament or championship.** This is to avoid players deliberately fouling towards the end of the game when they may have only a few seconds suspension to serve and also to eliminate the practice of players abusing the referee after the game is over. Referees should bring the Red card to the attention of the tournament organiser who will enforce the rule at all UK competitions (National League, Regional and Summer C class "Internationals"). For the avoidance of doubt this penalty will not cross between competitions or seasons of play (but will cross between separate days / evening of the same season's series). The suspension affects the player and not the team. Hence the team may have 5 players on the pitch for the next game if they have sufficient substitutes available. A team will not be penalised for playing with less than 5 players if it is directly as a result of this rule.

74.5. Player sent off for two (2) minutes. Signal 17 with a yellow card applies.

74.5.1. A yellow card must be awarded to a player receiving a third green card for any reason.

74.5.2. A yellow card should be awarded for a deliberate and/or dangerous foul that prevents the scoring of a near certain goal where the referee feels that the awarding of only a free shot will not have the desired effect.

A yellow card will be awarded for a deliberate or dangerous foul on a player that prevents the scoring of a near certain goal, except where the referee feels that the awarding of a goal penalty shot is sufficient sanction

74.5.3. A yellow card should be awarded for dangerous illegal play, that is deliberate, repeated, or where no attempt is made to avoid dangerous play.

A yellow card will be awarded for a foul that the referee considers both deliberate and dangerous unless a red card is awarded, or for a deliberate foul that is repeated.

74.5.4. A yellow card should be awarded for repeated and continuous disputing of referee's decisions.

74.5.5. A yellow card should be awarded for foul or abusive language.

74.5.6. Players sent off must obey the rules of entry to the playing area for re-entry at the completion of the send-off period.

74.6. Warning. Signal 17 with a green card applies. and Time-Out applies (see section 40 above).

74.6.1. A green card should be awarded for deliberate unsporting behavior of major influence to the state of the game. A green card warning will be awarded for any deliberate or dangerous foul except where a yellow or red card is awarded.

74.6.2. A green card should be awarded for unnecessary verbal communication to the referee, dangerous play and/or unsporting behaviour. A green card WILL be awarded for unnecessary verbal communication directed at the referee or an opponent, or any other unsporting behaviour except where a yellow or red card must be awarded.

Reason: Deliberate fouls, dangerous fouls and other unsporting behaviour must be controlled at all times to prevent repeat offences. By using green cards effectively referee's can ensure the game is controlled and fair for both teams.

**Since Green Cards are counted as a means of recording a pattern of bad behaviour of a player, Referees should ensure they are used in the same way as a Yellow and Red Card in terms of calling a Time-Out and then clearly indicating the details to the scorekeeper including player number.**

#### Process for Sending a Player Off with a Yellow or Red Card

- **Use a triple whistle to attract attention and Indicate a Time-Out, Signal 7 applies.**
- **The Timekeeper should acknowledge they have seen the Time-Out signal by raising their Red flag or arm.**
- **Issue the Appropriate Yellow or Red Send-Off Card.**
- **Show the card and player number (use a clenched fist to indicate 10 if required), to the Timekeeper and Scorekeeper, and wait for acknowledgement.**
- **The Scorekeeper should record the player's team and number and the duration of the send-off.**
- **Make sure the player leaves the Playing Area.**
- **The Referee uses the whistle to restart play with Signal 17. The Timekeeper should restart the clock at that time.**

- **At the end of the game the Referee (who carried out the sending off) must record the details of the send-off on the game sheet, and ensure the other Referee signs the sheet. This sheet must then be given to the Chief Referee. Normally the Tournament Organiser sends this on.**

**If a sent-off player does re-enter the field without being signalled to do so by the Goal Linesmen, then as soon as the Referee is aware of it they shall stop the game, Send-Off the player for the rest of the game (using a Red Card) and award a Free-Throw to the opposition. If the sent-off player's team has scored any goals while the player has wrongly been on the Playing Area, those goals will be disallowed.**

**Players sent off with a red card, may not take part in a Tiebreaker Shoot-Out, and their team will lose that shot, and it will be treated as a miss.**

74.7. Team Warning. Signal 17 with a green card **and Time-Out** applies. A team warning occurs when a referee awards a green card to all players on a team.

