



WATER POLO

***2020-21 AND 2021-22
RULES BOOK***



IF

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2020-21 and 2021-22 NCAA WATER POLO RULES AND INTERPRETATIONS

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P.O. BOX 6222
INDIANAPOLIS, INDIANA 46206-6222
317-917-6222
WWW.NCAA.ORG
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Manuscript Prepared By: Brian Streeter, *Secretary-Rules Editor, NCAA Men's and Women's Water Polo Rules Subcommittee.*

Edited By: Ben Brownlee, *Assistant Director, Championships and Alliances.*

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NCAA Men's and Women's Water Polo Rules Subcommittee

The chart below lists the members of the subcommittee who voted on and approved the rules included in this edition of the book. This information is being included for historical purposes.

Name	Institution	Term Expiration
Matt Anderson	Connecticut College	9-1-20
Natalie Benson	California State University, Fresno	9-1-20
Andy Fee	California State University, Long Beach	9-1-22
Ted Minnis	Harvard University	9-1-22
Julie Snodgrass, chair	Azusa Pacific University	9-1-21
Brian Streeter*	Secretary-Rules Editor	9-1-21
Katherine Zedonis	University of California, Davis	9-1-22

* Non-voting member

For a complete and current listing of the NCAA Men's and Women's Water Polo Rules Subcommittee, please go to: www.ncaa.org/playingrules.

Those seeking interpretations of rules or play situations may contact:

Brian Streeter

NCAA Men's and Women's Water Polo Secretary-Rules Editor

bfs6@psu.edu

814-392-7995

Major Rules Changes for 2020-21 and 2021-22

Each changed or altered segment is identified in the rules text by a blue shaded background.

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RULE 1

Field of Play and Equipment

The host institution and/or agency 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.

Section 1. Position of Clocks

Art. 1. 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.

Art. 2. 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 opposite a front-court referee. If this is not possible, the two clocks shall be located on the same side of the pool as the score 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 the next page. The score table shall be located at the center of one side of the pool in accordance with the diagram on the next page.

Section 3. Lighting

The field of play should be uniformly and adequately lighted. It is recommended that a level of 100-foot candles be used. It is the responsibility of the host institution to ensure this requirement is met. If at any time in the referee's judgment the field of play is not uniformly and adequately lighted, the game may be stopped, per Rule 3-8.

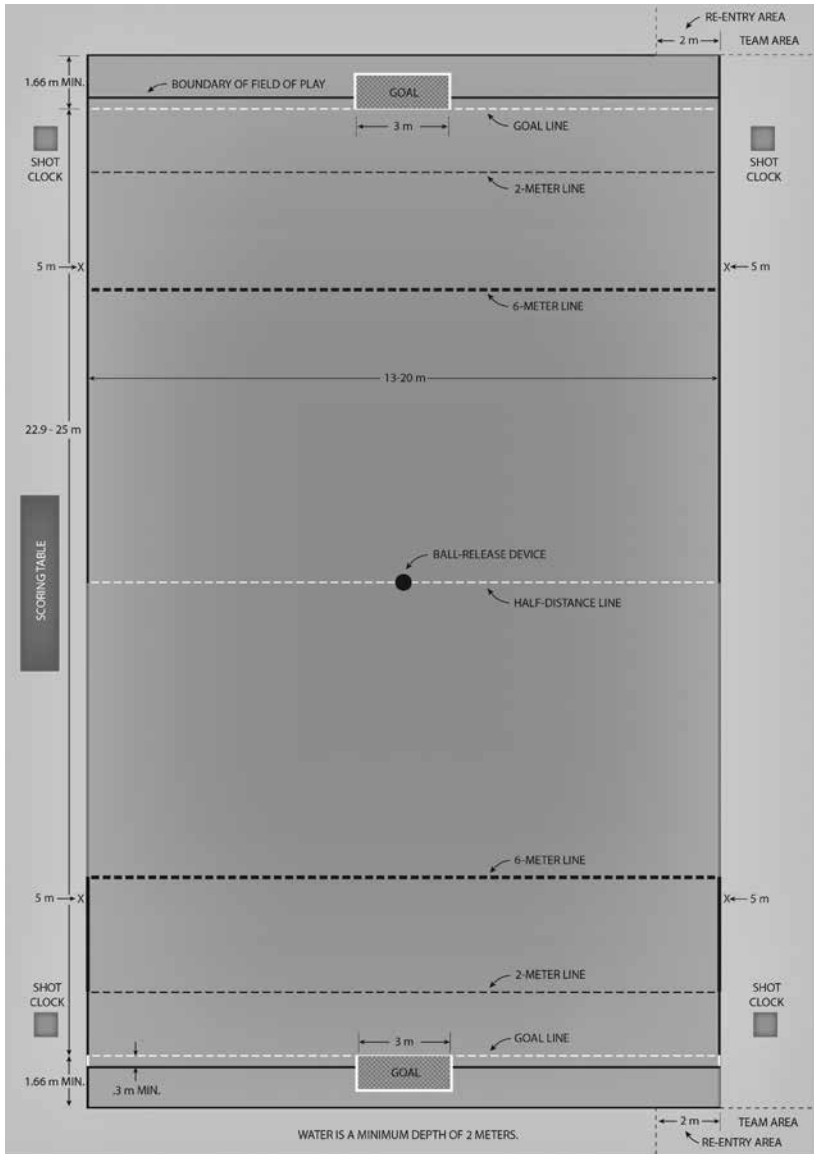
Section 4. Pool Dimensions

Art. 1. For pools with floating goals, the length of the course from goal line to goal line must not exceed 25 meters [82 feet] nor be less than 22.9 meters [75 feet]. For pools with wall goals, the length of the pool from wall to wall must not exceed 25 meters [82 feet] nor be less than 22.9 meters [75 feet].

Art. 2. The uniform width must not exceed 20 meters [66 feet] nor be less than 13 meters [43 feet]. The minimum depth of the water shall be 2 meters [6.5 feet] (2.13 meters [7 feet] in facilities built after January 1, 1990). The

boundary of the field of play in a pool with floating goals at each end 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. Pools built before 1976 are exceptions to the foregoing standards.

It is the responsibility of the host institution to provide a field of play that meets as closely as possible the maximum measurements for length and width and equals or exceeds the minimum depth given in the above standards.



