

## Rules of Water Skyball (Extract from the Rulebook)

### 1. Teams

Water skyball is played between two teams of two players.

### 2. Non-contact rule

It is forbidden to touch each other during the game.

### 3. Zones

The field is divided into three zones. In the foreground of the goals there are the defender zones and in the middle there is the midfield zone.

A maximum of one player can be in the defender zone. This can also be the opponent's player.

In the midfield zone, the ball must be handled with only one hand: one can pass, shoot or block with only one hand.

The defending team obtains the ball from the opponent, if one of the team members enters the opponent's defender zone without anyone being there (Front Interception) or one player from the attacking team is in the midfield zone with the ball and both members of the defending team are in the midfield zone (Rear Interception).

A player can be in one zone at a time, in which he stands with both feet, or in which he is just entering with one foot.

### 4. Start and restart the match

Before the start of the match, the players should stand on their own halves of the field, one of them in the defender zone, the other in the midfield zone and the goalkeeper of the starting team can start the game.

A throw-out is the way to start the game at the beginning of the match. During a match, a restart is always a throw-out.

No goal can be scored directly from the throw-out.

### 5. Goals and points scored

A goal is scored if more than 50% of the ball passes the centerline of the goal line. After a starting whistle, the ball must be possessed by at least two players before crossing the goal line to score, otherwise it is considered as a ball leaving the playing field without scoring. The attacking team cannot score a goal from the opponent's defender zone.

There is no own goal.

The goals can have the following score values:

- 1 point: from the midfield to the outer goal (Action)
- 2 points: from the midfield to the inner goal (Center)
- 2 points: from the defender zone to the outer goal (Sniper)
- 4 points: from the defender zone to the inner goal (Deadeye)

### 6. Penalties and their execution

Any foul will result in a penalty.

Fouls: two-handed block, two-handed throw, handling the ball with two hands, gripping on the ball, punching or hitting the ball, defensive foul, offensive foul, physical contact (touch), unsportsmanlike conduct that violates the ethos of WSB.

Depending on the severity of the foul, 1, 2 or 3 penalties may be awarded by the referee in favor of the innocent team.

The penalty throw must be carried out by first intention within 3 seconds of the whistle from the midfield zone.

The throw must go in the inner goal and scores 1 point. If it goes into the outer goal, it does not count as a valid penalty. During execution, it is forbidden to enter the defender zone.

After the penalty has been executed, the team that threw the penalty comes with a throw-out.

*This is an excerpt from the rules. It was written to make the game easy and quick to learn. A detailed description of the rules can be found in the WSB Rulebook.*

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