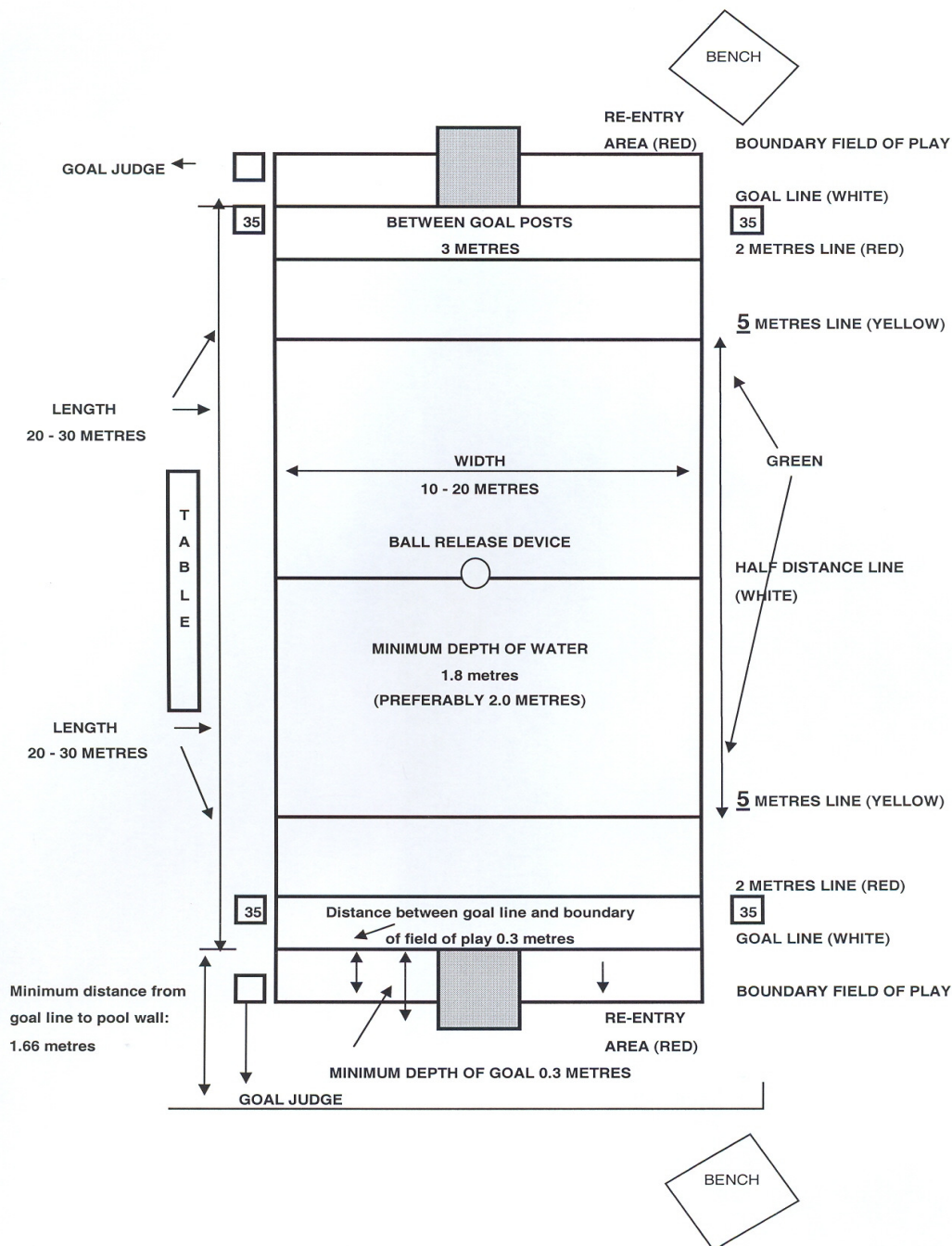


Summary Water Polo Rules 2009 - 2013

WP 1: FIELD OF PLAY



WP 4: CAPS

- White Caps = Home team. Blue Caps = Away team. Red Caps = Goalie
- Only allowed to change cap number with permission of referee and notification to Secretary (on the table)
- Substitute goal keeper shall wear a red cap numbered 13.

