Saskatoon Pirates

MINOR OFFICIATING
Info Session

HOW TO BE A MINOR OFFICIAL (MO)

01 WPS Online Training (Required for new MOs)
~45min, free

02 **Register in RAMP as a Minor Official**
Under 'Official Registrations', $16 membership fee, includes a T-Shirt

As a club, we require one parent from every family to be trained, regsitered and volunteer at events when your child is participating in the event.

03 In-Person Training (optional)
Unofficial club training, on deck with supervisor during event

WATER POLO

What is Water Polo?

Water polo is a fast-paced, full-contact team sport played in the water that blends swimming, soccer, basketball, and hockey.

Teams of seven compete to score by throwing the ball into the opponent's net while constantly treading water.

It's often described as a combat sport in the pool, with close physical contact and constant battles for position. Because of this, the game is tightly controlled by referees and marked by frequent whistles to maintain fairness and safety.

WATER POLO

Start of game/quarters

Each quarter is started with a swim off where players of each team sprints for the ball at the half way line.

General play

Both teams are fighting to possess the ball and put it in the other teams goal.

Restarting after a goal

After a goal, both teams must return to their defensive half of the field of play.

TYPES OF GAMES

01   Regulation Game Format (World Aquatics)

02   CL Adapted Game Format (WPS)

TYPES OF GAMES

01   Regulation Game Format

[World Aquatic Rules,](#) including...
- Stop Time Format
- 4x 6-8min quarters
- 7-on-7 (6 field players + 1 goalie)
- Max 3 major fouls per player before removed from game
- 20 second exclusion
- Home team = light cap, Visiting Team = dark cap
- Goalie wears red
- 5 player shootout

TYPES OF GAMES

02   CL Adapted Game Format

CL = Community League
- Running time (game clock does not stop and start with whistles), possession clock does
- Shorter periods/games (2x 6min typical)
- 5-on-5 (4 field players + 1 goalie)
- Adapted major foul accumulation (5 per team max)
- Touch + Go exclusions
- Teams assigned cap colour, no specific goalie caps
- Maximize playing time:
  - No time-outs
  - No switching sides at half time (unless shallow or sun)
- Shootouts: 5 players nominated, 2 players take shots on each team, then 1-by-1 until one scores and the other missed

TYPES OF COMPETITIONS

01   Community League (CL) - Adapted Format

02   Provincials, Provincial Evolution League (PEL) – Full Games

03   National Championship League (NCL) – Full Games

TYPES OF COMPETITIONS

01   Community League (CL) - Adapted Format

02   Provincials, Provincial Evolution League (PEL) - Full Games

03   National Championship League (NCL) - Full Games

TYPES OF EQUIPMENT

01 Community League (CL) - Adapted Format

Table top scoreboards + RAMP Gamesheet App (Tablet)

02 Provincials, Provincial Evolution League (PEL) - Full Games

Omnisport/Calypso scoreboard systems + RAMP Gamesheet App (Tablet)

03 National Championship League (NCL) - Full Games

Omnisport/Calypso scoreboard systems + 6-8 Gamesheet App (Tablet)

Omnisport = Saskatoon, Calypso = Regina

TYPES OF EQUIPMENT

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SEIKO
KT-601 SportsCounter

1	Master
2	Receiver / Sports Counter
3	Receiver / Sports Printer
4	Receiver / Game operation board

[Select] Buzzer

Clear Setting

Mode Select

Game Reset

Home Guest

Period

[Register] Equipment Connected

[Register] Equipment Connected

Event/Function

1	Basketball (24-sec. Timer)
2	Basketball (Timeout Timer)
3	Basketball (Team Fouls)
4	Volleyball
5	Judo
6	Tennis
7	Soft Tennis
8	Boxing
9	Programmable timer
10	Pace Setter
11	Stopwatch
12	Timer
13	Clock & Alarm

Select

Timer

[Select] Count Up/Down

[Select] 1/10sec. ON/Off

Tie-break Final Game

Game Count

1st / 2nd

Min.

