

# NFHS

## Water Polo Rules

### 2009-2010

**NOTE:** The NFHS is calling to the attention of all schools, referees and coaches the following risk management warnings:

1. Players shall enter the water feet first at all times. The referee must point out the rule to a representative of the host institution whose players are not in compliance with the rule. If the situation persists, the referee must notify the appropriate authority as determined by the state association or section (each state association or section must draw up guidelines for reporting on non-compliant coaches/schools. No game penalties may be instituted nor does the games official contact the school directly subsequent to the game.
2. Before the start of the game, the referees shall meet with facility personnel for the purpose of knowing how to summon emergency assistance should that be required. This includes agreement on appropriate signals (whistles) to summon aid as well as awareness of facility personnel who will summon first responders.

## ***Rule 1 Field of Play and Equipment***

### **SECTION 1 POSITION OF CLOCKS**

The promoting organization shall be responsible for the correct measurements and markings of the field of play and shall provide all stipulated fixtures and equipment. Before the game the referees shall ensure that the field of play, game equipment, suits and caps comply with the rules, make any corrections possible at that time, and report any deficiencies to the administrator in charge and afterwards to the state association office, school athletic director and assigning authority, unless determined otherwise by state association policy, in order that these may be corrected (see Rule 7-7).

The visible clocks shall display the time in descending manner (that is, display the time remaining in a period or period of possession). The game clock and the shot clocks must be equally visible to both teams. The buzzer for the expiration of time on the game clock must be a different sound from that of the buzzer on the shot clock.

**NOTE:** This difference in the sound of the clock buzzers is required as of July 1, 2009

There shall be a minimum of two shot clocks used in each game. It is recommended that there be four shot clocks, one located at each corner of the pool. If there are only two shot clocks, it is recommended that each be located across from a front court referee. If this is not possible, the two shot clocks shall be located on the same side of the pool as the scoring table.

### **SECTION 2 FIELD OF PLAY**

The layout and markings of the field of play in a pool with floating goals for a game officiated by two referees shall be in accordance with the diagram on page 143.

### **SECTION 3 LOCATION OF OFFICIALS WITH ONE REFEREE**

In a game officiated by one referee, the referee shall officiate on the same side as the official table, and the goal judges shall be situated on the opposite side.

### **SECTION 4 POOL DIMENSIONS**

For pools with floating goals, the length of the course from goal line to goal line shall be 25 meters (75 feet). For pools with wall goals, the length of the pool from wall to wall shall be 25 meters (75 feet). In both types of pools, the maximum pool width is 20 meters (66 feet) and the minimum pool width 13 meters (45 feet). It is recommended that the minimum pool depth be 2.0 meters (6 feet 6 inches). The boundary of the field of play at each end of a pool with floating goals is 0.30 meters behind the goal line. It is recommended that, for new facilities, the minimum distance from the goal line to the pool wall shall be 1.66 meters. See pool diagram on page 143.

**NOTE:** Whenever the ball passes completely behind the goal line (face of the goal) or completely over the sideline, the ball is out of bounds.

### **SECTION 5 WATER TEMPERATURE**

The water temperature shall be no less than 78° Fahrenheit (26° Celsius) and no more than 82° Fahrenheit (28° Celsius).

## SECTION 6 MARKERS

Distinctive marks shall be provided on both sides of the field of play to denote the following:

white marks.....goal line and half-distance line

red marks.....2 meters from goal lines

yellow marks..... 5 meters from goal lines

If long, horizontal markers are used on the pool deck, the white marker shall be .3 meters in length and extend from the end line to the goal line; the red marker shall be 2 meters in length and extend from the goal line to the 2-meter mark; the yellow marker shall be 3 meters in length and extend from the 2-meter mark to the 5-meter mark.

### NOTES:

1. The metric units for the 2-meter mark is required as of July 1, 2009.

2. Measurements for the markers shall be taken from the front edge of the goal line, including the marker.

It is recommended that all markers be flush with the edge of the pool.

If the sides of the field of play are marked or if sidelines are used, the sides of the field of play from the end line to the goal line shall be marked in white, from the goal line to the 2-meter line shall be marked in red, from the 2-meter line to the 5-meter line shall be marked in yellow and from the 5-meter line to the half-distance line shall be marked in green or a color other than yellow or red. The half-distance mark on the sidelines and on the pool deck shall be white. Any markings on colored tile shall be the same color as the markings on the sidelines and/or deck markers.

### NOTES:

1. Correctly colored sidelines must be used if the pool width is greater than 20 meters.

2. The referee must check before the game that all markings on the pool (sidelines, cones, deck markings) agree with each other or correct this before the game begins. If cones are used on the pool deck, cones shall be placed on the goal line, 2-meter line, 5-meter line, and half-distance line and shall be colored white, red, yellow, and white, respectively. They shall be of adequate size and weight so that they are visible and remain at the correct location. The distances between cones shall be measured from the center of one cone to the center of the next cone.

The requirement for the correct marking of the pool course was effective July 1, 2007.

## SECTION 7 RE-ENTRY AREA

A red mark shall be placed at each end of the field of play, 2 meters from the corner of the field of play on the side opposite the official table, to denote the re-entry area.

**NOTE:** The use of the metric units for the re-entry area is required as of July 1, 2009

## SECTION 8 TEAM BENCHES

The team benches shall both be situated on the side opposite to the official table, unless permanent structural restrictions prevent such location. The team bench shall be located at the corner behind the goal line. The team area may extend no farther along the goal line than the mark for the re-entry area 2 meters from the corner of the field of play. The team area may only be expanded at the corner of the pool behind the goal line. See pool diagram on page 143.

**INTERPRETATION:** If, for permanent structural reasons, the team benches cannot be located on the side opposite to the scoring table, the team benches and re-entry areas will be located on the same side as the scoring table.

## SECTION 9 SPACE FOR REFEREES AND GOAL JUDGES

Sufficient space shall be provided to enable the referees to have free movement from end to end of the field of play. Space shall also be provided at the goal lines for the goal judges.

## SECTION 10 FLAGS

The secretary shall be provided with separate red, white and blue flags, each measuring 0.35 meters x 0.20 meters.

## SECTION 11 USE OF ARTIFICIAL COMMUNICATION DEVICES

The use of megaphones or other artificial communication devices or whistling (artificial or natural) by a coach to communicate with the team during play is prohibited.

**INTERPRETATION:** The use of an air horn (as described in Rule 12-1-2) by a coach to call time-outs is permitted.

## SECTION 12 USE OF VIDEO

The use of electronic equipment to visually record games competition is not prohibited by the rules. Individual state associations may develop policy regarding the electronic recording of games and uses. However, it is considered unsporting to use electronic equipment for visual replay for coaching purposes during the game or any intermission. Further, the use of replay, television monitoring or any electronic equipment by the officials to make decisions related to the game is prohibited.

# Rule 2 Goals

## SECTION 1 DIMENSIONS

Two goal posts and a crossbar, rigidly constructed, rectangular with a dimension of 0.075 meters (3 inches) facing the field of play and painted white, shall be located on the goal lines at each end, equal distances from the sides, and, for floating goals, not less than 0.30 meters in front of the ends of the field of play.

**INTERPRETATION:** The end lines (boundary lines) shall be attached not less than 0.30 meters behind the goal lines. However, if the end lines (boundary lines) are not attached at least 0.30 meters behind the goal line, any ball that contacts the end line shall be deemed out of bounds

## SECTION 2 POSITION

The inner sides of the goal posts shall be 3.0 meters (10 feet) apart. When the water is 1.50 meters (5 feet) or more in depth, the underside of the crossbar shall be 0.90 meters (3 feet) from the water surface. When the water is less than 1.50 meters (5 feet) in depth, the underside of the crossbar shall be 2.40 meters (8 feet) from the floor of the pool.

**NOTE:** The dimensions of the goal will be described only in metric units, effective July 1, 2011. Goals purchased after that date must conform to the metric dimensions. Goals purchased prior to that date may conform with either the metric or standard specifications for the goal size.

## SECTION 3 GOAL BACKING AND GOAL SPACE

ART. 1 ... For floating goals, limp nets shall be securely fastened to the goal posts and crossbar to enclose the entire goal area and shall be attached to the goal fixtures in such a manner as to allow not less than 0.30 meters clear space behind the goal line everywhere within the goal area.

**NOTE:** The requirement for net backing for floating goals was effective July 1, 2006.

ART. 2 ... For wall goals, the goal space shall be a minimum of 45.72 cm (18 inches) deep without obstruction. Wall goals must have a backing that is loosely attached to the goal fittings to enclose the goal space in front of all supports.

# Rule 3 The Ball

## SECTION 1 DESCRIPTION

The ball shall be round, yellow or gold in color, and may have colored panels. It shall have an air chamber with a self-closing valve. It shall be waterproof, without external strappings or any covering of grease or similar substance.

**NOTE:** The ball must be predominantly yellow or gold. The colored panels must be as manufactured (not hand-painted).

## SECTION 2 WEIGHT

The weight of the ball shall be not less than 400 grams and not more than 450 grams.

## SECTION 3 SIZE-MEN'S

For games played by men, the circumference of the ball shall be not less than 0.68 meters and not more than 0.71 meters. The ball shall be inflated to a maximum of 13-14 pounds per square inch. The use of a size 5 ball is recommended for the men's game.

## SECTION 4 SIZE-WOMEN'S

For games played by women, the circumference of the ball shall be not less than 0.65 meters and not more than 0.67 meters. The ball shall be inflated to a maximum of 12-13 pounds per square inch. The use of a size 4 ball is recommended for the women's game.

## SECTION 5 NUMBER

Five game-quality balls must be available for all championship games and are recommended for all games. If there are goal judges, one ball shall be with the referee and at least two with each goal judge. If there are not goal judges, one ball shall be with the referee and two at each bench, and, if a ball goes out of bounds over the end line, the coach must have a team member from the bench immediately retrieve the ball. If the coach does not do this, the referee shall warn the coach and, at the next occurrence, give the coach a yellow card. A player in the field of play may retrieve the ball only if the player does not have to leave the field of play or with the permission of the referee.

The use of goal judges is encouraged.

## SECTION 6 AUTHENTICATING MARK

The ball shall have the NFHS Authenticating Mark. The mark can be displayed in either format. A current list of NFHS authenticated products can be found on the Web site, [www.nfhs.org](http://www.nfhs.org).

# Rule 4 Caps

## SECTION 1 COLORS

Each team shall have two sets of caps, one white and the other a dark contrasting color. Home team caps may be any dark color that contrasts with the color of the ball and with the color of the numbers. Dark caps may not be yellow, gold, orange, powder blue, light gray, pale green or similar light colors. The caps of the home team field players may be divided into thirds or alternating colored panels, with the thirds or panels consisting of two colors, one a dark color such as navy blue or black, and the other one a color such as powder blue, medium blue, orange or green (this panel must not be white), provided that the caps are clearly distinguishable from the caps of the goalkeepers (the caps of the field players may not be divided into red and white panels or into red and dark panels), that the numbers on the caps are white or yellow, are clearly visible, are of the correct size and that the numbers are on the darker portion of the cap. The caps of visiting team field players shall be solid white. (White field players' caps may not be divided into thirds or alternating colored panels.)

Caps for the field players of either team and the goalkeeper may have piping of any color not to exceed a width of 1 centimeter around the cap (the cap strings or straps may be the same color as the piping or may match the cap color). All team caps may have team identification and one visible manufacturer's logo/trademark/reference, not exceeding 214 square inches in area and not exceeding 21/4 inches in any dimension (see also Rule 5-4).

Caps shall be worn throughout the entire game. Caps shall be fastened under the chin. If a player loses the cap during play, the player shall replace it at the next appropriate stoppage of the game when the player's team is in possession of the ball.

**INTERPRETATION:** The referees shall apply the advantage rule (Rule 7-3) in this situation. The referees should not stop play to replace a cap if there is still the possibility to play the ball. Stopping play to replace a cap when a player is making progress towards the goal would be considered to give an advantage to the offender's team.

## SECTION 2 EAR GUARDS

Each player (in the water or on the bench) must wear a cap with protective ear guards at all times. The color of the ear guards on the field players' caps must match the color of the caps as closely as possible: dark on dark caps, white on white caps. Ear guards on the cap of the home goalkeeper must be dark and match the color of those on the field players' caps as closely as possible; the ear guards may be red only if the home team caps are of red color. The ear guards on the caps of the visiting goalkeeper must be white.

## SECTION 3 GOALKEEPER CAPS

The caps of the goalkeepers must be divided into thirds or alternating panels. The caps of the home goalkeeper must be divided into red and dark thirds or alternating panels, with dark ear guards and white or yellow cap numbers; the caps of the visiting goalkeeper must be divided into red and white thirds or alternating panels, with white ear guards and dark cap numbers.

## SECTION 4 NUMBERS

Clearly visible numbers, at least 8 centimeters (preferably 10 centimeters) in height, shall be placed on both sides of the caps. The numbers on the dark caps must be white or yellow. The numbers on the white caps must be a contrasting dark color, such as black, navy, royal blue, Kelly green, brown or scarlet (the numbers on the white caps may not be powder blue, light gray, pale green, orange or similar light colors). The numbers must be of block number format. The large central part of the number on the dark cap must be white or yellow; it may have a very narrow border of light gray, for example. The large central portion of the number on the white caps shall be a dark color as listed above; it may have a very narrow border of light gray, for example. Field players' caps are numbered beginning with No. 2. Caps of the same color must have different numbers. Goalkeepers' caps shall have the number 1. If there are additional goalkeepers, their numbers shall be 1A, 1B, etc.

**NOTE:** It is recommended that each team either have a replacement set of caps readily available so that a cap with the same number can be used for replacement if a cap is lost or damaged during the game or have additional cap numbers available of the original set. If a replacement cap is not available, a player may change cap number with the permission of a referee and with notification by the referee to the game secretary and the coach of the opposing team, but may not use either the cap number of a player previously excluded from the remainder of the game or the cap number of a player who has any personal fouls. If a goalkeeper and field player change positions, the goalkeeper must use a different numbered cap when he/she moves into the field if there are any personal fouls charged to the cap number of the field moving into the goal. The name of the field player moving into the goal must be written on a different line on the scoresheet (1A, for example) and any fouls previously charged to that field player must be transferred to that line on the scoresheet and lined

out on the line for the original cap number.

## SECTION 5 SWIM CAPS

If a player wears a swim cap under the water polo cap, the color of the swim cap shall match the color of the water polo cap as closely as possible (white with white caps, dark with dark caps.) The swim cap worn by a goalkeeper must be red or a color which matches the color of the water polo cap of the goalkeeper as closely as possible (that is, red or dark for the home goalkeeper, red or white for the visiting goalkeeper).

## SECTION 6 LACK OF ADHERENCE

If the team's caps do not meet specifications in the rule book regarding cap color, ear guard color, cap number color, design of the caps for goalkeeper and field players and visibility of cap numbers, the team will be required to change caps unless there is mutual agreement of both teams that the game will be played with non-conforming caps and with the agreement of the referees that the cap numbers are clearly visible. Otherwise the game will be declared a forfeit and the incident reported to the appropriate competent authorities as defined in Rule 7-6. In addition, the referee must notify the state association of the offending team of the nature of the offense and whether the game was played (Rule 7-7).

# Rule 5 Teams and Substitutes

## SECTION 1 NUMBER OF PLAYERS, ILLEGAL PLAYER

At the beginning of a game, each team shall consist of seven players, one of whom shall be the goalkeeper and who shall wear the goalkeeper's cap, and reserves who may be used as substitutes. After the start, a team may have less than 7 players. A team playing with less than 7 players shall not be required to have a goalkeeper.

**INTERPRETATION:** There is no limitation on the number of players on a team.

### NOTES:

1. An illegal player is defined as an extra player or a player who has received a third personal foul or has been excluded for the remainder of the game. If a referee starts a period, after a time-out or after a goal with an extra player in the water, the referee shall stop play, remove the extra player, reset both clocks and restart play in the usual manner. A personal foul shall not be charged to that player. If the referee starts a period or after a time-out with an excluded player in the water, the referee shall stop play, remove the excluded player, reset the game clock and the shot clock to the appropriate time and restart play in the usual manner. An additional personal foul shall not be charged to that player.

2. If a player has three personal fouls but was not visibly red-flagged by the desk, the player shall be removed from the water as soon as the error is discovered. The offended team may elect to **either**:

a. Reset the game clock to the time the player with three personal fouls re-entered the pool; reset the shot clock; any goals scored and fouls assessed during this period shall not count; and the illegal player is removed from the game, except that the following cards and fouls shall remain as issued: a yellow or red card (Rule 7-4), misconduct (excluding minor acts of misconduct) (Rule 21-10) and flagrant misconduct (Rule 21-11).

Goals scored as a result of these fouls, such as a penalty shot awarded for flagrant misconduct, shall not be counted with the exception that an extra player goal scored before the player with the three personal fouls or that player's substitute enters the pool shall be counted.

### Interpretations:

1. A player's third personal foul is a penalty foul. The desk fails to signal that this is the third personal foul and the player remains in the pool for the taking of the penalty shot, which scores. The player continues playing. When the error is discovered, the player is removed, the goal counts, and the game clock is reset to the time of the penalty goal. If the penalty shot was not scored, the game is reset to the time of the third personal foul.