WP5: TEAMS AND SUBSTITUTIONS

- Total 7 players in water (incl. goalie) + 6 substitutes on bench.
- All substitutes must sit on bench at all times. Change ends at ½ time. The head coach of the attacking team is allowed to move to the 5 meter line at any time.
- Captains are fully responsible for conduct of their team.
- No articles likely to cause injury (e.g. Jewellery, finger-nails etc)
- Substitution can happen at any time during a game, BUT MUST BE DONE CORRECTLY AT THE RE-ENTRY AREA.
- Substitute must wait until player leaving pool has surfaced in re-entry area then slip carefully under ropes and in to play. DO NOT JUMP / DIVE / SPLASH / PULL ON GOAL ROPES. Be ready to substitute at all times (without delay).
- Only time you can leave / enter pool from any other point is after a goal is scored, during an interval, during a Timeout, or if the player you are replacing is injured.

WP6-10: OFFICIALS

- **1 or 2 Referee's.** Referee on same side as Table is dominant referee. Referees in absolute control of all aspects of game.
- Listen to referee's whistles, look at hand signals at all times, know your own Cap number!
- **Goal Judge.** Controls the goal line including in-correct starting, in-correct entry for substitutions.
- **Timekeeper.** Start's and stops clock to time actual period of play. Times actual possession of each team (30 sec rule). Times interval and time-outs. Times exclusion periods for players. Signals end of period with hooter. Signals last minute in last quarter with hand bell.
- **Secretaries.** Keeps record of game (players, goals, exclusion fouls, penalty fouls, personal fouls). Signals with **blue / white flag** at end of 20 sec exclusion period (BUT REFEREE HAS ULTIMATE RESPONSIBILITY FOR WAVING YOU BACK IN). Signals with **red flag** if improper re-entry or if 3rd personal foul is an exclusion foul. Signals with **yellow flag** (+ blue or white flag) to allow a Team substitution after 4min exclusion for brutality.

WP11: DURATION

- 4 quarters of 8 min actual play time (i.e. clock stops with stoppages in play).
- 2 minute interval between 1st & 2nd, and 3rd & 4th periods, and a five minute interval at half time.
- If scores level at end of game, 5 min break then two 3 min periods of play with 2 min interval between. If still even → penalty shoot out.

- Penalty Shoot out procedure:
 1. Shoot out will begin immediately if game is finished by 2 teams or 30 minutes later after the final game of a round of 3 or more teams.
 2. Coaches to nominate 5 players + goalkeeper and the order in which they will shoot. Sequence cannot be changed.
 3. Excluded players cannot take part.
 4. If goalkeeper is excluded during shoot out then only a player from the nominated 5 players can substitute, but without the privileges of the goalkeeper. After shot is taken, the player can be substituted by alternative goalkeeper.
 5. If a field player is excluded, a substitute can be added to the bottom of the list.
 6. Shots taken alternatively at either end of pool except if one end is shallow.
 7. 5 nominated players stay in water, all other players remain on team bench.
 8. Toss will determine first to shoot.
 9. If still tied then same 5 players will continue to shoot until one team misses and the other scores.
 10. If 3 or more teams are involved then each team shoots 5 shots against each other teams alternatively.

WP12: TIMEOUTS

- Timeouts are 1 minute duration and each team allowed 2. In extra time you are allowed an additional (3rd) Timeout + any unused timeouts from the game.
- Timeout can only be called when you have possession of the ball (otherwise penalty awarded). Usually called by coach making a “T” with their hands
- Players must immediately swim back to their half of the pool (usu.re-entry area).
- Play resumes on ½ way line with ball given to player of Team in possession nearest to ½ way line, or if a penalty / corner throw, then that throw is maintained.