74.7.1. A team warning will be awarded for repeated infringements of a particular offence by more than one player of the same team. A team warning will be awarded to a team by either referee if more than 1 player on the same team is guilty of the same deliberate or dangerous foul.

This may be for obvious infringements like illegal use of paddle, illegal hand or kayak tackles, or obstruction, but should also be used for less obvious or perhaps subtle illegal play like continual unnecessary verbal communication by several team members, or deliberate delaying tactics. Any subsequent deliberate or dangerous foul by any member of that team for the same offence will result in a yellow card as per rule 74.7.2.

74.7.2. After a team warning has been given, a yellow card will be awarded to any player of that team for any subsequent infringement for the same offence.

#### 75. TAKING THROWS [TR]

**For a Free Throw, Free Shot, Side Line, Goal Line or Corner Throw only, the ball may cross over the boundary lines as part of the action of throwing the ball.**

75.1. The player taking any goal line-throw, cornerthrow, sideline-throw, free-throw or free-shot must hold the ball above their head, at arms length with their kayak stationary, before taking the throw. The player's initial throw must travel one metre measured horizontally from the point of release or changed possession to another player of the same team. Infringement incurs a sanction with the opposing team being awarded possession of the ball. Signal 11 and 14 applies. Illegal Possession & Free Throw.

75.2. Free-throws, goal line-throws, corner-throws, restart-throws and sideline-throws may not be direct at goal. If a player taking a Free Throw (not a Free-Shot) attempts a direct shot at goal and the ball enters the goal mouth, either directly or having deflected off an opponents equipment, then a disallowed goal is signalled and a Goal-Line Throw is to be awarded. The attempt itself at the goal from a Free Throw is not to be penalised.

75.3. The ball is not in play until the initial throw has travelled at least one metre measured horizontally from the point of release or changed possession to another player of the same team. A player must be allowed to take up their position to take the throw. No opponent may contact the player or their equipment until the throw is taken. The opposition must not attempt to prevent the ball from travelling one metre measured horizontally. Infringement incurs a sanction. Signals 11 and 14 or signals 11 and 15 apply. A free throw will be retaken as a free throw, and a free shot will be retaken as a free shot.

75.4. The player must throw the ball within five seconds of being in possession and in a position to take the throw. The five seconds for the restart applies from when any member of the team is in a position to pick up the ball and take the throw. Any dropping or fumbling of the ball will not be considered, provided the initial throw is taken within the five seconds. Infringement incurs a sanction with the opposing team awarded possession of the ball. Signals 11 and 14 or signals 11 and 15 apply. A free throw will be retaken as a free throw, and a free shot will be retaken as a free shot.

Interfering with a Boundary Throw, Free Shot or Free Throw will be penalised with an illegal Possession foul. The Free Shot/Throw will be the same as the initial foul being taken.

75.5. Where an infringement occurs that requires the awarding of a free shot or free throw. The shot or throw should be taken at a point that, in the referees sole discretion, best advantages the team. The referee will indicate that the shot or throw be taken either where the infringement occurred or, where the ball was at the time of the infringement, or where the ball landed if it was in flight at the time of the infringement. However, a defence of goal infringement must be taken where the infringement occurred.

The Free Throw can be taken anywhere further back from the place where the throw should be taken, or even a little in front of the place, provided no significant advantage is gained.

If the Referee does not agree with where the throw was taken from, play should be stopped with a triple blow of the whistle and the new position should be indicated for the throw to be taken again.

75.6. Where a free shot is awarded within one (1) metre of the goal the free shot will be taken at the nearest point one (1) metre from the goal line.

75.1 The player taking any goal line throw, corner throw, sideline throw, free throw or free shot must be in the correct position and stationary before taking the throw. The player must hold the ball above their head, at arms length before taking the throw. The player's initial throw must travel one metre measured horizontally from point of release or change possession to another player of the same team. Infringement incurs a sanction with the opposing team being awarded possession of the ball. Signal 11 and 14 applies.

