

Handbook on WSB rules and gameplay

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I.M.Health

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1. Water Skyball

Water Skyball is a non-contact water sport for teams of two (1 front, 1 rear player) played with a ball in a pool. No substitutes are allowed. The goal of the game is to score points by making goals.

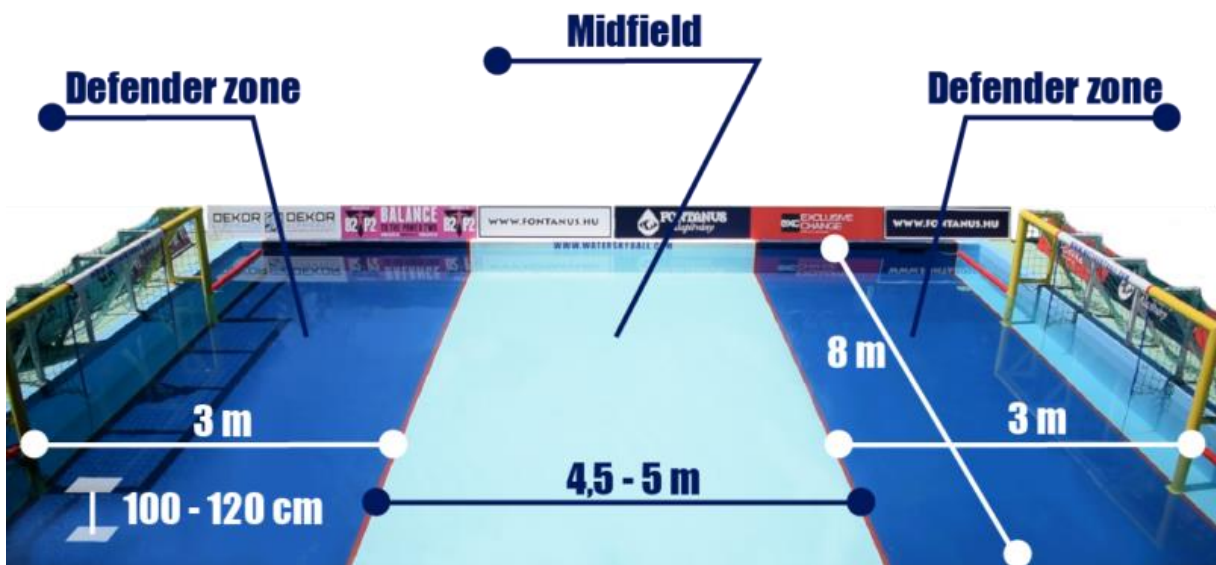
2. The Field of Play and the Ball

2.1. Pool

The rectangular field is divided by two red lines into dark blue defender zones near the goals and a white midfield zone. The longer sides are the sidelines, and the shorter ones are the goal lines.

Key dimensions:

- Field length: 10.5-11 m
- Midfield zone: 4.5-5 m
- Defender zone: 3 m
- Field width: 8 m
- Water depth: 100-120 cm



2.2 Defender Zone

This 3-meter zone covers the width of the pool. Only one player, including opponents, is allowed in the zone at any time.

2.3. Midfield Zone

A 4.5-5 meter area, starting 3 m from the goal. No player limit in this zone.

2.4. The Goal

Each goal consists of an outer goal (4 m wide) and an inner goal (2 m wide), located 1 m inside the outer posts. The lower crossbar edge is 0.9-1 m above the water surface.

2.5. The Ball

An official Water Skyball is made of rubber, spherical, with a circumference of 60-62 cm, and weighs 240 grams.

3. Goals and Points Scored

3.1. Types of Goals

- 1, 2, 2, and 4-point goals can be scored.
- From midfield: 1 point for the outer goal (Action), 2 points for the inner goal (Center).
- From defense zone: 2 points for the outer goal (Sniper), 4 points for the inner goal (Deadeye).
- Goals are valid based on the thrower's position, even if the ball deflects.
- No goals can be scored from the opponent's defense zone. No own goals; play resumes from the goal where it occurred.