Sec.

1/10sec.

Rhythm

Tempo

Reset Set

Start Stop

Set Count

Clear

Possession /Serve

Change

Clear

Points

Second Timer

Round No.
No.of Times Repeated

Sec.

Start Stop

24/30 Sec.

Overtime(Wazari)

Clear

Lap⇔Split

14 sec. Reset Set

Timing

Reset Set

Custom Rest/Set

New Minor Officials

If you haven't had the chance to be a minor official before, don't worry! WPS offers a FREE online course to learn how to become one.

WPS Online Minor Official Course

More info: WPS Minor Official Course

Minor Official Resources

OMNI Sport Scoreboard System Tutorial (Shaw Centre, Saskatoon) - **COMING SOON -** *Used for all events hosted in Saskatoon (Provincials, NCL)*

Portal Tabletop SEIKO Scoreboards **- COMING SOON -** *Used at all Water Polo Sask hosted CL events and Provincials*

Calypso Scoreboard System Tutorial (Lawson Aquatic Centre, Regina) *Used at Water Polo Sask hosted PEL and NCL events*

RAMP Gamesheet App Tutorial (2021) *Used at all Water Polo Sask hosted events (CL, Provincials, PEL)*

Saskatoon Water Polo © 2025

Get on deck with us! Play like a Pirate!

Contact Us

✉ waterpolosaskatoon@gmail.com

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Admin Login

MINOR OFFICIAL ROLES:

Community League

01 Time/Score Keeper

02 Game Secretary

03 Supervisor/Paper Secretary

Provincials

01 Timekeeper

02 Scorekeeper

03 Game Secretary

04 Supervisor/Paper Secretary

SUPERVISOR/PAPER SECRETARY ALL EVENTS

01 Ensure all MOs are working in unison. Verbally relay all goals, major fouls, and card. *ex: #2 on green exclusion at 5:42*

02 The supervisor will have access to a paper game sheet to help maintain a record of goals, major fouls, cap switches and cards.

Event			Delegate		
Game #			Page		1 of 2

REF #1 _____ REF #2 _____

Penalties							White	Dark
Team	Team		Cap#	Color	Incident	Time	Score	Score

Penalties						
	Team			Team		
Cap	Team 1			Team 2		Cap
1						1
2						2
3						3
4						4
5						5
6						6
7						7
8						8
9						9
10						10
11						11
12						12
13						13
14						14
15						15
16						16
HC	YC	Time	Time	YC	HC	
HC	RC	Time	Time	RC	HC	
AC	RC	Time	Time	RC	AC	

TO	1st	2nd	3rd	4th	1st	2nd	3rd	4th	TO

Game Notes: _____

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

				Team	Team
				Team 1	Team 2
Cap#	Color	Incident	Time	Score	Score

				Team 1	Team 2						Team 1	Team 2
Cap#	Color	Incident	Time	Score	Score		Cap#	Color	Incident	Time	Score	Score