Section 5. Water Temperature

It is recommended that the water temperature be maintained between 78 and 81 degrees Fahrenheit (25.6 and 27.2 degrees 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 — 6 meters from goal lines

red mark shall be placed at the 5-meter mark from the goal line to indicate the point from which a penalty shot must be taken.

- a. Sidelines. If the pool is more than 20 meters wide, properly colored sidelines are required, effective as of July 1, 2007. The sideline from the end line to the goal line shall be colored white and is .3 meters in length; from the goal line to the 2-meter line shall be marked in red; from the 2-meter line to the 6-meter line shall be marked in yellow. From the 6-meter line to the half-distance mark shall be colored in green or a color other than yellow or red. The penalty shot red mark shall be located 5-meters from the goal line. The half-distance mark on the sidelines shall be white. Measurements for the markers shall be taken from the front edge of the goal line and include the marker.
- b. Markers on the Pool Deck. 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; and the yellow marker shall be 4 meters in length and extend from the 2-meter mark to the 6-meter line. The penalty shot red mark shall be located 5-meters from the goal line. The half-distance mark on the pool deck shall be white.
- c. Cones on the Pool Deck. If cones are used on the pool deck, cones shall be placed on the goal line, 2-meter line, 5-meter line, 6-meter line, and half-distance line. They shall be colored white, red, red, yellow and white, respectively. The cones shall be of adequate size and weight so that they are visible and remain at the correct location. The distance between the cones shall be measured from the center of one cone to the center of the next cone.
- d. Painted or Tiled Sides or Decks of the Pool. If the sides of the field of play are painted or tiled, the side of the field of play from the end line to the goal line shall be .3 meters long and painted white; from the goal line to the 2-meter line shall be painted red; and from the 2-meter line to the 6-meter line shall be painted yellow. The penalty shot mark shall be red and located at 5-meters from the goal line. The side of the pool from the 6-meter line to the half-distance line may be painted a color other than yellow or red. The half-distance mark shall be painted white. If the pool width is more than 20 meters, properly colored sidelines must be used.

Section 7. Re-entry Area

Art. 1. A red mark shall be placed at each end of the field of play on the boundary line, 2 meters from the corner of the field of play on the side opposite the score table, to denote the re-entry area.

It is recommended that the entire boundary line from the sideline to the 2-meter mark be colored red.

Art. 2. The depth of the re-entry area will be determined by the pool configuration but shall include the space in the shape of a rectangle immediately behind the boundary line as described above. Unless clearly marked by lane lines and/or the back wall of the pool, the referees should notify the captains in the pregame meeting of the specific boundaries of the re-entry area.

Section 8. Location of Team Benches

The team benches shall both be situated on the side opposite the score table, unless permanent structural facility restrictions prevent such location. The team bench shall be located at the corner behind the goal line. The team area may extend not farther along the boundary line than the mark for the re-entry area 2 meters from the corner of the field of play. The team area may be expanded only at the corner of the pool behind the goal line. See the pool diagram in Rule 1-4.

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

Section 11. Use of Artificial Communication Devices

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

Section 12. Use of Video

Art. 1. There is no playing rule that prohibits a nonparticipating institution from videotaping games. Conference or local rules may prohibit this action.

Art. 2. Video review is not permitted during the course of a game. However, conferences may have rules allowing the conference to use video after a game to determine if an incorrect student-athlete is serving a postgame suspension, to determine if flagrant misconduct occurred that was not detected during the game or to further penalize a participant for unsportsmanlike conduct.

Section 13. Goal Positions

Art. 1. Two goal posts and a crossbar, rigidly constructed, rectangular with a dimension of .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.

Art. 2. 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 14. Goal Dimensions

The inner sides of the goal posts shall be 3 meters [10 feet] apart. When the water is 1.5 meters [5 feet] or more in depth, the underside of the crossbar shall be .90 meters [3 feet] from the water surface. When the water is less than 1.5 meters [5 feet] in depth, the underside of the crossbar shall be 2.4 meters [8 feet] from the floor of the pool.

Section 15. 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.

Art. 2. For wall goals, the goal space shall be a minimum of 45.72 centimeters [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.

Section 16. Ball Description

The ball shall be round, predominantly yellow or gold in color, and have the traditional 18 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. The colored panels must be as manufactured (not hand-painted). If a special ball is requested, such as Power of Pink or Cancer Drive, the request must be approved by the NCAA secretary-rules editor.

Section 17. Ball Weight

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

Section 18. Ball 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, and its pressure shall be 8 to 9 pounds per square inch.

Section 19. Ball 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, and its pressure shall be 7 to 8 pounds per square inch.

Section 20. Number of Balls

Art. 1. At least five game-quality balls must be available for all games.

Art. 2. One ball shall be with the referee and two at each bench, or with the goal judges, as determined by the tournament committee. If there are not ball boys/girls, the coach must have a team member from the bench immediately retrieve the ball if it goes out of bounds over the end line. 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.

Section 21. Cap Colors

Each team must have two sets of caps, one white and the other a dark contrasting color. The caps of the home team 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 solid dark color such as navy blue or black, and the other one a solid 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) and that the numbers on the cap are white or yellow/gold, are clearly visible, are of the correct size and are on the darker portion of the cap. The middle panel of the dark caps may have a school logo, name or mascot design, as long as the background remains a contrasting color.

- a. The caps of the field players of the visiting team shall be solid white. (White field players' caps may not be divided into thirds of alternating colored panels.) The middle panel may have a school logo, name or mascot design as long as the background remains white.
- b. 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 or on the seams of the cap (the cap strings or straps may be the same color as the piping or may match the cap color).
- c. The side panels of all caps must have only one background color and include a number in a contrasting color. The caps may also have one visible manufacturer's logo/trademark/reference not to exceed 2¼ square inches in area in the middle area of the cap only, not allowed on the sides (see Rule 2-4-3).
- d. Caps shall be worn throughout the entire game by all players on the bench and in the water, including any player on the bench who is no longer entitled to play. 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. At all times, the referee should apply the advantage rule (Rule 3-5) in determining when to stop play.

Section 22. Swim Caps

The only item allowed to be worn under a water polo cap is a swim cap. 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 that 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 23. 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 24. 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/gold 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.

Interpretation: The caps of the goalkeeper may not be striped. The panels shall be of approximately the same size. The intent of this rule is that the caps of the visiting goalkeeper have red and white panels (thirds or quarters) and the caps of the home goalkeeper have red and dark panels (thirds or quarters) so that the caps of the goalkeeper are readily distinguishable from the caps of the field players.

