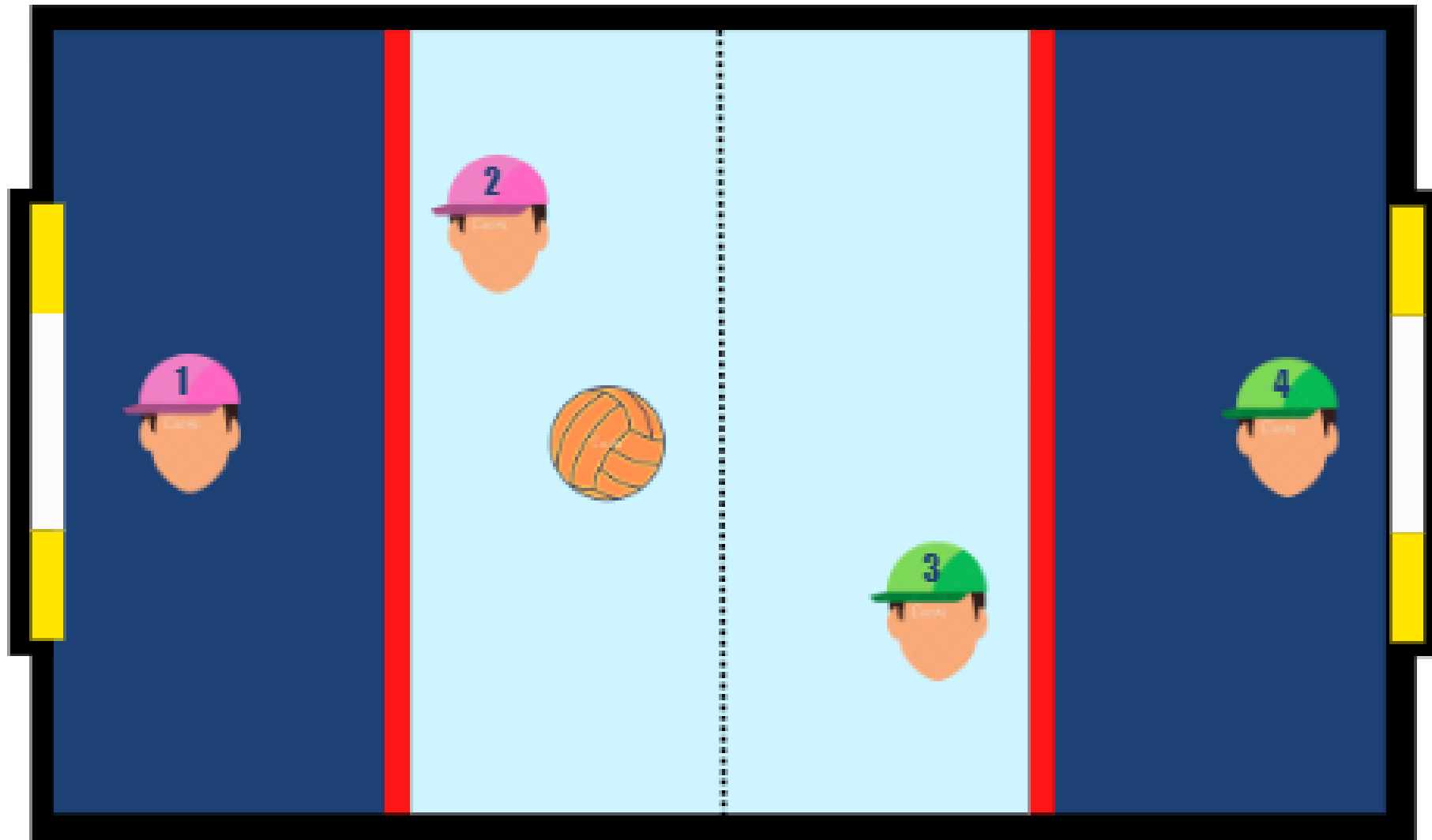


Water Skyball Rules

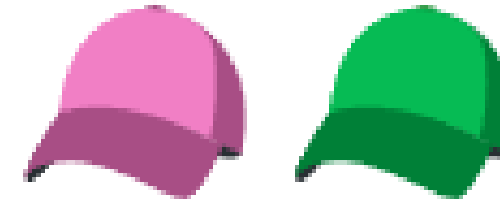


Water Skyball

basics



2 teams



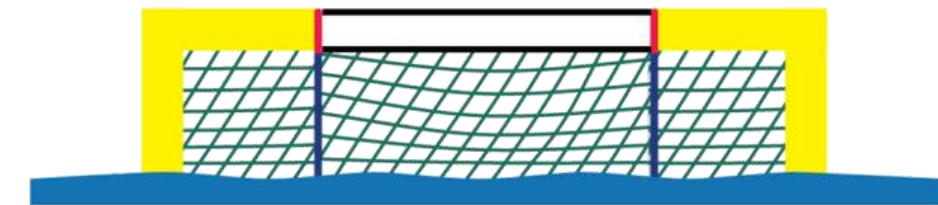
2 players per team



A unique ball



2 special goals



10 – 20 minutes



The goal is to score more points than the other team.



Water Skyball Player



Cap with a number



long sleeve
compression shirts



Short with a number
and team logo



Aquatic shoes



Most important rules

01

No Contact

02

**Unique ball
handling**

03

**Zones and
positioning**

04

**Different goal
values**

05

**Interception
rules to get
the ball**

06

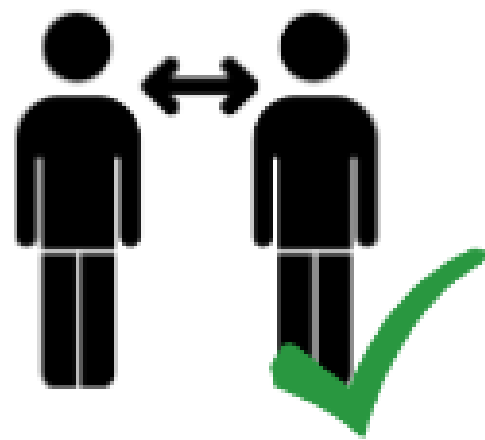
**Additional
rules**



1. No Contact

No Contact

Touching an opponent player is not allowed



Referees are very strict about this rule.



2. Unique ball handling

Unique ball handling

- You must not gripping the ball
- In a similar way to rhythmic gymnastics



Unique ball handling

The Water Skyball ball handling rule helps to avoid injury.

Without gripping it is not possible to throw like this:



3. Zones and positioning

Water Skyball Field

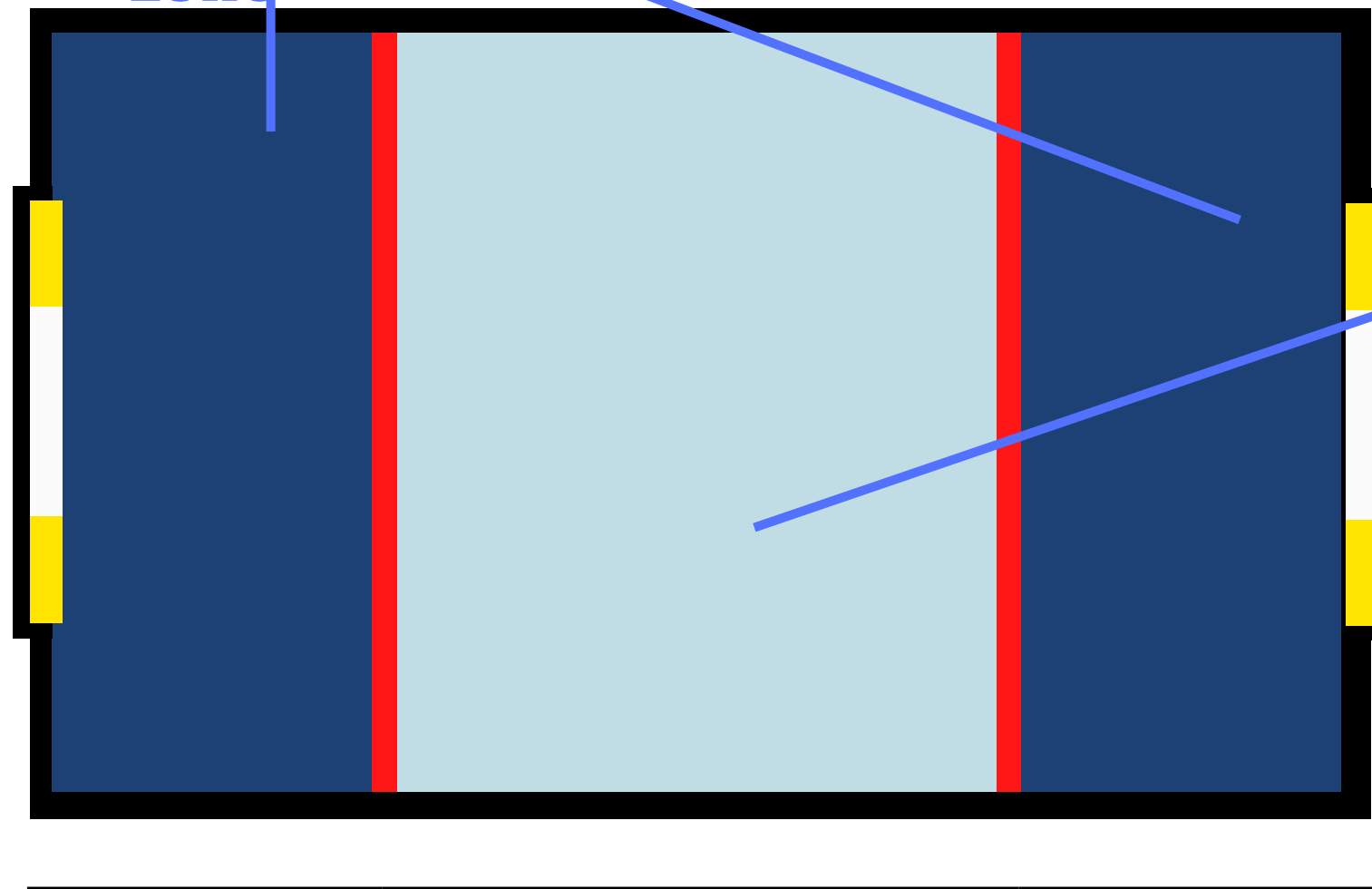
"The pool"