75.2 When taking any free throw, or free shot, the player taking the free throw or free shot must be allowed to take up their position to take the throw. No opponent may prevent the player taking up their position or contact the player or their equipment until the ball is back in play. Infringement occurs a sanction Signal 11 and 15 or 16 applies. Illegal Possession & Free Throw.

75.3 The ball is not in play until it has travelled one (1) metre measured horizontally from point of release or changed possession to another player of the same team. The opposition must not attempt to prevent the ball from travelling one metre measured horizontally or changing possession. Infringement incurs a sanction. Signal 11 and 15 or 16 applies. The only exception will be for Free Shots awarded within 2 metres of the goal: Defenders (including the goal keeper) will be allowed to block the free shot after release, but before it has travelled 1 m from the point of release, with a stationary paddle or stationary hand(s). All defender's paddles and hands must be kept out of arms reach and any movement towards the player taking the free shot by either a paddle or hand(s), or blocking the ball before it has been released will be deemed a deliberate action and result in a goal penalty shot being awarded.

75.4 Following an infringement that led to the awarding of a free shot or free throw, the referee will indicate where the free shot or free throw will be taken. The referee will indicate that the free shot or free throw will be taken: either where the infringement occurred, or where the ball was at the time of the infringement, or where the ball landed if it was in flight at the time of the infringement, whichever most advantages the team receiving the sanction.

75.5 When a free shot is awarded less than two (2) metres from the goal line, the free shot will be taken at the nearest point to the infringement two (2) metres from the goal line.

Referee's are reminded that the player taking the throw must be stationary- and (in the referee's opinion) in the correct position to take the throw. In critical games, it is recommended that the referee's should use time out to effectively control free shots and position players correctly in the six metre area and restart play with a whistle.

## 76. TAKING A GOAL PENALTY-SHOT [TR]

76.1. The player taking the goal penalty-shot will be stationary with their body on the six (6) metre line.

76.2. All other players must be in the other half of the playing area until play restarts.

**Substitutes are not permitted to remain directly behind the goal (which is a no waiting area – see Diagram L&T).**

76.3. The shot will be taken when referee blows the whistle. The five (5) second rule applies.

76.4. Play will restart on the whistle. No presentation of the ball is required.

76.5. The player taking the shot may not play the ball again until it has touched another player or another player's equipment or the goal frame.

## 77. COMPLETION OF PLAY [TR]

77.1. The timekeeper will indicate the end of the period of playing time by the use of a loud signal. The ball is dead at the start of the signal. The referee shall use signal 2 to confirm the timekeeper's signal.

77.2. If a goal penalty-shot has been awarded prior to the signal for completion of play, the goal penalty shot must be taken before play is to be considered completed. In this situation, the ball shall after it has been thrown immediately be dead if it hits the water or the goal frame and comes back into the playing area.

## 78. GOLDEN GOAL EXTRA TIME [TR]

78.1. Golden-goal extra-time shall, with the exclusion of Grand-finals, consist of up to two periods of three (3) minutes each; with the team scoring the first goal deemed the winner. There shall be a three (3) minute break before the golden-goal extra-time commences and a one (1) minute break between periods, with a change of ends.

78.2. Golden-goal extra-time for Grand-Finals shall consist of up to two periods of ten (10) minutes each; with the team scoring the first goal deemed the winner. There shall be a three (3) minute break before the golden-goal extra-time commences and a one (1) minute break between periods, with a change of ends.

**Golden-goal extra-time can also be played with one period of unlimited playing time to the first goal, at the discretion of the competition organisers.**

## 79. TIEBREAKER SHOOT-OUT [TR]

79.1. The captain of the team can choose which players, and their order, will participate in the tiebreaker shoot-out. Normally five (5) players will be chosen, (which may or may not include the goalkeeper) however, at the end of playing time, any player(s) who are not part of the game because of a red card send-off, will not take part in the tiebreaker shoot-out and their team will forfeit those shot(s). At the end of playing time, any player(s) who are not part of the game because of a yellow card send-off, will not take part in the tiebreaker shoot-out but their team will not forfeit those shot(s).