Section 25. Numbers on Caps

Art. 1. 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/gold. The numbers on the white caps must be a contrasting dark color, such as black, navy, royal blue, dark green, brown or scarlet. The numbers on the white caps may not be powder blue, light gray, pale green, orange or similar light colors. Field players' caps are numbered beginning with No. 2. Caps of the same color must have different numbers. No. 1 is reserved for the goalkeeper. Additional goalkeepers shall have caps numbered 1A, 1B, etc. The numbers on the cap of the home goalkeeper (the team with the dark caps) shall be white or yellow/gold; the numbers on the cap of the visiting goalkeeper (team with white caps) shall be dark, the same color as the numbers on the visiting field players' caps. The numbers on both dark and white caps must be a single solid color with no border in block number format.

Art. 2. A player shall not be allowed to change cap number during the game except with the permission of a referee and with notification to the game secretary.

Note: It is recommended that each team 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.

Section 26. Caps—Lack of Adherence

If the team's caps do not meet specifications in the rules 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 nonconforming 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 conference commissioner(s) as defined in Rule 3-13-1b.

RULE 2

Teams and Substitutes

Section 1. Number of Players, Illegal Player

Art. 1. 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 fewer than seven players. A team playing with fewer than seven players shall not be required to have a goalkeeper.

Art. 2. An illegal player is defined as an extra player or a player who has received a third personal foul or who has been excluded for the remainder of the game. If a referee starts a period, after a timeout or after a goal with an extra or excluded 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 restarts play after a timeout with an excluded player in the water, the referee shall stop play, remove the excluded player, reset the game clock and shot clock to the appropriate time and restart play in the usual manner. An additional personal foul shall not be charged to that player.

Art. 3. If a player has three personal fouls but was not visibly red-flagged by the exclusion secretary, the player shall be removed from the water as soon as the error is discovered.

Do 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 is 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).

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 game clock is not reset (see Rule 8-6).

Section 2. Team Bench, Change of Ends

All assistant coaches and players not in the game at the time, shall sit or stand in the team bench area and shall not move away from the bench during play, except during the interval between periods, when called on to substitute and during a timeout.(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 7-19 will

apply. A penalty shot shall be awarded to the opposing team and a personal foul awarded against the offending player.

- a. 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 6-meter line; when the coach's team is on defense, the head coach must return to the bench area behind the goal line. The head coach may freely advance along the pool side up to the half-distance mark 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 6-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 6-meter line when the coach's team is on attack. If the coach receives a yellow/red card they may only progress to the 2-meter line when the coach's team is on attack, but is still permitted to shout instructions and stand.
- b. 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 the score is tied at the end of the first two periods of overtime, 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.
- c. If requested by one coach, the teams must change ends and benches after each period (and overtime periods). 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 identical nontransparent, one-piece swimsuits. The women's suit must have a solid high back with broad straps. The use of the term "solid back" does not preclude the use of a zipper in a player's suit.

Art. 2. Only a single visible manufacturer's logo/trademark/reference, not to exceed 2¼ square inches in area, and that may have team identification, is permitted on the suit.

Art. 3. A memorial patch may be worn on a suit or cap. The size of the patch cannot exceed the maximum size of a manufacturer's logo/trademark/reference, that is, 2¼ square inches. The preferred location of the patch is on the swimsuit. If placed on a cap, the color and placement of the patch shall not interfere in any way with the referee's ability to distinguish the cap numbers.

Art. 4. Before taking part in a game, players shall remove any articles likely to cause injury, including, but not limited to, the following: jewelry, watches, swim

goggles and sharp fingernails or toenails. 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.

Art. 5. A player will be permitted to wear mouthguard, prescription goggles of the type designed specifically for contact sports to withstand impact and to decrease the likelihood of injury to the eye, a protective plastic face mask prescribed by a physician that closely adheres to the upper face, a plastic protective nose guard and other similar protective devices designed to prevent injury prescribed by a physician if the institution has written approval from the NCAA secretary-rules editor. This letter must be provided to the referees before each game.

Art. 6. A zipper, including the zipper of the goalkeeper suit, that is not fully zipped or is broken is considered to be an article that 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, without taking away the advantage (see Rule 3-5), just as in the cap replacement rule (see Rule 1-21d). If the zipper cannot be zipped up at that time or if the zipper is broken or the suit torn, the referee shall remove the player and 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.

Art. 7. A replacement cap and suit shall be readily available at the team bench. A player may immediately put the replacement cap on or the replacement suit on over the original suit and continue play. Confirmation of cap and suit availability will be given at the pregame captains meeting.

Section 5. Substances on Body

Art. 1. Players shall not have grease, oil or any similar substance on the body. If a referee ascertains before the start of play that such a substance has been used, the referee shall order it to be removed immediately. The start of play shall not be delayed for the substance to be removed. If the offense is detected after the play has started, the player must remove the foreign substance or trim the nails before the player can re-enter the pool as a substitute.

Note: A meeting of captains and referees shall be held before the game to discuss the ground rules, the fingernails rule and to answer any questions. Coaches may attend this meeting with the captains and referees. The referees shall inspect all players for articles likely to cause injury: toenails and fingernails that are sharp/dangerous; the presence of oil, grease or similar substances on the body; the presence of goggles; as well as the color of the swim cap and conformance with the rules on suits. The referee must order an offending player to correct the violation immediately. Should an offense be detected after the game has started, the referee must remove the player, order the player to cut the nails or remove the offending substance immediately, and then must resume the game. If a referee instructs a player to trim the nails or remove a foreign substance, the referee must check the player before that player may enter or re-enter the game. The game shall not be delayed for this to occur.

Art. 2. A player shall not use a substance on the hand(s) to improve the grip on the ball. If such a substance is found, the referee shall order the player to remove the substance and shall inspect the player's hands before the player returns to

the game. The referee shall warn both teams through the coaches that if another player is found with this substance on his/her hand(s), that player shall be removed for the remainder of the game.

Section 6. Method of Substitution

Art. 1. *Direct (Live-Time) Substitution.* At any time during play, a player may be substituted. The exiting player must leave the field of play directly at the re-entry area nearest to that player's own goal line. The substitute may enter the field of play from the re-entry area as soon as the player leaving 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, unless the team on offense calls a timeout.