GAME SECRETARY ALL EVENTS

01   Verify Rosters

02   Record all goals, penalties, cap switches and cards in the RAMP Gamesheet app

Paper Guide - on tablet cover
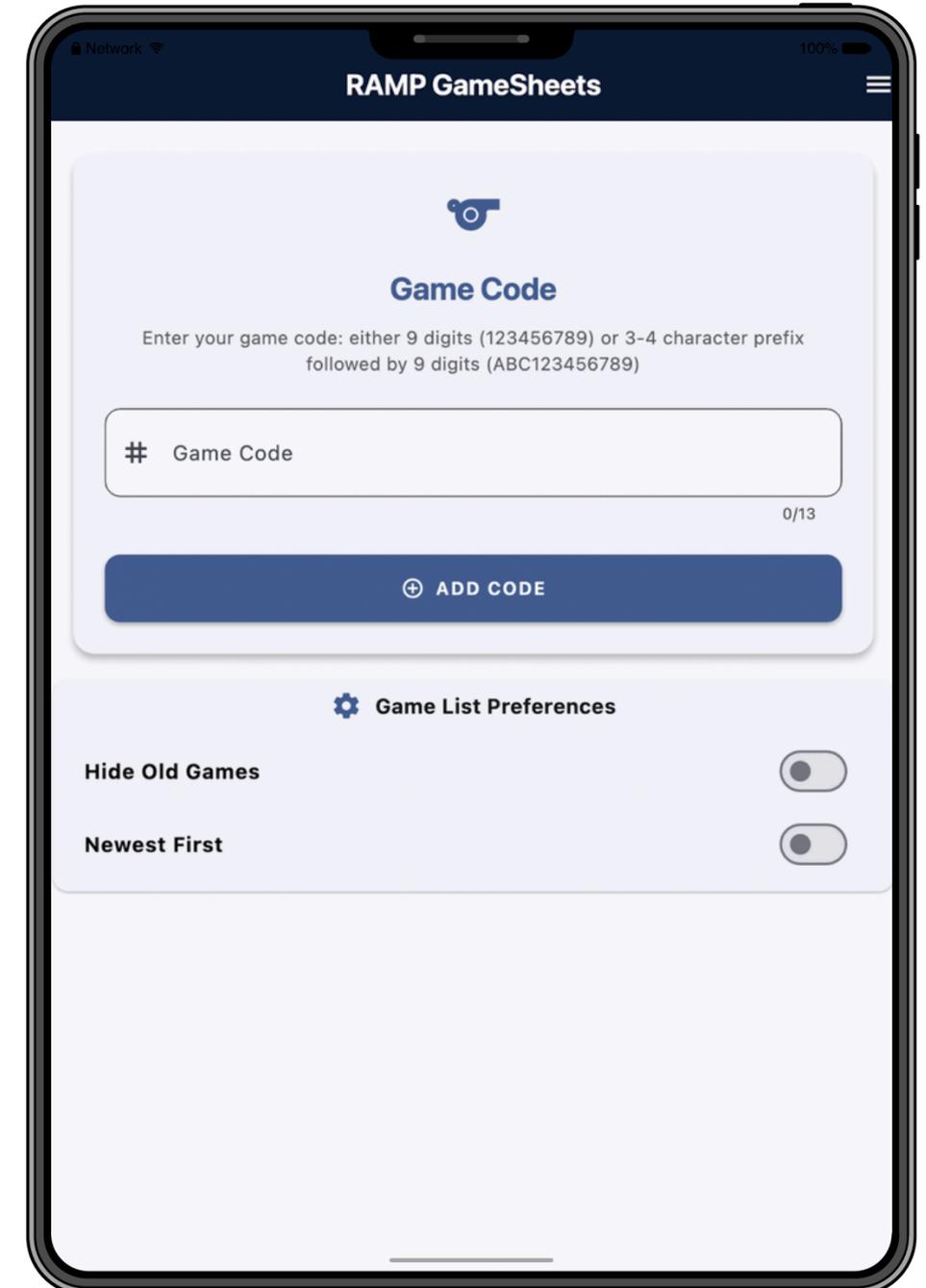
SCORE KEEPER PROVINCIALS

01   Quarter setup, Adjust clocks as requested, run Time Outs

02   Track goals on Scoreboard

03   Track Penalties on Scoreboard (timer + players served)

TIMEKEEPER PROVINCIALS

01   Manage Game Clock

02   Manage Possession Clock (aka "Shot Clock")

TIMEKEEPER/SCOREKEEPER CL

01   Quarter setup, Adjust clocks as requested, ~~run Time Outs~~

02   Track goals on Scoreboard

03   ~~Track Penalties on Scoreboard~~

04   Manage Game Clock

05   Manage Possession Clock (aka "Shot Clock")

IMPORTANT

Minor Officials don't need to know every scenario in which a minor foul or major foul will occur, they just need to respond to the referee's whistles and arm actions.

MINOR FOUL 1 SHORT WHISTLE + ARM

Offense is awarded a free throw.