2. A player's third personal foul is an exclusion foul. The desk fails to signal that this is the third personal foul and the player enters the field of play from the re-entry area when signaled. When the error is discovered, the game clock is reset to the time the excluded player re-entered the field of play. If an extra-player goal scored before the player re-entered the field of play, the game clock is reset to time that goal is scored.

3. A player receives a third personal foul. The desk fails to visibly red flag the player. The player is substituted for during the exclusion period and does not return to the game until much later in the game. The referee knows the time of return precisely (for example, the player entered directly after a goal was scored, after a time-out or at the beginning of a period). In this instance the referee must stop the game, remove the player (without a penalty shot), reset the clock to the time of the goal, time-out or beginning of the period and resume the game.

Or

b. The offended team may elect to not reset the game clock, keeping all goals scored and fouls assessed during this period of time as recorded. The player with three personal fouls would be replaced with a substitute and play continues from that point. This same rule will also be applied to the opposite error (if the desk signaled that a player had three fouls when the player actually had only two and the player was removed from the game at that time).

3. In all other cases if a desk error is not involved and a player who is not entitled under the rules to participate enters the field of play, a penalty foul is awarded and the clocks are not reset (Rule 22-6).

## SECTION 2 TEAM BENCH, CHANGE OF ENDS

ART. 1 ... All players not in the game at the time, together with the coaches and officials with the exception of the head

coach, shall all sit on the team bench and shall not move away from the bench from the commencement of play, except during the intervals between periods, when called on to substitute and during a time-out. (See Rule 1-8 for the location of the team benches.) In inclement weather, with the mutual consent of both coaches, substitute players may be in the water behind the goal line outside the re-entry area, at least 2 meters from the goal, provided that this is possible at both ends of the field of play. If a substitute player in this location interferes with play, Rule 21-17 will apply. A penalty shot shall be awarded to the opposing team and a personal foul awarded against the offending player.

ART. 2 ... The head coach shall be allowed to sit or stand behind the goal line in the team area when the team is on defense. When the team is on attack, the head coach may advance to the team's 5-meter line; when the coach's team is on defense, the head coach must return to the bench area. The head coach may advance along the pool side when making substitutions after a goal has been scored and must return to the correct position (either behind the goal line if on defense or behind the 5-meter line if on offense) before play is restarted. If the head coach receives a warning or a yellow card, the head coach is still permitted to progress to the 5-meter line when the coach's team is on attack, shout instructions and stand. The assistant coach must remain seated on the bench at all times. The referee may issue a warning, followed by a yellow card, and then a red card for violation of this rule by the assistant coach. The referee shall issue a red card immediately if the assistant coach stands, moves up to the 5-meter line and coaches.

**INTERPRETATIONS:**

1. This yellow or red card penalty awarded against the assistant coach does not apply during a timeout or after a goal or during a lengthy stoppage of play, times when both coaches may stand and coach. In addition, the assistant coach may move behind the bench to take care of or speak to a player behind the bench.

2. A team may have co-head coaches, however, one must be designated before the game as head coach. This coach is the only coach who can stand during play, move up to the 5-meter line while on offense, and speak to the referees at the times permitted. These two individuals can alternate in subsequent games, but must always inform the referees who is the head coach for that game.

Art. 3 ... Teams shall only change ends and benches before starting the third period and before starting the second period of any overtime. Referees change sides of the pool before the start of any period when the teams do not change ends (the referees shall change sides before the second period, before the fourth period and before the first period of any overtime). If at the end of the first two periods of overtime the score is tied, there shall be a coin toss to determine ends for the first sudden-victory three-minute overtime period. The teams shall change ends at the end of each sudden-victory overtime period.

If requested by one coach, the teams must change ends and benches after each period (and overtime period). In this instance, the referees do not change sides during the game. This rule applies to all types of pools (all deep or shallow-deep).

## **SECTION 3 CAPTAINS**

The captains shall be playing members of their respective teams and each shall be responsible for the good conduct of the team. The captain may be any player listed on the team roster and must be designated before the pregame meeting.

## **SECTION 4 APPAREL**

ART. 1 ... Players shall wear non-transparent one-piece swim suits. Suits shall completely cover the buttocks and breasts. The women's suit must have a solid high back with broad straps. The goalkeeper may wear either this type of suit or a competitive one-piece suit with straps at least one inch in width (the straps may not be spaghetti straps).

**INTERPRETATION:** In women's competition, a defender shall be excluded for 20 seconds after grabbing an offensive player's suit and causing breast exposure. Likewise, when an offensive player grabs the defender and causes exposure, the player shall be excluded for 20 seconds. If a player grabs her own suit and exposes a breast, a minor act of misconduct with a 20-second exclusion shall be called.

ART. 2 ... The suits and caps shall contain only one visible manufacturer's logo/trademark/reference not exceeding 214 square inches in area and not exceeding 214 inches in any dimension. The suits and caps may also include the name of the school or mascot.

**NOTE:** A commemorative or memorial patch, not to exceed 4 square inches and with written state association approval, may be worn on each item of the uniform (suit/cap) provided the patch does not interfere with the visibility of the cap numbers. The preferred location of the patch is on the swim suit.

ART. 3 ... Before taking part in a game, the players shall remove any articles likely to cause injury, including, but not limited to, the following: jewelry, medical or religious medals, watches, swim goggles, protective helmets and sharp fingernails or toenails.

**INTERPRETATION:** The referees shall order the removal of any item they consider likely to cause injury, either to the player wearing the item or to the opposing players in the game.

**NOTE:** The state association should be contacted by the school representative should an item be prohibited by a referee which is designed for an injury or accommodation for a disability, should there be a question on permission to wear the article.

**INTERPRETATIONS:**

1. This list is not meant to be all-inclusive. A referee needs to judge each article for its potential to cause injury. A referee should not allow a finger splint or a padded cast, for example, as these are regarded as likely to cause injury, either to the player wearing the item or to the opposing player.

2 A player will be permitted to wear prescription goggles of the type designed specifically for contact sports to withstand impact and to decrease the likelihood of injury to the eye, if the player has a form signed by the athlete and parent(s) or guardian releasing the state association, the conference and the referees from any liability in connection with the use of this article, with the form signed by the trainer/physician or athletic director reviewing the device to ensure it is not likely to cause injury, and with the form faxed to the state association prior to competition. This written release must be provided to

the referees before each game. This interpretation also applies to the use of a protective face mask prescribed by a physician that closely adheres to the upper face and to a similar nose guard.

3. The use of a mouth protector is permitted.

4. A zipper, including the zipper, if present, on the goalkeeper's suit, which is not fully zipped or is broken is considered to be an article which is likely to cause injury to either that player or to another player. If the zipper becomes unzipped, the player should zip up the suit at the next appropriate stoppage of the game when that player's team is in possession of the ball, just as in the cap replacement rule (Rule 4-1). If the zipper can not be fixed, the referee must remove the player, allow the immediate entrance of a substitute, and the original player may be substituted in later after the problem is corrected. No foul is charged to that player.

**NOTE:** If a replacement suit is readily available at the team bench, the player may immediately put the suit on over the original suit and continue play. The coach must notify the referees before the game that replacement suits are immediately available at the bench.

## SECTION 5 PREGAME MEETING AND SUBSTANCES ON BODY

ART. 1 ... A pregame meeting of captains and referees shall be held prior to the game. It is recommended that the head coach of each team attend this meeting.

**NOTE:** By state association adoption, the head coach of each team may be required to attend this meeting.

The purpose of this meeting is to discuss the ground rules, the fingernail rule (the captain must certify that the players are in conformance with the rule concerning fingernails and toenails), as well as the rule concerning the absence of foreign substances such as oil or grease or similar substances on their body or ball, the prohibition of jewelry, and to answer any questions. The referees shall make arrangements at this time with the captain to inspect all players for articles likely to cause injury, such as toenails and fingernails that are sharp/dangerous, goggles and jewelry, for oil and grease or similar substances on the ball/body, for the color of the swim caps and for conformance with the rules on suits. The referee must order an offending player to correct the violation immediately. The start of play shall not be delayed for the substance to be removed or corrected.

ART. 2 ... If the presence of an article likely to cause injury, such as sharp nails, or the presence of oil or grease is detected after play has started, the player is removed from play and must trim the nails or remove the oil and/or grease before returning later to the game as a substitute. The referee must check the player before that player may enter or re-enter the game.

### NOTES:

1. Players needing to wear sun screen should use a product that is not oily or greasy in its final form when applied to the body.

2. By individual state association adoption, a player detected wearing oil or grease after play has started shall be excluded from the remainder of the game with immediate substitution.

## SECTION 6 METHOD OF SUBSTITUTION

At any time in the game, a player may be substituted by leaving the field of play at the re-entry area nearest to that player's own goal line. The substitute may enter the field of play from the reentry area as soon as the player has visibly risen to the surface of the water within the re-entry area. If a goalkeeper is substituted under this rule, the substitute shall be required to wear a goalkeeper's cap. No substitution shall be made under this rule between the time a referee awards a penalty throw and the taking of the throw, except if the team on offense calls a time-out.

### NOTES:

1. If an excluded player is being substituted for, the excluded player does not have to remain in the re-entry area and may leave the pool immediately after entering the re-entry area.

2. Players may not be substituted, either from the re-entry area or from the side of the pool, during a temporary stoppage of play, such as while a player is retrieving a cap, while a referee is checking on an injury or while the referee is resetting a clock.

3. In making a live-time substitution of a goalkeeper, the substituting goalkeeper must not enter from the re-entry area until the goalkeeper leaving the field of play arrives in the re-entry area. The penalty for this improper substitution is exclusion from the remainder of the game for the goalkeeper who entered the field of play before the player left the field of play and a penalty throw. A player must be in the re-entry area for the taking of the penalty shot. (See Rule 22-6.)

## SECTION 7 ENTRY OF SUBSTITUTE

A substitute may enter the field of play from any place:

- during the interval between periods of play, including any periods of overtime;
- after a goal has been scored;
- during a time-out; and
- to replace a player who is bleeding or injured.

**NOTE:** During a time-out or between periods or after a goal, an excluded player is not required to go to the re-entry area before leaving the pool to meet with the team. If a substitution is being made for an excluded player during the time-out or between periods or after a goal, the excluded player in this instance does not have to go to the re-entry area before a substitute may enter in the place of the excluded player.

## SECTION 8 ENTRY OF SUBSTITUTE WITHOUT DELAY

A substitute shall be ready to replace a player without delay. If the substitute is not ready, the game shall continue without

the substitute and, at any time, that player may then enter the field of play from the re-entry area nearest to that player's own goal line.

## **SECTION 9 SUBSTITUTION OF GOALKEEPER**

A goalkeeper who has been replaced by a substitute may, if re-entering the game, play in any position.

## **SECTION 10 INJURY TO GOALKEEPER**

Should a goalkeeper retire from the game through any medical reason, the referees shall allow an immediate substitution, subject to one of the players taking the goalkeeper's cap.

# **Rule 6 Officials**

## **SECTION 1 NUMBER**

For high school championship and conference tournament events following NFHS rules, the officials shall consist of two referees, two goal judges, two timekeepers and two secretaries, each with the following powers and duties. Such officials shall also be provided wherever possible for other events, except that in a game refereed by two referees and no goal judges, the referees shall assume the powers and duties (but without making the specified signals) allocated to the goal judges in Rule 8-2.

The desk of the home team must accommodate a minimum of one observer from the visiting team and up to two additional observers as space permits, all desk officials, including the observers from the opposing team at the desk, must act in a neutral, professional manner during the game.

## **SECTION 2 DUTIES**

Depending on the degree of importance, games can be controlled by teams of four to eight officials, as follows:

a. Referees and goal judges:

1. Two referees and two goal judges;
2. Two referees and no goal judges; or
3. One referee and two goal judges.

b. Timekeepers and secretaries:

1. One timekeeper and one secretary: The timekeeper shall time the periods of continuous possession of the ball by each team, in accordance with Rule 9-2 and Rule 20-16. The secretary shall time the exact periods of actual play in accordance with Rule 9-1, time regular time-outs and give the warning signal if equipment is available at the desk to do so and the intervals between periods (Rule 9-1 and Rule 9-3), maintain the record of the game as set out in Rule 10-1 and shall also record the respective periods of exclusion of players ordered from the water in accordance with Rule 10-2.

2. Two timekeepers and one secretary: Timekeeper No. 1 shall time the exact periods of actual play in accordance with Rule 9-1, time regular time-outs and give the warning signal if equipment is available at the desk to do so and the intervals between periods (Rule 9-3). Timekeeper No. 2 shall time the periods of continuous possession of the ball by each team, in accordance with Rule 9-2 and Rule 20-16. The secretary shall maintain the record of the game and perform all other duties as set out in Rule 10-1 and shall also record the respective periods of exclusion of players ordered from the water in accordance with the Rule 10-2.

3. Two timekeepers and two secretaries: Timekeeper No. 1 shall time the exact periods of actual play in accordance with Rule 9-1, time regular time-outs if equipment is available at the desk to do so and the intervals between periods (Rule 9-3). Timekeeper No. 2 shall time the periods of continuous possession of the ball by each team, in accordance with Rule 9-2 and Rule 20-16. Secretary No. 1 shall maintain the record of the game as set out in Rule 10-1. Secretary No. 2 shall carry out the duties set out in Rule 10-2 relating to the exclusion of players, the improper re-entry of excluded players or substitutes, and the third personal foul.

**NOTE:** The game timer shall time regular time-outs instead of the referees, provided that equipment is available at the desk to do so. The referees must determine before the game if it is the referee or the game timer who will time the regular time-outs and give the warning signal. The referees will time the 30-second time-out and give the warning signal if the 30-second time-out is used as an option in a tournament to replace a regular time-out.

## **SECTION 3 TOURNAMENT COMMITTEE**

In tournament/championship play, it is recommended the coaches of the teams and/or the officials in the tournament comprise a committee that will make immediate decisions not covered by the rules. In the case of flagrant misconduct, the committee may assess additional penalties.



# Rule 7 Referees

## SECTION 1 AUTHORITY, UNIFORM

ART. 1 ... The referees shall be in absolute control of the game. The authority of the referees over the players, coaches, team officials, goal judges and desk officials shall be effective during the entire time that the referees, players, coaches and team officials are within the precincts of the pool. All decisions of the referees on questions of fact shall be final and their interpretation of the rules shall be obeyed throughout the game. The referees shall not make any presumption as to the facts of any situation during the game but shall interpret what they observe to the best of their ability.

ART. 2 ... The referees must be present at least 15 minutes prior to the game. The jurisdiction of the referees begins 15 minutes before the game and ends five minutes after the conclusion of the game or when any protest procedure has been completed (see Rule 7-10 for duration of protest). There shall be no interaction between officials and coaches before or after a game or a tournament game other than for pregame instructions.

ART. 3 ... Uniform and equipment for referees consist of a white shirt or jacket, white trousers, white shoes, a whistle used to start and stop play, a watch, red and yellow cards and a coin.

### INTERPRETATIONS:

1. Shorts and sandals are not permitted. The tournament director or games administrator must report violations of this rule to the state association so that this may be corrected for subsequent games.

2. When a state association must deal with extreme heat and humidity and there is concern for the officials working in these conditions, the individual state association may make a temporary adjustment and permit the wearing of white shorts to address heat-related issues.

3. A referee may wear protective ear plugs during a game. However, the referee must exert care not to miss, for example, the sound of a tip, a call for a time-out, or a question from the desk.

## SECTION 2 ALTERING DECISION

The referees shall whistle to start and restart the game and to declare goals, goal throws, corner throws (whether signaled by the goal judge or not), neutral throws and infringements of the rules. A referee may alter a decision provided it is done before the ball is put back into play. If the referee indicates the award of a free throw by pointing in the wrong direction, the referee shall stop play and call the ball out of the water; play is resumed when neither team has an advantage. If the hand signals of the two referees differ (for example, if the referees point in opposite directions), the ball is called out of the water; play is resumed when neither team has an advantage.

## SECTION 3 ADVANTAGE RULE

The referees shall refrain from declaring a foul if, in their opinion, such declaration would be an advantage to the offending player's team. The referees shall not declare an ordinary foul when there is still a possibility to play the ball.

**NOTE:** The referees shall apply this principle to the fullest extent. They should not, for example, declare an ordinary foul in favor of a player who is in possession of the ball and making progress towards the opponents' goal, because this is considered to give an advantage to the offender's team.

**INTERPRETATION:** The referee must consider the advantage rule when issuing a red or yellow card and must delay issuing the card until the advantage of the non-offending team is lost.

## SECTION 4 CONTROL OVER CONDUCT

ART. 1 ... There shall be at least one authorized school staff member, such as a head coach, assistant coach, athletic administrator, etc. on the bench to oversee the team and bench personnel at all times. Only those persons meeting the state association standards shall be eligible to meet this requirement. If the head coach receives a red card, the referees shall allow two minutes for an authorized school staff member to take the bench to assume coaching responsibilities. If no authorized school staff member is available, the game shall be declared a forfeit.

ART. 2 ... After the pregame meeting, the head coach and captain are the only individuals authorized to address the referees and only during time-outs and the interval between periods or when filing a protest or with the permission of the referee. The head coach and captain may discuss rule clarifications and misapplications of rules at these times with the officials, but may not comment to or address the referees during the actual play of the game. Judgment calls are not an appropriate topic of discussion at any time. The referees shall have the power to order any player from the water in accordance with the appropriate rule and to abandon the game should a player refuse to leave the water when so ordered (see Rule 21-10). The referee may issue warnings, yellow cards or red cards, according to the rules.

