

INTERNATIONAL WATERBALL RULES
17 MARCH 2002
BY: JEFF ADAMS

Waterball rules for fire departments.

The intent of the Waterball Competition is to provide team participants with the opportunity to practice using nozzles and hose lines in order to increase their fire fighting proficiency.

WATERBALL RULES

EQUIPMENT

Standard 15"ball of 16-gauge steel constructed to specifications indicated on Fig. #1. Ball to be painted yellow, hanger to be painted black. Cable to be 3/8 in. (6x19) stranded steel, hemp center, regular lay of 12,000 pound breaking strength or better. No greasing or oiling of the cable. Cable shall be hung level 10 feet above the playing surface. Cable to be drawn as tight as possible considering limitations of equipment. The Vice Presidents will determine prior to the beginning of competition whether the cable is sufficiently tightened and will at this time determine when the cable will be tightened during the competition. The process of tightening will be carried out by Vice Presidents. Should a piece of equipment fail or be deemed to be unsafe, as determined by the Vice Presidents, it will be the responsibility of the Vice Presidents to determine a proper substitute, if any (i.e. nozzles, "A" frames, ball assemblies and cables).

PLAYING FIELD

Waterball courts shall be erected on a level street or other playing surface of suitable type for secure footing when wet. The "A" frames shall be 110 feet apart. The court shall be 30 feet wide and 110 feet in length. The team, their captain and officials shall be the only persons in this area during competition (see penalty section for "interference" penalty). The playing court shall be marked as follows: The center point of the cable shall be marked an equal distance from each end of the playing field. The cable shall be painted 3 feet each way from center point, a total of 6 feet. This area is called "**DEAD TIME**". The 7 1/2 foot mark each way from center, shall be marked 2" in width (each side of the mark for a total of 4"). This line represents when the back up nozzle may be activated. The 15-foot mark each way from center, shall be marked 2" inch width (each side of the mark for a total of 4") and represents the starting line. The 40'ft. mark each way from center, represents where the back-up nozzle person will be positioned. Cable clamps shall be secured to the cable 45 ft. each way from center. This represents the "**goal**" mark. The cable and court markings shall be painted with yellow DaGlow paint or similar (see fig.#2 for field lay out specs). Attacking team may not go past 15-foot marker of defensive team. Traffic markers can be located 6 ft. away from the cable but parallel to it to help mark the proper distances.

TEAM FORMATIONS

MEN'S TEAM FORMATION

A men's team shall consist of 5 men per team; #1 nozzle man, #2 nozzle man, pressure holder, back-up nozzle man or up to 2 woman in this position can be used and a coach.

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LADY'S TEAM FORMATION

A ladies team can consist of up to 8 players; #1 nozzle woman, #2 nozzle woman, pressure holder hose drag, back-up nozzle woman, back-up nozzle holder and up to 2 coaches. **A man can now shoot back-up nozzle as long as the team does not have enough women for the team.** Hose drag, back-up nozzle pressure holder and second coach are optional. The B/U pressure holder and second coach can be men. **The front pressure holder also can be a man. This is put in for safety reasons.** The second coach shall be positioned 3 feet across from the back-up nozzle woman to relay messages from the head coach. **Team members may play on more than one team but MAY NOT be a front shooter on more than one team.**

HOSE LAYOUT

The lead nozzle man position shall have 100 feet of 1-1/2 in. hose, each. Both hoses shall be supplied off the 2-1/2 in. line via a gated wye. The back-up nozzle shall have 100 feet of 1-1/2 in. hose, each, with both being supplied off the same section of 2-1/2 in. hose via a gated wye.

PLAYING RULES

Ladies official game shall consist of 2 heats, 2 minutes each. A man's official game shall consist of 2 heats, 3 minutes each. After the first heat has been played, the second heat is delayed until all teams have played a first heat.

The two teams in the final play-off shall have up to a 10 minute rest period before the game starts, with 3 minutes rest between heats.

Both #1 nozzle persons must cross-streams over the ball (within 6 in.) before the start signal will be given. The #1 nozzle persons are permitted to stand any distance back of the 15-foot mark prior to the start signal. After the start signal is given, nozzle persons shooting at the time, are free to maneuver any place on the playing field. The #1, #2 nozzle persons and the pressure holder may change positions during any three-minute heat. Between heats any five of the team members may change places. Teams change ends for the second heat. First heat, end selection is determined by flip of a coin.