Defender
Zone

Midfield
Zone

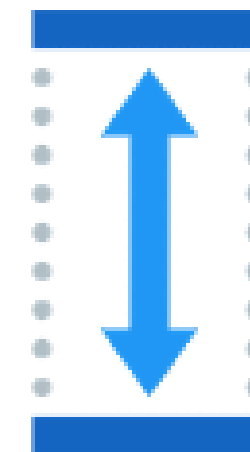
8 m - 10 m



3 m

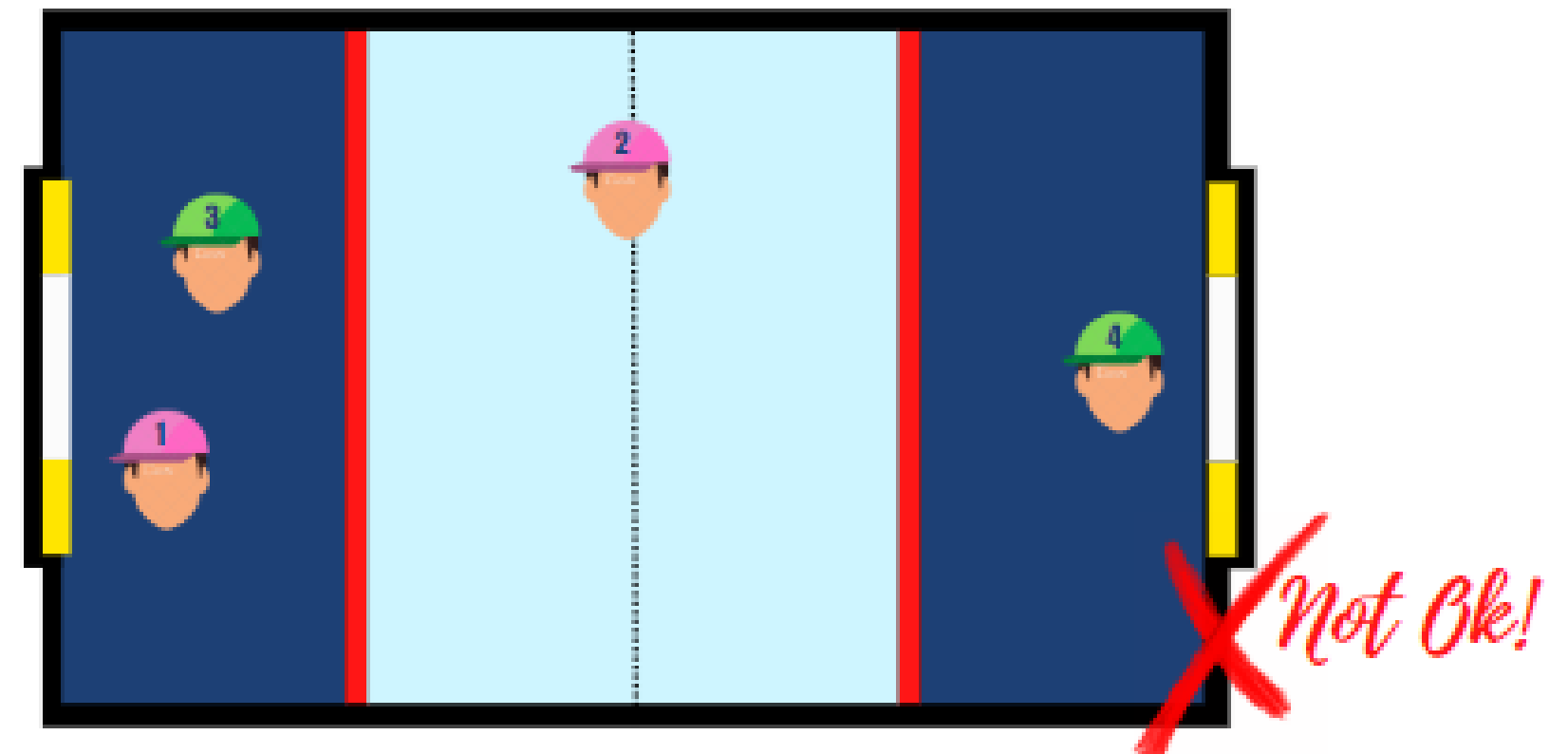