ART. 3 ... Warning: If a coach or team official is disruptive or if the assistant coach or other team official stands instead of remaining seated on the bench, that person may be issued a verbal warning by the referee. Warnings are not recorded on the scoresheet.

ART. 4 ... Yellow card: A yellow card may be issued to the head coach, to the assistant coach, to other team officials on the bench, or it may be issued to the bench (the players collectively on the bench). A yellow card is a visible warning to the bench for behavior such as interfering with the duties of the officials or progress of the game, to the head coach for going beyond the area designed for the head coach or to other coaches or team officials for standing during the game. A yellow card may be issued if there is an additional disruption after a warning or it may be issued immediately without the previous issuance of a warning, depending upon the severity of the infraction, and is valid for that game only. If the head coach is issued a yellow card, the coach is still permitted to progress to the 5-meter line when that coach's team is on attack, shout instructions and stand.

ART. 5 ... Red card: A red card may be issued for disruptive behavior to the head coach, assistant coaches, other team officials on the bench and to individual players on the bench. If a coach or team official is disruptive after receiving a yellow card, a red card is issued. If, in the judgment of the referee, the infraction is severe, a red card may be issued immediately to a coach or team official without issuing a warning or a yellow card, depending upon the severity of the infraction. A red card may also be issued directly to a player on the bench who is disruptive (no warning or yellow card is issued to an individual athlete).

**INTERPRETATIONS:**

1. Red cards are usually not issued to players in the water unless otherwise specified in the rules. However, the referees shall have the power to order any player from the water in accordance with the appropriate rule and to issue a red card should a player refuse to leave the water when so ordered (see Rule 21-10-1). The referee has the ability to abandon the game if a player continues to refuse to leave the water when so ordered.

2. Exclusion from the remainder of the game for misconduct is the typical penalty for disruptive behavior of a player in the water who is still eligible to play.

3. A referee can issue a red card to a head coach for taunting the referee as this can be considered disruptive behavior. If a player in the water taunts another player, the player is excluded for the remainder of the game for misconduct.

A coach or other team official receiving a red card must leave the pool facility and have no visual or electronic contact with the team. The assistant coach assumes the rights and privileges of the head coach when the head coach receives a red card during a game. A player receiving a red card must sit in the spectator stands under supervision during the remainder of that game, but may not communicate with the players, team officials or referees by any means until after the duration of jurisdiction of the referees. Further misconduct by an excluded player, coach or other team official could result in a forfeit.

The person receiving a red card is automatically suspended from the next game. The suspension shall be served immediately upon the resolution of the matter by the state association or other appropriate governing authority. An individual (player, coach or team official) who has received a red card in the previous game may sit in the spectator stands during the game at which the suspension is being served but may not communicate with the players, team officials or referees by any method during the entire time of the jurisdiction of the referees.

**NOTE:** A state association may impose more severe penalties on the coach or team official who received a red card. For example, the state association may not permit a coach or team official to be within the pool area during the subsequent game in which the suspension is being served.

ART. 6 ... When the referee issues a yellow or red card, the referee shall whistle to stop play without taking the advantage away from the non-offending team, call the ball out of the pool, and show the appropriate card. When a yellow or red card is issued, the referee must notify the secretary and the other referee as to whom the card was issued or, in the case of a yellow card, if it was issued to the bench. The time and person (or bench) to whom the card was issued shall be indicated in the "Progress of the Game" portion of the scoresheet. The referee shall then put the ball back into play. A goal may not be scored by a direct shot on goal in this instance.

**NOTE:** If the referee on the opposite side of the pool from the scoring table issues a red or a yellow card, that referee must notify the referee on the scoring table side who then must inform the secretary as to whom the card is to be charged.

## **SECTION 5 REMOVAL FROM POOL**

The referees shall have the power to order the removal from the precincts of the pool any player, substitute, spectator, coach or other team official whose behavior prevents the referees from carrying out their duties in a proper and impartial manner. The referee will also award a red card to that individual with the exception of a disruptive spectator. Any player removed under this rule must remain in the bleachers under supervision.

**NOTE:** The host institution shall take the appropriate action with regard to the disruptive spectator.

**INTERPRETATION:** A spectator sounds an air horn during play. Since an air horn may be used by the team to call a time-out or may be used by the timekeeper to signal the end of the period, the sound of an air horn is confusing to both the referees and the players. The referee should request the host institution to remove the disruptive spectator from the pool area.

## **SECTION 6 ABANDONMENT OF GAME**

The referees shall have the power to abandon the game at any time if, in their opinion, the behavior of the players or spectators or other circumstances prevent it from being brought to a proper conclusion. Referees shall have the power to stop or to temporarily stop the game at any time that weather-related conditions prevent it from being brought to a proper conclusion. See page 7 for lightning guidelines. If the game has to be abandoned, the referees shall report their actions to the state association and to the institutions' athletic directors.

## **SECTION 7 REFEREE REPORTING RESPONSIBILITY**

The referees shall report:

- a. Any conduct that requires a suspension from the remainder of the game for misconduct as well as for any conduct that also requires suspension from future games (flagrant misconduct, or for receipt of a red card or for misconduct (in some associations), to the state association and the commissioner of the local association (when applicable). Should the player/coach be from a different state and/or local association, the host state and/or local association shall be responsible, for notifying the second state association and/or local association of the reportable offense, who will then be responsible to notify the principal of the offending school.

Any issues with the field of play, non-conforming caps or suits, abandonment of game, forfeit of game, etc. committed by a competing school to the state association office, school athletic director, and the assigning authority, in order that these may be corrected.

NOTE: Each state association shall establish its requirements for reporting. Each association may also determine whether an additional game suspension is required for the foul of misconduct. This suspension is in addition to the required suspension from the remainder of the game in which this foul occurred.

## SECTION 8 REFEREE SCORESHEET RESPONSIBILITY

The referees must check and sign the scoresheet after the conclusion of the game.

**NOTE:** It is also recommended that one of the referees check the scoresheet after each period, particularly for score and number of time-outs taken.

## SECTION 9 CORRECTABLE ERRORS

Correctable errors, including technical errors by desk officials, equipment malfunction, timing errors, difference in hand signals of the referees (if the two referees point in opposite directions), and misapplication of rules, should not affect the outcome of the game. No team shall gain an advantage over an opponent because of this type of error. If for any reason an entire game or a portion of the game must be replayed, all goals and personal fouls recorded during the part to be replayed are removed from the record of the game except for red and yellow cards, and the personal fouls of misconduct (including disrespect), and flagrant misconduct (with the exception described in Rule 5-1 and Rule 7-9-a). All participants who committed these fouls or who received a red card may not take part in the game but they may be substituted for, according to the rules. The game clock is reset to the time of the error, and the shot clock shall be reset appropriately.

**NOTE:** The examples of correctable errors listed below is not meant to be all-inclusive. In addition, if several errors are made at once, the referees must determine to the best of their ability, which error(s) shall be corrected in the interest of fairness.

Examples of correctable errors include:

a. If a player has three personal fouls but was not visibly red-flagged by the desk, the player shall be removed from the water as soon as the error is discovered. The offended team may elect to **either:** (1) reset the game clock to the time of entry of the player with the third personal foul; reset the shot clock; any goals scored and fouls assessed during this time period shall not count; and the illegal player is removed from the game except that the following cards and fouls shall remain as issued: a yellow card, a red card, misconduct including disrespect, and flagrant misconduct. Goals scored as a result of these fouls, such as an awarded penalty shot, shall not be counted with the exception that an extra player goal scored before the player with the three personal fouls or that player's substitute enters the pool shall be counted. In that case, the clock shall be reset to the time the extra-player goal scored. See Rule 5-1 for additional details.)

**Or** (2) the offended team may elect to not reset the clocks, keeping all goals scored and fouls assessed during this period of time as recorded. The player with three personal fouls would be replaced with a substitute and play continued from that point. This same rule will be applied to the opposite error (if the desk signaled that a player had three fouls when the player actually had only two and the player was removed from the game by mistake).

b. If a signal is not given at the proper time by the exclusion secretary for the entry of an excluded player and a goal is subsequently scored, the game shall be stopped; the game clock reset to the re-entry time; the shot clock reset to the appropriate time; the goal shall not be counted; and play shall resume from the re-entry time.

**NOTE:** The error in the time the signal is given for the entry of an excluded player must be of such magnitude that it affects play. The referee has the authority to determine if the error was significant. c. If a referee starts a period, after a time-out or after a goal with an extra player in the water, the referee shall stop play, remove the extra player, reset both clocks and restart play in the usual manner. A personal foul shall not be charged to that player. (See Rules 5-1, 13-3 and 15.)

d. If a referee starts a period or after a time-out with an excluded player in the water, the referee shall stop play, remove the excluded player, reset both clocks and restart play in the usual manner. An additional personal foul shall not be charged to that player. (See Rule 5-1.)

e. If no player or an incorrect player(s) leaves the field of play after an exclusion, the referee should immediately correct the situation if a goal has not been scored. The referee should stop play quickly, allow the incorrect player(s) to re-enter, exclude the correct player(s), instruct both timers to reset both clocks and commence play. (See Rule 21-2.)

f. If the two referees point in opposite directions, the ball is called out of the water, and play is resumed when neither team has an advantage. (See Rule 7-2.)

g. If the referee indicates the award of a free throw by pointing in the wrong direction, the referee shall stop play and call the ball out of the water; play is resumed when neither team has an advantage. (See Rule 7-2.)

h. If there are errors in the operation of the game clock and/or shot clock, the referee shall correct the error and resume play. (See Appendix A-14.)

i. If there is equipment malfunction, the referee must take action appropriate for the situation as equipment malfunction should have no effect on the outcome of the game. The action could include temporarily halting the game until the equipment is fixed, replacing the equipment with any backup or alternate equipment available, etc.

j. If the exclusion secretary waves in the substitute for an excluded player before the excluded player reaches the exclusion area, the referee shall stop play and correct the error. No penalty foul is charged.

k. During an extra player situation, if a warm-up ball enters play, if a goal becomes unfastened and moves, if the game is stopped for lightning, malfunction of a game clock or if a similar event occurs which affects play, the game shall be stopped. The game clock shall be reset to the time of the exclusion and the shot clock reset.

l. If the referees due to noise or other conditions do not hear the first call of a coach for a time-out, they must, when aware of the call, stop play, award the time-out, and make the appropriate changes in the clocks.

## SECTION 10 PROTESTS

Protests are handled by the tournament games committee. In the absence of a tournament games committee, protests may be handled by the referees or by the state association. Protests may be lodged only for misapplication of rules, equipment malfunction or errors in recording information. Judgment calls are not subject to protest. A referee may alter a decision provided that it is done before the ball is put into play (Rule 7-2). Differences of opinion of the referees shall not serve as a basis for protest or appeal (Appendix A-1).

**NOTE:** Examples of misapplication of rules include:

- a. A player of the team not in possession of the ball is excluded for 20 seconds and enters illegally during the extra-player period of time. The referee excludes the player for 20 seconds and continues play. This is protestable as Rule 21-13 requires a penalty shot in this situation in addition to the exclusion.
- b. A player interferes with the taking of a penalty shot. The referee excludes the player for 20 seconds and retakes the penalty shot if missed. This is protestable as the player should have been excluded for the remainder of the game (Rule 21-14).
- c. The desk waves in an excluded player who has not reached the exclusion area. The referee awards a penalty foul. This is protestable as the referee should have corrected the error (Rule 7-9-j).

**NOTE:** Examples of judgment calls of the referees, which may not be protested, include:

- a. The referee signals that a direct shot on goal scores. The decision of the referee that the shot was taken correctly can not be protested.
- b. A player initiates a drive. The referee calls no foul on the defense. The coach can not protest later than the player was held or sunk at that time.
- c. The goalkeeper is excluded and a field player enters the goal and blocks a shot. The referee allows play to continue. The coach can not protest later claiming that the player really had two hands up, even though the player blocked the ball with only one hand.

A protest may be filed during a game and at any time up to five minutes after the conclusion of the game. When filing a protest, the coach may address the referee. If a coach wishes to protest during the course of a game, the coach should approach the referees as soon as possible after the event occurred at the next normal stoppage of play, without taking the advantage away from either team, and inform the referee of the rule or event the coach is protesting. If the referees agree that the protest is not for a judgment call and that they can handle the protest at that time, the referees will rule on the protest immediately. If the protest is upheld, the game will be replayed with the clocks reset to the point of the event protested. The coach must file a brief written description of the protest after the game, signed by the referees, in order to have a written record of the protest.

If the event is not protested at the time it occurs during the game, it may still be protested at the conclusion of the game. If protesting after the conclusion of the game, the coach must inform the referees within five minutes after the conclusion of the game that the coach is filing a protest. The referees must immediately notify the opposing coach. The protest filing procedure must be completed within 15 minutes after the completion of the game. Protests must be lodged at the site, recorded on the official scoresheet and signed by the referees. Protests must be ruled on immediately if there is a tournament games committee. If there is not a tournament games committee, the decision being protested, if not handled by the referees, shall be referred to the sponsoring league or agency, if any, as per the state association directions. The sponsoring league is the league to which both schools in a dual meet or all the schools in a tournament belong. If the schools involved do not belong to the same league or conference, the appropriate governing authority shall be the league or conference of the host school or other entity as set forth in state association policy.

**NOTES:**

1. If the protest is upheld, the game shall be replayed from the point of the event protested.
2. The written protest with the decision must be attached to the scoresheet or as otherwise directed by the state association. This serves as the official record of the protest.

## SECTION 11 FORFEITS

A game may be declared a forfeit if a team:

- a. fails to follow the water polo rules as stated in this book;
- b. is not ready to start the game within 30 minutes of the announced starting time, unless there is mutual consent between the competing institutions to wait an additional period of time; or
- c. decides not to complete the game.

The score of a forfeited game shall be 5-0 and declared by one of the referees. Goals are not credited to any player.

Withdrawal of a team from competition, either before or during the game, to gain an advantage (as determined by the tournament committee) in advancement or final placement in a tournament shall result in disqualification from the rest of the tournament. If this occurs during the game, the existing score or 5-0, whichever reflects a greater goal difference, shall be recorded.

## Rule 8 Goal Judges

### SECTION 1 LOCATION

The goal judges shall be situated on the same side as the official table, each on the goal line at the end of the field of play.

## SECTION 2 DUTIES

The duties of the goal judges shall be:

- a. to signal by raising one arm vertically when the players are correctly positioned on their respective goal lines at the start of a period;
- b. to signal by raising both arms vertically for an improper start or restart;
- c. to signal by pointing with the arm in the direction of the attack for a goal throw;
- d. to signal by pointing with the arm in the direction of the attack for a corner throw; and
- e. to signal by raising and crossing both arms for a goal.

The goal judges shall use the signals set out in Appendix B (Figures V-Y).

NOTE: The use of goal judges is encouraged.

## SECTION 3 GAME BALLS

Each goal judge shall be provided with a supply of balls (see Rule 3-5) and when the original ball has gone outside the field of play, the goal judge shall immediately throw a new ball to the goalkeeper (for a goal throw), to the nearest player of the attacking team (for a corner throw), or as otherwise directed by the referee.

**INTERPRETATION:** Whenever the ball leaves the field of play (i.e., thrown or deflected), the goal judge must immediately on signal from the referee throw the ball to the nearest player of the team that will now have possession. Players should not leave the field of play to retrieve a ball. The player should retrieve it only if it is immediately outside the field of play next to a sideline or end (boundary) line when the player does not need to leave the field of play.

# Rule 9 Timekeepers

## SECTION 1 DUTIES OF THE GAME TIMER

The duties of the game timer are to time the exact periods of actual play, time time-outs if equipment is available at the desk to do so and the intervals between the periods. The game timer shall:

- a. start the game clock at the beginning of each period when a player touches the ball and stop the clock each time the whistle blows. The game timer shall start the clock again when the ball is put into play. Play is resumed when the ball leaves the hand of the player taking a free throw, goal throw or corner throw;
- b. start the game clock on a penalty throw when the ball leaves the hand of the player taking the penalty throw and stop the clock on the whistle, or, if the shot is missed and the ball rebounds, continue running the clock;
- c. start the game clock on a neutral throw when one of the players touches the ball;
- d. audibly announce the start of the last minute of the game and of the last minute of the second period of any overtime and the last minute of any subsequent sudden-victory overtime periods; and
- e. signal by whistle or air horn at 1:45 minutes and at 2:00 minutes at the end of a time-out if equipment is available at the desk to do so.

### NOTES:

1. If there is not automatic timing of time-outs on the game clock, the referees shall continue timing time-outs and sounding the warning signal and the conclusion of the time-out period. The referees must determine prior to the game if the referee or if the game timer shall time the regular time-outs.
2. The referees shall time the 30-second time-outs, if these are used as an option in a tournament, and sound the warning signal at 20 seconds and the end of the time-out at 30 seconds unless there is a time-out secretary at the desk.