WP13: START OF PLAY

- Home Team wear white caps and start to the left of the table.
- Players must be behind goal line and at least 1 metre from goal posts. Only 2 players allowed inside goal area.
- If ball is released to the advantage of one team a Neutral throw is called.

WP14: SCORING

- Goal can be scored from anywhere in pool. Entire ball must pass fully over goal line. Goal can be scored by any part of the body EXCEPT CLENCHED FIST.
- After a start or re-start, 2 players (either team) must intentionally play or touch ball before shooting at goal EXCEPT on a Penalty shot, Own goal, **Immediate** shot from a goalie throw, **Immediate** shot from free throw outside 5 metres.
- Goal can be scored if during end of period (hooter) the ball is in flight and passes over goal line. If deliberate interference of ball or goal by defending player = penalty awarded. If attacking player “plays” ball on it’s way to goal = goal disallowed.

WP15: RESTARTING

- Players anywhere within their ½, but must be completely behind the ½ way mark.

WP16: GOAL THROWS

- Goal throw if ball goes over goal line and was last touched by any player of either Team other than the goalkeeper of the defending team. (Referee whistle and signals change of direction)
- **Goal throw shall be taken by any player of the team anywhere within the 2 meter area and by the player nearest to the ball.**
- Goal throw will also be awarded if member of attacking team scores a goal:
 - Directly** from a free throw inside 5 metres.
 - Directly** from a corner throw.
 - From a free throw outside 5 metres or opposing Goal throw **not taken immediately.**The goal is disallowed.
- Must be no undue delay taking a Free throw, Goal Throw or Corner Throw. Can play the ball to yourself , but must be in a clear and observable manner.

WP17: CORNER THROWS

- Corner throw if ball goes over goal line and was last touched by goalkeeper of defending team or when **defending player deliberately sends the ball over the goal line.** (Referee whistle and signals direction / points to 2 metre corner)
- Corner throw taken on 2 metre line on side of pool, and can be taken by any player **without undue delay.**
- All attackers must leave the 2 metre area. If this doesn't happen it is re-taken.

WP18: NEUTRAL THROWS

- Neutral throw awarded:
 - if ball is to the advantage of one team at start of quarter
 - if one or more players of opposing team commit ordinary or exclusion fouls simultaneously, and impossible to see who was to blame.
 - if 2 referee's blow opposing ordinary fouls at the same time.
 - if the ball gets stuck overhead(Referee whistle, signals both thumbs up and calls for the ball).
- Ball is thrown on to water equi-distant from opposing players. If not it is retaken.

WP 19: FREE THROWS

- Taken at the point where the foul occurred, except:
 - i) If ball is further away from defending teams goal, can take it from there.
 - ii) If within 2m, throw taken on 2m line, or beyond if ball has gone back.
- Free throw must be taken without undue delay (refs discretion). Player nearest ball should always take it.

- Free throw must be taken clearly, so ball is observed leaving the hand. Ball is in play as soon as this occurs.