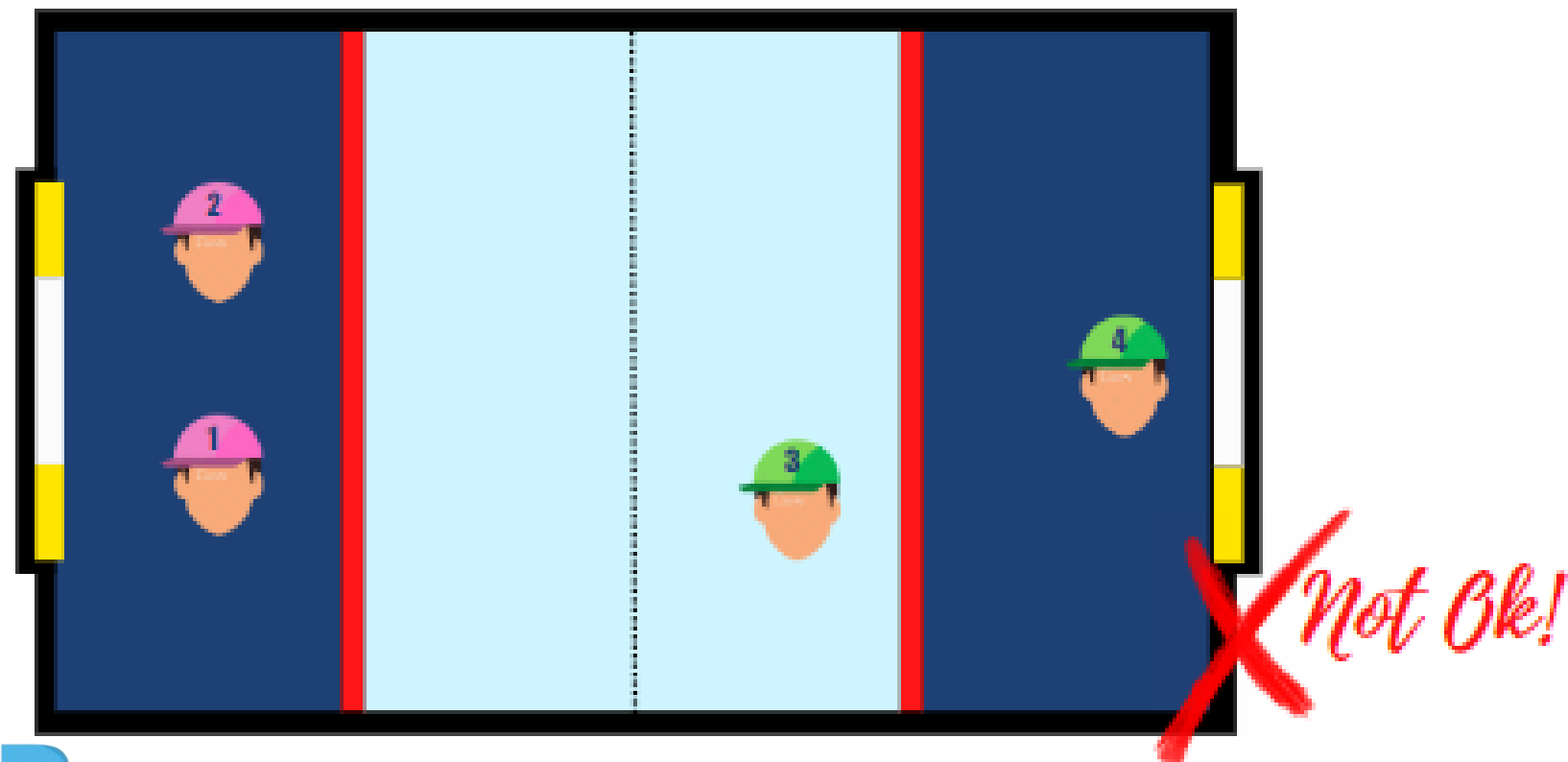
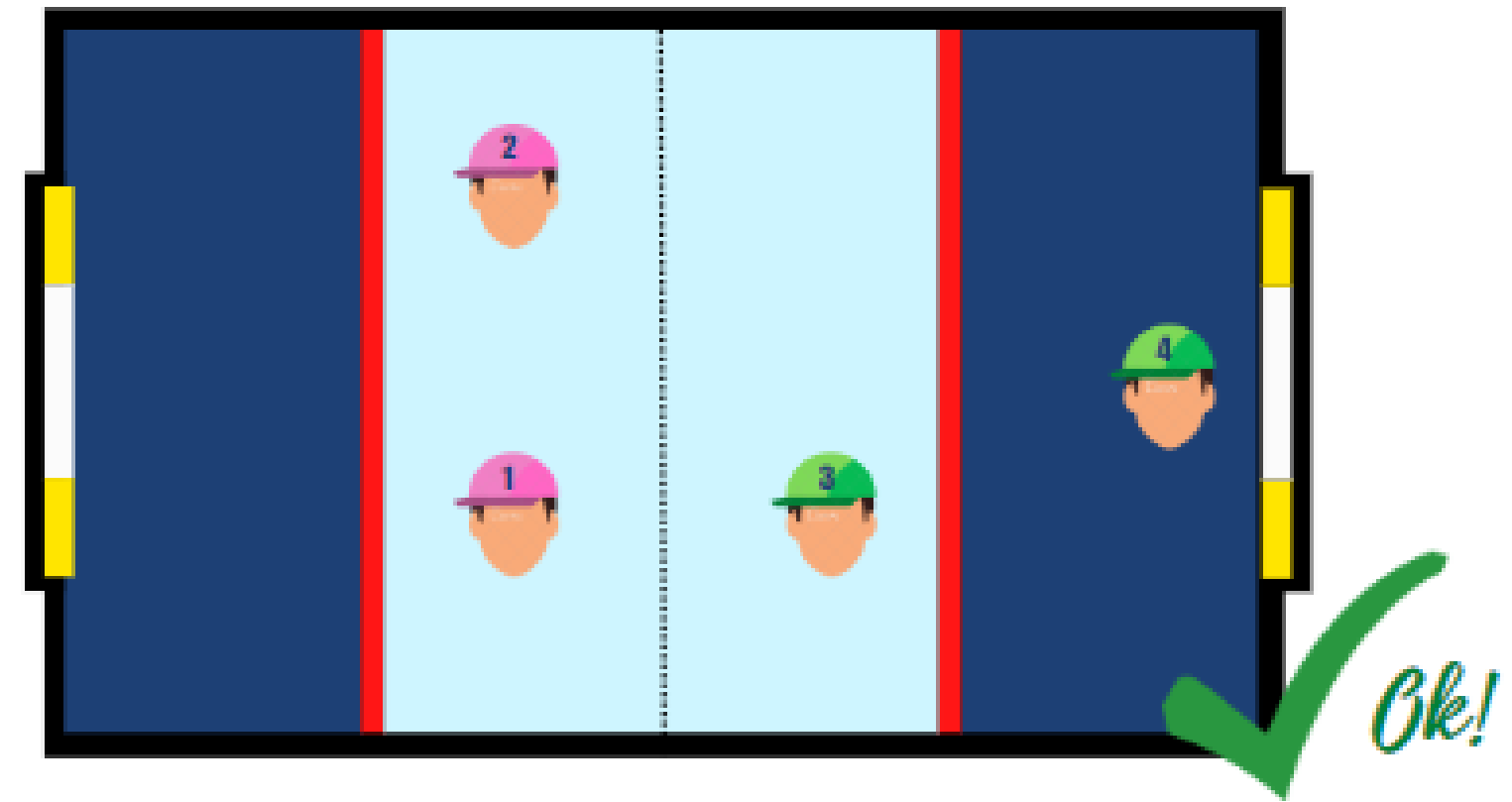
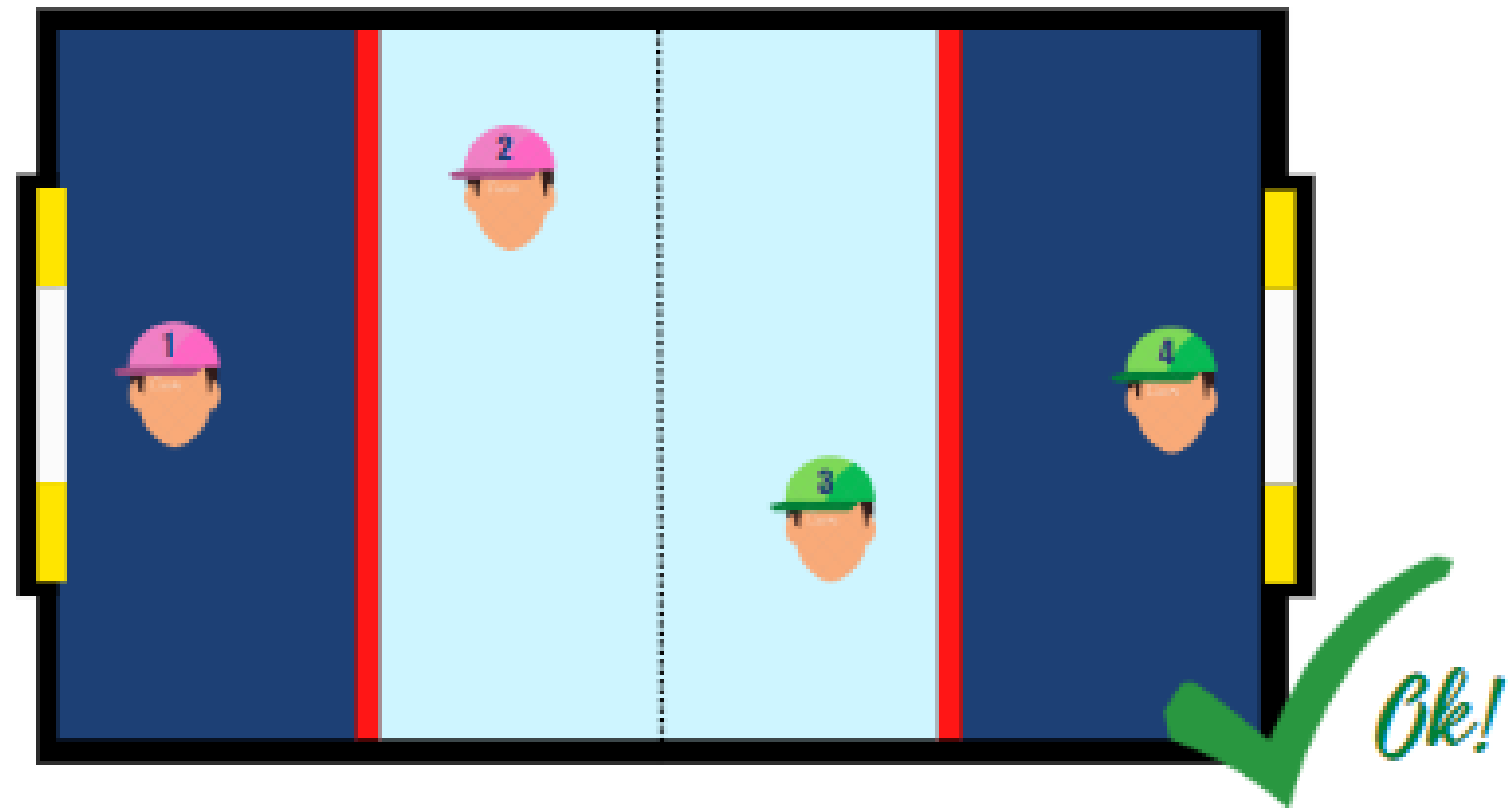
4.5 - 5 m