## SECTION 2 DUTIES OF THE 30-SECOND SHOT CLOCK TIMER

The duty of the shot clock timer is to time the periods of continuous possession of the ball by each team. The timekeeper shall start the shot clock at the beginning of the period when the first player gains possession of the ball (the player need not actually touch the ball) and shall stop the shot clock each time the whistle blows. Play is resumed when the ball leaves the hand of the player taking a free throw, goal throw or corner throw. The timekeeper shall reset the shot clock:

- a. after a goal or an attempt at a goal (reset the shot clock when the ball leaves the hand of the shooter. If the ball rebounds into the field of play after an attempt, reset the shot clock again and start the shot clock when one team gains possession of the ball);
- b. after an exclusion, double exclusion or offensive turnover (start the shot clock when the ball is put into play);
- c. when the opposing team gains possession of the ball ("possession" shall not include the ball merely being touched in flight by an opposing player);

**INTERPRETATION:** The timer shall reset the shot clock on a ball-under call if there is a clear change of possession, not a momentary touching or contact with the ball. The player has to be in control of the ball.

- d. when a neutral throw is awarded (start the shot clock when one player gains possession of the ball);
- e. when a penalty throw is awarded (if the shot is missed and the ball rebounds, start the shot clock when a player gains possession of the ball); and
- f. on a goal throw or corner throw (start the shot clock when the team puts the ball into play).

The shot clock is not reset when the ball goes out of bounds on the side of the pool last touched by a defensive player unless a shot was taken.

If a player throws the ball into a vacant area of the pool before the expiration of 30 seconds, the referee shall not blow the whistle until the shot clock expires. The shot clock is the reset, and both the game clock and the shot clock are started when the ball is put into play by the opposing team at the site of the free throw.

The timekeeper shall turn off the shot clock when less than 30 seconds remain in a period and a new 30-second period of possession is awarded.

### SECTION 3 END OF PERIOD

A timekeeper shall signal by whistle (or by any other means provided it is distinctive, acoustically efficient and readily understood), the end of each period independently of the referees and the signal shall take immediate effect except:

- a. in the case of the simultaneous award by a referee of a penalty throw, in which event the penalty throw shall be taken in accordance with the rules; and
- b. if the ball is in flight and crosses the goal line, in which event any resultant goal shall be allowed.

## Rule 10 Secretaries

### SECTION 1 DUTIES OF THE SCOREKEEPER

The duty of the secretary (scorekeeper) shall be to maintain the record of the game, including the players, the score, time-outs, and exclusion fouls and penalty fouls awarded against each player. The home team scoresheet shall be the official record of the game. The scorekeeper shall record on the scoresheet:

- a. the names and corresponding cap numbers in numerical order for all players (the team roster for each team with cap numbers designated must be in the secretary's hands before the start of the game);
- b. the players' goals (time and cap number);
- c. personal fouls (time and cap number) and when a player is awarded a third personal foul that is an exclusion foul, inform the referee, as soon as possible after the substitution, that the player has three personal fouls (to ensure that the referee is aware that the player would be an illegal player if the player re-enters the pool later in the game). Use E for an exclusion foul, P for a penalty foul, E-misconduct for the game exclusion foul of misconduct, and E-MAM for the exclusion foul of a minor act of misconduct. Note personal fouls on the lower portion of the scoresheet. In addition, on the upper portion of the scoresheet in the Personal Fouls columns, record the personal foul and period (E/2 for example, for an exclusion foul in the second period) in the appropriate box;
- d. if a player is removed for the remainder of the game for misconduct or flagrant misconduct, note on the lower portion of the scoresheet (Progress of Game) by writing in the remarks column E-game misconduct or E-game flagrant misconduct. In addition, on the upper portion of the scoresheet in the Personal Fouls columns, after recording the exclusion and period (E/2, for example), draw a horizontal line across the remainder of the boxes to indicate that the player was removed from the remainder of the game;

**NOTE:** In the case of game exclusions that are required to be reported by NFHS rules (misconduct, flagrant misconduct or receipt of a red card) or for any additional conduct that is required to be reported by a state association, the scorekeeper must note the reason for the game exclusion (for example E-game misconduct) on the scoresheet. The secretary may use E-game for other game exclusions that are not required to be reported, such as for interference with a penalty shot or for entrance of a player not entitled to participate;

- e. regular time-outs, the time and period each occurs, and notify the coach and referees when a team has used its allotted time-outs; and
- f. the date and place of games, names of referees, and protests, if any.

### SECTION 2 DUTIES OF THE EXCLUSION SECRETARY

The duties of the exclusion secretary are to control the periods of exclusion of players and to signal the expiration of the period of exclusion by raising the appropriate flag, except that a referee shall signal the re-entry of an excluded player or a substitute when that player's team has retaken possession of the ball. The exclusion secretary shall:

- a. record the cap number of the excluded players, the time of exclusion and the time of reentry of the excluded player or substitute;
- b. raise the white or blue flag when the excluded player or substitute may re-enter the game at the conclusion of the 20-second exclusion period, provided that the excluded player has reached the re-entry area. The exclusion secretary shall keep the flag raised for several seconds after the excluded player or substitute re-enters the pool to ensure that the referee is aware that the re-entry was permitted by the exclusion secretary. The exclusion secretary shall not raise the flag for re-entry at the expiration of the 20-second exclusion period of a substitute player if the excluded player (for whom the substitute is going to reenter) has not gone to the re-entry area (exception: substitution for excluded player during a time-out, after a goal or between periods);
- c. signal with whistle for any improper re-entry of an excluded player or improper entry of a substitute, which signal shall stop play immediately; and
- d. signal, without delay, the award of a third personal foul against any player as follows:
  1. with the red flag if the third personal foul is an exclusion foul;
  2. with the red flag and whistle if the third personal foul is a penalty foul before the penalty shot is taken.

If two players are excluded, one from each team, and the foul is the third personal foul for one of the players, the secretary shall raise (in one hand) the red flag and the flag corresponding to the cap color of the player with three personal fouls.

In the case of a third personal foul which is a penalty foul, the entry of the substitute is immediate (before the penalty throw is taken). The exclusion secretary raises the red flag and blows the whistle immediately after the penalty foul is awarded, before the penalty shot is taken, as the substitution takes place before the penalty shot. However, if a player is

excluded for the second time and interferes with play when leaving the pool, a penalty foul shall be awarded against the excluded player, that foul making that player's third personal foul. The exclusion secretary must raise the red flag to indicate that this is the third foul on that player but does not blow the whistle as the penalty throw is taken with the substitute for the excluded player in the exclusion area. The substitute may not enter until after the earliest occurrence of an event referred to in Rule 21-3.

In the case of a third personal foul which is an exclusion foul, the secretary shall blow the whistle if the player re-enters the field of play, even if the referee signals a change in possession. If the game is in progress when the player with three personal fouls re-enters the field of play, the player must be removed immediately, with immediate substitution, and a penalty throw awarded. No additional personal foul is charged. If the player with three personal fouls enters immediately after a goal has been scored, the referee should remove the player and allow a substitute to enter immediately. No additional personal foul or penalty throw is awarded in this instance.

## **Rule 11 *Duration of the Game***

### **SECTION 1 LENGTH OF GAME**

The duration of the game shall be four periods each of seven minutes actual play. Time shall commence at the start of each period when a player touches the ball. At all signals for stoppage, the game clock shall be stopped until the ball is put back into play by the ball leaving the hand of the player taking the appropriate throw or when the ball is touched by a player following a neutral throw. It is recommended that junior varsity contests be 24 minutes (four periods of six minutes) and that freshman/sophomore games be 20 minutes (four periods of five minutes each).

### **SECTION 2 INTERVAL BETWEEN PERIODS, CHANGE OF ENDS**

There shall be a two-minute interval between periods one and two and between periods three and four and a five-minute interval between the second and third periods of the game. The teams, including the players, coaches and other team officials, shall change ends before starting the third period and before the second period of any overtime.

**NOTE:** For complete rule for change of ends during regulation play, see Rule 5-2.

**INTERPRETATION:** If both teams are ready to start before the conclusion of the five-minute interval between the second and third periods, the referee may start play.

### **SECTION 3 OVERTIME**

Should the score be tied at full time in any game, continuation into overtime shall be after an interval of five minutes. There shall then be played two periods, each of three minutes actual play, with an interval of two minutes for the teams to change ends between the two overtime periods. If at the end of the first two periods of overtime the score is tied, there shall be an interval of two minutes. There shall be a coin toss to determine ends for the first sudden-victory three-minute period. Additional three-minute periods will be played until a goal is scored, at which time the game shall end (sudden victory). After each sudden victory three-minute period, a two-minute interval shall be allowed for change of ends.

**NOTE:** A game shall not remain a tie.

### **SECTION 4 DESCENDING TIME**

The visible clock shall show the time in a descending manner (that is, show the time remaining in a period).

### **SECTION 5 TOURNAMENT VARIATIONS**

There may be variations in the length of game periods, length of overtime periods, type of overtime, requirement for overtime (for example, in a tournament with the group system of play, games may end in a tie), and number and duration of time-outs in a tournament, provided that teams are notified in advance of any special tournament rules. The teams shall also be notified in advance which team shall wear dark caps in each game by a statement such as the first team listed wears dark caps.

**NOTE:** For example, the tournament host may decide to have a 30-second time-out replace one of the regular time-outs. Only the team on offense or the team that will be on offense (after a goal is scored by the other team) may call a 30-second time-out. To signal a 30-second time-out, the coach calls "time-out" and touches both shoulders. The teams do not move to their half of the pool for this timeout. The 30-second time-out is to be used strategically for substitutions and or to improve the location of the players in the pool. The coach calling the 30-second time-out may move along the sideline to the half-distance line during the 30-second time-out and the players may swim to the side of the pool to receive instructions from the coach.

# Rule 12 *Time-outs*

## SECTION 1 NUMBER OF TIME-OUTS, HOW CALLED

ART. 1 ... Each team shall be entitled to three time-outs during the first four periods; in overtime, each team shall be entitled to only one time-out regardless of the number of time-outs called during regulation time. The duration of the time-out shall be no longer than two minutes. The game timer shall time regular time-outs, including giving the warning signal at the proper time, provided that equipment is available at the desk to do so. If it is not, officials shall accurately time time-outs and period breaks, using a watch. The warning whistles shall also be given at the proper time.

**NOTE:** The referees must determine prior to the game if the referees or if the game timer shall time the regular time-outs.

ART. 2 ... A time-out may be requested at any time by the coach or by any player in the water of the team in possession of the ball calling "time-out" and signaling to the referee with the hands forming a T-shape or the coach may signal with an air horn if both coaches agree to their use. The air horns are to be provided by the home team. If a time-out is requested, the referee shall immediately stop the game by whistle, remove the ball and the players shall immediately return to their respective halves of the field of play.

### **NOTES:**

1. The time-out secretary may not signal the award of a time-out.
2. The ball is removed from the field of play during the time-out by the defensive referee, but either referee may perform this task.

ART. 3 ... A time-out also may be called by any defensive player or coach of the defensive team after the offensive team has called a time-out and before the ball has been put into play after the time-out. However, only the team on offense may call a time-out before a penalty throw is taken. After a goal is scored either team may call a time-out before the referee puts the ball into play.

## SECTION 2 POSITION OF PLAYERS DURING TIME-OUT

During a time-out before the time-out warning signal, both teams must stay in their respective halves of the pool. An excluded player may leave the water to meet with the team and to reach the re-entry area. A player may be substituted for an excluded player during a time-out. The excluded player in this instance does not have to go to the re-entry area before the substitute may enter from the re-entry area.

Teams may only take up their position to restart on signal from the referee or game timer with 15 seconds remaining in the time-out. The coach or captain of the team that called the time-out may inform the referee at any time before 1:45 minutes have elapsed of the time-out that the team is ready to resume play. The referee shall blow a whistle when so informed, as a signal to both teams that play will start in 15 seconds and shall also verbally inform the other team at the same time that play will start in 15 seconds.

**INTERPRETATION:** The referee may not shorten a time-out unless instructed by the team calling the time-out. At that time the referee must give the warning whistle and also verbally inform the other team that play will restart in 15 seconds.

## SECTION 3 STARTING AFTER TIME-OUT

ART. 1 ... Before the time-out warning signal, the players must stay on their side of half. After the time-out warning signal, players may take any position in the field of play, subject to the rules relating to the taking of penalty throws and corner throws. Play shall be restarted on the whistle of the referee at the conclusion of the time-out period by the team in possession of the ball putting the ball into play at or behind the half-distance line, except that if the time-out is requested before the taking of a penalty throw or corner throw, that throw shall be maintained.

ART. 2 ... If the time-out was called by either team immediately after a goal was scored, the team just scored upon shall put the ball in play after the time-out at or behind the half-distance line on the whistle of the referee. Players may take any position in the field of play. If, before the ball has been put into play after the time-out, the other team calls a time-out, the team just scored upon or the team on offense shall put the ball in play after that time-out at or behind the half-distance line and players may take any position in the field of play.

ART. 3 ... At the conclusion of the time-out period (15 seconds after the warning whistle given by the timekeeper or referee), the defensive referee shall signal by whistle for the ball to be put into play. The player must put the ball in play without undue delay after the referee has whistled the ball in play or lose it to the opposing team's nearest player. If the team calling the time-out does not come out from the time-out after the referee blows the whistle, the referee shall throw the ball to the offensive player closest to and behind the half-distance line and start play.

ART. 4 ... If the team calling the time-out is ready to resume play at the proper time at the conclusion of the time-out but the other team is not and is still at the side of the pool, the referee must warn the coach of the offending team on the first offense. After the warning, on the second offense, the referee will ask the coach if the coach wants to call a time-out or to receive the appropriate card. Upon subsequent offenses, the referee will ask the coach to call a time-out or receive the appropriate card.

**INTERPRETATION:** If, on the second offense, the coach uses the team's final time-out instead of receiving a yellow card, the coach will then receive a yellow card on the third offense. On a subsequent offense, the coach will be awarded a red card.

**NOTE:** The shot clock continues from the recommencement of the play after the time-out.

## SECTION 4 OFFENSIVE TEAM-ADDITIONAL TIME-OUT

If the coach of the team in possession of the ball requests a time-out to which the team is not entitled, the game shall be



stopped and play shall then be restarted by a player of the opposing team putting the ball into play at or behind the half-distance line as after a time-out.

## **SECTION 5 DEFENSIVE TEAM-ADDITIONAL TIME-OUT**

The referee shall not award a time-out to the team not in possession of the ball above the number permitted nor at times not permitted. If the team on defense calls a time-out more than the number permitted or at times not permitted, the referee shall blow the whistle and award a penalty throw to the opposing team.

## **SECTION 6 TIME-OUT CALLED WHEN NEITHER TEAM HAS POSSESSION**

If a team calls for a time-out when neither team has possession of the ball, the referee shall blow the whistle and award the ball to the team that did not call the time-out.

**NOTE:** No time-out is charged to the team calling the improper time-out in Rules 12-4, 5, and 6.

**INTERPRETATION:** The referee blows the whistle for a time-out called by the team with blue caps when neither team has possession of the ball. The referee must award the ball to the team that did not call the time-out, the team with the white caps in this example.

# **Rule 13 *The Start of Play***

## **SECTION 1 COIN TOSS**

If there are not pre-assigned starting ends of the pool for a game, the referee, in the presence of the captains, shall perform the coin toss at least 10 minutes before the start of the game, the winner to have choice of ends. See Rule 5-2 for choice of the option for changing ends each period.

**INTERPRETATION:** In a tournament or series of games, the coin toss may occur prior to the finish of the previous game.

## **SECTION 2 POSITIONS**

ART. 1 ... At the start of each period, the players shall take up positions with their heads on their respective goal lines, about one meter apart and at least one meter from the goal posts. Not more than two players shall be allowed between the goal posts. No part of a player's body shall be beyond the goal line at water level.

ART. 2 ... If it is possible for both teams to shove off from the ends of the pool, the players may grasp the ends of the pool no higher than the water level at the start of each period; if it is not possible for both teams to grasp the ends of the pool, the players of both teams shall take positions with their heads on the goal lines or the 2-meter lines.

## **SECTION 3 START**

When the referees are satisfied that the teams are ready, a referee shall blow the whistle to start and then release or throw the ball into play on the half-distance line.

### **NOTES:**

1. No player may pull the end line forward.
2. If there are not competent goal judges, the two referees shall take up a position opposite one another on the half-distance line. The starting referee shall wait with one arm raised in a vertical position for the signal from the second referee that both teams are correctly positioned on the goal line. This signal shall be made by the second referee raising one arm above the head when both teams are positioned correctly. The starting referee shall then signal immediately for the start by blowing the whistle and lowering the arm to a horizontal position.
3. The referees shall ensure that the correct number of players is in the water before starting play or for restarting after a goal. Should play be started with an extra player in the water, the referee shall stop play, remove the extra player, reset the clocks and restart play in the usual manner.

**INTERPRETATION:** The referee started a period with eight players in the water. One player immediately left the field of play under the end line. The referee shall restart the period. The referee shall not award a penalty foul against that player or exclude the player for the remainder of the game as this was a referee correctable error. (See Rule 7-9-c.)

A center sprint with a ball-release device may be used for the start of the game and the restart of each subsequent period. After the referee has blown the whistle to start the period, on the referee's instructions, the designated ball-release person shall release the ball on the half-distance line.

### **NOTES:**

1. The center sprint with the ball-release device may be used in any game at the option of the host.
2. If a center sprint is used, the sprinter must not have his/her feet on the goal in an attempt to push off at the start or restart of the game.

