

RULES AND REGULATIONS
BY THE BONDS-KANOPOLO-COMMISSIE
hereafter called BKPC



The Netherlands december 1984

REGULATIONS

Article 1 Playing Area

The playing area is oblong, max. 20 metres wide and 30 metres long, min. 12 metres wide and 25 metres long. The water must be at least 0.9 metres deep. On both sides of the long side lines should be clearly marked ; a middle line and from off the goal line a 4 metre line

Article 2 Goal

A water polo goal should be used, 3 metres wide, 0.9 metres high and a minimal depth of 0.3 metres. The goal should be situated in the middle of both back/goal lines.

Article 3 Boat

Canoe polo boats should be used with rounded back and front. The curves of the front and back of the boats when looked at from above should be at least 8 cm and when looked at from the side min 4 cm. The length of the boat must be between 2.50 and 3.00 metres and a maximum of 60 cm wide. The width is to be measured at the widest place, the buffers may not be included.

The length is to be measured between the utmost back and utmost front. The maximum height is 40 cm.. The boats must be **unsinkable**

It is compulsory to equip the back and front of the boat with a min. 3 cm thick, 20 cm. long "elastic" buffer, to protect one's own and others material.

Article 4 Paddle

A paddle must be double bladed and max. 2.16 metres long. It is not allowed to use paddles made of metal or paddles with sharp edges.

The blade must be min. 5 mm. thick and should be round -edged.

The blade width is max. 25 cm.

The corners should be rounded at a radius of min. 30 mm.

Article 5 Ball

A ball of size 4 weighing 270 grs, should be used.

Article 6 Players Tenue

The players should wear a canoe-helmet and a suitable spray deck. The canoe-helmets are required to be fitted with face and ear protection.

The players are not allowed to wear dangerous ornaments.

Article 7 Team

1. The number of players is max.5 and min.3 per team in the playing area.
Max. 4 reserve players per team per match are allowed.
2. All players should be paid up members of the Dutch canoe federation (N.K.B.) . All players must have fullfil their obligations to the BKPC.
3. A canoe club is allowed to have more than one team . A team does not necessary have to consist of players of one canoe club.
4. A player may only represent one team in a tournament or league. A player may only change of team if he presents a written request to the BKPC stating clearly his reasons and providing the BKPC accepts the request.
5. Every team should have a captain who is one of the players of the team. The captain should wear a clearly **visible** armlet. The captain should represent his team under all circumstances.
6. During the league season the BKPC should be in possession of teamlists which consist of pass-photographs, names, signatures and players - numbers of all participating players of the competing teams! .

Articel 8 to Distinguish Teams

The teams should be clearly distinguishable for the referee. A team should be recognisable by their equal colours of boats, canoe-helmet and shirts. The referee decides in which colours the team has to play. Every team should possess 2 shirts of different colours.
All players should wear a clearly **visible** number on the breast or on the back. The number must be at least 10 cm high.
A number on the boat is not allowed.
A team is only allowed to play in national-orange shirt after written permission of the BKPC.

Article 9 Referees

There are two referees who:

1. are responsible for the game being played according to the canoe polo rules and regulations of the BKPC.

Article 7 sub4

If a team has played not more than half plus one matches , then is change of team allowed to max two players.

- Article 9
2. decide which team begins on which side by means of tossing a coin.
 3. are the only persons allowed to give a signal by means of a whistle.
 4. take the final decision which is binding on everybody.
 5. after the match, within 48 hours, give written notice to the BKPC about possible given red and yellow cards in the game.
 6. before the start of the game will designate which team will play under the figurative colour of black and white. During the game when there is a foul committed the advantage will be shown by raising of a white or black flag.

At tournaments it is sufficient to use one referee.

Article 10 Tournaments

The canoe clubs are obliged to announce the date of an international tournament before the first of January to the BKPC.

All other tournaments must also be announced to the BKPC.

At the same time it has to be announced if participation at the tournament is by invitation or by entry.

Article 11 Registration fee

All canoe club which enter a tournament or league are obliged to pay the registration fee.

Article 12 Judging-committee

At every match there are at least 2 members of the judging-committee who:

1. function as contest secretaryship
2. check the players' data before the match.
3. function as timekeepers.
4. keep up the score.