Defence must give them 1m of space.

Referee raises arm to the side to indicate the direction of play.

Referee raises arm up indicated the foul occurred outside of 6m.

TURNOVER 2 SHORT WHISTLE + ARM

Offense is awarded a free throw.

Defence must give them 1m of space.

Referee raises arm to the side to indicate the direction of play.

Awarded to the defence when offence puts the ball underwater, touches the ball with 2 hands, the shot clock runs out, etc.

"2 METER"/CORNER THROW 2 SHORT WHISTLE

Offence is awarded a free throw from the 2m line at the wall or lane line.

Defence must give them 1m of space.

To signal a 2 m call, the referee indicates the ball was last touched by the goalkeeper and leaves the field of play, raises two fingers on one hand, and points the other arm in the direction of play.

MAJOR FOUL: EXCLUSION 2 SHORT + 1 LONG

Referee indicates an exclusion ("kick-out") with 2 short and 1 long whistle, also will point to player and then to corner.

Referees indicate which player committed the foul using hand signals to show their cap number. Numbers above 10 are shown by signaling a fist (for 10) followed by the additional digit.

Player can return to play after serving 20s or once the team has regained possession.

MAJOR FOUL: 5M PENALTY 1 SHORT + 1 LONG

Referee indicates an penalty ("5m") with 1 short and 1 long whistle, also will raise his hand overhead with 5 fingers.

Referees indicate which player committed the foul using hand signals to show their cap number. Numbers above 10 are shown by signaling a fist (for 10) followed by the additional digit.

Player is not removed from play but a major foul is recorded.

MAJOR FOUL: MISCONDUCT 2 SHORT + 1 LONG

A type of more serious Exclusion Foul.

Referee indicates an exclusion ("kick-out") with 2 short and 1 long whistle, also will point to player and then to corner, FOLLOWED BY rolling of the arms indicating the player is excluded for the remainder of the game.

Aka getting "rolled".

A substitute player can return to play after serving 20s or once the team has regained possession.

MAJOR FOUL: BRUTALITY 2 SHORT + 1 LONG

A type of more serious Exclusion Foul.

1. Referee indicates an exclusion ("kick-out") with 2 short and 1 long whistle, also will point to player and then to corner
2. Arms in 'X' indicating the player is excluded for the remainder of the game.
3. Red Card

A substitute player can return to play after serving 4 minutes.

YELLOW CARD NO WHISTLE

Referee can give a yellow card without stopping play.

The card must be recorded by the secretaries.

RED CARD MULTIPLE WHISTLE

Referee will stop the play with a series of whistles (typically remove the ball from play) and then serve the card.

TIMEKEEPER STOPPING THE CLOCK

WHEN Minor Fouls, Major fouls, Goals, Time-Out, Referee Stopage, ball leaves field of play, End of Quarter/Period.

HOW Handheld remove on Calypso/OMNI Sport systems.
Stop button on tabletop scoreboard

TIMEKEEPER STARTING THE CLOCK

WHEN After the offence has **played** the ball
- "Playing the ball" = pass, shot, swim, "pop"

HOW Handheld remove on Calypso/OMNI Sport systems.
Stop button on tabletop scoreboard

TIMEKEEPER SHOT CLOCK

If playing stopped time, the shot clock stops and starts with the game clock.

30S RESET
- When the ball comes into the possession of the defending team.
- When a penalty throw does involve a change of possession.

20S RESET
- When the ball comes into possession of the attacking team after a shot.
- After a corner throw.
- After an exclusion foul awarded to the defending player (i.e. exclusion by defence) — unless there are more than 20 seconds left on the possession clock already, in which case you don't reset.
- After the taking of a penalty throw without a change of possession (i.e. when the same team keeps possession).

TIMEKEEPER SHOT VS GAME CLOCK

CL EVENTS   Game clock runs, shot clock stops/starts (Minis: no shot clock)

PROVINCIALS   Game AND shot clock stops/starts