## **SECTION 4 BALL THROWN TO ADVANTAGE OF ONE TEAM**

If the ball is released or thrown giving one team a definite advantage, the referee shall call for the ball and award a neutral throw on the half-distance line.

# Rule 14 *Method of Scoring*

## SECTION 1 GOAL

A goal shall be scored when the entire ball has passed fully over the goal line, between the goal posts and underneath the crossbar.

## SECTION 2 GOALKEEPER RESTRICTION

A goal may be scored from anywhere within the field of play, except that the goalkeeper shall not be permitted to go or touch the ball beyond the half-distance line.

### SECTIONS HOW SCORED

A goal may be scored by any part of the body except the clenched fist. A goal may be scored by dribbling the ball into the goal. At the start or any restart of the game, at least two players (of either team but excluding the defending goalkeeper) must intentionally play or touch the ball except at the taking of:

- a. a penalty throw;
- b. a free throw thrown by a player into that player's own goal;
- c. an immediate shot from a goal throw; or
- d. an immediate shot from a free throw awarded outside 5 meters.

### NOTES:

1. A goal may be scored by a player immediately shooting from outside 5 meters after the player's team has been awarded a free throw for a foul committed outside 5 meters. The criteria to determine whether a direct shot is immediate are the same as determining whether a penalty throw is taken immediately (see Rule 23-4). If the player puts the ball into play, a goal can then only be scored if the ball has been intentionally touched by another player, other than the defending goalkeeper.
2. The referees shall not use any signal, such as raising an arm or showing five fingers, to indicate that a player is eligible to shoot a direct shot on goal after that player's team has been awarded a free throw for a foul committed outside 5 meters.
3. If at the award of a foul outside 5 meters, the ball is inside 5 meters or closer to the defending team's goal, a goal may be scored under this rule if the ball is returned without delay to either the place where the foul was committed, to any place on the same line as the foul or to any place behind the line of the foul, provided the shot is then immediately made from that position.

### INTERPRETATIONS:

1. A player in the above situations who is either fouled outside 5 meters and has the ball outside 5 meters or is fouled outside 5 meters but the ball is inside 5 meters and returned without delay as described above, may look in the general direction of the goal and then take an immediate shot at the goal.
2. A player is fouled outside the 5-meter line. The player must pick the ball up with the hand with which he/she intends to shoot. Transferring the ball from one hand to the other is putting the ball into play. However, if the foul is awarded outside 5 meters with the ball inside 5 meters and if the player must get the ball and move back to the line of the foul, the player may transfer the ball to the other hand while getting back to the correct position to take the free throw.
3. A player may take a direct shot on goal in the following manner if the ball is near the non-dominant hand: the player without hesitation sweeps (pushes) the ball with the non-dominant hand over the surface of the water (without picking the ball up with the non-dominant hand) to the dominant hand, raises the arm, and shoots with one continuous motion. The resultant goal would be allowed, provided that the action is in one continuous motion and that the ball was not picked up with the non-dominant hand.
4. The player taking a direct shot on goal may take a lob shot as long as it is without delay and without faking.
5. When taking a direct shot a player may pick up the ball on top using the ball for leverage to get up and out of the water as long as it is done in one motion.
6. A foul is awarded outside five meters with the ball behind the player (that is, farther from the goal). The player may turn, pick up the ball, turn 180 degrees to face the goal and take a direct shot on goal as long as the action is one continuous motion.
7. Defensive players must not interfere with a 5-meter direct shot on goal by continuing to hold the offensive player after the foul or by moving into the player with the free throw.

**NOTE:** A goal may not be scored under this rule direct from the restart following:

- a. a time-out
- b. a goal
- c. an injury, including bleeding
- d. the replacement of a cap or while zipping up a suit
- e. the referee calling for the ball

**INTERPRETATION:** A goal may not be scored by a direct shot on goal by the player taking the free throw after a double exclusion foul because the referee takes the ball out of the pool before returning it to a player for the free throw.

- f. the ball leaving the side of the field of play
- g. at the taking of a corner throw
- h. any other delay, such as issuance of a red or yellow card or correcting a clock error.

### NOTES:

1. A direct shot at goal taken after a free throw has been awarded inside the 5-meter line is an ordinary foul and the referee awards a free throw to the opposing team, even if the shot has entered the goal or if the ball has been diverted outside the field of play by a defender.

2. All goal throws may be shot at the opposing goal regardless of whether the ball was within the field of play or came from outside the field of play. All balls that go out of bounds over the goal line that are awarded to the goalkeeper may be shot. However, if the ball goes out of bounds over the sideline, it may not be shot.

**INTERPRETATION:** A defending field player tips a shot over the sideline. After the ball is given to the goalkeeper to put into play, the goalkeeper may not take a direct shot on goal because the ball left the side of the field of play.

## **SECTION 4 GOAL AT EXPIRATION OF TIME**

A goal shall be scored if, at the expiration of 30 seconds possession or at the end of a period, the ball is in flight and enters the goal.

NOTES:

1. In the circumstances of this rule, if the ball enters the goal after hitting the goal post, crossbar, goalkeeper or other defending player, and/or bouncing off the water, a goal shall be allowed. If the end of the period has been signaled and the ball is then played or touched intentionally by another attacking player on its way into the goal, the goal shall not be allowed.
2. If the ball is in flight towards the goal in the circumstances of this rule and the goalkeeper or another defending player pulls down the goal, or within the 5-meter area a defending player other than the goalkeeper stops the ball with two hands or arms or punches the ball to prevent a goal being scored, the referee shall award a penalty throw if, in the referee's opinion, the ball would have reached the goal line if the offense had not occurred.
3. If the ball that is in flight towards the goal in the circumstances of this rule lands on the water and then floats completely over the goal line, the referee shall award a goal only if the ball floats over the goal line immediately due to the momentum of the shot.

## **SECTION 5 WHEN COUNTED**

A goal counts in the following situations and is awarded to the player on the opposing team closest to the goal:

- a. if a player awarded a free throw passes the ball to that team's goalkeeper, who without having touched it (and without any other player having touched it) allows the ball to go through that team's goal;
- b. if the ball is thrown by a player into that player's goal; or if the defense puts the ball into its own goal (for example, by tipping a pass into the goal).

## **SECTION 6 WHEN NOT COUNTED**

A goal does not count if:

- a. the ball is in flight on its way to the goal when the referee blows the whistle for a foul;
- b. there is a player in the pool with three personal fouls who was not visibly red-flagged by the desk (see exception in Rule 5-1);
- c. the ball thrown by a player toward the goal hits an overhead obstruction and then goes into the goal space; the defending goalkeeper drops the ball when taking a goal throw or free throw and allows the ball to enter the goal (the goalkeeper is to take the throw again); or
- e. the ball is shot illegally (for example, shot directly outside the 5-meter line with delay, shot on a free throw for a foul inside the 5-meter line, shot on a corner throw, shot on a free throw after a time-out, shot on a free throw at the restart after a goal, etc., regardless of whether the goalkeeper or another defending player tips the ball into the goal). A goal in this circumstance is counted only if the ball is played (controlled) by a player of either team after the free throw and then goes into the goal.

# **Rule 15 *Restarting After a Goal***

## **SECTION 1 METHOD OF RESTART**

After a goal has been scored, the players shall take up positions anywhere within their respective halves of the field of play. No part of a player's body shall be beyond the half-distance line at water level. A referee shall restart the game by blowing the whistle. At the time of the restart, actual play shall resume when the ball leaves the hand of a player of the team not having scored the goal. A restart not taken in accordance with this rule shall be retaken.

**NOTE:** The referees shall ensure that the correct number of players is in the water before restarting play. Should play be restarted with an additional player not entitled to be in the water, the referees shall stop play, remove the extra player, reset both clocks and restart play in the usual manner.

# **Rule 16 *Goal Throws***

## **SECTION 1 WHEN AWARDED**

A goal throw shall be awarded:

- a. when the entire ball has passed fully over the goal line, excluding between the goal posts and underneath the crossbar,

having last been touched by any player other than the goalkeeper of the defending team or

**INTERPRETATION:** However, it is a corner throw if a defensive player deliberately sends the ball over the goal line or if a defensive player deflects a pass and sends the ball out over the goal line (see Rule 17-1).

b. when the entire ball has passed fully over the goal line between the goal posts and underneath the crossbar, or strikes the goal posts, crossbar or the defending goalkeeper directly from:

1. a free throw awarded inside 5 meters;
2. a free throw awarded outside 5 meters not taken immediately in accordance with the rules;

**INTERPRETATION:** A free throw awarded outside 5 meters must be shot immediately in order for the goal to count (see Rule 14-3 for definition of immediate shot).

3. a goal throw not taken immediately; or
4. a corner throw.

## SECTION 2 HOW TAKEN

The goal throw shall be taken by any player of the team from anywhere within the 2-meter area. A goal throw not taken in accordance with this rule shall be retaken.

**NOTE:** The goal throw shall be taken by the player nearest to the ball. There should be no undue delay in taking a free throw, goal throw or corner throw, which must be taken in such a manner so as to enable the other players to observe the ball leaving the thrower's hand. Players often make the mistake of delaying the throw because they overlook the provisions of Rule 19-4, which permit the thrower to dribble the ball before passing to another player. The throw can thus be taken immediately, even though the thrower cannot at that moment find a player to whom to pass the ball. On such an occasion, the player is allowed to take the throw either by dropping it from a raised hand on to the surface of the water (Figure 1) or by throwing it in the air (Figure 2) and then swim with or dribble the ball. In either case, the throw must be taken so that the other players are able to observe it.

**INTERPRETATIONS:**

1. The goal throw may be taken by any player of the team from anywhere within the 2-meter area. Even though a rule may state that the goalkeeper takes the goal throw, it shall be understood to mean that the goal throw should be taken by the player nearest to the ball from anywhere within the 2-meter area. In most cases this is the goalkeeper.
2. If the ball goes out of the field of play, then the coach or goal judge throws the ball to the goalkeeper to put into play. If the ball goes behind the goal line but is still in the field of play, then the closest player to the ball puts the ball into play.

## Rule 17 *Corner Throws*

### SECTION 1 WHEN AWARDED

A corner throw shall be awarded when the entire ball has passed fully over the goal line excluding between the goal posts and underneath the crossbar, having last been touched by the goalkeeper of the defending team or when a defending player deliberately sends the ball over the goal line.

**INTERPRETATION:** If a defensive player deflects a pass and sends the ball out over the goal line, play shall be restarted with a corner throw. This action is considered as deliberately sending the ball over the goal line.

### SECTION 2 HOW TAKEN

The corner throw shall be taken by a player of the attacking team from the 2-meter mark on the side nearest to which the ball crossed the goal line. The throw need not be taken by the nearest player but shall be taken without undue delay.

**NOTE:** For method of taking the throw, see note to Rule 16-2 or Rule 19-4.

### SECTION 3 POSITION OF PLAYERS

At the taking of a corner throw, no players of the attacking team shall be within the 2-meter area.

### SECTION 4 RETAKING CORNER THROW

A corner throw taken from the wrong position or before the players of the attacking team have left the 2-meter area shall be retaken.

## Rule 18 *Neutral Throws*

### SECTION 1 WHEN AWARDED

A neutral throw shall be awarded:

- a. when, at the start of a period, a referee is of the opinion that the ball has fallen in a position to the definite advantage of one team;
- b. when one or more players of each team commit an ordinary foul at the same moment which makes it impossible for the referees to distinguish which player offended first;

- c. when both referees blow their whistles at the same moment to award ordinary fouls to the opposing teams; or  
**NOTE:** However, when both referees blow their whistles at the same moment to award exclusion fouls to opposing teams, both players are excluded and the ball is awarded to the team in possession of the ball. If neither team has possession, a neutral throw is awarded.  
d. when the ball strikes or lodges in an overhead obstruction.

## SECTION 2 HOW TAKEN

At a neutral throw, a referee shall throw the ball into the field of play at approximately the same lateral position as the event occurred in such a manner as to allow the players of both teams to have equal opportunity to reach the ball. A neutral throw awarded within the 2-meter area shall be taken on the 2-meter line. One player from each team closest to the point where the foul and/or stoppage occurred shall be selected by the referee to engage in the neutral throw. All other players are not allowed within 2 meters of the two players involved in a neutral throw. If a goalkeeper is involved in action requiring a neutral throw, the nearest team member shall replace the goalkeeper in the neutral throw.

**NOTE:** At least one of the two players selected for the neutral throw must touch the ball before any other player may touch the ball. The ball may be played before it touches the water.

## SECTION 3 WHEN RETAKEN

If at a neutral throw the referee is of the opinion that the ball has fallen in a position to the definite advantage of one team, the referee shall call for the ball and retake the throw.

# Rule 19 *Free Throws*

## SECTION 1 WHERE TAKEN

A free throw shall be taken at the place where the foul occurred, except:

- a. if the ball is farther from the defending team's goal, the free throw shall be taken from the location of the ball;  
**INTERPRETATION:** If the ball goes out of the field of play in a lateral position, usually the ball falls just outside the sideline of the field of play, within easy reach of the player. If the player can reach the ball (without leaving the field of play), the player can then take the free throw from this point.  
b. if the foul is committed by a defending player within the defender's 2-meter area, the free throw shall be taken on the 2-meter line opposite to where the foul was committed or, if the ball is outside the 2-meter area, from the location of the ball; or  
c. where otherwise provided for in the rules.

A free throw taken from the wrong position shall be retaken.

## SECTION 2 TIME ALLOWED

The time allowed for a player to take a free throw shall be at the discretion of the referees; it shall be reasonable and without undue delay but does not have to be immediate. It shall be an offense if a player who is clearly in a position most readily to take a free throw does not do so.

## SECTION 3 RESPONSIBILITY FOR RETURN OF BALL

The responsibility for returning the ball to the player who is to take the free throw shall be that of the team to which the free throw is awarded.

## SECTION 4 HOW TAKEN

The free throw shall be taken in a manner to enable the players to observe the ball leaving the hand of the player taking the throw, who shall also then be permitted to carry or dribble the ball before passing to another player. The ball shall be in play immediately when it leaves the hand of the player taking the free throw.

**NOTE:** There should be no undue delay in taking a free throw, goal throw or corner throw, which must be taken in such a manner so as to enable the other players to observe the ball leaving the thrower's hand. Players often make the mistake of delaying the throw because they overlook the provisions of Rule 19-4 which permit the thrower to dribble the ball before passing to another player. The throw can thus be taken immediately, even though the thrower cannot at that moment find a player to whom to pass the ball. On such an occasion, the player is allowed to take the throw either by dropping it from a raised hand on to the surface of the water (Figure 1) or by throwing it in the air (Figure 2) and then swim with or dribble the ball. In either case, the throw must be taken so that the other players are able to observe it.

# Rule 20 *Ordinary Fouls*

## SECTION 1 DEFINITION

It shall be an ordinary foul to commit any of the following offenses (Rule 20-2 to Rule 20-17), which shall be punished by

the award of a free throw to the opposing team.

**NOTES:**

1. The referees must award ordinary fouls in accordance with the rules to enable the attacking team to develop an advantage situation. However, the referees must have regard to the special circumstance of Rule 7-3 (Advantage).
2. The location of a player in the context of Rule 20 is determined by the position of the head relative to the 2-meter, 5-meter, half-distance and goal lines.

**INTERPRETATION:** An ordinary foul committed by the defensive team should only be called if it will give the advantage to the attack, or if it will assist in controlling the physical play of the game.

## **SECTION 2 STARTING EARLY**

To advance beyond the goal line at the start of a period, before the referee has given the signal to start. The free throw shall be taken from the location of the ball or, if the ball has not been released into the field of play, from the half-distance line.

## **SECTION 3 ASSISTING A PLAYER**

To assist a player at the start of a period or at any other time during the game.

## **SECTION 4 HOLDING OR PUSHING OFF FROM POOL**

To hold or push off from the goal posts or their fixtures, to hold or push off from sides or ends of the pool during actual play or at the start of a period.

## **SECTION 5 USING THE BOTTOM**

To take any active part in the game when standing on the floor of the pool, to walk when play is in progress or to jump from the floor of the pool to play the ball or tackle an opponent. This rule shall not apply to the goalkeeper while within the goalkeeper's 5-meter area.

**INTERPRETATION:** A field player pushes off the bottom to play the ball or tackle an opponent at approximately seven meters. This is an ordinary foul even if it occurred during a man-down situation.

**NOTE:** However, see Points of Emphasis No. 22 for play in a pool with a shallow bottom.

## **SECTION 6 TAKING THE BALL UNDER**

To take or hold the entire ball under the water when tackled. The foul of taking the ball under when tackled refers to taking or holding the ball under water when, through bodily contact, the player in possession of the ball is forced to take the ball under against that player's will or purposely takes the ball under and there is contact by the defender on the shoulder, arm or hand holding the ball.

**NOTE:** It is an ordinary foul to take or hold the ball under the water when tackled, even if the player holding the ball has the ball forced under the water, as a result of the opponent's challenge (Figure 3). It makes no difference that the ball goes under the water against that player's will. What is important is that the foul is awarded against the player who was in contact with the ball at the moment it was taken under the water. It is important to remember that the offense can only occur when a player takes the ball under when tackled. Thus, if the goalkeeper emerges high out of the water to save a shot and then while falling back takes the ball under the water, the goalkeeper has committed no offense; but if the goalkeeper then holds the ball under the water when challenged by an opponent, the goalkeeper will have committed an infringement of this rule and if the goalkeeper's actions prevented a probable goal, a penalty throw must be awarded under Rule 22-2.