3 m

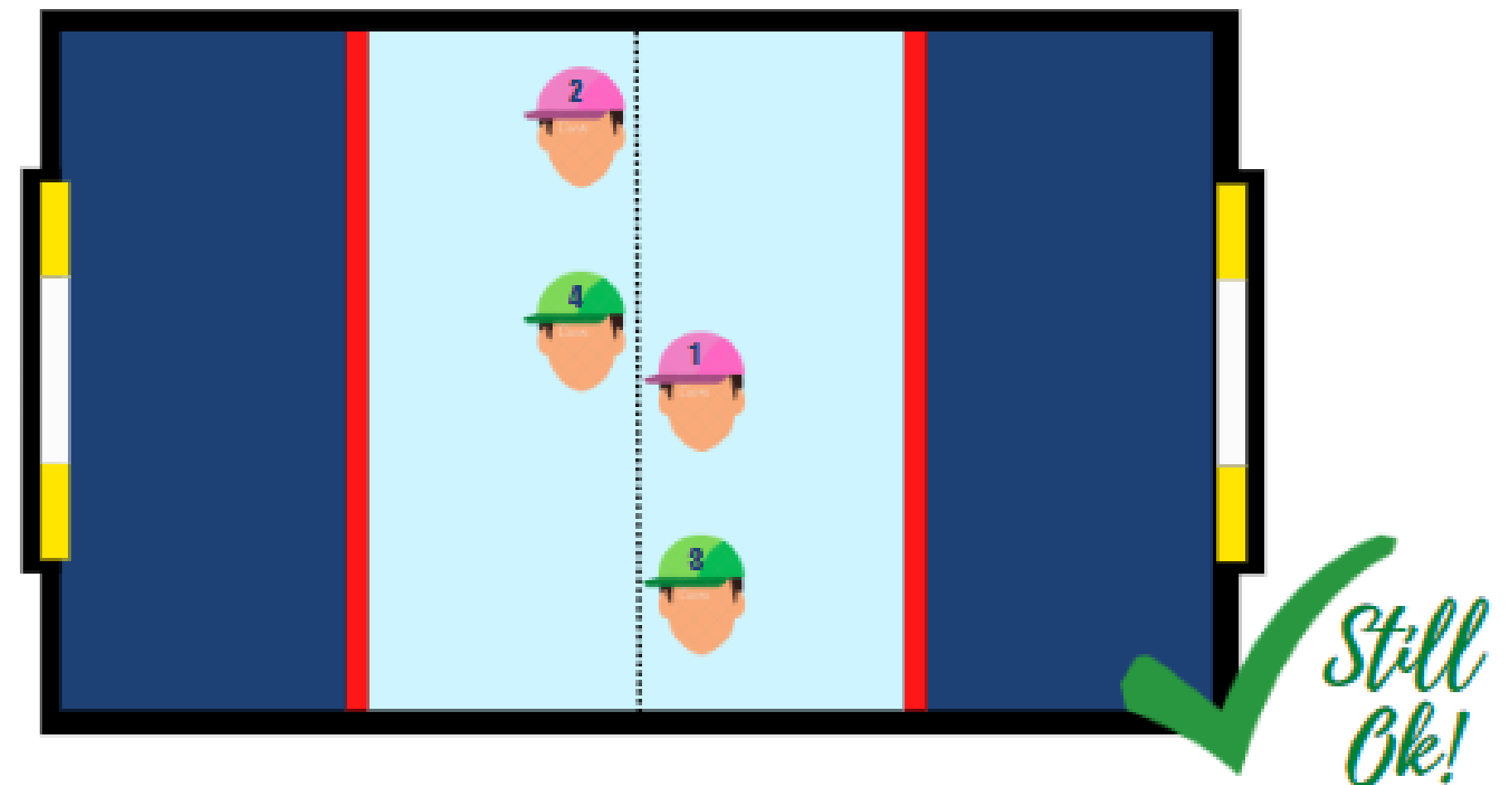
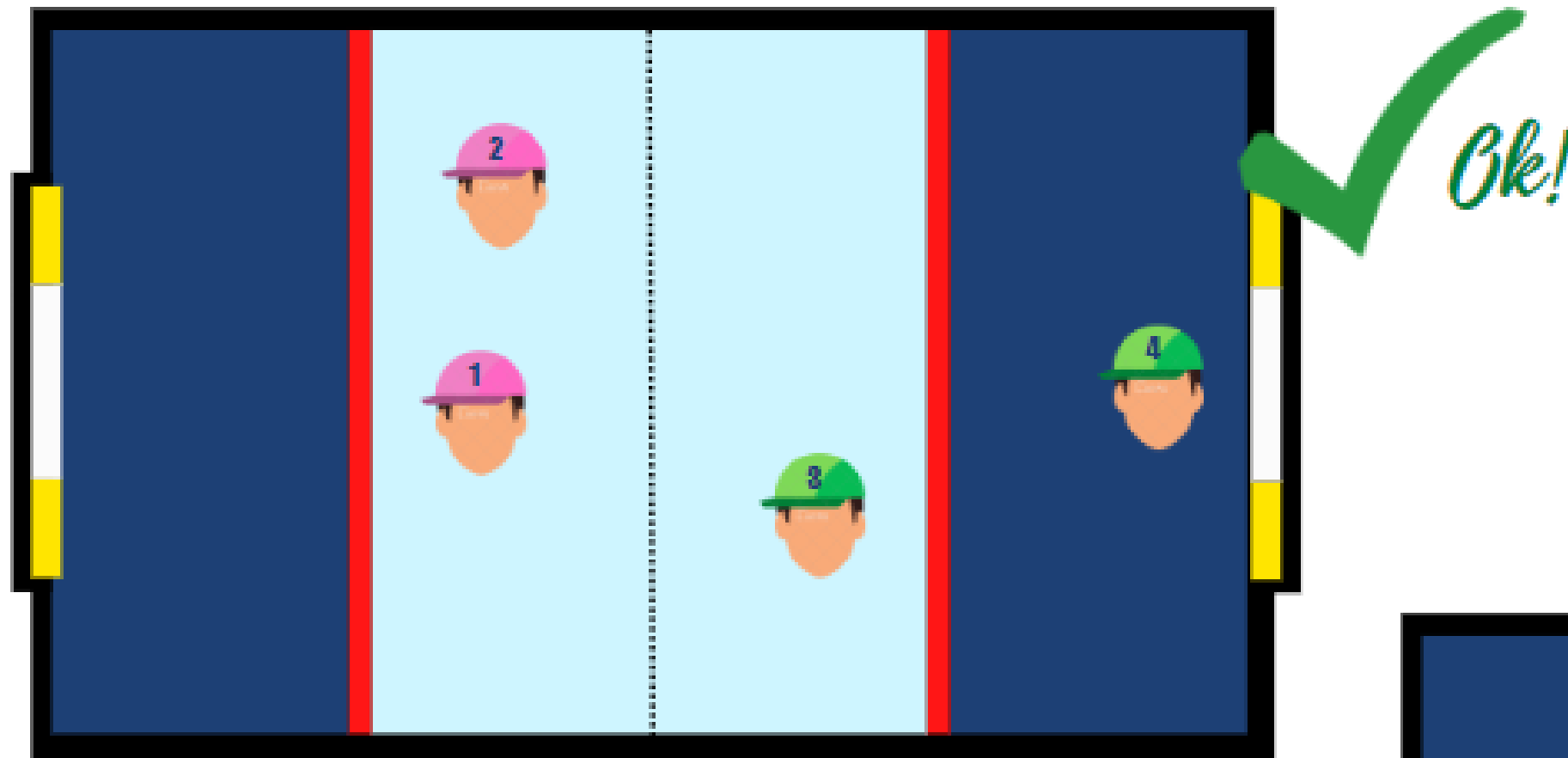