WP 20: ORDINARY FOULS

- Ordinary Fouls (OF) are awarded with a free throw to opposing team. Referee will award an OF while taking “advantage” in to consideration.
- 20.2 OF if you move beyond goal line at start of a quarter. Free throw taken on ½ way line.
- 20.3 OF if you **assist** a fellow player at start or during the game
- 20.4 OF if you **hold on or push off** Goals or securing ropes, or sides and ends of pool during play or at the start of a period.
- 20.5 OF if you play Water Polo by **standing or jumping** off the bottom of the pool (except Goalkeeper within 5 metres)
- 20.6 OF if you hold or take **ball under water when tackled** (even if your hand was forced under by another player!) Also applies to Goalkeeper. Doesn't apply if you are not being tackled.
- 20.7 OF if you strike the ball with a **clenched fist**
- 20.8 OF if you play or touch the ball with **2 hands**.
- 20.9 OF if you **impede** an opponent who is NOT HOLDING THE BALL. (see pictures in Rules).
Impedance includes:
 - Swimming across opponent's legs.
 - Swimming across opponent's shoulders.
 Even if you have possession of the ball, you can have an OF of **Impedance** called against you if:
 - You force your opponent away to gain more space (e.g. with your head, arm or elbow. There is a fine line between this and striking or brutality)
 - Intentionally blocking your opponent making access to the ball impossible (usually occurs at side of pool). See pictures in Rules.
- 20.10 OF if you **push** or push off an opponent who is not holding the ball (includes using hand or foot, and again, fine line between pushing and kicking).
- 20.11 OF if you are inside the **2-metre mark**, except where the ball is in front of you.
- 20.12 OF if you take a Penalty incorrectly.
- 20.13 OF if there is **undue delay** taking a free throw, goal throw or corner throw (remember you can play the ball to yourself as long as it is a clear movement).
- 20.14 OF if a goalkeeper touches the ball beyond the ½ way line.
- 20.15 OF against you if the ball is thrown **out of the side of the pool** (includes ball bouncing off the side above the water line) EXCEPT if you are a defender, and the ball bounces off your hand during shot at goal. In this case the defender gets the free throw.

- 20.16 OF if your team retain **possession** of the ball for more than **30 sec** without shooting at goal.

WP 21: EXCLUSION FOULS

- Exclusion Fouls (EF) are punished by the award of a free throw to opposing team and **exclusion** of the player who committed the foul.
- An excluded player must move “without delay” to their re-entry area, **without interfering with play**. May get there by swimming down the outside of field of play, or behind the goal line so long as you do not disrupt the alignment of the ropes/goals.
- Excluded player must **visibly rise to the surface in the re-entry area** before they (or a substitute) can go back in to the field of play. Once you have surfaced in the re-entry area you can then leave the pool if a substitute is taking your place (but usually best to wait till substitute is waved in – and then leave!).
- If excluded you (or a substitute) can go back in to play once you are **correctly in the re-entry area**:
 - After 20 sec of actual play, Secretary raises flag, **wait for Ref hand signal**.
 - If your team re-gains possession, **wait for Ref hand signal**.
 - If your team re-gains possession by the award of a Goal throw or Free throw. No need to wait for Ref signal as the whistle is the signal for re-entry.
- If excluded at the end of a period, the re-start (after the interval) is with one less player, until one of the above occurs.
- When re-entering the pool, no jumping, diving, splashing or knocking the goal ropes
- You can re-enter from anywhere in the pool if a **goal is scored**.

Exclusion Fouls

- 21.4 EF if you leave the water, sit or stand on the steps or side of pool during play (except injury).
- 21.5 EF if you **interfere** with the taking of a Free throw, or Corner throw (e.g. to intentionally throw the ball away, play the ball before it has left the opponents hand, block the direction of the throw (see figures in rules).
- 21.6 EF to attempt to **block a pass or shot with two hands** outside the 5 metre area. If you block a shot with two hands inside the 5 metre area, the player will be punished by a penalty shot.
- 21.7 EF if you splash an opponent (includes a curtain of water).
- 21.8 EF if you **hold, sink or pull back** an opponent who is **not holding the ball**. (see figures in rules). If within 5m preventing a probable goal = Penalty.
- 21.9 EF if you **kick or strike** an opponent intentionally (whether you have the ball or not). Serious incidents (esp. elbow or head backwards = Brutality [see below]).
- 21.10 EF for **misconduct** (unacceptable language, aggressive or persisting foul play, to refuse obedience to or show disrespect for a referee or official, or behaviour against the spirit of the Rules and likely to bring the game into disrepute) **excluded for rest of**

game and must leave pool area (i.e. you're wrapped!) The referee can warn you with a yellow card, OR can go straight to showing you the **Red Card** for exclusion due to persistent misconduct. This applies in and out the water, and in intervals between periods. Substitute is allowed in normal manner.