**INTERPRETATION:** "Challenged" refers to the situation where the goalkeeper takes the ball under water if the opponent goes after, chases, approaches, etc., the goalkeeper. This also applies to other field players in addition to the goalkeeper. A player can not take the ball under to keep an opponent from getting the ball.

## **SECTION 7 USING CLENCHED FIST**

To strike at the ball with a clenched fist. This rule shall not apply to the goalkeeper while within the goalkeeper's 5-meter area.

## **SECTION 8 USING TWO HANDS**

To touch the ball with two hands at the same time. This rule shall not apply to the goalkeeper while with the goalkeeper's 5-meter area.

**INTERPRETATION:** A field player violates the two-hands rule if contact with the ball is made simultaneously with two hands, two arms or with one hand and with the other arm, etc. It is not a violation to move the ball quickly from one hand to the other.

**NOTE:** It is an exclusion foul (Rule 21-6) or penalty foul if inside 5 meters (RULE 22-2b) to attempt to block a shot or pass with two hands.

## SECTION 9 IMPEDING

To impede or otherwise prevent the free movement of an opponent who is not holding the ball, including swimming on the opponent's shoulders, back or legs. "Holding" is lifting, carrying or touching the ball but does not include dribbling the ball.

### NOTES:

1. The first thing for the referee to consider is whether the opponent is holding the ball, because if the opponent is doing so, the player making the challenge cannot be penalized for "impeding". It is clear that a player is holding the ball if the player holds it raised above the water (Figure 4). The player is also holding the ball if the player swims with it held in the hand or makes contact with the ball while it is lying on the surface of the water (Figure 5). Swimming with the ball (dribbling), as shown in Figure 6, is not considered to be holding.
2. A common form of impeding is where the player swims across an opponent's legs (Figure 7), thus reducing the pace at which the opponent can move and interfering with normal leg action. Another form is swimming on the opponent's shoulders. It must also be remembered that the foul of impeding can be committed by the player who is in possession of the ball. For example, Figure 8 shows a player keeping one hand on the ball and trying to force the opponent away to gain more space. Figure 9 shows a player in possession of the ball impeding an opponent by pushing the opponent back with the head. Care must be taken with Figures 8 and 9, because, while any violent movement by the player in possession of the ball might constitute striking or even flagrant misconduct, the figures are intended to illustrate impeding without any violent movement. A player may also commit the offense of impeding even if that player is not holding or touching the ball. Figure 10 shows a player intentionally blocking an opponent with the player's body and with the arms flung open, thus making access to the ball impossible. This offense is most often committed near the boundaries of the field of play.

## SECTION 10 PUSHING OR PUSHING OFF

To push or push off from an opponent who is not holding the ball.

**NOTE:** Pushing can take place in various forms, including with the hand (Figure 11) or with the foot (Figure 12). In the cases illustrated, the punishment is a free throw for an ordinary foul. However, referees must take care to differentiate between pushing with the foot and kicking - which then becomes an exclusion foul or even flagrant misconduct. If the foot is already in contact with the opponent when the movement begins, this will usually be pushing, but if the movement begins before such contact with the opponent is made, then this should generally be regarded as kicking.

## SECTION 11 INSIDE 2-METER AREA

To be within two meters of the opponents' goal except when behind the line of the ball. It shall not be an offense if a player takes the ball into the 2-meter area and passes it to another player who is behind the line of the ball and who shoots at goal immediately, before the first player has been able to leave the 2-meter area.

**NOTE:** If the player receiving the pass does not shoot at goal, the player who passed the ball must immediately leave the 2-meter area to avoid being penalized under this rule.

**INTERPRETATION:** Referees should not penalize an attacking player who momentarily enters the 2-meter area without interfering with the play. If the player continues to stay there, the player is affecting play by his/her very presence there as that player is forcing a change in how or where the defense plays and the foul should be called.

## SECTION 12 FAILING TO TAKE PENALTY THROW CORRECTLY

To take a penalty throw other than in the prescribed manner.

**NOTE:** See Rule 23-4 for method of taking a penalty throw.

## SECTION 13 DELAY IN TAKING A THROW

To delay unduly when taking a free throw, goal throw or corner throw.

**NOTE:** See note to Rule 16-2 or Rule 19-4.

## SECTION 14 GOALKEEPER BEYOND HALF-DISTANCE LINE

For a goalkeeper to go or touch the ball beyond the half-distance line.

## SECTION 15 BALL OUT OF BOUNDS OVER SIDELINE

To last touch the ball that goes out of the side of the field of play (including the ball rebounding from the side of the field of play above the water level) except in the case of a defensive field player blocking a shot over the side of the field of play, in which case a free throw is given to the defensive team.

### INTERPRETATIONS:

1. The ball must pass completely over the sideline or rebound from the side of the field of play above water level to be out of bounds.
2. A free throw is awarded to the defending player (i.e., defending field player or goalkeeper) if the defending field player tips out a shot over the sideline. The free throw may be taken at the location where the ball went out of the side of the pool or at any spot behind this location (including by the goalkeeper).
3. If the defending goalkeeper tips a shot over the sideline or if the goalkeeper tips the ball so that it flies off the goal and over the sideline, a free throw is awarded to the offense at or behind the point where the ball went over the sideline.
4. A free throw is awarded to the defending player if the offense sends the ball out of the side of the field of play by a shot

or bad pass.

5. A free throw is awarded to the attacking team if the defending team tips out a pass over the sideline.

6. A free throw is awarded to a defending player if the offensive player shoots and the ball rebounds off the goal over the sideline untouched by any player.

## **SECTION 16 KEEPING BALL MORE THAN 30 SECONDS WITHOUT SHOOTING**

For a team to retain possession of the ball for more than 30 seconds of actual play without shooting at its opponent's goal. The timekeeper recording the possession time shall reset the shot clock:

a. when the ball has left the hand of the player shooting at goal. If the ball rebounds into play from the goal post, crossbar or the goalkeeper, the possession time shall not recommence until the ball comes into the possession of one of the teams.

b. when the ball comes into the possession of the opposing team. "Possession" shall not include the ball merely being touched in flight by an opposing player.

**INTERPRETATION:** The shot clock is reset for a ball-under call if there is a clear change of possession, not a momentary touching of the ball. The player has to be in control of the ball.

c. when the ball is put into play following the award of an exclusion foul, penalty foul, goal throw, corner throw or neutral throw.

Visible clocks shall show the time in a descending manner (that is, to show the possession time remaining).

**NOTE:** The timekeeper and referees must decide whether there was a shot on goal or not, but the referees have the final decision.

## **SECTION 17 TEAM NOT READY TO START**

To fail to be ready to start at the beginning of the period. The ball will be awarded to the opposing team at the half-distance line.

# **Rule 21 *Exclusion Fouls***

## **SECTION 1 ENFORCEMENT**

It shall be an exclusion foul to commit any of the following offenses (Rules 21-4 to 21-15), which shall be punished (except as otherwise provided by the rules) by the award of a free throw in the opposing team and the exclusion of the player who committed the foul.

## **SECTION 2 METHOD OF LEAVING FIELD OF PLAY**

The excluded player shall move to the re-entry area nearest to that player's own goal line without leaving the water. An excluded player who leaves the water other than following the entry of a substitute, shall be deemed guilty of an offense under Rule 21-10 (Misconduct).

### **NOTES:**

1. An excluded player (including any player excluded under the rules for the remainder of the game) shall remain in the water and move (which may include swimming underwater) to the re-entry area nearest to the excluded player's own goal line without interfering with the play. The excluded player may swim from the field of play at any point on the goal line or sideline and may swim behind the goal to reach the re-entry area provided the player does not interfere with the alignment of the goal. The field of play is defined as the area between the end (boundary) lines and sidelines.

2. On reaching the re-entry area, the excluded player shall be required to visibly rise to the surface of the water before the player (or a substitute) shall be permitted to re-enter in accordance with the rules. However, it shall not be necessary for the excluded player to then remain in the re-entry area to await the arrival of an intended substitute.

3. If no player or an incorrect player(s) leaves the field of play, the referee immediately should correct the situation if a goal has not been scored. The referee should stop play quickly, allow the incorrect player(s) to re-enter, exclude the correct player(s), instruct both timers to reset both clocks and commence play. In this case, the incorrect player does not have to swim to the re-entry area before re-entering the field of play.

### **INTERPRETATIONS:**

1. If an excluded player climbs from the side of the pool instead of swimming to the re-entry area, that player is excluded for the remainder of the game for misconduct, with substitution after the earliest occurrence referred to in Rule 21-3. If the excluded player does not go to the re-entry area, however, the substitute may not enter until after a time-out, a goal or at the start of the next period.

2. If a player who has received a third personal foul or a game exclusion leaves the water to go to the re-entry area, no additional penalty is assessed that player and the substitute will be allowed to enter at the appropriate time. If the excluded player does not go into the re-entry area, however, the substitute may not enter until after a time-out, a goal, or at the start of the next period.

## **SECTION 3 RE-ENTRY**

ART. 1 ... The excluded player or a substitute shall be permitted to re-enter the field of play after the earliest occurrence of one of the following:



- a. when 20 seconds of actual play have elapsed, at which time the exclusion secretary shall raise the appropriate flag provided that the excluded player has reached the team's reentry area in accordance with the rules;
  - b. when a goal has been scored;
  - c. when the excluded player's team has retaken possession of the ball (which means receiving control of the ball) during actual play, at which time the defensive referee shall signal re-entry by a hand signal; or
- NOTE:** In the case of a double exclusion with the team on offense retaining possession of the ball, both excluded players are eligible to re-enter if a change of possession occurs. Each will be waved in on that change in possession as soon as that excluded player reaches that player's re-entry area.
- d. when the excluded player's team is awarded a free throw or goal throw (the referee's signal to award the throw qualifies as the re-entry signal, provided that the excluded player has reached the re-entry area in accordance with the rules).
- NOTE:** If a player has not yet reached the re-entry area when the referee signals a change in possession, the player must still exit the pool and swim to the re-entry area before coming back in and participating in the play. The player may swim from the field of play under the sideline or goal line. If the player does not go to the re-entry area in this situation before turning to rejoin play, a penalty throw is awarded and an additional personal foul awarded against the excluded player (see Rule 21-17).

ART. 2 ... The excluded player or a substitute shall be permitted to re-enter the field of play from the re-entry area nearest to that player's own goal line, provided that:

- a. the player has received a signal from the exclusion secretary or a referee;
- b. the player shall not jump or push off from the side or wall of the pool or field of play;
- c. the player shall not affect the alignment of the goal;
- d. a substitute shall not be permitted to enter in the place of an excluded player until the excluded player has reached the re-entry area nearest to the player's own goal line.

ART. 3 ... After a goal has been scored an excluded player or a substitute may re-enter the field of play from any place.

ART. 4 ... These provisions shall also apply to the entry of a substitute when the excluded player has received three personal fouls or has otherwise been excluded from the remainder of the game in accordance with the rules.

**NOTES:**

1. A team which has seven or more players eligible to participate in the game (any player awaiting reentry after an exclusion is considered eligible to participate) must play with a goalkeeper unless the goalkeeper has been excluded and is in the re-entry area.
2. An excluded goalkeeper's substitute may only be another goalkeeper; an excluded field player's substitute may only be another field player. As a result, if a goalkeeper is excluded, a substitute wearing a goalkeeper's cap may not be substituted for an exiting field player during that exclusion period (as, for example, during a time-out or as a live-time substitute).
3. A substitute shall not be signaled in by a referee and nor shall the exclusion secretary signal the end of the 20-second exclusion period until the excluded player has reached the re-entry area nearest to that player's own goal line. This shall also apply to the entry of a substitute who is to replace a player excluded from the remainder of the game. In the event of an excluded player failing to return to the re-entry area, a substitute shall not be permitted to enter until a goal has been scored or at the end of a period or after a time-out.
4. The primary responsibility for giving the signal for the re-entry of an excluded player or a substitute is with the defensive referee. However, the attack referee may also assist in this regard and the signal of either referee shall be valid. If a referee suspects an improper re-entry, then the referee should first be satisfied that the other referee or exclusion secretary had not signaled the re-entry.
5. Before giving the signal for the re-entry of an excluded player or a substitute, the defensive referee should wait momentarily in case the attack referee whistles to restore possession to the opponent's team.
6. A change of possession does not occur merely because of the end of a period, but an excluded player or substitute shall be eligible to re-enter if the excluded player's team wins the ball at the sprint at the start of the next period. If a player is excluded when the end of a period is signaled, the referees and the secretary shall ensure that the teams have the correct number of players before signaling for the restart.

**INTERPRETATIONS:**

1. The re-entry flag shall not be raised unless the player is eligible to re-enter the pool. For example, the flag is not to be raised until the excluded player is in the re-entry area nor should it be raised if the player in the re-entry area is not eligible to play (for example, if the excluded player has three personal fouls).
2. In order to determine when an excluded player is allowed to start play the next period, the referee must use the principle that if the ball would have been awarded to the defending team if there were time remaining on the clock at the end of the period, then the teams start even up. If the ball would not necessarily have been awarded to the defending team, then the team with the excluded player starts with a player in the re-entry area. For example:
  - a. if a shot is taken at the end of the period and the ball goes out of bounds, not touched by any player, the teams start even up at the beginning of the next period;
  - b. if a shot is taken at the end of the period and tipped out by any field player, the teams start even up at the beginning of the next period;
  - c. if a shot is taken at the end of the period and tipped out by the goalkeeper, the team with the excluded player starts with a player in the re-entry area;
  - d. if the goalkeeper catches the ball on a shot (or rebound from a shot) immediately after the signal for the end of the period, the teams start even;
  - e. if a shot is taken at the end of the period and the ball hits an overhead obstruction before going into the goal, the team with the excluded player starts with a player in the re-entry area, regardless whether a player of either team touches the ball.

## SECTION 4 LEAVING WATER

For a player to leave the water or sit or stand on the steps or side of the pool during play, except in the case of accident, injury, illness or with the permission of a referee.

### INTERPRETATIONS:

1. The player leaving the pool during play receives an exclusion foul, is excluded for 20 seconds or until the earliest occurrence of one of the events listed in Rule 21-3.
2. A player leaves the field of play to retrieve a ball without the permission of the referee. The referee excludes the player for 20 seconds.
3. An excluded player who leaves the pool (walks on the deck), other than from the re-entry area following the entry of a substitute, is excluded for the remainder of the game (Rule 21-2) for misconduct.

## SECTION 5 INTERFERING WITH THROWS

To interfere with the taking of a free throw, goal throw or corner throw, including:

- a. intentionally to throw away or fail to release the ball to prevent the normal progress of the game; or
- b. any attempt to play the ball before it has left the hand of the thrower.

### NOTES:

1. A player is not to be penalized under this rule if the player does not hear the whistle as a result of being under the water. The referees must determine if the actions of the player are intentional.
2. Interference with a throw may take place indirectly when the ball is hampered, delayed or prevented from reaching the player who is to take the throw, or it may occur when the execution of the throw is interfered with by an opponent blocking the direction of the throw (Figure 13) or by disturbing the actual movement of the thrower (Figure 14). For interference with a penalty throw, see also Rule 21-14.

### INTERPRETATIONS:

1. The defensive player cannot interfere with the free throw. If the defending player, with raised hand behind the head, is so close that the offensive player cannot make a throwing motion without hitting the defensive player, the defender has to back away or be called for interfering with the free throw. However, the offensive player may not unnecessarily lean or make some extraordinary arm motion into the defender to create this contact; that is, the free throw should be in a normal throwing motion.
2. The defensive player puts one arm straight up while too close to the player. The referee should call interference with the throw. The arm can be straight up or behind the player's head provided that the player does not interfere with the free throw.

## SECTION 6 BLOCKING A PASS OR SHOT WITH TWO HANDS

To attempt to block a pass or shot with two hands outside the 5-meter area.

**NOTE:** If a defending player who is outside the 5-meter area raises two hands in an attempt to block a pass or shot, the player shall be excluded. The player does not actually have to touch the ball and a shot or pass does not have to be actually taken. The player is punished for intent.

**INTERPRETATION:** A player may put two hands up to show that the player is not fouling the attacking player. However, the player must immediately lower one hand if the player attempts to shoot or pass.

## SECTION 7 SPLASHING INTENTIONALLY

To splash in the face of an opponent intentionally.

### NOTES:

1. Splashing is frequently used as an unfair tactic but is often only penalized in the obvious situation when players are facing one another (see Figure 15). However, it can also occur less obviously when a player produces a curtain of water with an arm, seemingly without deliberate intent, in an attempt to block the view of the opponent who is about to shoot at goal or to make a pass.
2. The punishment for intentionally splashing an opponent is exclusion under Rule 21-7 or a penalty throw under Rule 22-2 if the opponent splashed is inside the 5-meter area and is attempting to shoot at goal. Whether to award a penalty throw or an exclusion is decided solely by the positioning and actions of the attacking player; whether the offending player is inside the 5-meter area or outside is not a decisive factor.

## SECTION 8 HOLDING, SINKING, PULLING BACK

To hold, sink or pull back an opponent who is not holding the ball. "Holding" is lifting, carrying or touching the ball, but does not include dribbling the ball.