The back-up nozzle person must stay behind the 40-foot mark at all times while the contest is in progress. This nozzle is permitted "ON" only when the ball moves into his teams end on or past the 7-1/2 foot mark (ball moves toward the back-up nozzle person). This nozzle must be shut "OFF" when the ball reaches the 3-foot mark (DEAD TIME BOX). See "Penalties" if the back-up nozzle person fails to shut nozzle "OFF".

PROTECTIVE GEAR

Men's teams and coach shall wear the following:

1. Standard fireman's helmet or safety helmet of their choice.
2. Boots or sneakers of their choice.
3. Fireman's coat or rain coat of their choice.

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Women's team and coaches shall wear the following:

1. Standard fireman's helmet or safety helmet of their choice.
2. Boots or sneakers of their choice.
3. Fireman's coat or rain coat of their choice.

TIMING AND SCORING

All timing and judging shall be done from the center of the ball.

There shall be one starter and two timekeepers. All of whom are classed as judges with all decisions finalized by the President and Vice Presidents. Vice Presidents, whenever possible should preside over (as timer) or be present on the playing field to observe each match in the event of judgment calls.

If the contest is stopped due to equipment failure, or lack of water, the ball shall be started from where it was when the failure occurred. The same nozzle persons shall start play.

During trophy rounds, matches will be double-timed. The lead watches will serve as the reporting time. In the event of a malfunction of the lead watch during a round, the back-up time will serve as the reporting time. Discrepancies of 5 seconds or more between the lead and back-up watches should be reported to the Vice Presidents for a judgment.

Scoring time accrues as the center of the ball passes the opposing teams 3 foot mark and continues as long as the ball remains between the 3 and 45 foot marks. Neither team scores while the center of the ball remains in the "**DEAD TIME**" area. If the ball remains in the "**DEAD TIME**" area during the entire heat the match will be considered a draw and neither team will be awarded time.

Fifteen seconds will be credited to the team scoring a goal during a heat. A goal is scored by driving the ball into the opponent's territory and against the 45-foot cable stop (also known as a peg). The 15 seconds credit shall not be counted as playing time. On completion of a goal, the ball is to be started at center court with the remaining heat time to play.

Match time is the total time, in seconds, of two heats.

PENALTIES

Back-up nozzles left on after the ball reaches "**DEAD TIME**" will draw a 5 second penalty for each offense. Three violations of this nature, during any match, will result in a 180 second penalty (on the occurrence of the third infraction). Failure to shut the back-up nozzle off, after being warned by a judge, will result in the teams' disqualification of the match. Coaches touching the nozzle (including ladies asst. coach) will disqualify the team from that match. **ONLY** in the event of a nozzle person injury or fall, while the nozzle is on, may the coaches assist in nozzle handling.

Dropping or throwing the nozzle on the ground will result in disqualification from the entire event and opposing team is awarded the entire 3 minutes.

Intentional directing of hose streams (lead and back-up) at opponents or spectators shall disqualify the entire team from the event.

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Interference by coaches or friendly spectators shall disqualify the entire team from the event at the judge's discretion. Only team coach or captain shall contact judges during any dispute.

Once teams have been called to the court, they will have 5 minutes to respond and be ready to play. Two more attempts will be made during the 5 minute period to call a team not responding. Failure to respond will result in the team forfeiting that heat. The team ready to play an un-opposing position must start at the judge's signal and drive the ball into the forfeiting team's territory. The lead judge will signal the heat over and forfeited at that point.

MISCELLANEOUS

Substitution for physical discomfort shall be allowed in the position of pressure holder only, otherwise, original team rosters must be followed. No other substitutions will be permitted with the exception of injury to a player. A player leaving the game may return at the discretion of the **Vice Presidents**.

No entries shall be allowed in the contest after the position drawing has started (as stated in the Constitution and By-Laws).

Each participant is required to sign a blanket release before play is started, releasing any party from liability. This event is conducted for the sole purpose of entertainment.

******Last Revision, March 2002******