

New Game:

Double Water Ball

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There are many ways in which new games are begun. Some are found through accident, some are adaptations in part of other games, and others are invented because of necessity. The latter description is best fitted to the game of "Double Water Ball."

Double Water Ball is very simple to play, and once played by any group will without any doubt become very popular with them. This new game was first tried out in the Irene Kaufmann Settlement pool and immediately became such a success that leagues were formed and many games were played with much rivalry.

First Attempt

The game was first attempted in shallow water for the non-swimmers group in order to help their fear of water and help them learn to swim more rapidly.

It was then tried out by the advanced swimmers playing the length of the pool and proved even more fun for them.

A game to be popular must be full of fun producing results and be interesting to both players and spectators. Double Water Ball has met these requirements.

The game gets its name from the fact that two balls are necessary to play it. Instructors will find that this game will be enjoyed by any age group. The girls play it with as much vigor and enthusiasm as the boys and the advanced swim-

mers once started won't want to quit.

A fine feature of the game is that from four to ten men play on each team. There are really two games in one going on during the playing of Double Water Ball.

Rules for "Double Water Ball"

The game of Double Water Ball may be played in shallow water as well as in deep water. The game itself is very simple to play, but quite hard to score in. Two balls are employed in the game, each side controlling one ball at the start of the game.

The object of the game is to protect your own ball from the opposing team while trying to secure their ball also. In maneuvering around and planning plays, more interest is created in the game.

Pool

The playing area of Double Water Ball can be any size pool. The game is adapted to indoor and outdoor pools. For shallow water games a rope or chain should be placed across the width of the pool about 20 feet down the side, to mark the boundary line, and to keep your non-swimmers from drifting into deeper water during the excitement of the game.

The playing zones should be plainly marked or designated by two objects equally parallel with each other. In most pools the two outside lanes may be used as zones. The playing area should be free from any obstructions.

Balls

The balls used should be about 7½ inches in diameter. Two regulation water polo balls made of rubber will prove excellent to use. An extra ball should be kept on hand at all times. The balls should be free from any substance that would make them slippery, or undesirable to use.

Players and Substitutes

Each team shall consist of from four to ten men. Each must play with an equal number of men. Each team will have a Captain at its head who must be a playing member of his team and act as spokesman in case of arguments or decisions. He is required to give a list of names of those playing on his team to the referee before the game commences.

Each team wears a different colored cap, red and white.

A substitute must report to the referee before entering the game.

A player who has left the game for any other reason except disqualification may return to the game only once.

The players shall be called Captain, Defenders, Attackers.

Fouls

In case of a foul, man is immediately disqualified and cannot return to game. When foul is called on any participant time out is taken and both teams line up again, substitute reports to referee and game is again resumed.

In case the Captain is removed from the game he may appoint another team mate as acting Captain.

The following consist of fouls in Double Water Ball:

- (a). Unnecessary rough play.
- (b). Ducking opponent who does not have the ball.
- (c). Attempting to take ball away from opponent when already in possession of one ball. (The other ball must be secured by teammates and passed to ball carrier in order to score.)
- (d). Intentionally throwing the ball out of the pool.
- (e). Hitting opponent with the ball.
- (f). Discourtesy to the referee.
- (g). Kicking an opponent.

The Game

The game shall consist of three four-minute periods. Between periods there shall be one-minute intermissions. In case of tie at end of the third period, the teams will continue to play until score has been made.

Teams line up, holding wall with one hand, ball in their possession.

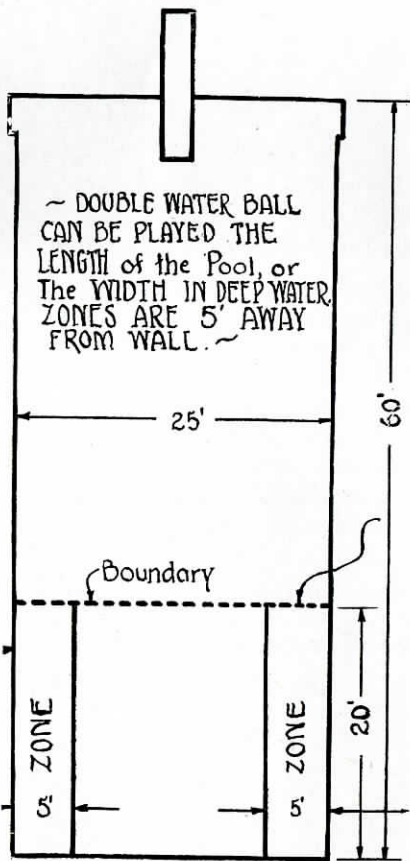
Ball must be passed out of this zone by captain at start of each play.

of any one member of a team, it shall count one point if they both touch each other.

When played in deep water a point cannot be scored if ball carrier holds onto wall.

The teams line up and time out is taken only:

- (a). At the beginning of each period.
- (b). After point has been scored.



tempt to secure it. Teams do not change starting point or zones at any time during game.

Anyone holding the ball may be ducked until it is released.

To score a point both balls must touch each other in the arms of any member of the teams in any part of the playing area.

Anyone having the ball of his team in his possession cannot attempt to take the ball away from opposing team player. It must be secured by another member of his team.

Officials

The following officials are necessary in Double Water Ball:

- (1). Timekeeper
- (2). Scorer
- (3). Referee

The referee must carefully watch for fouls during the game. He must see that both balls contact before blowing whistle to score point.

In case of foul referee should immediately oust player from game committing same.

Rope or chain across pool during shallow water games.

Point can be scored in any part of playing area.



The game starts when the referee throws a ball to the Captain of each team in his own zone and blows his whistle. Teams spread out and Captain must throw ball out of zone to member of his team. Ball is passed around among members of the team and kept away from opposing team by defenders. Attackers attempt to secure the other team's ball. When both balls are in the possession

(c). When substitute enters game.

(d). When foul has been called.

(e). If ball goes out of playing area. (It is then returned to Captain without ball in his own zone and game is resumed.)

The Captain is the only one permitted to pass the ball out of the zone. The ball may be hidden under water by defenders when opposing attackers at-

The referee can stop the game at any time by blowing his whistle, whereupon the ball is dead.

The timekeeper shall blow his whistle to announce time in or out.

Scorer shall keep accurate score of game and credit players with points scored.

These rules are Official Double Water Ball Rules. All Double Water Ball games should be played according to rules.