In making a direct substitution during play, the substitute must not enter from the re-entry area until the exiting player arrives directly at the re-entry area. The exiting player may not leave the field of play at any other place and then swim to the re-entry area. If the substitute enters the field of play before the exiting player has left the field of play at the re-entry area, the entering player is removed for the remainder of the game and a penalty throw is awarded (see Rule 8-6). A player must be in the re-entry area for the taking of the penalty shot.

Art. 2. *Substitution for an Excluded Player.* The excluded player may leave the field of play at any point on the end line or sideline and then swim to the re-entry area. The substitute may enter from the re-entry area after the excluded player has reached the re-entry area after 20 seconds have elapsed or after the earliest occurrence of one of the events listed in Rule 7-3.

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

Art. 3. 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.

Section 7. Entry of Substitute

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

- a. During the interval between periods of play, including any periods of overtime;
- b. After a goal has been scored;
- c. During a timeout; and
- d. To replace a player who is bleeding or injured.

A substitute shall be ready to replace a player without delay. If the substitute player 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 8. Substitution of/Injury to Goalkeeper

A goalkeeper who has been replaced by a substitute may, if re-entering the game, play in any position. 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 3

Officials

Section 1. Number of Officials

Art. 1. It is recommended that for NCAA championship and conference tournaments, the officials shall consist of two referees, two timekeepers and two secretaries, each with the following powers and duties. Such officials shall also be provided whenever possible for other events, except that in a game officiated 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 3-15.

Art. 2. The score table 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 of Officials

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

Art. 1. Referees and goal judges: to the extent possible, there should be two referees at every game; in extenuating circumstances, there may be one referee and two goal judges.

Art. 2. Timekeepers and secretaries:

- a. With one timekeeper and one secretary: The timekeeper shall time the periods of continuous possession of the ball by each team, in accordance with Rule 3-17 and Rule 6-15. The secretary shall time the exact periods of actual play in accordance with Rule 3-17, time regular timeouts and give the warning signal (provided that equipment is available at the score table to do so), time the intervals between periods (see Rules 3-19 and 3-20-2e), maintain the record of the game and perform all other duties as set out in Rule 3-20.
- b. With two timekeepers and one secretary: Timekeeper No. 1 shall time the exact periods of actual play, time regular timeouts and give the warning signal (provided that equipment is available at the score table to do so), and time the intervals between periods (see Rules 3-17 and 3-19). Timekeeper No. 2 shall time the periods of continuous possession of the ball by each team, in accordance with Rule 3-18 and Rule 6-15. The secretary shall maintain the record of the game and perform all other duties as set out in Rule 3-20.
- c. With two timekeepers and two secretaries: Timekeeper No. 1 shall time the exact periods of actual play, time regular timeouts and give the

warning signal (provided that equipment is available at the score table to do so), and time the intervals between periods (see Rules 3-17 and 3-19). Timekeeper No. 2 shall time the periods of continuous possession of the ball by each team, in accordance with Rules 3-18 and 6-15. The game secretary shall maintain the record of the game as set out in Rule 3-20. The exclusion secretary shall carry out the duties set out in Rule 3-21, relating to the exclusion of players, the improper entry of excluded players or substitutes, and the third personal foul.

Section 3. Referees—Eligibility, Authority, Uniform

Art. 1. Referees must register with the NCAA and take and pass yearly the NCAA referee test in order to officiate NCAA games.

Art. 2. The referees shall be in absolute control of the game. The jurisdiction of the referees begins 30 minutes before the game and ends five minutes after the conclusion of the game or when any protest procedure has been completed (see Rule 3-12 for protest procedure). During this time, referees have authority over the players, coaches, team officials, goal judges and desk officials while within the precincts of the pool. There should be no interaction between officials and coaches before or after a game or during a tournament other than for pregame instructions or when a protest is filed immediately after a game (Rule 3-12).

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. 3. Equipment for referees consists of a whistle used to start and stop play, a watch, red and yellow cards, and a coin. The uniform for referees consists of a white shirt or jacket, white trousers and white shoes, or uniform supplied by or authorized by a tournament or conference. If an alternate uniform is provided for a tournament, the referees should wear the tournament uniform only if the tournament provides enough uniforms so that all referees can be dressed in this alternate uniform. Both referees for a game must be dressed in the alternate uniform or both must wear the white uniform. The white uniform worn by a referee may not have any advertising other than the logo of the tournament host if alternative uniforms are supplied by the tournament host.

Interpretations:

- a. Shorts and sandals are not permitted. A tournament director, however, may authorize shorts if required by weather conditions. If shorts are authorized, both referees must wear white shorts or both must wear long white trousers.
- b. A referee may wear earplugs during a game. However, the referee must exert care not to miss, for example, the sound of a tip, a call for a timeout or a question from the desk.

Section 4. Referees—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 5. Advantage

The referees shall have discretion to award (or not award) any ordinary, exclusion or penalty foul, depending on whether the decision would advantage the attacking team. They shall officiate in favor of the attacking team by awarding a foul or refraining from awarding a foul if, in their opinion, awarding the foul would be an advantage to the offending player's team. The referees shall apply this principle to the fullest extent.

Section 6. Referees—Control Over Conduct

Art. 1. It is recommended the host institution assign a representative to handle game management issues, as requested by a referee.

Art. 2. After the pregame meeting, the head coach and captain are the only individuals authorized to address the referees. The head coach and captain may address the referees at intervals between periods and during timeouts, or with the permission of the referee or, in the case of the head coach, when filing a protest. The time after a goal is scored is not intended as an opportunity for the head coach to address the referee unless the referee expressly grants permission. Failing to follow this restriction may result in the appropriate card being issued to the head coach. The head coach and captain may discuss rule clarifications and misapplications of rules with the officials at these times, but may not comment to or address the referee during the actual play of the game. Judgment calls are not an appropriate topic of discussion at any time. The referees shall have the authority 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 7-11-1).

Art. 3. The referees may issue warnings, yellow cards, yellow/red cards or red cards, according to the rules:

- a. **Warning:** If a coach or team official is disruptive, that person may be issued a verbal warning by the referee. Warnings are not recorded on the scoresheet.
- b. **Yellow card:** A yellow card may be issued to the head coach, to the bench or to a player in the water. A yellow card is a visible warning to the bench for behavior such as interfering with the duties of the officials or with the progress of the game, to the head coach for going beyond the area designated for the head coach. 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 6-meter line when that coach's team is on attack, shout instructions and stand.

