



# Water Skyball in Europe Training of Trainers



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Theoretical Training Course



Co-funded by  
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# Theoretical Training Course

## Session 5

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27th March, 2024



# Agenda

## Session 5 – Referee activities

1. Water Skyball referee
2. Whistle and hand signals
3. Types of penalties
4. How the referee decides on the type of the penalty?
5. Penalty type 1: Taking away the ball
6. Penalty type 2: One penalty throw
7. Penalty type 3: Two penalty throws
8. Penalty type 4: Three penalty throws
9. Penalty type 5: Forfeit
10. Penalty throws

# Water Skyball referee

## Duties of the referee:

- To manage and control the game from the moment the players enter the pool until they leave it.
- To ensure the game is played according to the rules
- Supervise, control and make decisions on all matters in the course of a match

## The referee team:

- Chief/First referee (+ second referee in case of a pro game)
- Score tracker
- Supporter: ball boy/girl
- Optional: statistics tracker in case of a pro game



# Water Skyball referee



# Whistle and hand signals

**One short whistle:** Indicates the start, restart, or interruption of the game.

**Dashed whistle:** Utilized to draw attention to specific aspects of the game.

**Three dashed whistles** with the last one being longer: Signifies the conclusion of the game time.

**Goal:** Indicated by raising one of the referee's outstretched arms, with the value of the goal displayed using fingers:

- 1 point: Raising the index finger.
- 2 points: Raising the index and middle fingers.
- 4 points: Raising the index, middle, ring, and little fingers. The thumb is not used to mark points.

**Throw-out:** The referee raises one outstretched arm to the side, indicating which team's turn it is to restart the game with a throw-out.

**Foul:** After the beep, the referee points to the midfield zone, specifying the location where the penalty was taken. They then show with their fingers the number of penalties that the team playing on the side corresponding to the raised arm can throw (1, 2, or 3). If the referee indicates it with both arms, both teams may throw the given number of penalties.

**Time Stop:** The referee shapes a letter "T," signifying that one of the teams has requested a time-out or that the referee has stopped the match for reasons such as weather conditions or injuries.

# Types of penalties

The referee can determine the type of penalty:

- Issuing a warning.
- Taking possession of the ball and instructing a throw-out to the non-offending team.
- Administering a penalty shot.
- Awarding a score for an irregularly saved goal.
- Excluding a team (forfeit).



# How the referee decides on the type of the penalty?

The referee should take into account the following factors when deciding which penalty to apply:

- Intentionality: Assessing whether the foul was intentional or accidental.
- Fair play: Considering the principles of fair play and sportsmanship.
- Sequentiality: Examining the sequence of events leading to the foul.
- Seriousness of the foul: Evaluating the gravity or severity of the offense.
- Distance between the foul and the goal: Considering the proximity of the foul to the goal and its potential impact on the game.



# Penalty type 1: Taking away the ball

The referee has the authority to penalize the offensive team by taking away the ball if:

- At the start or throw-out, the midfield player of the starting team is positioned ahead of the midfield line.
- The offensive team plays passively, showing no effort to change or strive for scoring.
- The offensive team retains possession of the ball for more than 8 seconds in the defensive zone.
- A player in the midfield zone reaches in or steps into the opponent's defender zone while another player is present in that zone, including arm swing after a shot.
- A direct shot after a throw-out leaves the playing field, including through the goal line, without being touched by any other player.
- A player deliberately throws the ball out through their own baseline.
- An offensive player is in the opposing team's defensive zone but does not actively strive for action and/or fails to leave the defensive zone at first intent.

# Penalty type 2: One penalty throw

A penalty may be awarded in the following cases:

- Gripping on the ball.
- Two-handed block – if the ball was heading towards the goal, the goal must be counted and recorded at the higher score value, i.e., 4 points (Deadeye) if thrown from the defensive zone, or 2 points (Center) if thrown from the midfield.
- Holding or touching the ball in the midfield with both hands.
- Punching or hitting the ball with a fist in the midfield.
- Intentional splashing.
- Intentionally pushing the ball underwater.
- Deflecting the ball with water.
- Basketball-style throw – when the two hands are not clearly separated when preparing to throw.
- Offensive player entering the opponent's defensive zone while someone is already there.
- Zone acquisition foul – when a player enters and exits a zone with one foot and does not close the other foot next to it.
- Defensive player reaching out with their hand for a ball in the midfield zone without exiting from the defensive zone.
- Offensive player in the opponent defensive zone passing and not leaving the defensive zone at first intention.

# Penalty type 3: Two penalty throws

Two penalties may be awarded in the following cases:

- Inside defense: Two players are in their own defensive zone, or a player hangs into or reaches into the defensive zone when someone is already inside.
- Physical contact (touch) by the non-offending team.
- Joint physical contact (joint touch), benefiting both teams.
- Defensive foul: The player reaches or enters the area of the offensive player.
- Offensive foul: The player reaches or enters the area of the defensive player.

# Penalty type 4: Three penalty throws

Three penalties may be imposed for serious fouls in the following cases:

- Dangerous play: Serious negligence committed in the midfield, involving dangerous movement.
- Joint dangerous game, benefiting both teams.
- Rude, unsportsmanlike behavior.

# Penalty type 5: Forfeit

A team may face disqualification under the following circumstances:

Before entering the pool:

- The player refuses to remove metal objects upon request.
- The player poses a risk of illness.
- The player's equipment is deemed inappropriate.
- The team fails to show up.

In case of recurring serious fouls:

- Dangerous play leading to injury.
- Jumping up and throwing at the opponent.
- Consistent, continuous, and intentional non-compliance with the rules of the game.

For unsportsmanlike conduct that violates the spirit of WSB:

- Inappropriate behavior.
- Arguing with the referee.
- Using rude, abusive, or harsh expressions and gestures in the pool, directed towards the referee, the opponent, or others.
- Hitting or attempting to hit the opponent.

Players must leave the field after the team is disqualified.

# Penalty throws

A penalty throw may be initiated by the team against whom a foul has been committed, resulting in a penalty. The number of penalties awarded to the non-offending team depends on the extent, severity, frequency, distance to the goal, and intent of the foul.

Key points about penalty throws:

Execution Time:

- The throw must be carried out with first intention within 3 seconds of the referee's whistle.
- First intention means that the player's throwing arm should only move forward, not backward, and the movement must be continuous.

Scoring:

- The throw must go into the middle of the goal and is worth 1 point.
- If the ball goes into the outer goal, it does not count as a valid penalty.

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# Q&A