Only 5 players from each team may participate (**UK clarification "participate" = "shoot"**) - One goalkeeper will also be nominated who may or may not be one of the 5 shooters. i.e. the goal keeper may be one of the players taking a shot.

Any players who have received a red card send off will result in that player taking no part in the shootout and their team forfeiting that shot. i.e. a team that only has 4 players at the end of play due to 1 red card only gets 4 shots.

At the end of the game any player who is not part of the game due to a yellow card send off will not be able to take part in the shootout but the team will not forfeit the shot. i.e. a team that has only 4 players due to a yellow card at the end of play still gets 5 shots, but the yellow carded player can take no part in the shootout. (For some competitions, a team may not have enough players for this to take effect so it is suggested that one player will have 2 shots in this situation.)



- 79.2. The participating players from each team will take tiebreaker shots alternating between teams after each shot. The referee will toss a coin and offer the choice of which team is to shoot first to the team captain that wins the toss. Both teams shoot at the same goal. Unless the Competition Committee has decided which goal should be used, the referee will decide which goal is to be used.
- 79.3. The goalkeeper not involved in defending the goal will position themselves beside the side line nearest the second referee in between shots unless they are taking a shot personally.
- 79.4. If, after each team has had five (5) tiebreaker shots, one team has scored a greater number of goals, then that team will be the winning team.
- 79.5. If, after each team has had five (5) tiebreaker shots, the score is still equal then the teams will take alternate tiebreaker shots, in the same order as the previous round, until, with an equal number of tiebreaker shots, one team has scored more goals.

#### 80. TAKING A TIEBREAKER SHOT [TR]

- 80.1. The player taking the tiebreaker shot will be stationary with their body four meters and fifty centimetres from the goal line.
- 80.2. One player from the defending team may position themselves, in order to defend the goal with the paddle ("the Goalkeeper"). The goalkeeper's body must be facing into the playing area and attempting to maintain a position within one metre of the centre of the goal line (along the goal line). The goalkeeper must not leave this position during the period of the tiebreaker shot.
- There will be 1 to 1.5m between the front of the Goalkeeper's and Shooter's boats.  
Some part of the goal keeper's body must be on the goal line, likewise some part of the shooters body must be on the 4.5 metre line. Both players must be stationary.
- 80.3. All other players and their equipment must wait be in the other half of the playing area until the completion of the tiebreaker shot.
- 80.4. The shot will be taken when the Leading referee blows the whistle. The five (5) second rule applies.
- 80.5. The player must take a direct shot at goal. Only one shot is possible.



## APPENDIX-REFEREE HAND SIGNALS

### 1. START / INFRINGEMENT

Arm forward and bent upwards with palm open and facing sideways head level.



### 2. COMPLETION OF HALF / FULL TIME

Arms crossed in front of chest. Palms out.



### 3. GOAL

Arms extended, palms together. Point to centre of field.



### 4. DISALLOWED GOAL

Repeated crossing of arms at thigh level. Palms open.



### 5. SIDELINE THROW / CORNER

Point at sideline. Other arm showing direction of play.



### 6. GOAL LINE THROW

Point open hand, arm extended along goal line. Other arm showing direction of play.



### 7. TIME OUT

Form "T" with hands above head.



### 8. REFEREE'S BALL

Arms extended forward at shoulder level, fists clenched, thumbs up.



### 9. OBSTRUCTION / HOLDING

Hold one arm up in the air fist clenched for the period of 2 seconds, and then point at the position where the free shot has to be taken. Other arm showing direction of play.



# 13<sup>th</sup> Welsh International CANOE POLO CHALLENGE



## 2nd & 3rd August 2008 Graving Docks Cardiff Bay



Entries & further information please contact

Hywel Whitaker  
Canolfan  
Windmill Lane  
Cowbridge  
Vale of Glamorgan  
CF71 7HX

Tel: 07785 371 706

E-mail: Hywel@gemindigitalcolour.co.uk

Provisional date for 2009 1st & 2nd August

### 10. ILLEGAL TACKLE

Hold clenched fist against hip for the period of 2 seconds, and then point at the position where the free shot has to be taken.  
Other arm showing direction of play.