Note: It is not required that the referee stop play to issue a yellow card, and play should not be stopped if doing so would result in an advantage for the offending team. If a yellow card is issued without stopping play, the referee may wait until the

next normal stoppage in play to notify the head coach of the offending team, the score table and the other referee as to whom the yellow card was issued.

- c. **Yellow/Red cards:** The referee has the option of issuing a yellow/red card together as a second warning to the **head coach only**. The showing of the two cards simultaneously restricts the head coach from advancing beyond the 2-meter line when on offense and the goal line when on defense. **Only one yellow/red card can be issued to a team during a game.**
- d. **Red card:** A red card is issued for disruptive behavior to the head coach, assistant coaches, other team officials on the bench and to individual players on the bench. A red card may also be issued directly to a player on the bench or in the water who is disruptive (no warning or yellow card is issued to an individual athlete). A referee may award a red card at any time from 30 minutes before the game to five minutes after the conclusion of the game or until any protest procedure has been completed (that is, at any time during the duration of jurisdiction of the referees, as described in Rule 3-3-2).

If a coach or team official is disruptive after receiving a yellow card, a red card is issued. If in the judgement of the referee, the infraction is severe, a red card may be issued immediately to a coach or team official without issuing a warning, a yellow card or a yellow/red card.

If the head coach is issued a red card, the head coach must leave the bench area and may sit in the spectator stands for the remainder of the game and the replacement inherits the rights and privileges of the head coach but also the restrictions of any yellow/red card previously issued and should know that the next occurrence of disruptive behavior could lead to another red card and possible suspension of the game.

Interpretations:

- a. 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. If the behavior continues after the player has been excluded for misconduct, a red card may be administered.
- b. The use of profanity or obscene language is classified as misconduct; therefore, the player is excluded for the remainder of the game.
 1. A red card shall be given only at a normal stoppage in play without taking away the advantage from the non-offending team. The referee must take the ball out of the water to administer the red card and to assure compliance with the requirement that the offending individual leaves the bench area. The referee must also notify the score table as to who received the red card.
 2. A coach or other team official or player receiving a red card must leave the bench and may sit in the spectator stands during the remainder of that game, but may not communicate with the team, 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.
 3. There must be a representative of the institution available to oversee the team when the head coach has received a red card and is excluded

for the remainder of the game. Eligible institutional representatives may be declared along with the roster of players before the game, either on the program, if available, or on the scoresheet. If an institutional representative was not declared before the game, a reasonable amount of time (two minutes) will be allowed for an institutional representative to become available on the deck to assume coaching responsibilities.

Interpretation: The head coach, assistant coach, athletic trainer, strength coach, director of athletics and faculty athletics representative are examples of individuals who may serve as the institutional representative. If the sole institutional representative for a team is the head coach and that coach receives a red card, the game will be declared a forfeit by the referee. The institutional representative may not be an undergraduate student nor an adult without official institutional responsibilities.

4. The person receiving a red card is automatically suspended from the next traditional season game. An individual (player, coach or other 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 team, team officials or referees by any method during the entire time of the jurisdiction of the referees. The suspension shall be served immediately upon the resolution of the matter by the conference or other appropriate governing authority, including the NCAA Men's or Women's Water Polo Committee, and may be served only against teams of four-year institutions recognized as NCAA or NAIA members. The game must have been on the team's schedule before the game in which the red card was issued. Games scheduled after any sanctionable act will not be recognized for the purpose of serving suspensions. If the game was the last game of the traditional season, the person is suspended from the first game of the postseason championship or the first game (as defined previously) of the next traditional season, as appropriate. It is the responsibility of the institution to make certain that the suspension is served in accordance with the rules.

When a yellow card, yellow/red or red card is awarded, the referee must notify the secretary and the other referee as to whom the card was awarded or, in the case of a yellow card, if it was awarded to the bench. The time and person (or bench) to whom the card was awarded shall be indicated in the "Progress of the Game" portion of the scoresheet. If a yellow card is issued without stopping play, the referee shall remove the ball from the water and at the next stoppage of play, show the player, coach, score table and bench the card. 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.

Section 7. 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).

Interpretation: A spectator in the bleachers sounded an air horn during play. The use of an air horn is not allowed since an air horn may be used by the desk to sound the warning signal and the end of a timeout and by the coaches to call timeouts. If the spectator refuses to stop the use of the air horn, the referee should request that the event management staff remove the spectator from the site.

Section 8. 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. The NCAA provides detailed guidance on lightning (and other environmental hazards) in the NCAA Sports Medicine Handbook. Please consult the latest version of this handbook, which is available at www.ncaa.org. If the game has to be abandoned, the referees shall report their actions to the appropriate authority, such as the conference commissioner, who shall then report the abandonment of the game to the institutions' sport administrator.

Section 9. Referees—Reporting Responsibility

The referees shall electronically complete and file the Incident Report Form for any conduct that requires a suspension from the remainder of the game (misconduct) or from one or more additional games (flagrant misconduct, fighting, issuance of a red card) through the NCAA Water Polo Central Hub (The Advantage) at www.ncaawaterpolo.arbitersports.com as soon as possible, but not later than 24 hours after completion of the game. This report will go to the NCAA national coordinator of officials and conference commissioner of the offending institution. The NCAA national coordinator of officials shall then report the violation to the appropriate assigning authority and the commissioner shall then report the violation to the appropriate sport administrator of the offending institution.

Section 10. Referees—Checking and Signing Scoresheet

The referees must check and sign the scoresheet after the conclusion of the game. The referee must verify after each game that all incidents of misconduct, flagrant misconduct, fighting and red cards have been recorded on the scoresheet and that the appropriate coaches have been informed of the occurrence of these fouls.

Section 11. Correctable Errors

Art. 1. 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 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. Poor referee mechanics are not considered misapplication of the rules, and therefore are not subject to protest. In some situations, poor mechanics may be correctable per Rule 3-4.

Interpretation: The whistle stops play. If the buzzer signifying the end of the 30/35-second possession clock or the end of a period sounds immediately after the referee whistles a foul, the referee administering the free throw must determine whether there was a clock operator error (failure to stop the clock in a timely manner) or if the clock was operated correctly and the buzzer sounded after the whistle due to normal human reaction time. The former is a correctable error, the latter is not.

