

WATER SKYBALL RULES EXCERPT

(WP4_D4.1.2)

(D.7)

I.M.Health

ERASMUS+ Sport

(Project No.: 101090407)

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Water Skyball stands out as a unique sport with its distinct set of rules. Here's a concise overview:

1. TEAM COMPOSITION:

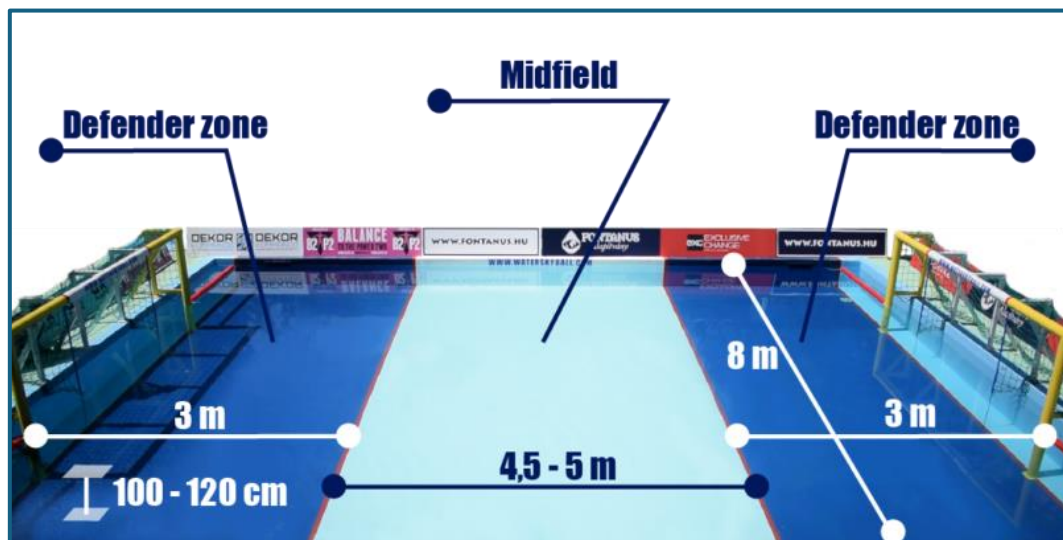
- Matches feature teams of two players each.

2. NO PHYSICAL CONTACT:

- Players must avoid touching opponents at all times.

3. FIELD LAYOUT:

- The field is segmented into three zones: two defender zones and a central midfield.
- Players can only occupy one zone at a time, based on their standing position.
- Only one player can be in a defender zone, which can include an opponent.
- In the midfield, players use a single hand for ball interactions.
- Defensive strategies include stepping into the opponent's defender zone or having a numerical advantage in the midfield.



4. GAME KICK-OFF:

- The game springs to life from the defender zone of the team in possession.

- If the ball goes out of bounds, a throw-out restarts the game.

5. SCORING MECHANICS:

- A goal counts when the majority of the ball breaches the goal line.
- Direct shots from the opponent's defender zone are prohibited.
- Points vary based on shot origin and target:
 - 1 point for midfield shots to the goal's side (Action).
 - 2 points for midfield shots to the goal's center (Center).
 - 2 points for defender zone shots to the side (Sniper).
 - 4 points for defender zone shots to the center (Deadeye).



6. PENALTIES:

- Fouls lead to penalties, with the count determined by the foul's severity.
- Penalties are taken from the midfield, with players restricted from crossing the defender zone line.
- Post-penalty, the fouled team restarts with a throw-out.