### 11. 5 SECONDS / POSSESSION

Hold hand up at side at head level, palm forward. Spread all fingers for the period of 2 seconds, and then point at the position where the free shot has to be taken.  
Other arm showing direction of play.



### 12. ILLEGAL USE OF PADDLE

The side of the other hand repeatedly chops the upper arm showing direction of play for the period of 2 seconds, and then point at the position where the free shot has to be taken.



### 13. PLAY ON / ADVANTAGE

One arm elbow bent, hand pushing back and forth across the body at hip level at least three (3) times.  
Other arm showing direction of play.



### 14. FREE THROW

Arm extended, palm open, pointing in direction of play parallel to side of field. Other arm showing offence signal (1, 5, 6, 11 or 13).



### 15. FREE SHOT

Arm extended, index finger pointing at goal in direction of attack.  
Other arm showing offence signal (9, 10, 11 or 12).



### 16. GOAL PENALTY SHOT

Both arms extended, index fingers together and pointing at goal.



### 17. SHOWING CARDS

Green card	-	warning
Yellow card	-	2 minutes send off
Red card	-	send off for the rest of game

Hold card above head. Other arm pointing to player. If necessary, indicate number of player with fingers. Use clenched fist to indicate ten where a number 10 or larger is required.



## Kit Specifications

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<b>Body Protection</b>	Page 55

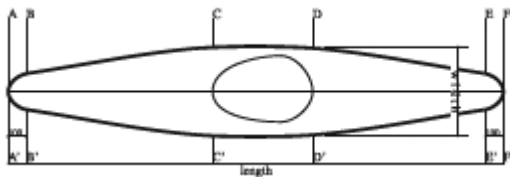
## ...and finally

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## KIT SPECIFICATIONS

### 101. KAYAK – GENERAL [TR]

- 101.1. A canoe polo kayak with integrated bumpers, or a kayak to have padding fixed later, must not be longer than 3000 mm and must not be wider than 600 mm.
- 101.2. Front and rear 'impact zones' must be rounded and padded as these rules so as to not cause injury to other players and to reduce/prevent damage to their equipment. For kayaks with integrated padding the length of the kayak will be measured with the padding in place.
- 101.3. The weight, including padding, may not be less than 7kg.
- 101.4. There may be no sharp projections or edges. All curves must stay within these rules.
- 101.5. Padding as in these rules, must be firmly fixed to the front and rear of the kayak.
- 101.6. The kayak will be scrutinized with gauges.
- 101.7. All references to plan, side, section, zones ends and axis refer to the kayak as set up in a normal position, and remaining in the same position for all measurements.
- 101.8. Kayak-Safety requirements
- 101.8.1. The kayak may have no sharp projections or edges or other dangerous features. For glass (composite) kayaks, all metal bolts, screws or other fixing devices should have low profile parts on the surface, be smooth to the touch and be recessed wherever possible. Concave sections are allowable throughout the kayak so long as they do not present themselves as a dangerous feature. All metal bolts, screws or other fixing devices present in plastic kayaks must be recessed. Carry handles of any type are not permitted.
- 101.8.2. The kayak must have soft, shock absorbing material firmly affixed to the front and rear impact ends, sufficient to prevent injury to players and to reduce damage to equipment. The padding must comply with the detailed specifications.
- 101.8.3. The kayak must have sufficient buoyancy to keep it afloat, so that some part breaks the surface of the water, even when it is completely full of water.