Art. 2. In the special case when there is a correctable clock error that results in the referee taking the ball out of the water following a foul that would have made the offensive player eligible for a direct shot, the ball is returned to play closest to the spot of the foul, and a direct shot may be taken beyond the 6-meter line or from the corner throw.

Section 12. Protests

Art. 1. Protests are handled by the tournament games committee. In the absence of the tournament games committee, protests may be handled by the referees or by the sponsoring conference or agency. Protests may be lodged only for misapplication of the rules, equipment malfunction and errors in recording information or other desk errors. Protests may not be filed for judgment calls. A referee may alter a decision provided that it is done before the ball is put into play (see Rule 3-4). Differences of opinion of the referees shall not serve as a basis for protest or appeal (see Appendix A-1). A coach wishing to file a protest must do so at the time of the incident, at the next goal or timeout, or at the start of the next period, whichever comes first. If an incident occurs in the fourth quarter, a coach should follow the same procedures or has until five minutes after the game, whichever occurs first. If a coach fails to notify the referee by the procedure listed above, the opportunity to protest is lost.

Art. 2. If a coach wishes to protest during a game, the coach should approach the referee 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, if necessary, 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. This may be done on the scoresheet or on a separate sheet.

Art. 3. Coaches and referees are reminded that Rule 3-6-2 allows, at appropriate times, for the captain or the head coach to discuss a possible misapplication of the rules or other correctable errors without the head coach making a formal protest. Rule 3-4 allows a referee to alter a decision provided it is done before the ball is put back into play.

Section 13. Forfeit

Art. 1. A game may be declared a forfeit:

- a. If a team 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 to reschedule;

- b. When a team fails to comply with the water polo rules after the pregame meeting; or
- c. When a team decides for any reason not to start or complete the game.

Art. 2. Withdrawal of a team from competition in a tournament, either before or during the game, to gain an advantage (as determined by the appropriate authority, such as the tournament committee, tournament director, conference commissioner or the institution's director of athletics) in placement in a bracket or final placement in the tournament shall result in disqualification from the rest of the tournament.

Art. 3. Any team involved in a goal difference situation that forfeits a game cannot advance by means of a forfeit. If a forfeit occurs, the existing score or 5-0, whichever reflects a greater goal difference, shall be recorded. A game that is forfeited shall be counted in a team's won-loss record. The goals are not credited to any player. In the case of a forfeit, the referees are paid a full fee.

Art. 4. All forfeits must be reported to the conference commissioner.

Section 14. Goal Judges—Location

When the pool is set up as in Rule 1-2, with the re-entry areas on the opposite side from the score table, the goal judges shall be situated on the same side as the score table, each on the goal line at the end of the field of play. If the team benches are located on the same side as the score table, the goal judges shall be situated on the opposite side from the score table.

Section 15. Goal Judges—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 (Fig. V-Y).

Section 16. Goal Judges—Balls

Each goal judge may be provided with a supply of balls (see Rule 1-20-2) and when the original ball has gone outside the field of play, the goal judge shall immediately throw a new ball to the goalkeeper or a field player in position to take the goal throw (for a goal throw), to the nearest player of the attacking team (for a corner throw), or as otherwise directed by the referee. It is the discretion of the tournament or participants to use goal judges. If none are used, the respective benches will throw the ball in, once out of bounds.

Section 17. Game Timer—Duties

Art. 1. The duties of the game timer are to time the exact periods of actual play, time regular timeouts and give the warning signal (provided that equipment is

available at the score table to do so), and time the intervals between the periods. (See Appendix F-3 for a detailed description of the duties of the game timer.)

Art. 2. 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. Start the clock again when the ball is put into play. Play is resumed when the ball is put in play by 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 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. If there is no announcer, audibly announce the start of the last minute of the game, the last minute of the second period of any overtime and the last minute of any subsequent sudden-victory overtime periods.
- e. For regular timeouts, signal at 1:45 and at 2:00, if equipment (game clock or stop watch) is available at the score table to do so.

Note: If there is not automatic timing of timeouts on the game clock or if a stopwatch is not available, the referees shall continue timing timeouts and sounding the warning signal and the conclusion of the timeout period. The referees must determine before the game if the referee or if the game timer shall time the regular timeouts.

Section 18. Shot Clock Timer—Duties

Art. 1. The duty of the shot clock timer is to time the periods of continuous possession of the ball by each team. (See Appendix F-4 for a detailed description of the duties of the shot clock timer.)

Art. 2. 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 clock each time the whistle blows. Play is resumed when the player taking the free throw puts the ball in play. If in doubt on when to start the clock, he/she should watch the referee's arm go from horizontal to vertical. (See Rule 5-12 for definition of putting the ball in play.)

Art. 3. 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 either team gains possession of the ball.)
- b. After an 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).
- d. When the referee awards a free throw and indicates “ball under.”
- e. When a neutral throw is awarded (start the shot clock when one player gains possession of the ball).

- f. 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).
- g. On a goal throw or corner throw (start the shot clock when the player puts the ball into play).

Art. 4. The shot clock is not reset when the ball goes out of bounds on the sides of the pool last touched by a defensive player unless a shot was taken.

Art. 5. If a player relinquished possession of the ball by dumping the ball into a vacant area before the expiration of the shot clock, the referee shall blow the whistle, the ball shall be turned over and the shot clock shall be reset. 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.

Art. 6. The shot clock timer shall blank the shot clock when fewer than 30 seconds (men's game) or 35 seconds (women's game) remain in a period and a new period of possession is awarded.

Section 19. End of Period

A timekeeper shall signal by means of an automatic clock buzzer (or by any other means such as an air horn or whistle, 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.

Section 20. Game Secretary—Duties

Art. 1. The duties of the game secretary (scorekeeper) are to maintain the record of the game, including the players, the starting and ending time of the game, the score, timeouts, and exclusion fouls and penalty fouls awarded against each player. The home team scoresheet shall be the official record of the game. (See Appendix F-1 for a detailed description of the duties of the game secretary.)

Art. 2. The game secretary shall:

- a. Record the names and corresponding cap numbers in numerical order for all players. The team roster for each team, with numbers designated, must be in the secretary's hands before the start of the game.
- b. Record players' goals (time and cap number).
- c. Record personal fouls (time and cap number) in two places on the scoresheet. Note personal fouls on the lower portion of the scoresheet (Progress of Game).
- d. Record the issuance of yellow cards, yellow/red cards and red cards in the Progress of Game and in the middle of the scoresheet in the boxes provided.
- e. Record official timeouts (regular and 30-second) with the time and period each occurs, in the Progress of Game and in the timeout boxes in the middle of the scoresheet. Notify the coach and referees when a team has used its allotted timeouts.