**NOTE:** The correct application of this rule is very important both as to the presentation of the game and in arriving at a proper and fair result. The wording of the rule is clear and explicit and can only be interpreted in one way: to hold (Figure 16), sink (Figure 17) or pull back (Figure 18) an opponent who is not holding the ball is an exclusion foul. It is essential that referees apply this rule correctly, without personal arbitrary interpretation, to ensure that the proper limits to rough play are not exceeded. In addition, referees must note that an infringement of Rule 21-8 within the 5-meter area which prevents a probable goal must be punished by the award of a penalty throw.

### INTERPRETATIONS:

1. It is an exclusion foul to hold, sink or pull back an opponent even if the ball is not being passed to that player. Referees shall apply the advantage rule as described in Rule 7-3 in this situation.

2. In competing for position, if both the center forward and the set defender are facing each other and holding, the offensive player must let go and face the ball before the pass is thrown to set, or an offensive foul should be called.

## SECTION 9 KICKING OR STRIKING

To kick or strike an opponent intentionally or make disproportionate movements with that intent.

### NOTES:

1. The offense of kicking or striking can take a number of different forms, including being committed by a player in possession of the ball or by an opposing player; possession of the ball is not a decisive factor. What is important is the action of the offending player, including if the player makes disproportionate movements in an attempt to kick or strike, even if the player fails to make contact.
2. One of the most serious acts of striking is elbowing backwards (see Figure 19), which can result in serious injury to the opponent. Similarly, serious injury can occur when a player intentionally heads back into the face of an opponent who is marking the player closely. In these circumstances, the referee would also be justified in punishing the offense under Rule 21 -11 (Flagrant Misconduct) rather than under Rule 21-9.

## SECTION 10 MISCONDUCT

ART. 1 ... To be guilty of misconduct, including the use of obscene, abusive, threatening language or gestures, persistent foul play, overaggressive fouls, or to refuse obedience to or show disrespect for a referee or official. Persistent foul play refers to play which is unacceptable within the spirit of the rules and which is likely to bring the game into disrepute.

Persistent foul play is entirely different from and unrelated to "persisting in an ordinary foul." Overaggressive fouls are hard fouls unacceptable within the spirit of the rules, including deliberate elbowing to the head, face or neck or head-butting an opponent. Taunting, baiting or ridiculing an opponent are additional examples of misconduct.

The offending player shall be excluded from the remainder of the game, with substitution after the earliest occurrence referred to in Rule 21-3. A referee shall have the power to order any player from the water for misconduct and to issue a red card should a player refuse to leave the water when so ordered. The referee has the ability to abandon the game if a player continues to refuse to leave the water when so ordered.

If a player of either team commits a foul of misconduct during play, the player is excluded for the remainder of the game, the ball is awarded to the offended team and play is restarted with a substitute in the re-entry area.

If a player of either team commits misconduct or any other offense relating to Rule 21-10 during an interval between periods, a time-out, or prior to the restart after a goal, no matter which team committed the foul, the player shall be excluded from the remainder of the game and the teams start even up:

- a. If misconduct occurs during the interval between periods, the game restarts even up with a sprint;
- b. If misconduct occurs during a time-out, the shot clock is reset, and the game starts even up with a free throw by the team in possession of the ball; or
- c. If misconduct occurs following a goal, the game starts even up at half as after a goal with a free throw by the team which was defending before the goal was scored. If the player commits a foul of misconduct while exiting the pool after committing that player's third personal foul, an exclusion foul, the player is removed for the remainder of the game, the substitute is in the re-entry area, and a penalty throw is taken. If the penalty throw scores, the substitute enters immediately. If it is missed, the substitute may not enter until earliest occurrence of an event described in Rule 21-3. However, if the player continues to be disrespectful to the referee before the penalty shot is taken, the referee may also award a red card to the player.

If the player commits a foul of misconduct while exiting the pool after committing that player's third personal foul, a penalty foul, another penalty foul is awarded, the player is removed for the remainder of the game, a substitute enters immediately as the third foul was a penalty foul. The first penalty throw is a dead-time penalty shot, the second one is a live-time penalty shot.

**INTERPRETATION:** A player commits misconduct. Although this is that player's first personal foul, the player is excluded for the remainder of the game. If the player continues to be disrespectful to the referee or continues any other act of misconduct, a penalty throw is awarded and taken with the substitute for that player in the re-entry area. If the player still continues to be disrespectful to the referee, the referee may also award a red card to that player.

ART. 2 ... An exclusion foul with a 20-second period of exclusion will be awarded for minor acts of misconduct that are not sufficient to warrant exclusion for the remainder of the game. (See Appendix B-CC for signal and Rule 10-1 for method of recording the foul.) Examples of this type of exclusion foul include a player directing minor comments to the referee such as "Call the foul" or "Where is the push-off?" or "He's inside the 2," or making minor gestures to the referee or making minor comments (minor taunting) or gestures to a member of the opposing team or to a member of the same team, as, for example, after a goal or after a personal foul.

**NOTE:** The use of profanity is a game exclusion for misconduct.

If a player commits a minor act of misconduct immediately after receiving an exclusion foul, the player is excluded for only 20 seconds or until the earliest occurrence of an event referred to in Rule 21-3, and an additional personal foul is awarded to the player. If the player commits a minor act of misconduct on the way out after committing a third personal foul which is an exclusion foul, a penalty throw is awarded. The substitute may not enter until after the earliest occurrence of an event referred to in Rule 21 -3. If the player commits a minor act of misconduct immediately after committing a third personal foul which is a penalty foul, an additional penalty foul is awarded. A substitute enters immediately as the third foul was a penalty foul. The first penalty shot is a dead-time penalty shot, the second is a live-time penalty shot (See Table 1).

**Table 1: Summary of Action of Referee After Misconduct or Minor Act of Misconduct**

Personal foul committed during live time or dead time:	Appropriate action of the referee in each case of minor act of misconduct committed after foul in first column:	Appropriate action of the referee in each case of misconduct committed after foul in first column
A player commits his/her first personal foul, an exclusion foul	Player awarded another personal foul (his/her second) and is excluded for 20 seconds*; play starts with player in re-entry area	Player excluded for remainder of game for misconduct; substitute in reentry area for 20 seconds
A player commits his/her first personal foul, a penalty foul,	Player awarded another personal foul (his/her second); player excluded for 20 seconds, and live-time penalty throw conducted	Player excluded for remainder of game for misconduct; substitute excluded for 20 seconds, and live-time penalty throw conducted
A player commits his/her second personal foul, an exclusion foul	Player awarded another personal foul (his/her third) and excluded for remainder of game as the player has 3 personal fouls; substitute out for 20 seconds	Player excluded for remainder of game for misconduct, substitute in re-entry area for 20 seconds
A player receives his/her second personal foul, a penalty foul	Player awarded another personal foul (his/her third) and excluded for remainder of game as the player has 3 personal fouls, substitute out for 20 seconds and the live-time penalty throw conducted	Player excluded for remainder of game for misconduct, substitute excluded for 20 seconds, live-time penalty throw conducted
A player receives his/her third personal foul, an exclusion foul	Player excluded for remainder of game as the player has 3 personal fouls, substitute out for 20 seconds, a live-time penalty throw conducted	Player excluded for remainder of game for misconduct, substitute in re-entry area for 20 seconds, a live-time penalty throw conducted
A player receives his/her third personal foul, a penalty foul	Player excluded for remainder of game as the player has 3 personal fouls, substitute enters immediately as the third foul was a penalty foul; first penalty throw is a dead time penalty throw, second is a live time penalty throw	Player excluded for remainder of game for misconduct; substitute enters immediately as third foul was a penalty foul; first penalty throw is a dead time penalty throw, second is a live time penalty throw

\* Excluded for 20 seconds means 20 seconds or earliest occurrence of an event described in Rule 21-3.

If a minor act of misconduct is called during the interval between periods, during a time-out or prior to the restart after a goal, no matter which team committed the foul, the player is excluded for 20 seconds, the substitute enters immediately, and the teams start even up. The excluded player can return later to the game,

- a. If a minor act of misconduct occurs during the interval between periods, the player is charged with a personal foul, excluded for 20 seconds, with immediate substitution, and the game restarts even up with a sprint.
- b. If a minor act of misconduct occurs during a time-out, the player is excluded for 20 seconds, charged with a personal foul, with immediate substitution, the shot clock reset, and the game restarts even up with a free throw by the team in possession of the ball.
- c. If a minor act of misconduct occurs following a goal, the player is charged with a personal foul, excluded for 20 seconds, with immediate substitution, and the game restarts even up with a free throw by the team which was defending before the goal was scored at half as after a goal.

#### **INTERPRETATIONS:**

1. The teams start even-up with immediate substitution for the offending player; however, that player may return to the game as a live-time substitute after the 20-second exclusion period elapses or during a time-out called after 20 seconds has elapsed or after a goal or after a change of possession.
2. The goalkeeper commits a minor act of misconduct during a time-out. The player is excluded for 20 seconds, the shot clock reset, a substitute goalkeeper enters immediately, and the teams start even up with a free throw by the team in possession of the ball. The excluded goalkeeper can return after 20 seconds as a live-time substitute for the other goalkeeper. The exclusion secretary does not raise the flag to indicate the expiration of the 20-second exclusion period as the team has the full complement of players in the field of play. However, the excluded goalkeeper can remain in the re-entry area until the opportunity for a live-time substitution occurs after 20 seconds have elapsed or change in possession or goal.

## **SECTION 11 FLAGRANT MISCONDUCT**

ART. 1... To commit flagrant misconduct (including playing in a -violent manner, kicking, striking, attempting to kick or strike with malicious intent, fighting or biting, against an opponent or official, whether during play (including any stoppages or time-outs) or during the intervals between periods of play. Fighting could include, but not be limited to, an attempt to strike an opponent with the arms, hands, legs or feet, or a combative action by one or more players, a coach or team personnel. Combative action includes but is not limited to: (1) a player, coach or other team personnel attempting to punch or kick an opponent, whether or not there is contact with an opponent; (2) a player, coach or other team personnel who, in the opinion of the referee, instigates a fight by perpetuating an unsporting act towards an opponent that causes

the opponent to retaliate by fighting. Any player, coach or other team personnel who leaves the bench area during a fight shall be assessed a flagrant misconduct foul.

ART. 2 ... The player who commits flagrant misconduct during play shall be excluded from the remainder of the game, a dead-time penalty throw awarded and the team shooting the penalty throw shall get the ball back at or behind the half-distance line as after a time-out whether the penalty shot is made or missed. The substitute for the excluded player must still remain in the exclusion area for 20 seconds or until the earliest occurrence of an event referred to in Rule 21-3.

ART. 3 ... This rule shall also apply if flagrant misconduct occurs during a time-out or after a goal. The offending player shall be excluded from the remainder of the game, a dead-time penalty throw awarded, and the team shooting the penalty throw shall get the ball back at or behind the half-distance line as after a time-out whether the penalty shot is made or missed, with the substitute for the excluded player still in the re-entry area for 20 seconds or until the earliest occurrence of an event referred to in Rule 21-3. These provisions shall not apply, however, before the game has actually commenced.

**INTERPRETATION:** A player on the white team commits flagrant misconduct during a time-out called by the white team or immediately after a goal scored by the blue team. The offending player shall be excluded for the remainder of the game, a dead-time penalty throw awarded to the blue team, and the blue team shall get the ball back at or behind the half-distance line as after a time-out whether the penalty shot is made or missed, with the substitute for the excluded player still in the re-entry area for 20 seconds or until the earliest occurrence of an event described in Rule 21-3.

ART. 4 ... This rule shall also apply if flagrant misconduct occurs during the interval between periods. The player shall be excluded for the remainder of the game with substitution. The period shall begin with a dead-time penalty throw and the team shooting the penalty throw shall get the ball back at or behind the half-distance line as after a time-out, whether the penalty shot is made or missed. The substitute for the excluded player must still remain in the exclusion area for 20 seconds or until the earliest occurrence of an event described in Rule 21-3.

ART. 5 ... In the case of a double flagrant misconduct foul committed during play, both players are excluded for the remainder of the game and a dead-time penalty throw awarded each team.

The penalty throws are taken with the substitutes in the exclusion areas. The first penalty throw shall be taken by the team in possession of the ball at the time of stoppage. After the second penalty throw has been taken (made or missed), the game shall be restarted by the team that last had possession of the ball taking a free throw as after a time-out on or behind the half-distance line with the substitutes for the excluded players still in the re-entry areas. The substitutes may not enter until the earliest occurrence of one of the events described in Rule 21-3.

If a double flagrant misconduct foul occurs between periods, the offending players are removed for the remainder of the game, with their substitutes in the re-entry areas, and the next period begins with a sprint. After one team gains possession, the referee will stop the game and award a penalty throw to the team that gained possession. This results in a goal or no goal. The second penalty shot will be taken by the defensive team, which will result in a goal or no goal. The referee will then award a free throw on or behind the half-distance line to the team that gained possession on the sprint as after a time-out. The substitutes still remain in the exclusion areas until the earliest occurrence of one of the events described in Rule 21-3.

If a double flagrant misconduct foul occurs during a time-out or after a goal, both players are excluded for the remainder of the game with their substitutes in the re-entry areas. The first dead-time penalty shot is taken by the team which would normally have possession of the ball, followed by the second. The referee will then award a free throw on or behind the half-distance line as after a time-out to the team that would have had possession of the ball after the time-out or after the goal. Both substitutes must remain in the exclusion areas until the earliest occurrence of one of the events described in Rule 21-3.

ART. 6 ... In the case of flagrant misconduct committed at any time by a substitute who was not in the water during the play, the offending player shall be excluded from the remainder of the game. The captain of the team shall be ordered to remove from the water a player of the captain's choice, a dead-time penalty throw awarded, and the team shooting the penalty throw shall get the ball back at or behind the half-distance line as after a time-out whether the penalty shot is made or missed. The player who was removed (or a substitute) must still remain in the exclusion area for 20 seconds or until the earliest occurrence of an event referred to in Rule 21-3. The player who has been removed can subsequently be used during the remainder of the game as one of that team's remaining players in the water and no personal foul shall be awarded in relation to that player's removal from the water.

ART. 7 ... The player who committed flagrant misconduct must leave the team bench and may sit in the spectator stands under supervision, during the remainder of that game and may not communicate with the team, team officials or referees by any means during entire time of jurisdiction of referees. This applies to substitutes and other team personnel. A coach or other team official who commits an act of flagrant misconduct must leave the pool facility and have no visual or electronic contact with the team.

ART. 8 ... The offenders will also be suspended for the next traditional season game, including tournament competition or postseason championship competition. The offenders may sit in the spectator stands during that game but may not communicate with the team, team officials or referees by any method. If the flagrant misconduct was committed during the final game of the traditional season, the suspension will be carried over to the next traditional season game. It is the responsibility of the schools and their respective state association to ensure that the carryover penalties (i.e., suspension from the first game of next season) for flagrant misconduct are invoked.

ART. 9 ... If flagrant misconduct occurs immediately after the conclusion of a game, each player involved shall be suspended from the next game. Penalty shots shall not be awarded in this situation. If the flagrant misconduct occurs during a tournament, the tournament committee may assess an additional penalty, such as suspension from more than one game in the tournament.

## **SECTION 12 SIMULTANEOUS PERSONAL FOULS**

ART. 1... In the case of simultaneous exclusion of players of opposing teams during play, both players are excluded for 20 seconds and the team on attack shall maintain possession of the ball. The referee shall take the ball out of the pool

and make sure that both teams and the secretaries know who is excluded. The shot clock is reset. Players shall be excluded from the remainder of the game where the rules so provide. Play is restarted by a player of the team which had possession of the ball when simultaneous fouls were committed, at the point of the foul or behind.

**NOTES:**

1. Both players excluded under this rule shall be permitted to re-enter at the next earliest occurrence referred to in Rule 21-3 (goal scored, change of possession, or elapse of 20 seconds). If the two players who have been excluded under this rule are eligible to re-enter before they have reached their respective re-entry areas, the defensive referee or exclusion secretary, as appropriate, may wave in each player as soon as that player is in the re-entry area ready to re-enter. The referee or exclusion secretary does not have to wait until both players are ready to re-enter.

2. If neither team has possession of the ball when a double exclusion foul is called, both players are excluded and a neutral throw awarded. Both players may enter after the next change in possession after the neutral throw or when 20 seconds expire or a goal is scored.

**INTERPRETATION:** The team in blue caps has possession of the ball when a double exclusion is called with 12 seconds remaining in the period. The team in blue caps retains possession of the ball and the period ends with the team in blue caps still in possession of the ball. The next period begins with a sprint with both excluded players or their substitutes still in the re-entry area. If the team with blue caps wins the sprint, both players remain in the re-entry area until the earliest occurrence of one of the events described in 21-3. If the team with white caps wins possession of the ball on the sprint, both excluded players may re-enter the field of play.

ART. 2 ... If the offenses are committed simultaneously at the taking of a penalty throw, both players are excluded, the penalty throw shall be maintained and the shot clock reset. If the penalty throw is scored, both players shall re-enter. If it is not scored, the excluded players shall not be permitted to re-enter until the next earliest occurrence referred to in Rule 21-3 following the penalty shot. Players shall be excluded from the remainder of the game where the rules so provide.

**INTERPRETATION:** If the team shooting the penalty shot regains possession after the missed shot, the excluded players may not re-enter because a change of possession has not occurred. If the other team gains possession of the ball, the excluded players may re-enter.