- 21.11 EF for **Brutality** (e.g. to play in a violent manner, to kick or strike a player or official with malicious intent) **Out for rest of game and leave pool area, plus a penalty throw awarded to the opposing team.** The referee will signal this to the player with a **Red card.** The offending player may be substituted when 4 minutes of actual play have elapsed when Secretary raises a yellow flag
- 21.12 if both players commit a simultaneous EF then both are sent out and team on attack shall maintain possession of the ball with a new 30 second possession clock. If neither team have possession then a neutral throw awarded.
- 21.13 EF if you (or your substitute) **re-enter incorrectly.** E.g. no signal from Ref or Secretary, from any place except the re-entry area (not if goal) jumping, splashing etc. If this occurs and your team is not in possession you will be excluded and a penalty awarded to other team. If your team is in possession you will be excluded and a free throw awarded to other team.
- 21.14 EF if you **interfere with the taking of a penalty** (out for rest of game, with substitution). Must be > 2m away from Penalty taker.
- 21.15 EF if Goalie does not get to their line having been asked to by Ref.
- 21.17 EF if excluded player **intentionally interferes with play**, a penalty throw is awarded and a further personal foul given. **If the excluded player does not commence leaving the field of play almost immediately, the referee may deem this to be intentional interference.**

WP22 PENALTY FOULS

- Generally a penalty is awarded if an exclusion foul occurs within the 5m area, **which would otherwise have resulted in a goal.** E.g.:
 - If Goalie (or player) displaces the goal.
 - If a player uses 2 hands.
 - Using a clenched fist.
 - Goalie or defending player taking the ball under water when tackled.
- A penalty may also be awarded for the exclusion fouls of **holding, sinking, or pulling**, if the player was shooting for goal at the time within the 5m line.
- A penalty is awarded if a defending player **blocks a shot with two hands** anywhere in the pool
- A penalty will always be awarded if **kicking, striking or brutality** occurs within the 5m area.
- A penalty will be awarded if a player **intentionally interferes with play** (e.g. on their way to re-entry zone after exclusion, or disrupting the alignment of the goal).
- A penalty is awarded if you **re-enter improperly** with the aim of preventing a goal being scored, or during the last minute of the game.

- A penalty will also be awarded if you **fail to leave the water** when excluded (even if you missed the call!); and if the **coach** of the team NOT in possession of the ball calls a **Timeout**.

WP23: PENALTY THROWS

- Must be taken on the 5 meter line.
- All players must be at least 2 meters from the player taking the throw. The defending team has first right on each side of the person taking the shot.
- The player taking the shot must immediately throw the ball with an uninterrupted movement directly at the goal.

WP24: PERSONAL FOULS

- Personal fouls are recorded against any player who commits an exclusion foul or penalty foul. **Three fouls and you are excluded for the remainder of the game.**

WP25: ACCIDENT, INJURY, ILLNESS

- If you are **injured**, you can only leave the side of the pool with permission of Referee. If you have this, then you can re-join the game at a later stage (from the re-entry area with a signal from the Referee) **provided a substitute has not come on for you. If a substitute has already replaced you, you will not be allowed to re-join for the rest of the game.**
- If **bleeding**, a player must get out immediately. A **substitute can enter** from re-entry area straight away. Once bleeding is stopped, you can re-join game as normal substitute.
- If significant injury, Referee can call for the ball and stop game for up to 3 minutes. On re-start ball is played at the place of stoppage.
- If you have been substituted in the water due to injury / illness (except for bleeding injuries) you cannot take further part in the game.

For the full FINA (draft) version of the 2009-2013 Water Polo Rules, go to:

http://waterpolocentral.com/file.php/1/USAWPPlayingRules09-13_rev1.pdf