- f. Record the date and place of games, names of referees, and protests, if any.

Section 21. Exclusion Secretary—Duties

Art. 1. 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. (See Appendix F-2 for a detailed description of the duties of the exclusion secretary.)

Art. 2. The exclusion secretary shall:

- a. Record the cap number of the excluded players, the time of exclusion and the calculated time of re-entry.
- 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 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 re-enter) has not reached the re-entry area. (Exception: The excluded player is not required to go to the re-entry area before the substitute may enter during a timeout, after a goal or between periods.)
- c. Signal with the whistle for any improper re-entry of an excluded player or improper entry of a substitute, which signal shall stop play immediately.
- 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. The secretary shall blow the whistle if this player re-enters the field of play, even if the referee signals a change in possession. If a player with three personal fouls enters immediately after a goal has been scored, the referee will remove the player and allow a substitute to enter immediately. No additional personal foul or penalty throw is awarded in this instance.
 2. With the red flag and whistle, if the third personal foul is a penalty foul before the penalty shot is taken. The exclusion secretary shall raise the red flag and blow the whistle immediately, 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 raises 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 7-3.

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

RULE 4

The Game

Section 1. Length of Game

The duration of the game shall be four periods each of eight 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 with the player taking the appropriate throw or until the ball is touched by a player after a neutral throw.

Section 2. Interval Between Periods, Change of Ends

There shall be a three-minute interval between periods one and two and between periods three and four, and a five-minute interval between the second and third periods, unless lengthened by electronic-media or by promotional considerations with mutual agreement of both teams. 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 the complete rule for change of ends, see Rule 2-2c.

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 three 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 three 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 three-minute interval shall be allowed for change of ends.

Section 4. Descending Time

The visible clock shall show the time in a descending manner.

Section 5. Replay of a Game

If a game (or portion of a game) must be replayed, the goals, 20-second exclusion fouls, penalty fouls and timeouts that occurred during the time to be replayed are removed from (lined through on) the secretary's scoresheet; however, notations of misconduct, flagrant misconduct, fighting, red cards and yellow cards must be retained on the secretary's scoresheet.

Section 6. Regular Timeouts—Number and How Called

Art. 1. Each team shall be entitled to three regular timeouts during the first four periods; in overtime, each team shall be entitled to only one regular timeout, regardless of the number of timeouts called during regulation time. The duration of the timeout shall be not longer than two minutes. The game timer shall time regular timeouts, including giving the warning signal at the proper time, provided that equipment is available at the table to do so. If it is not, officials shall accurately time timeouts with a watch. The warning signals shall also be given at the proper time.

Art. 2. The referees must determine before the game if the referee or if the game timer shall time the regular timeouts.

Art. 3. A timeout 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 “timeout” and signaling to the referee with the hands forming a T-shape, or the coach may signal with an air horn. If a timeout is requested, the referee must immediately stop the game by whistle and remove the ball, and the players shall immediately return to their respective halves of the field of play.

Art. 4. A regular timeout also may be called by any defensive player or coach of the defensive team after the offensive team has called a regular timeout and before the ball has been put into play after the timeout. After a goal is scored, either team may call a regular timeout before the referee puts the ball into play. However, only the team on offense may call a timeout before a penalty throw is taken.

Art. 5. The number of timeouts, both regular and 30-second, remaining for each team shall be visible to the teams and maintained by the score table. It is recommended that an exclusion board be used to provide a visible display of personal fouls in addition to the record of timeouts remaining. Electronic-media timeouts are not displayed on the exclusion board.

Section 7. Regular Timeouts—Position of Players

Art. 1. During a regular timeout, before the timeout warning signal, both teams must stay in their respective halves of the pool. During a regular or 30-second timeout, an excluded player may leave the water to meet with the team and then move to the re-entry area. A player may be substituted for an excluded player during a timeout. 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.

Art. 2. Teams may only take up their position to restart on signal from the referee or timeout secretary or game timer with 15 seconds remaining in the timeout. After the timeout warning signal, players may take any position in the field of play, subject to the rules relating to taking of penalty throws and corner throws. The coach or captain of the team that called the timeout may inform the referee at any time before 1 minute, 45 seconds have elapsed of the timeout 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.

Art. 3. The referee may not shorten a timeout unless instructed by the team calling the timeout. 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 8. Starting After Regular Timeout

Art. 1. Play shall be restarted on the whistle of the referee at the conclusion of the timeout period by the team in possession of the ball putting the ball into play at or behind the half-distance line, except that:

- a. If the timeout is requested before the taking of a penalty throw or corner throw, that throw shall be maintained.
- b. If the timeout is requested after a goal has been scored, the referees shall stop the play for the requested timeout. The team just scored upon shall put the ball in play after the timeout 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 timeout, the other team calls a timeout, the team just scored upon or the team on offense shall put the ball in play after that timeout at or behind the half-distance line and players may take any position in the field of play.

Art. 2. At the conclusion of the timeout period (15 seconds after the warning whistle given by the timekeeper or referee), the perimeter 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.

Art. 3. If the team calling the timeout is ready to resume play at the proper time at the conclusion of the timeout 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 timeout or to receive the appropriate card. Upon subsequent offenses, the referee will ask the coach to call a timeout or receive the appropriate card.

If, on the second offense, the coach uses that team's final timeout 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.

If the team calling the timeout does not come out from the timeout 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.

Note: The shot clock continues from the recommencement of the play after the timeout.

Section 9. Additional Timeout—Offensive Team

If the coach of the team in possession of the ball requests a timeout 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 timeout.

Section 10. Additional Timeout—Defensive Team

The referee shall neither award a timeout to the team not in possession of the ball more than the number permitted nor at times not permitted. If the team on defense calls a timeout 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 11. Timeout Called When Neither Team Has Possession

If a team calls for a timeout when neither team has possession of the ball, the referee shall blow the whistle and award a penalty throw to the team that did not call the timeout, and take away the longest timeout available from the team that called the timeout improperly. Possession includes physically controlling the ball, holding the ball, or the referee's whistle indicating one team has been awarded the ball. Possession does not include when the ball is in the air on a pass or shot, nor does it include being closest to or merely touching the ball without physically controlling or holding the ball.