ART. 3 ... If the offenses are committed simultaneously at the taking of a neutral throw, both players shall be excluded and the referee shall restart the play with a neutral throw.

ART.4 ... When a player of each team commits a penalty foul simultaneously during play, the first penalty throw shall be taken by the team last in possession of the ball. After the second penalty throw has been taken (made or missed), the game shall be restarted with a free throw on or behind the half-distance line as after a time-out by the team which last had possession of the ball. The shot clock is reset with the taking of the penalty throw.

## **SECTION 13 ENTERING FIELD OF PLAY IMPROPERLY**

For an excluded player to re-enter or a substitute to enter the field of play improperly, including:

- a. without having received a signal from the exclusion secretary or referee;
- b. from any place other than that player's own re-entry area, except where the rules provide for immediate substitution;
- c. by jumping or pushing off from the side or wall of the pool or field of play; or
- d. by affecting the alignment of the goal.

If this offense is committed by a player of the team not in possession of the ball, the offending player shall be excluded for 20 seconds and a penalty throw is awarded to the opposing team.

If this offense is committed by a player of the team in possession of the ball, the offending player shall be excluded for 20 seconds and a free throw awarded to the opposing team.

**INTERPRETATIONS:**

1. If a defensive player re-enters the field of play improperly, the player is excluded for an additional 20 seconds and a penalty throw is awarded to the attacking team. However, on the scoresheet, only one additional personal foul (exclusion penalty marked as EP) shall be recorded against the offending player.

2. If an offensive player re-enters the field of play improperly, the player is excluded for an additional 20 seconds and a free throw is awarded to the opposing team. On the scoresheet, an additional personal foul (E) shall be recorded against the offending player.

## **SECTION 14 INTERFERENCE WITH PENALTY THROW**

To interfere with the taking of a penalty throw. The offending player shall be excluded from the remainder of the game with substitution after the earliest occurrence referred to in Rule 21-3 and the penalty throw shall be maintained or re-taken as appropriate.

**NOTE:** The most common form of interference with a penalty throw is when an opponent aims a kick at the player taking the throw, just as the throw is about to be taken. It is essential for the referees to ensure that all players are at least 2 meters from the thrower, to prevent such interference taking place. The referee should also allow the defending team the first right to take position.

**INTERPRETATIONS:**

1. A player interferes with a penalty shot. If the shot was scored, the goal counts, the offending player is excluded for the remainder of the game and the substitute enters immediately.

2. A player interferes with a penalty shot, causing the player to miss the shot. The offending player is excluded for the remainder of the game, the substitute is in the exclusion area, and the penalty shot is retaken. If the shot scores, the substitute enters immediately. If the shot is missed, the substitute may not enter until after the earliest occurrence of one of the events described in Rule 21-3.

## SECTION 15 FAILURE TO TAKE POSITION ON GOAL LINE

For the defending goalkeeper to fail to take up the correct position on the goal line at the taking of a penalty throw having been ordered once to do so by the referee. Another defending player may take the position of the goalkeeper but without the goalkeeper's privileges or limitations.

## SECTION 16 COMMENCEMENT OF EXCLUSION PERIOD

When a player is excluded, the exclusion period shall commence immediately when the ball has left the hand of the player taking the free throw or when the ball has been touched following a neutral throw.

## SECTION 17 INTERFERING WITH PLAY

If an excluded player intentionally interferes with play, including affecting the alignment of the goal, a penalty throw shall be awarded to the opposing team and a further personal foul awarded against the excluded player. If the excluded player does not commence leaving the field of play almost immediately, the referee may deem this to be intentional interference under this rule.

**NOTE:** This rule also applies to substitutes in the water during inclement weather behind the goal line who interfere with play (see Rule 5-2).

## SECTION 18 CONTINUATION OF EXCLUSION INTO OVERTIME

In the event of the game continuing into overtime, the exclusion period of any excluded player shall also continue into the overtime. Personal fouls awarded during the periods of normal time will also carry forward into overtime and any player excluded under the rules from the remainder of the game shall not be permitted to take part in any periods of overtime.

# Rule 22 *Penalty Fouls*

## SECTION 1 WHEN AWARDED

It shall be a penalty foul to commit any of the following offenses (Rules 22-2 to 22-7), which shall be punished by the award of a penalty throw to the opposing team.

## SECTION 2 WITHIN 5-METER AREA TO PREVENT GOAL

For a defending player to commit any foul within the 5-meter area but for which a goal would probably have resulted.

**NOTES:** In addition to other offenses preventing a probable goal, it is an offense within the meaning of this rule:

- a. for a goalkeeper or other defending player to pull down or otherwise displace the goal (Figure 20);
- b. for a defending player to attempt to block a shot or pass with two hands. (Figure 21);
- c. for a defending player to play the ball with two hands;

### **INTERPRETATIONS:**

1. If the defending player attempts to block a shot with two hands inside the 5-meter area, a penalty foul is awarded. The defending player does not have to touch the ball nor does a shot have to be taken nor does the shot have to be a probable goal.
2. If the defending player intentionally blocks or attempts to block a pass which prevents a probable goal with two hands, a penalty foul is awarded. It is not a penalty foul if the ball is being passed to a player who was in such a position that the pass would not have led to a probable goal.
3. A defensive player uses two hands inside the 5-meter area to pull back a ball on the water to prevent it from drifting into the goal. A penalty foul is called against that player.
- d. for a defending player to play the ball with a clenched fist (Figure 22);
- e. for a goalkeeper or other defending player to take the ball under the water when tackled; or
- f. for the goalkeeper to push off the wall in an attempt to block a shot (if the ball goes into the goal, the goal is scored. If the shot is blocked, a penalty throw shall be awarded).

### **NOTES:**

1. It is important to note that while the fouls described above, and other fouls such as holding, pulling back, impeding, etc., would normally be punished by a free throw (and exclusion if appropriate), they become penalty fouls if committed within the 5-meter area by a defending player if a probable goal would otherwise have been scored.
2. If a field player replaces an excluded goalkeeper, the field player does not assume the privileges of the goalkeeper. If the player attempts to play the ball with two hands, a penalty throw shall be awarded.

**INTERPRETATION:** The goalkeeper leaves the goal and sinks an offensive player to prevent a goal or pulls back an offensive player to prevent a goal. A penalty foul is awarded against the goalkeeper for committing a foul within the 5-meter area to prevent a probable goal.

## SECTION 3 KICKING OR STRIKING IN 5-METER AREA OR FLAGRANT MISCONDUCT

For a defending player within the 5-meter area to kick or strike an opponent or for a player at any location in the pool to commit an act of flagrant misconduct.

**NOTE:** If a player commits flagrant misconduct, either inside or outside the 5-meter area, a penalty throw is awarded and the player excluded for the remainder of the game. See Rule 21 -11 for the procedure for awarding the penalty throw, the time of entry of the substitute, and additional carryover penalties.

## **SECTION 4 EXCLUDED PLAYER INTERFERING WITH PLAY**

For an excluded player intentionally to interfere with play, including affecting the alignment of the goal (see Rule 21-17).

## **SECTION 5 PULLING OVER GOAL**

For a goalkeeper or any other defending player to pull over the goal completely with the object of preventing a probable goal. The offending player shall also be excluded from the remainder of the game, with substitution after the earliest occurrence referred to in Rule 21-3.

## **SECTION 6 PLAYER NOT ENTITLED TO PARTICIPATE ENTERING FIELD OF PLAY**

For a player or substitute who is not entitled under the rules to participate in the play at that time to enter the field of play. The offending player shall also be excluded from the remainder of the game with substitution. The substitute may enter the field of play after the earliest occurrence referred to in Rule 21-3.

### **NOTES:**

1. Examples of a player not entitled to participate include the entrance of a player with three personal fouls during play; the entrance of an eighth player while the ball is in play; and the entrance of a substitute player before the excluded player has left the field of play.
2. A penalty throw is awarded if a player with three personal fouls re-enters the water illegally while the ball is in play. (See exception in Rule 5-1.)
3. If an excluded player and a substitute both enter after the earliest occurrence referred to in Rule 21 3, whichever player entered last shall be the player to be penalized under this rule. If both players enter simultaneously, it shall be the substitute who is to be penalized.

### **INTERPRETATIONS:**

1. In the direct substitution of a goalkeeper, the substitute goalkeeper entered the field of play before the goalkeeper reached the re-entry area. The referee must stop play, remove the substitute goalkeeper for the remainder of the game and award a penalty throw. The original goalkeeper must be in the re-entry area for the taking of the penalty shot. In the direct substitution of a field player, a field player must be in the re-entry area for the taking of the penalty shot.
2. A player was excluded. Immediately after the exclusion, the ball turned over after a missed direct shot. A substitute for the excluded player entered the field of play from the re-entry area while the team was counterattacking down the field of play before the excluded player reached the re-entry area, making eight players from that team in the field of play. The substitute player is considered to be a player not entitled to participate in the play at that time and is excluded for the remainder of the game. The player originally excluded must exit and move to the re-entry area. A penalty throw is awarded. The excluded player or a substitute may enter after the earliest occurrence of an event described in Rule 21-3. No additional foul is charged against the original excluded player.

## **SECTION 7 IMPROPER TIME-OUT OR TEAM OFFICIAL PREVENTING GOAL**

For the coach of the team on defense to call for a time-out more than the number permitted or at times not permitted or for a coach or other team official to take any action to prevent a probable goal, except that no personal foul shall be recorded for this offense.

## **SECTION 8 AWARD OF PENALTY FOUL IN THE LAST MINUTE**

If in the last minute of the game or in the last minute of the second overtime period or at any time during sudden-victory overtime periods, a penalty throw is awarded to a team, the coach may elect to maintain possession of the ball in lieu of taking the penalty throw. The team will be awarded a free throw on or behind the half-distance line with a new possession clock and will start play as after a time-out.

### **NOTES:**

1. It is the responsibility of the coach to give a clear signal by crossing the arms up across the chest (Appendix B, Figure Z) if the team wishes to maintain possession of the ball or by showing five fingers to request a penalty throw, without delay. The referee must take the ball from the pool, verify the decision of the coach if no clear signal was given, and then restart play, either with the penalty throw or by the team on offense restarting play by taking a free throw on or behind the half-distance line as after a time-out. Players may take any position in the pool for the taking of the free **throw**.
2. Substitutions are not permitted during this temporary stoppage of play unless a time-out is called.
3. If the team on offense declines the penalty throw, the player taking the free throw may not take a direct shot on goal (as the referee called the ball from the water).

**INTERPRETATION:** If simultaneous acts of flagrant misconduct are committed during the last minute of the game, during the last minute of second overtime period, or at any time during sudden-victory overtime, the coach whose team was in possession of the ball will decide whether each team will shoot a penalty shot or whether the team in possession of the ball will maintain possession of the ball and put the ball in play behind half as after a time-out with both substitutes in the re-entry area.



# Rule 23 *Penalty Throws*

## SECTION 1 PLAYERS ELIGIBLE TO TAKE THROW

A penalty throw shall be taken by any player of the team to which it is awarded, except the goalkeeper, from any point on the opponents' 5-meter line.

## SECTION 2 POSITION OF OTHER PLAYERS AND GOALKEEPER

All players shall leave the 5-meter area and shall be at least two meters from the player taking the throw. On each side of the player taking the throw, one player of the defending team shall have the first right to take position. With floating goals, the defending goalkeeper shall be positioned between the goal posts with no part of the goalkeeper's body beyond the goal line at water level. With wall goals, the defending goalkeeper must assume a position with hips on the goal line. Should the goalkeeper be out of the water, another player may take the position of the goalkeeper but without the goalkeeper's privileges and limitations.

**INTERPRETATION:** The goalkeeper is excluded and, on the way out, interfered with play, resulting in the award of a penalty throw. The defensive field player in the goal raised one arm and blocked the ball with one hand out of bounds over the goal line. The referee awarded a goal throw because the player in the goal was a field player.

## SECTION 3 REFEREE SIGNAL

When the referee controlling the taking of the throw is satisfied that the players are in their correct positions, the referee shall signal for the throw to be taken, by whistle and by simultaneously lowering the arm from a vertical to a horizontal position.

### NOTES:

1. This lack of specificity in designating the position of the referee when the whistle is blown allows the referee controlling the taking of the throw to determine the most advantageous position for that referee to watch the shooter, the defensive players and the goalkeeper. The other referee will watch the back court for interference.
2. The lowering of the arm at the same time as the signal by whistle makes it possible under any conditions, even amidst noise by spectators, to execute the throw in accordance with the rules. As the arm is lifted, the player taking the throw will concentrate, for the player knows that the signal will follow immediately.

## SECTION 4 HOW TAKEN

The player taking the penalty throw shall have possession of the ball and shall immediately throw it with an uninterrupted movement directly at the goal. The player may take the throw by lifting the ball from the water (Figure 23) or with the ball held in the raised hand (Figure 24) and the ball may be taken backwards from the direction of the goal in preparation for the forward throw, provided that the continuity of the movement shall not be interrupted before the ball leaves the thrower's hand.

**NOTE:** There is nothing in the rules to prevent a player taking the throw with the player's back to the goal while the player adopts a half screw or full screw action.

### INTERPRETATIONS:

1. A penalty throw is awarded. Before the whistle, the player may pick up the ball with the left hand and immediately transfer the ball to the right hand and then wait for the referee's signal for the penalty throw. If the player transfers the ball from one hand to the other after the referee signals for the penalty throw to be taken, then the throw will be disallowed and the ball turned over.
2. The defensive players may not interfere with the taking of the penalty throw (shout, whistle, kick the shooter, hit the shooter's arm, etc.). When the whistle is blown, the defensive players on each side of the shooter may move forward at an angle towards the goal, as long as the player does not interfere with the penalty shot. After the ball is released, the defensive players may move towards the shooter. The shooter may not move inside the 5-meter area until the ball leaves the hand of the shooter.

## SECTION 5 REBOUNDING BALL

If the ball rebounds from the goal post, crossbar or goalkeeper it remains in play and it shall not be necessary for another player to play or touch the ball before a goal can be scored.

## SECTION 6 EXTENSION OF TIME

If at precisely the same time as the referee awards a penalty throw the timekeeper whistles for the end of a period, all players except the player taking the throw and the defending goalkeeper shall leave the water before the penalty throw is taken. In this situation, the ball shall immediately be dead should it rebound into play from the goal post, crossbar or the goalkeeper.

## **Rule 24 *Personal Fouls***

### **SECTION 1 WHEN AWARDED**

A personal foul shall be recorded against any player who commits an exclusion foul or penalty foul. The referee shall indicate the offending player's cap number to the secretary.

### **SECTION 2 EXCLUSION AFTER THREE PERSONAL FOULS**

Upon receiving a third personal foul, a player shall be excluded from the remainder of the game with substitution after the earliest occurrence referred to in Rule 21-3. If the third personal foul is a penalty foul, the entry of the substitute shall be immediate.

**NOTE:** If a player is excluded for the second time and interferes with play when leaving the pool, a Penalty foul shall be awarded against the excluded player, that foul making that player's third personal Foul. The exclusion secretary must raise the red flag to indicate that this is the third foul on that player but does not blow the whistle as the penalty throw is taken with the substitute for the excluded player in the re-entry area. The substitute may not enter until after the earliest occurrence of an event referred to in Rule 21-3.

## **Rule 25 *Accident, Injury and Illness***

### **SECTION 1 PLAYER LEAVING WATER**

A player shall only be allowed to leave the water, or sit or stand on the steps or side of the pool during play in the case of accident, injury, illness or with the permission of a referee. A player who has left water legitimately may re-enter from the re-entry area nearest the player's own goal at appropriate stoppage, with the permission of a referee.

### **SECTION 2 BLEEDING**

If a player is bleeding, the referee shall immediately order the player out of the water with the immediate entry of a substitute and the game shall continue without interruption. After the bleeding has stopped, the wound covered, the suit or body appropriately cleaned, and/or the suit is changed before returning to competition, the player is permitted to be a substitute in the ordinary course of the game.

**NOTE:** Aggressive treatment of open wounds or skin lesions should be followed. Whenever a player suffers a laceration or wound where oozing or any bleeding occurs, the practice or game shall be stopped at the earliest possible time, and the player shall leave the field of play and be given appropriate medical treatment. No time-out is charged and the player may return to the game after the bleeding has stopped and appropriately treated. See page 8 for communicable disease procedures.

### **SECTION 3 ACCIDENT, INJURY, EXTENUATING CIRCUMSTANCES**

In case of accident, injury or extenuating circumstances, at the discretion of the referee, the game may be stopped and the injured player replaced immediately or the incident addressed. No time-out is charged and the injured player may return to the game at a later time. Should a goalkeeper retire from the game for any medical reason, the referees shall allow an immediate substitution, subject to one of the players taking the goalkeeper's cap.

### **SECTION 4 UNCONSCIOUS PLAYER**

A player rendered unconscious or apparently unconscious during a game shall not be permitted to resume participation that day without written authorization from a physician (MD/DO).

### **SECTION 5 RETURN OF BALL INTO PLAY**

Should the game be stopped through accident, illness, bleeding, weather-related conditions (see Rule 7-6 and page 7 for lightning guidelines) or other unforeseen reason, the team in possession of the ball at the time of the stoppage shall put the ball into play at the place of stoppage when the play is resumed.

**NOTE:** The shot clock is not reset.