- Length: Maximum 3000 mm  
 Width: Maximum 600 mm  
 Section AA' to BB' - Front Impact Zone 100 mm minimum radius at any point on B-A-B'  
 Section BB' to CC' - Front Section  
 Section CC' to DD' - Cockpit Section  
 Section DD' to EE' - Rear Section  
 Section EE' to FF' - Rear Impact Zone 100 mm minimum radius at any point on E-F-E'

### 101.10. Kayak – Edge

- 101.10.1. The edge, is the line around the kayak (not necessarily the join or gunwale line) where the side or end meets the vertical tangent. References to the top, upper, lower or bottom of a kayak are relative to this edge.
- 101.10.2. The edge of the kayak must be of sufficient radius so as not to cause injury to a player on impact.
- 101.10.3. In profile, the minimum radius of curvature for the edge in each section is detailed in the following paragraphs.
- 101.10.4. In plan, the minimum radius of convex curvature for the edge is 100 mm throughout the edge of the kayak.

### 101.11. Kayak – Shape in Plan

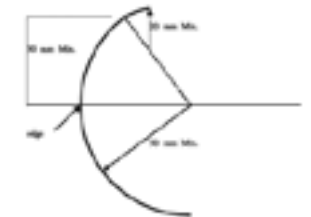
- 101.11.1. In both front and rear impact zones, the minimum radius of convex curvature allowed is 100 mm. A minimum width of 200 mm within the first 100 mm must be reached. This first 100 mm is measured from the back of the padding against the kayak.

### 101.12. Kayak-Top and Bottom surface

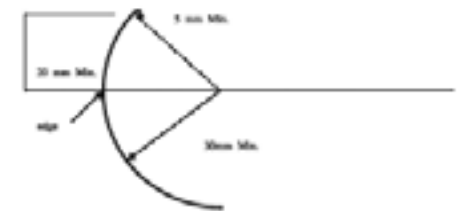
- 101.12.1. The top and bottom surfaces including impact zones (excluding those parts of the cockpit covered by a spray deck) must be smooth so as not to cause injury to a player.

- 101.12.2. Top Surface in profile: Minimum radius of convex curvature allowed in the top surface of the impact zone is 20 mm.

- 101.12.3. Section AA' to FF' - the entire length of the kayak top, edge and bottom surface in profile. For the part 20mm measured vertically above the edge (point Y), and for the bottom surface the minimum radius of curvature allowed is 30 mm. For scrutineering purposes when padding is in place, the kayak must reach a depth or thickness of 60 mm within 50 mm from the back of the padding.



- 101.12.4. For the top surface in profile the minimum radius of convex curvature allowed throughout the entire length of the kayak is 5 mm. (Section AA' to FF')



- 101.12.5. Recesses in the hull or deck for the purpose of hiding bolt or screw heads etc. are to be permitted. Recesses should be safer than a projecting fixing device in order to be legal. Where recesses are provided to improve safety by eliminating projecting fixing devices, the 5mm radius shall be relaxed as far as it would cover the radius of any transition curve between the deck and the side surfaces of any such recess.

### 101.13. Kayak – Depth

- 101.13.1. The depth at the cockpit must be sufficient to provide some protection from impact for the player.
- 101.13.2. Throughout the length of the cockpit section of the kayak (from CC' to DD'), on each side of the cockpit, the kayak must be at least 160 mm deep, as seen in profile, not including the cockpit edge.



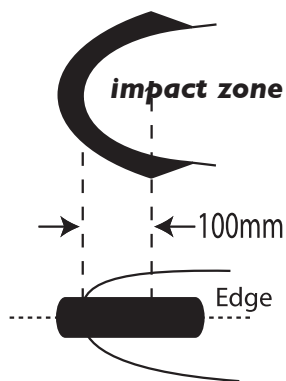
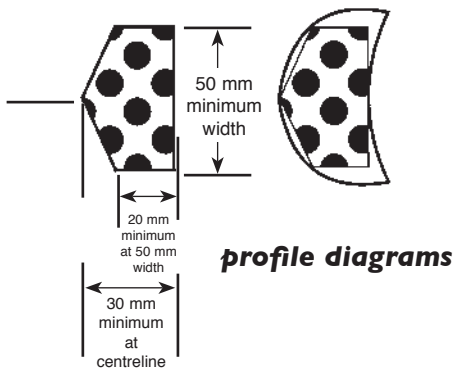
# KIT SPECIFICATIONS