3.2. Penalty Throws

Penalties depend on the foul's severity. Only throws to the inner goal score 1 point; throws to the outer goal earn no points.

4. Players

4.1. Number of Players

Each team has 2 players. A team with fewer than 2 players cannot play.

4.2. Appearance and Uniform

Players must wear shorts and team caps. Women must also wear a two-layered upper outfit. Footwear is optional. Metal objects and jewelry are prohibited. The referee checks equipment and health before the game.

5. Course of the Game

5.1. Duration

A match lasts 10 minutes, but teams can agree to extend it to 12, 15, or 20 minutes. No switching sides.

5.2. Timing and Breaks

The clock runs continuously, except during the last minute of penalty execution. Timeouts are only allowed for injuries or other exceptional circumstances. The referee signals a timeout by forming a "T" with their hands.

5.2.2. Start and Restart

The match starts with players in their halves, and the goalkeeper of the starting team throws the ball. No goals can be scored directly from a throw-out. A throw-out is also used to restart play.

5.2.3. Penalties

Penalties can be completed after the match period ends, with the clock stopped in the final minute.

5.3. Ball Out of Play

If the ball leaves the field, play restarts with a throw-out. Depending on which team last touched the ball, the other team gains possession.

5.4. End of the Game

The game ends when:

- Time expires (penalty duel in case of a tie).
- The referee stops play due to external conditions (e.g., lightning).
- A team has fewer than 2 players.
- A team fails to show up.

6. Goals

The objective is to score more points than the opponent. A goal is scored when over 50% of the ball crosses the goal line, only by a hand-launched shot.

6.1. Scoring:

- 1 point: Midfield to outer goal (Action)
- 2 points: Midfield to inner goal (Center) or defender zone to outer goal (Sniper)
- 4 points: Defender zone to inner goal (Deadeye)

If a tie occurs, penalty throws will decide the winner. A penalty counts as 1 point if it enters the inner goal. No goals from the opponent's defense zone.

6.2. Invalid Goals

A goal deflected from a defender does not count, and play resumes with a throw-out by the innocent team.

6.3. Own Goals

No own goals. If a goalkeeper or defender touches the ball and it crosses the goal line, it counts as a valid goal.

7. Signals

7.1. Whistles:

- 1 beep: Start, restart, or interrupt the game.
- Dashed whistle: Attention.
- 3 beeps: End of game.

7.2. Hand and Arm Signals:

- Goal: Raised arm; fingers show points (1, 2, or 4).
- Throw-out: Raised arm to indicate which team restarts.
- Foul: Points to midfield, shows number of penalties.
- Time Stop: Forms a "T" with hands.

8. Playing with the Ball and Without the Ball

8.1. Playing with the Ball

8.1.1. In the Midfield Zone:

Players can pass, block, or carry the ball, and shoot with only one hand. Goals from the midfield can score 1 point (outer goal) or 2 points (inner goal). The shooter must not enter the opponent's defensive zone during the shot.

8.1.2. In the Defensive Zone:

Players can block with both hands, but pass or shoot only with one hand. Goals from here can score 2 points (outer goal) or 4 points (inner goal). The shooter must be fully in the defensive zone during the shot.

8.1.3. In the Opponent's Defensive Zone:

Players can only pass or move the ball but cannot score. After one action, the zone must be exited immediately.

8.1.4. Ball Possession Time:

The attacking team must aim for action. In the defensive zone, the ball can be held for up to 8 seconds without passing or moving out from the zone. Failure to act results in a turnover.

8.2. Playing Without the Ball

Players can move freely but must avoid physical contact. Zone changes must be completed by placing both feet in the zone.

8.2.1. Staying in a Zone:

Players must stop and complete zone entry before moving again. Only one player is allowed in a defensive zone, while multiple players can be in the midfield zone.

8.2.3. Movement in Defensive Zones:

A player can enter or exit the defensive zone if it's empty. If reaching for the ball in the midfield, the player must step into the zone first.