100 - 120 cm deep

Maximum 1 person at a time in the defender zone!

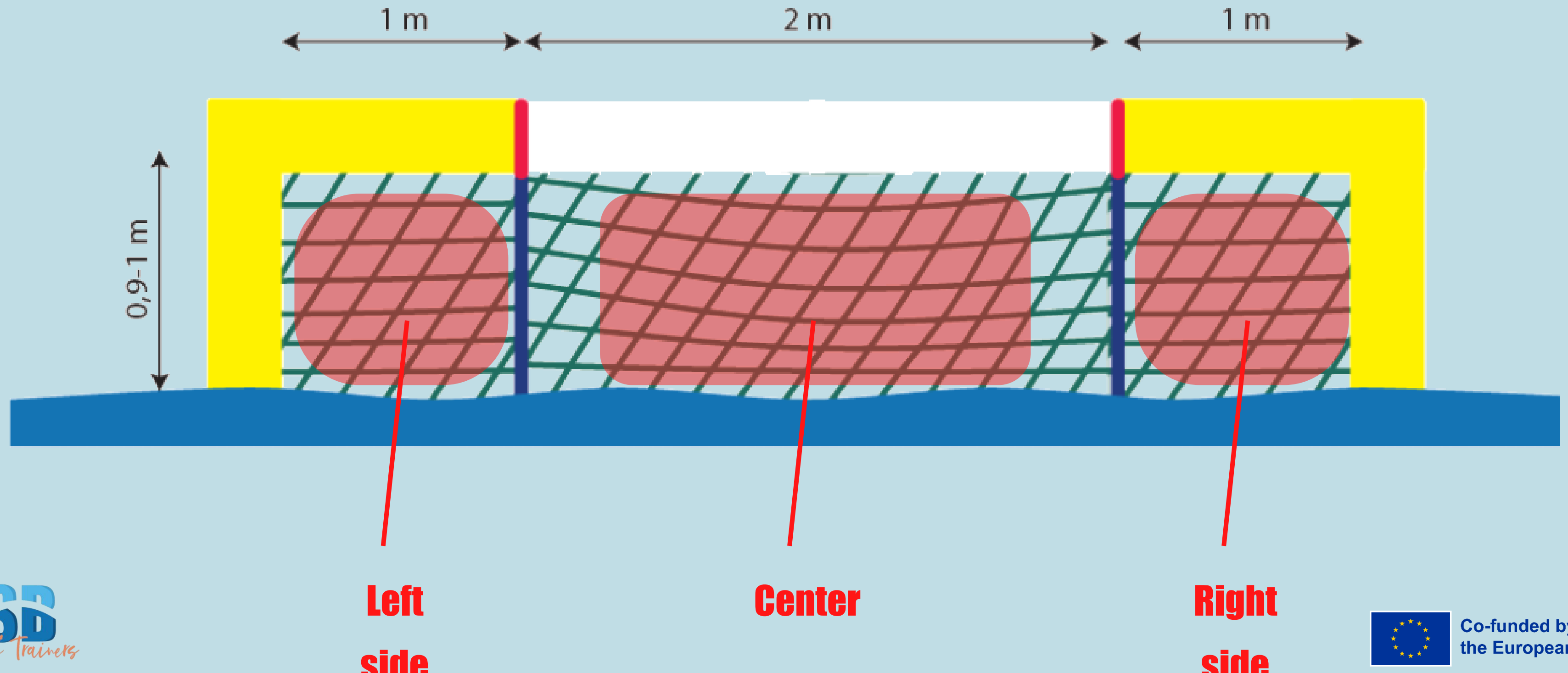


Any number of players allowed in the middle zone



4. Different goal values

The goal

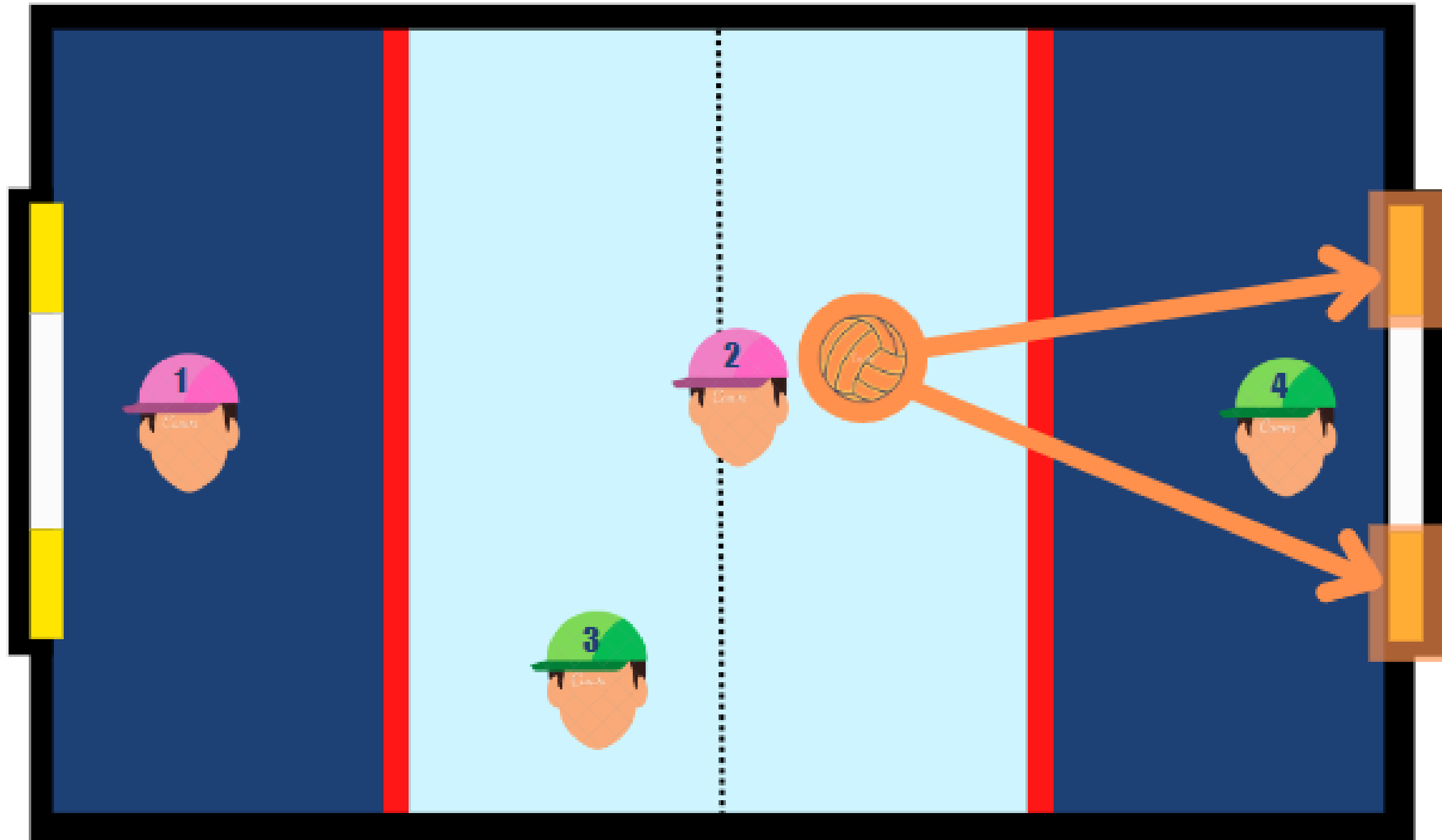


The goal



Scoring

Different goal values



**From middle zone
to left or right side:**

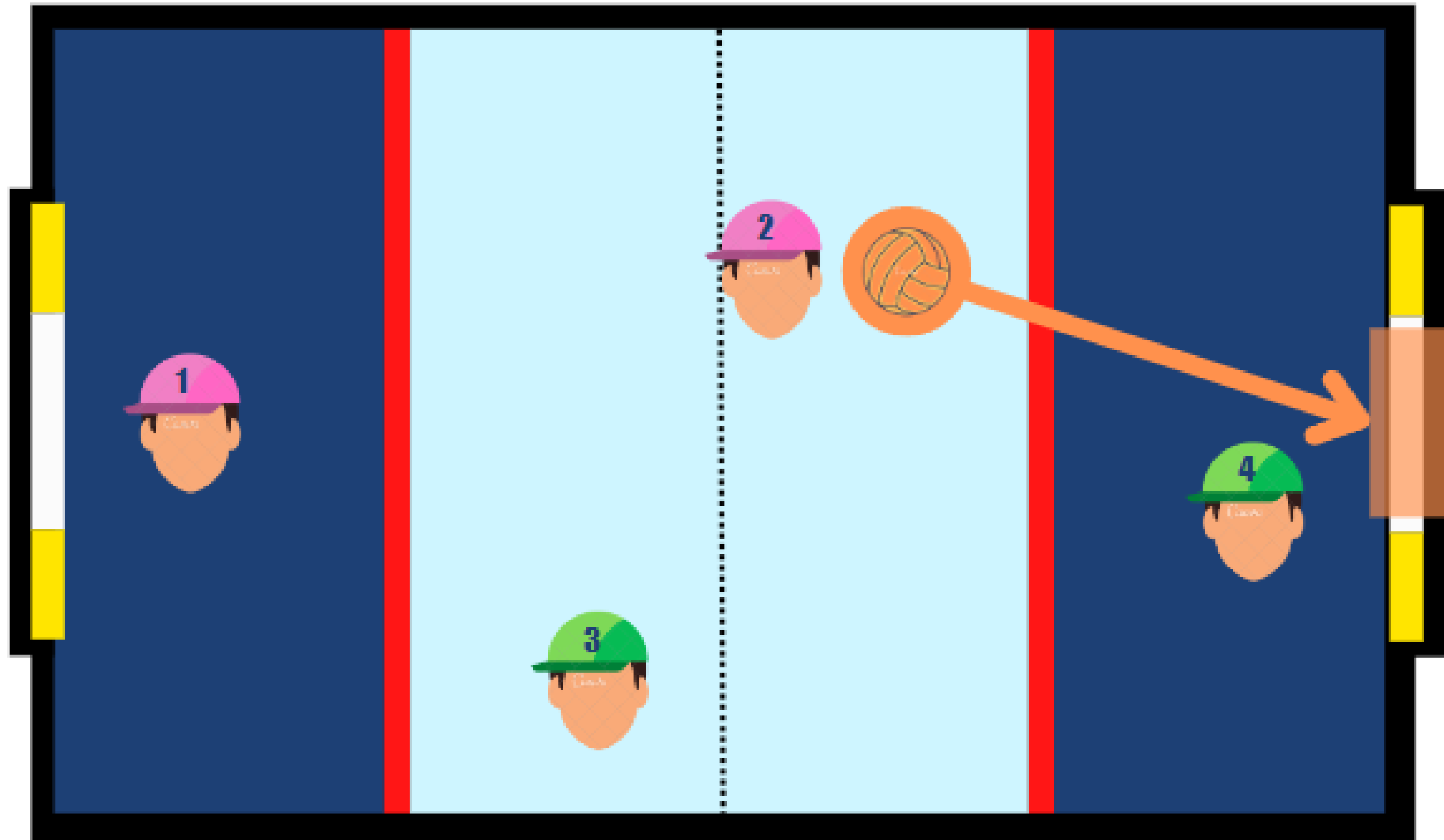
name:

Action goal

**score:
1 point**

Scoring

Different goal values



**From middle zone
to center:**

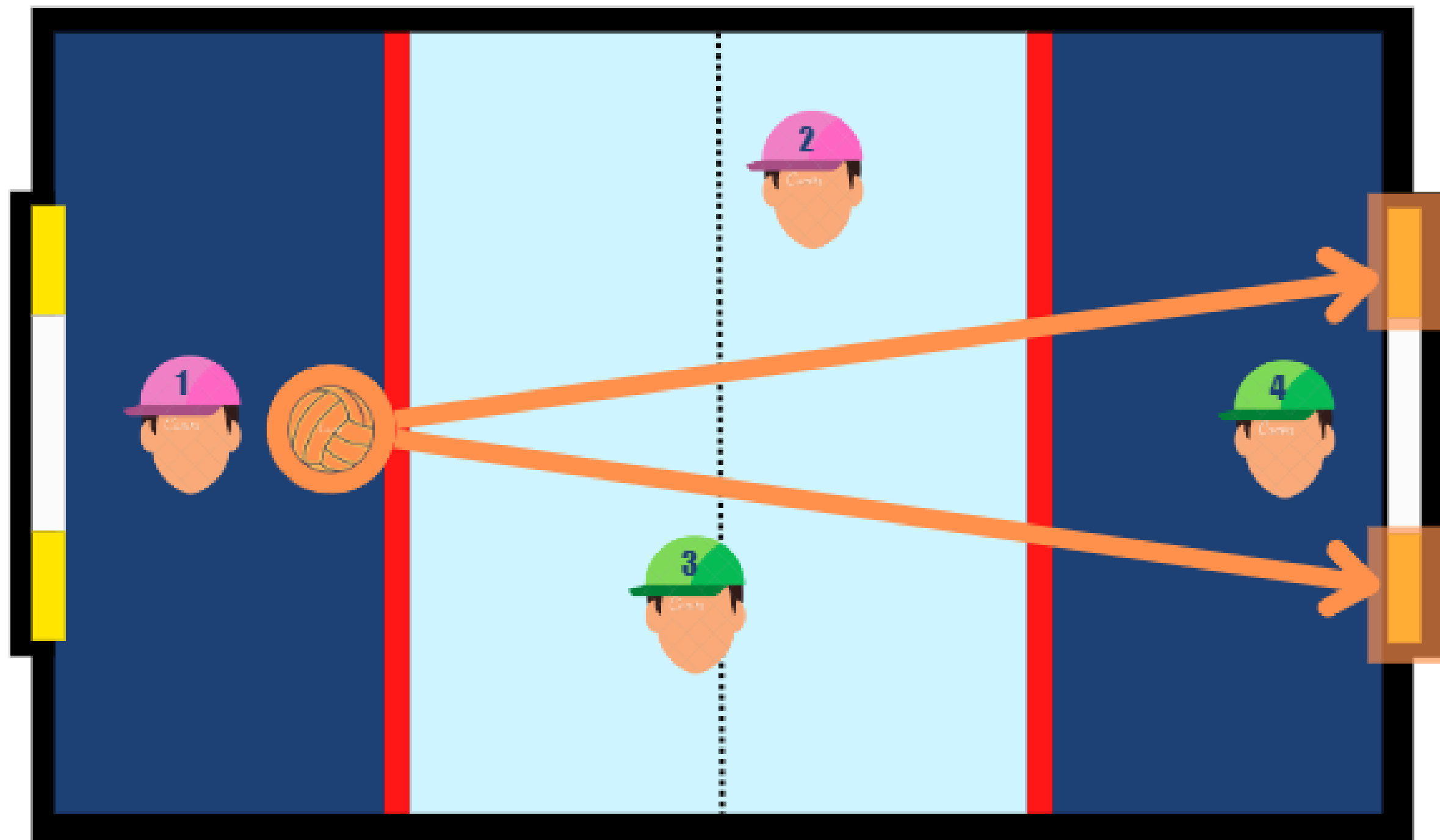
name:

Center goal

**score:
2 points**

Scoring

Different goal values



**From defender zone
to left or right side:**

name:

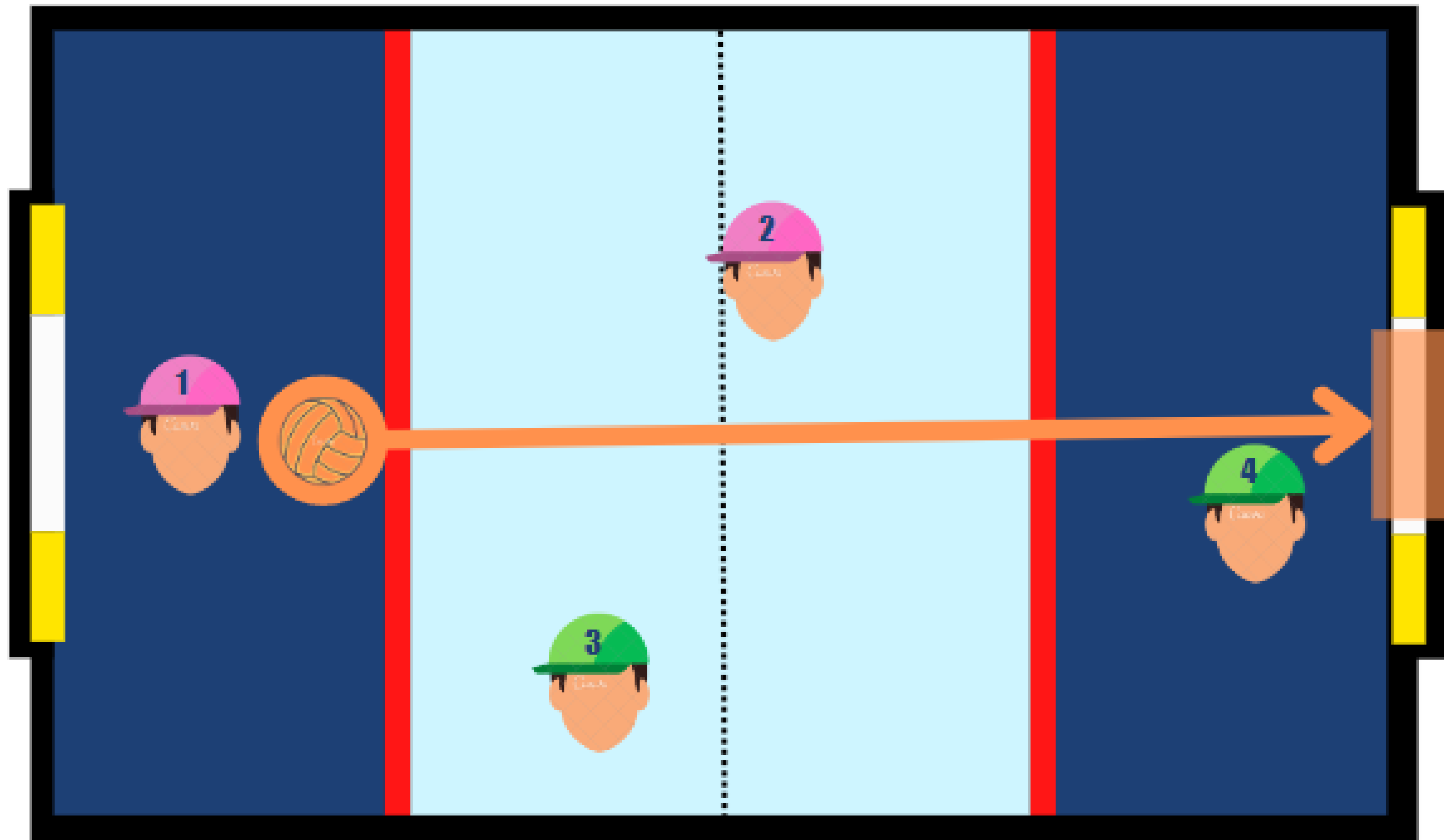
Sniper goal

score:

2 points

Scoring

Different goal values



**From defender zone
to center:**

name:

DeadEye

score:

4 points

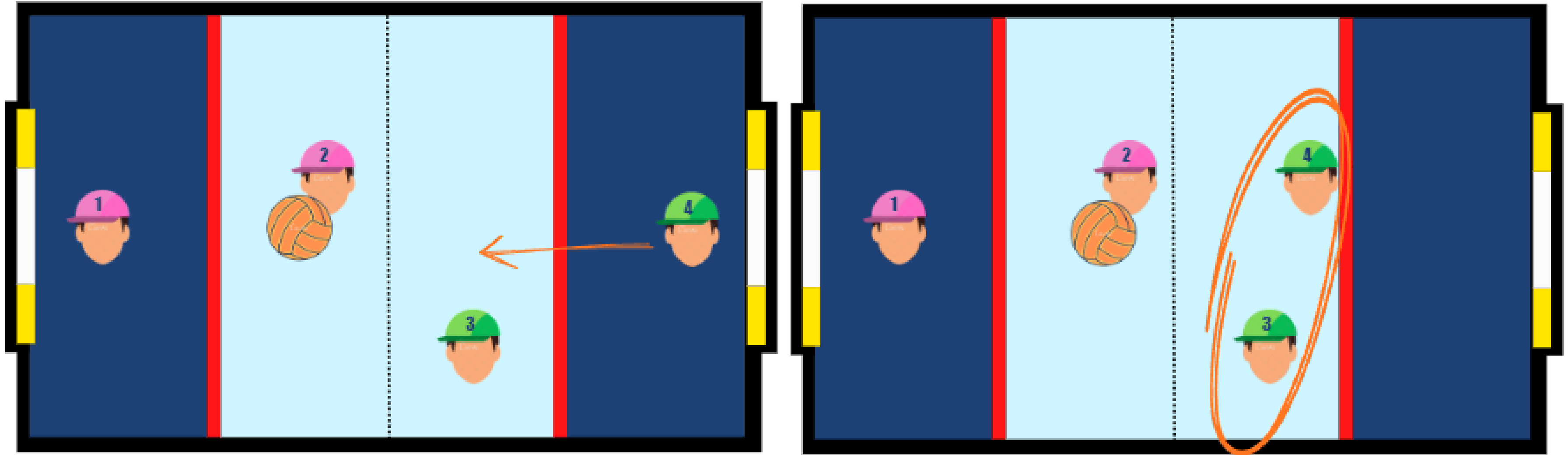


Co-funded by
the European Union

5. Interception rules

Rear interception

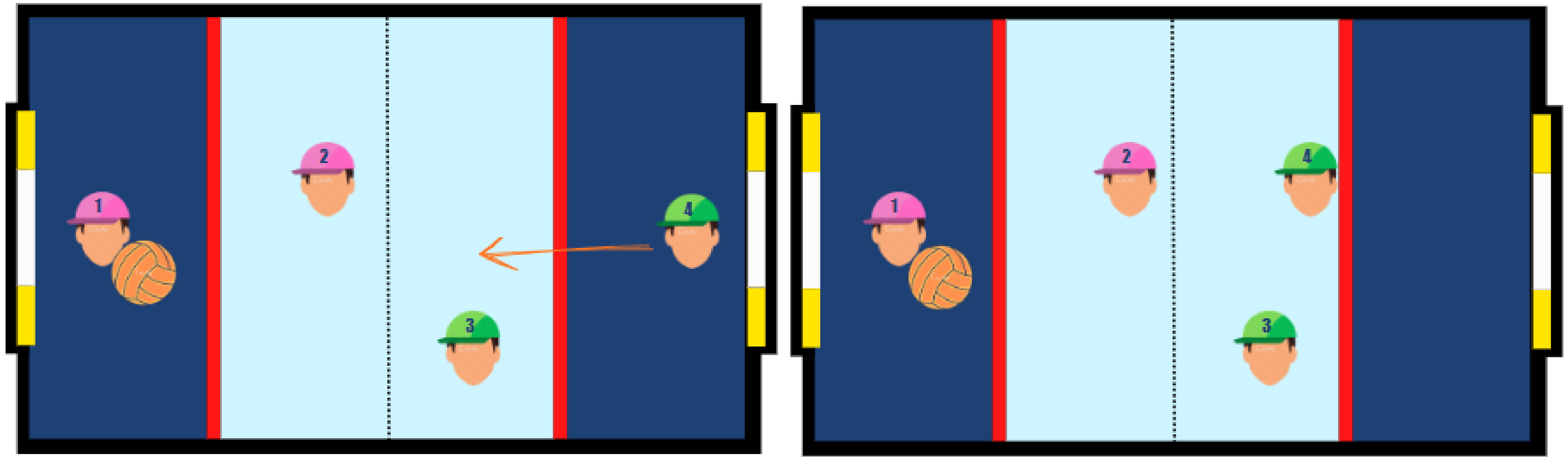
- The ball is in the middle zone
- A player comes out of the defender zone