## I. EXTERNAL PADDING

- 1.1 Soft shock absorbing padding at least 30 mm thick at the horizontal centreline and 50 mm wide must be firmly attached to cover the edges of the front and rear of the kayak at the ends for at least 100 mm from the ends.
- 1.2 Soft shock absorbing material must be homogeneous (e.g.: foam, soft rubber). If it relies on a composite construction for its minimum thickness and shock absorbing property, then the essential shock absorbing property of the padding must not be lost under compression. The characteristics should be measured at the temperatures that will prevail during the competition.
- 1.3 Thickness must be a minimum of 30 mm when uncompressed. The padding must be compressible (by the scrutineer's or player's thumb) by at least 10 mm. The padding must not be compressible to less than 10 mm thickness. The thickness and compression are measured parallel to the axis of the kayak.
- 1.4 The 30 mm thickness must be reached on the horizontal centreline. It may be reduced to not less than 20 mm thick at a width of 50mm. (See profile diagrams).
- 1.5 The attachment must be durable enough to be reasonably expected to last for the entire duration of the competition. It must not move out of place during impact against other kayaks or the poolside. In general one layer of tape is not enough. **It is not necessary to have tape to secure the padding in place.**
- 1.6 If rivets or bolts (or similar) are used to attach the padding, they must be recessed at least 20mm into the padding.
- 1.7 The padding must be attached in a way that the edges and ends of the padding do not protrude, liable to catch on things. If tubing is used, the ends of the tubing must be closed or covered.
- 1.8 The padding must be positioned on the edge (see definition of edge in kayak specifications) to cover at least 15 mm above and below the edge. It must continue around the ends to cover at least 100 mm down the length of the kayak, the edges of the impact zone. (See impact zone diagrams)

minimum profile

ideal profile



**For kayaks with integrated bumpers, these must still be securely fitted with additional padding that meet the above criteria.**

## I.(CONT) INTEGRAL BUMPERS

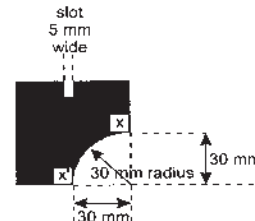
- 1.9 The ICF now allows integral bumpers as part of the design. There are significant differences in the checking process, and boats and bumpers designed prior to 2007 probably do not meet the requirements without additional padding being added.
- 1.10 The BCU polo committee is checking the compliance of new designs with integrated bumpers and those considering their use should check on canoepolo.org to see if the design of their choice has been ratified for use in BCU competitions.

## 2. PADDLES

- 2.1 The paddle must be double-bladed with a maximum length of 2200 mm. There may not be sharp projections or edges. The blades shape, thickness and curves must stay within the regulations of this article. The paddle will be scrutineered with a gauge.
- 2.2 The paddle may not have sharp projections or edges or other dangerous features.
- 2.3 The blades to be no more than 500 mm x 250 mm in plan. The edges must have a minimum radius of 30 mm in plan and a minimum thickness of 5 mm (**on their edges**). **Metal tipped blades are not allowed, whether padded or not. - (unless this is an integrated part of the internal construction and has no exposed corners). Bolt on external rims are not permitted.**

## 3. PADDLE GAUGE

- 3.1 A standardised gauge is to be used to test compliance with the specifications. The gauge needs to be from sheet aluminium and precisely engineered.
- 3.2 To gauge the radius of curvature the radius portion of the paddle gauge, must be applied perpendicular to the surface being tested. If both points X and X' touch the surface at the same time without the rest of the paddle, the radius test is passed. To gauge the thickness of the paddle-blade, hold the slot over the blade. If the paddle does not enter the slot, the test is passed.



**If a paddle blade requires more than one (1) layer of PVC tape (normal electrical tape) to bring the edge thickness up to 5mm, then they will not be permitted to be used.**

## 4. HELMET

- 4.1 The helmet must be a safety one and suitable. They must protect against any blow, which may be reasonably anticipated in the course of a game covering from the jaw line to the rear point of the skull, such that no contact is possible between the skull and a blade on a horizontally held paddle.