8.2.4. Ball Acquisitions:

The defending team can gain possession by intercepting passes, blocking shots, or retrieving the ball from the opponent's goal attempt. Special interceptions can occur if players properly enter the midfield zone or defensive zone during play.

9. Rules and Fouls

9.1. Before the Game

Players must wear the correct WSB uniform. Incomplete or incorrect attire can lead to a delay until the issue is fixed.

9.2. Ball Handling

Gripping the ball or pushing it underwater is forbidden. Players may only pass the ball with one hand and cannot use two hands or perform basketball-style throws.

- **Midfield:** Only one-hand actions are allowed, and no two-handed blocking or fist hits (except goalkeepers).
- **Defensive Zone:** No two-handed throws or basketball-style moves are allowed.

9.3. Non-Contact Rule

Physical contact or the intent to touch is prohibited, except for celebrations or handshakes. Players must be mindful of their surroundings and avoid dangerous movements.

9.3.1. Player's Area (X-Zone)

Each player has a personal space of arm's length (X-zone). Entering another player's X-zone is considered a dangerous move.

9.4. Approaching an Opponent and the Ball

Players can approach an opponent while maintaining an arm's length distance. Once within that space, the defender can only use body movements, not arms, to block.

Players can attack the ball (not the player) in the midfield. The player with the ball must not throw it through the defender's X-zone. Attempts to block or steal the ball must avoid physical contact, or penalties may occur.

9.4.1. Defensive Foul

Defenders cannot make unsafe, sudden movements, enter the opponent's X-zone, or use their arms to force movement.

9.4.2. Attacker Foul

Offensive players cannot enter a defender's X-zone or throw the ball in a way that risks contact with another player.

10. Penalties

The referee can apply penalties from the moment they enter the game area until all players leave after the final whistle. Penalties include:

- **Warning**
- **Taking the ball** and giving a throw-out to the non-offending team
- **Issuing a penalty**
- **Awarding a score** for an unfairly saved goal
- **Team exclusion** (forfeit)

The penalty depends on factors like intentionality, fairness, severity, and distance to the goal. Consistency is key.

10.1. Verbal Warnings

Given for inadequate or incomplete uniforms at the game's start.

10.2. Taking Away the Ball

The referee may take away the ball if:

- The midfield player is ahead of the line during a throw-out.
- The team plays passively.
- The ball is held for over 8 seconds in the defensive zone.
- A player illegally enters the opponent's defensive zone.
- A shot leaves the field without being touched by another player.
- The ball is deliberately thrown out through the player's own baseline.

In such cases, the opposing team resumes with a throw-out.

10.3. Penalty Throw

The referee can award up to three penalty throws based on the severity, negligence, and recurrence of the foul. After a penalty, the team that took the penalty continues with a throw-out. Invalid penalties (e.g., faking a shot) don't count, but subsequent ones may still be valid.

10.3.1. One Penalty Throw

Given for:

- Gripping the ball, two-handed blocks, or basketball-style throws
- Midfield fouls (e.g., holding with two hands, punching the ball)
- Intentional splashing or pushing the ball underwater
- Zone violations (e.g., entering/exiting zones improperly)

10.3.2. Two Penalty Throws

Given for:

- Inside defense fouls (e.g., two players in the defensive zone)
- Physical contact (either team benefits)
- Defensive or offensive fouls (e.g., invading the opponent's X-zone)

10.3.3. Three Penalty Throws

Given for serious fouls like dangerous play, joint dangerous actions, or unsportsmanlike behavior.

10.4. Expulsion and Disqualification

A player's expulsion leads to team disqualification, as WSB allows only 2v2 matches.

Teams can be disqualified for:

- Pre-game issues (e.g., inappropriate equipment, health risks, not showing up)
- Serious fouls (e.g., dangerous play, repeated violations, unsportsmanlike conduct)
- Unsportsmanlike behavior (e.g., arguing with the referee, rude gestures, hitting or attempting to hit)

Disqualified players must leave the field.