Rear interception

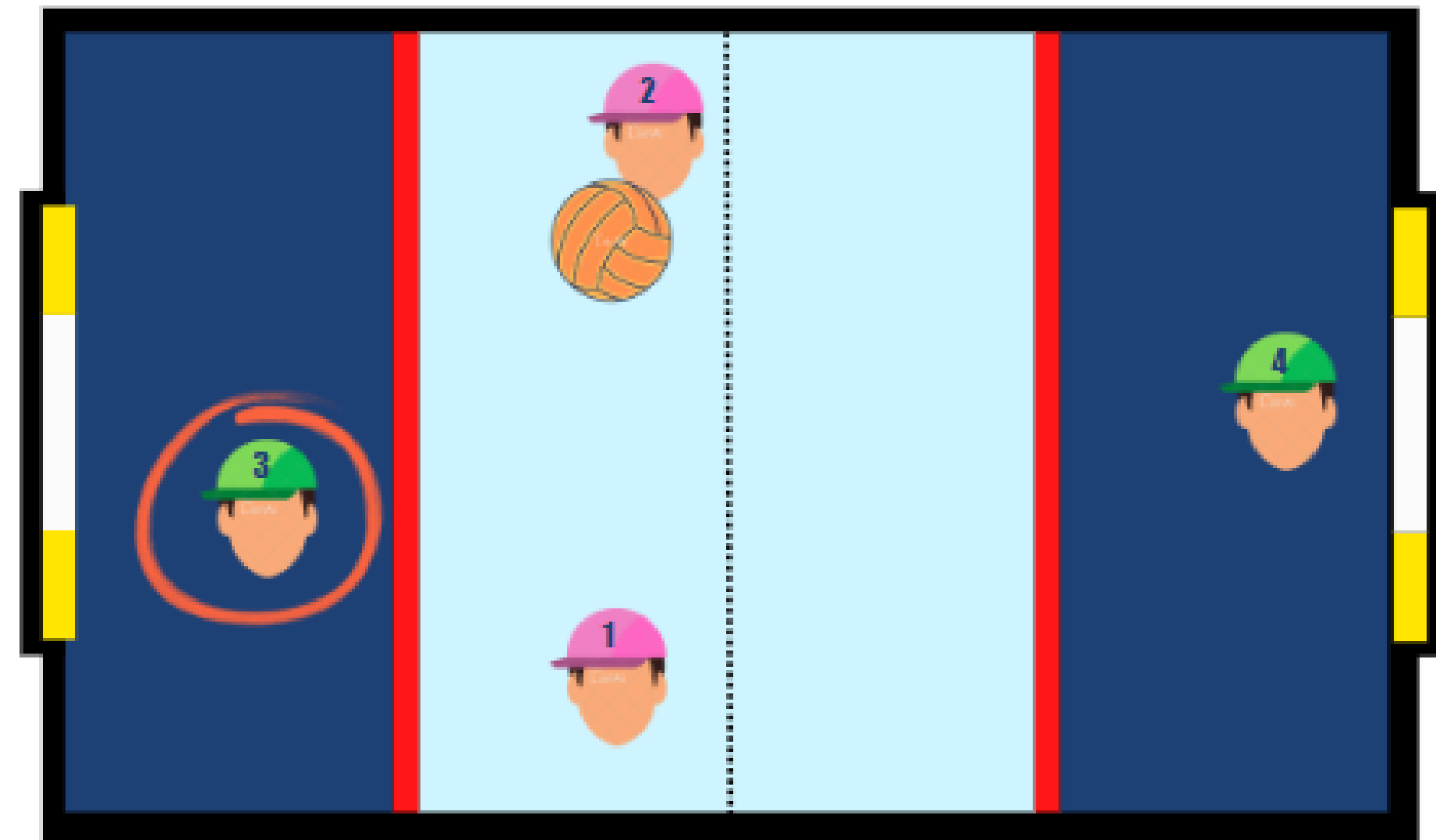
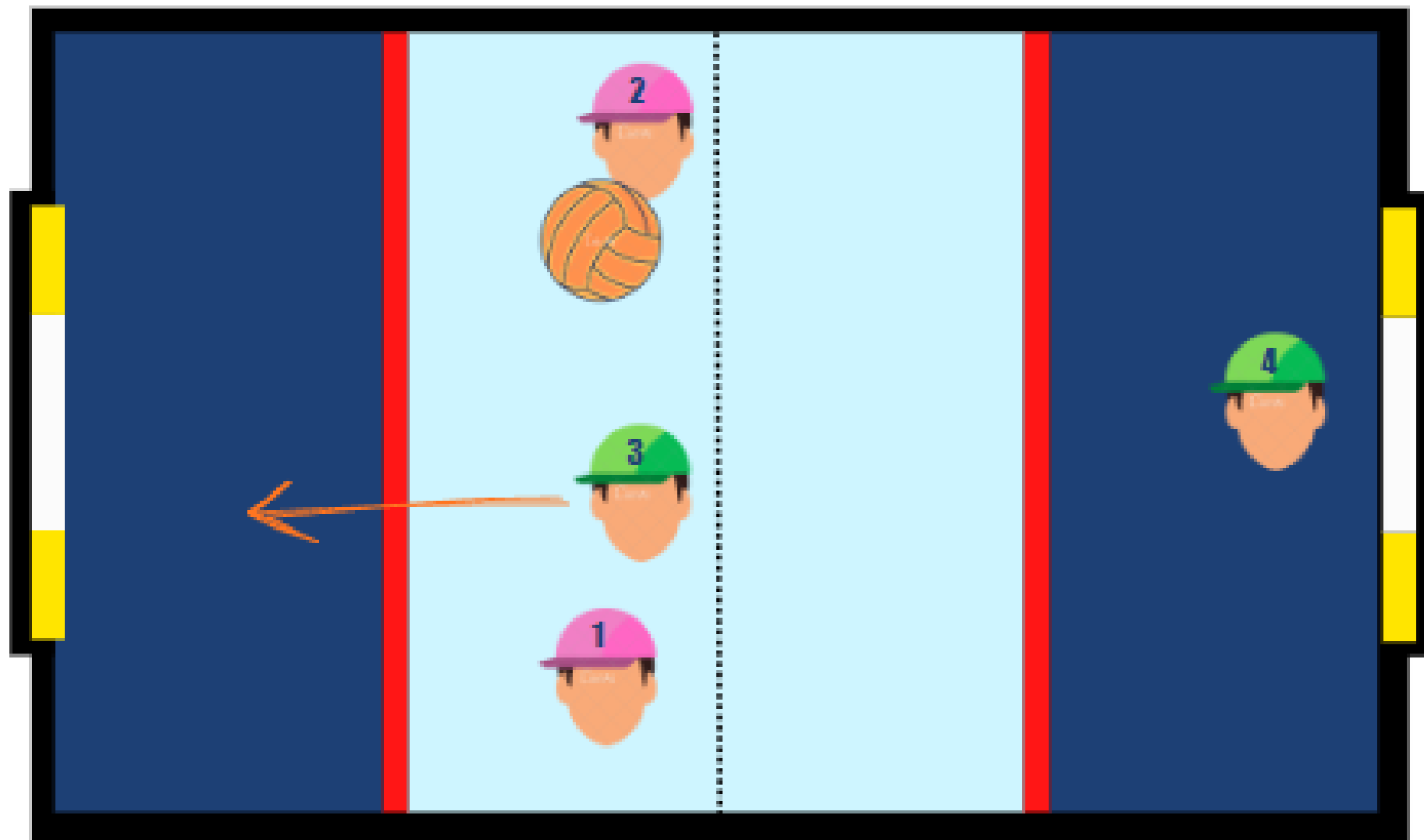
In this case, there is no interception!

The game goes on.



Front interception

- The ball is in the middle zone
- Both members of the attacking team are in the middle zone.
- A player enters the defender zone of attacking team.

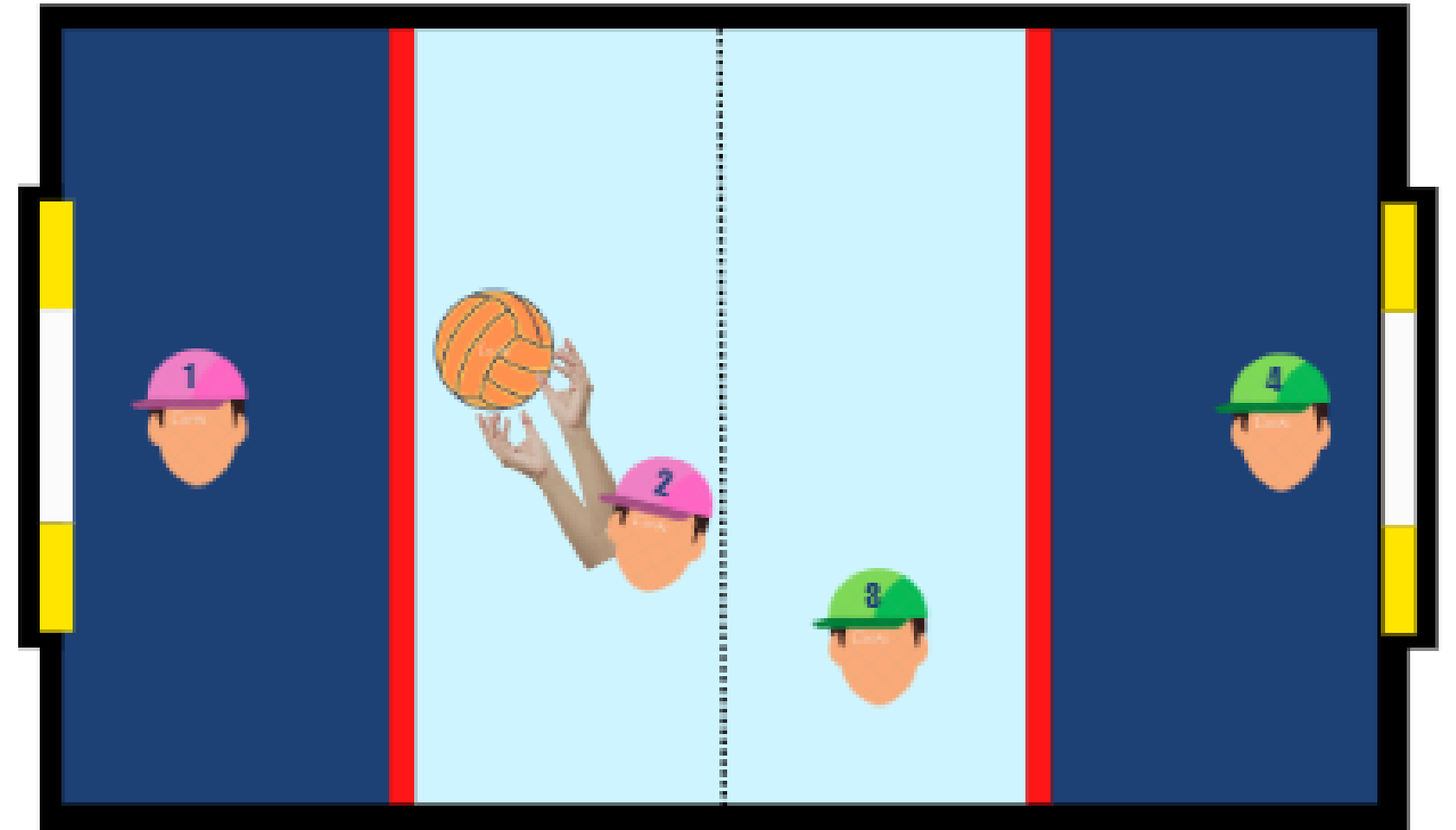
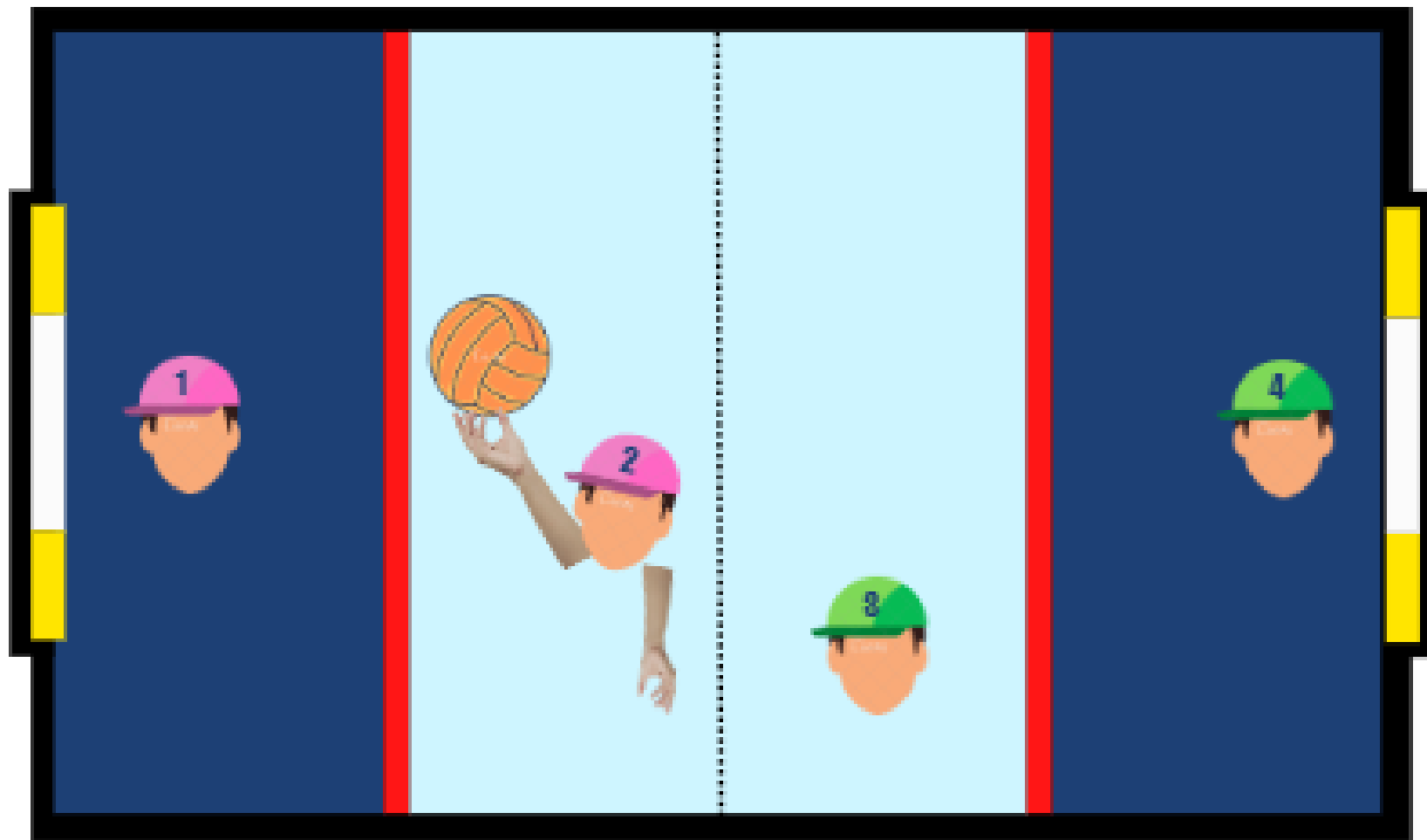