**All Helmets for use in BCU events must be CE Approved - without question.**

## 5. FACE-PROTECTOR (FACE-GUARD)

The face protector must be of a strong material such as steel or any equal strong material. In any part of the face protector, an object 70 mm wide and 70 mm thick must not be able to enter. The face protector must be securely fixed to the helmet, without sharp or dangerous fixings. They may not present any sharp or dangerous part. It must protect against any blow that may be reasonably anticipated in the course of a game. It must cover the entire face of the player beginning at the lower level of the chin and covering the surface between the two temples.

**Any Strong material may be used in the construction and fitting of the face-guard, providing it is not know to shatter, or cause injury to either the wearer or others.**

**Generally, if a paddle (any legal one) can touch the players face through any holes in the face-guard when in the normal playing position, then that face-guard will not be suitable and will not be permitted to be used.**

## 6. BODY PROTECTION

- 6.1 The body protection must be at least 15 mm thick. They must protect against any impact from other players equipment, which may be reasonably anticipated in the course of a game. The body protection must begin 100 mm of the cockpit rim measured at the player's side, with the player sitting normally in their kayak. The gap between the top of the protection at the side and the top of the armpit measured with the arm horizontal must be less than 100 mm.

## BOAT DESIGNS

Due to the difficulty for tournament organisers in checking every boat the BCU Polo Committee has a Boat Checking Panel, that globally checks designs. There are now several levels of check to allow for flexibility in the process, please see the website: **[www.canoepolo.org.uk](http://www.canoepolo.org.uk)** for details. As a guide the following boat designs have been checked and can be used in all BCU Competitions:

Apolo, Aquabat, Arrowbat Mk2, Combat (all versions), Combat Zone, Dash and Dash International, DB Designs Cyclone (polythene version), DB Designs Flight, Demon, Double Dutch Matador, Eliminator and Eliminator 2, Evolution, Felix Volta (UK Version), Felix Volta 393 & 395, Floater, Gala Sports Sphinx, Impulse Predator, Mogul, Mystere, New Dragonbat Extra, Nitro, P & H Polo and Polo Sprint, Polo Mint, Raptor, Reaction, Revenge (both composite & polythene), Rotabat, RS2, RX300, Shark, Skimmer, The Bug, Tiger, Tiger Mk2, Vampire, and Xcell, Eskimo Gecko, DPP Dynamic, Vampire 2001, Vampire 2001S

These designs will be acceptable in all BCU domestic events at least until the end of 2009.

As this list is constantly updated, individual athletes are urged to check with the list on the website:

**[www.canoepolo.org.uk](http://www.canoepolo.org.uk)**

It is important to note that only boats of an approved design may be used in BCU events (due to the impracticality of competition organisers checking every boat). Individual members who wish to use boats other than, or modified from, an approved design, must get their individual boat checked **prior** to using it in any competition.

### NEXT YEAR'S YEARBOOK

The Canoe Polo Yearbook is distributed free to all Polo Teams entering the National Leagues and National Championships. Additionally, copies are supplied to Universities, Regional Polo Organisers and Regional Paddlesport Development Officers to assist them introduce new players and teams into the sport. Further copies may be obtained from the Secretary throughout the year at a cost of £4.00 each, which includes postage costs.

Copy date for all advertising, Regional Reports, League Reports, corrections etc. to be received by the Secretary is 1st May 2009.

The Yearbook is intended to assist all polo players and officials to enjoy their sport. If you have any helpful suggestions as to content, or offers of assistance in its production or printing, please feel free to make your views known via the Executive Committee [feedback@canoepolo.org.uk](mailto:feedback@canoepolo.org.uk)

### NEXT YEAR'S ANNUAL CONSULTATIVE MEETING

The ACM for 2008 is being held in conjunction with the National Championships in Doncaster in May. If this proves to be successful then this may become a permanent move. Please check on our website:

**[www.canoepolo.org.uk](http://www.canoepolo.org.uk)**

for details and updates.

Alternatively - to subscribe to the mailing list send a blank email to:

[polo-news-subscribe@lists.canoepolo.org.uk](mailto:polo-news-subscribe@lists.canoepolo.org.uk)

and we can send updates and important news to you!



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