6. Additional rules

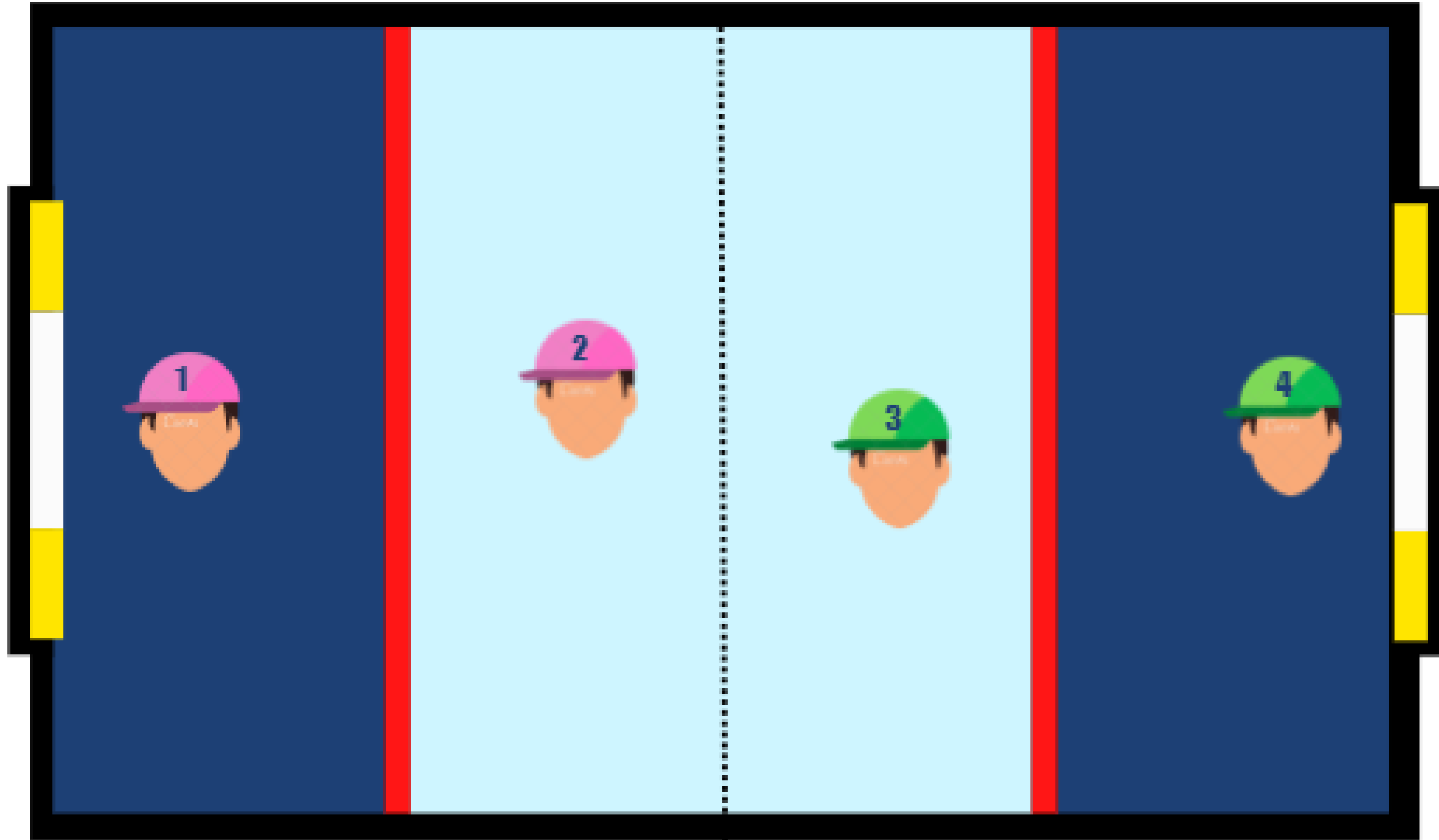
One hand rule

In the middle zone, only one hand can handle the ball.



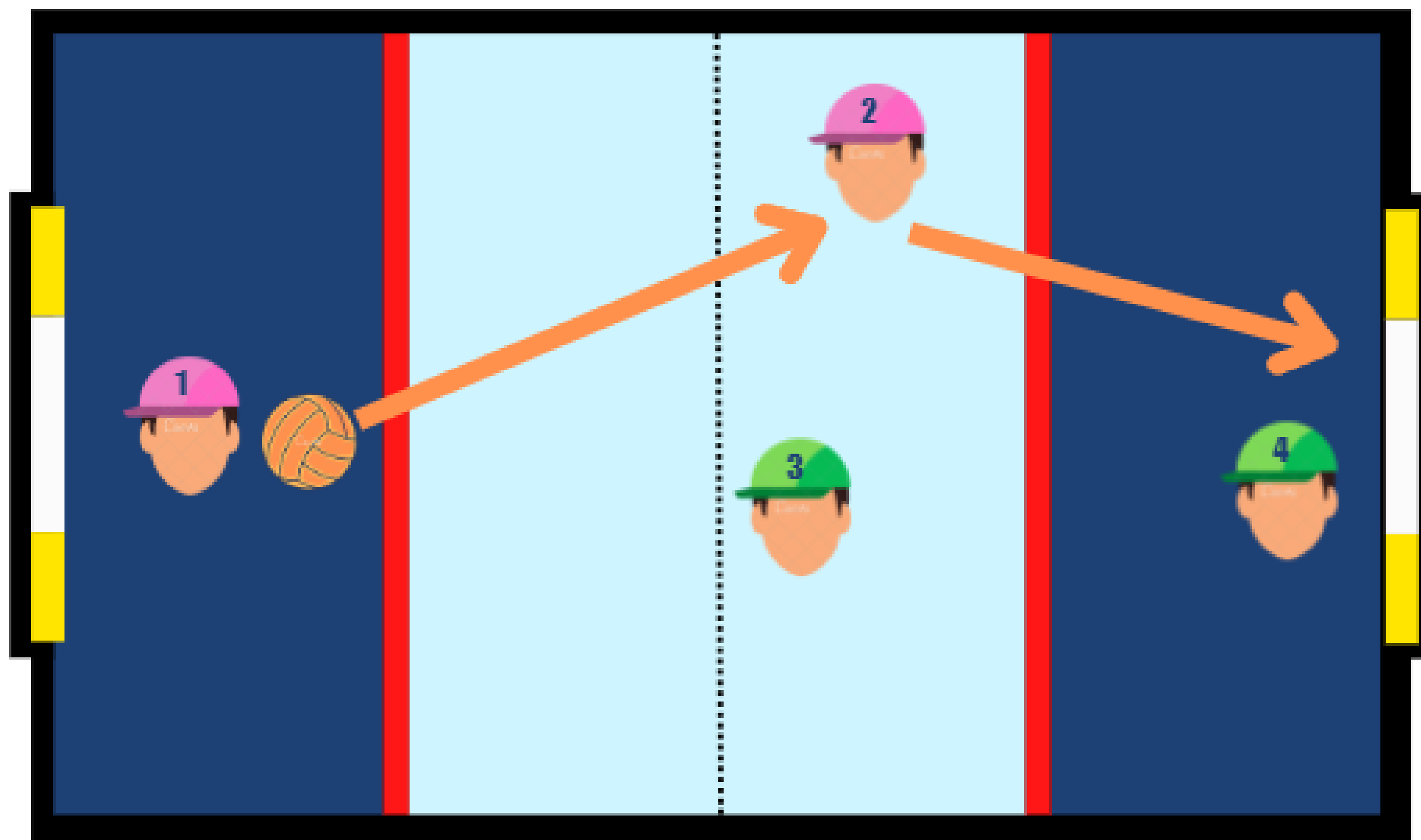
Starting position

1-1-1-1



One pass rule

At least one pass is required before scoring.



Thank you

Water Skyball is waiting for you!