Section 12. 30-Second Timeout

Art. 1. One 30-second timeout may be called by each team during the game. The single 30-second timeout may be called either once during regular time or once in overtime. Only the team on offense or the team that will be on offense after a goal was scored by the other team may call a 30-second timeout. To signal a 30-second timeout, the coach calls "timeout" and touches both shoulders. The referee will immediately note the time, will begin to time the timeout and will notify the score table and the other team immediately that this is a 30-second timeout. The referee will blow a whistle after 20 seconds and a second whistle after 30 seconds and throw the ball to an offensive player at or behind the half-distance line, who shall then immediately put the ball into play or lose it to the opposing team's nearest player, or, if the timeout was requested before the taking of a penalty throw or corner throw, that throw shall be maintained. All substitutions must be completed by the second whistle. A 30-second timeout may be shortened by notification by the coach to the referee.

Interpretation: The 30-second timeout is to be used strategically for substitutions and/or to improve the location of a team in the pool. The teams do not move to their half of the pool for this timeout. The coach calling the 30-second timeout may move along the sideline to the half-distance line during a 30-second timeout to meet with the players and the players may swim to the side to receive instructions from the coach.

Art. 2. If a team attempts to take a second 30-second timeout, the referee shall instead award a regular timeout. If the team had already used all its timeouts (regular and 30-second), the ball shall be turned over and the ball put into play as described in Rule 4-9.

Section 13. Electronic-Media Timeouts

See Appendix F-6.4 for a detailed description of the electronic-media timeout. An electronic-media timeout of not more than two minutes may be called once each period after three minutes of playing time have elapsed (after the 5:00 minute mark). It is recommended that a third official serve as an electronic-media liaison (red hat) to indicate when three minutes have elapsed by hanging a towel from the score table to indicate that an electronic-media timeout shall be called at the next opportunity within the rules. The electronic-media timeout may be called after a goal, before a neutral throw, during a period of equipment failure such as of the game clock or shot clock, if a player is injured, or if a cap or suit is in need of replacement, provided that in each case there is a complete

stoppage of play with the ball out of the pool, with no advantage. The timeout secretary shall sound the air horn when one of these events occurs. The referee will then immediately blow the whistle and extend each arm straight out to the side to award the electronic-media timeout. The timeout secretary shall also signal when 15 seconds remain of the electronic-media timeout and at the end of the electronic-media timeout, at the direction of the red cap. Players may be substituted during an electronic-media timeout.

Halftime is limited to the usual time of five minutes in televised games, unless otherwise negotiated with the electronic-media producer. The maximum halftime shall be 10 minutes.

Play will start after an electronic-media timeout called before a neutral throw as described in Rule 4-8 by starting with the neutral throw. Play will start after an electronic-media timeout called after a goal as described in Rule 4-24 for start after a goal. If the electronic-media timeout is called during a period of equipment failure, or if there is an injured player or cap or suit replacement, the ball will be put into play in the usual manner as if the timeout had not been called. If the opportunity for an electronic-media timeout does not arise in the last five minutes of a period, this electronic-media timeout may be awarded in the first three minutes of the next period if one of the six opportunities arises. Electronic-media timeouts may not be awarded during overtime.

Section 14. Start of the Game—Coin Toss

Art. 1. At least 10 minutes before the start of the game and in the presence of the captains, the referee shall toss a coin, the winner to have the choice of ends. In a tournament or series of games, the coin toss may occur before the finish of the previous game.

Art. 2. Although ends may be preassigned, one coach may always request a coin toss for choice of ends. In addition, if requested by one coach before the start of the game, the teams must change ends and benches after each period (see Rule 2-2d).

Section 15. Start of the Game—Player Positions

Art. 1. At the start of each period, the players shall take positions with their heads on their respective goal lines, about 1 meter apart and at least 1 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 not 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 on the 2-meter lines.

Art. 3. No player may pull the end line forward. If a center sprint is used, the player swimming for the ball must not have his/her feet on the goal in an attempt to push off at the start or restart of the game.

Section 16. Start of the Game

Art. 1. 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. Except for pools in which both teams start from the wall, the referees will position themselves on their respective 6-meter lines. 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 and then proceed to the half distance line and release or throw the ball into play.

Art. 2. At the option of the host, a center sprint with a ball-release device may be used for the start of the game and the restart of each subsequent period. If a center sprint is used, the referees will follow the mechanics above.

Section 17. 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.

Section 18. Goals—Method of Scoring

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 19. Goals—Goalkeeper Movement

A goal may be scored from anywhere within the field of play. The goalkeeper may move beyond and touch the ball past the half distance line. The goalkeeper may shoot from anywhere in the pool and may take a penalty shot.

Section 20. Goals—How Scored

Art. 1. 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 least two players (of either team, excluding the defending goalkeeper) must intentionally play or touch the ball after a free throw or restart of play inside 6-meters (except a corner throw). A goal can be scored directly after the following:

- a. A penalty throw;
- b. A free throw thrown by a player into that player's own goal;
- c. An immediate (direct) shot from a goal throw;
- d. An immediate (direct) shot from a free throw awarded outside 6 meters;
or
- e. an immediate (direct) shot from a corner throw.

Note: This includes after a correctable clock error.

Art. 2. A goal may be scored by a player immediately (directly) shooting from outside 6-meters after the player's team had been awarded a free throw for a foul committed outside 6-meters. The player may also visibly put the ball into play and then shoot and score, both foul and ball must be outside of 6-meters, or swim anywhere and then shoot and score.

A goal can be scored from anywhere after visibly putting the ball into play after the following:

- a. A foul outside of 6-meters with the ball located outside of 6-meters;

- b. A corner throw;
- c. A goal throw;
- d. At the start or restart of play outside of 6-meters;
- e. The ball leaving the side of play outside of 6-meters;
- f. After a goal;
- g. After a timeout; or
- h. After the referee returns the ball back to the pool outside of 6-meters or to a player taking a corner throw.

NOTE: If the ball was removed from inside of 6-meters, the player cannot shoot until the ball is intentionally touched by another player (exception: corner throw).

Art. 3. If a free throw is awarded for a foul outside, but within 1 meter of the 6-meter line, the referee who call the foul will point with one arm horizontal to the body in the direction of the attacking team, and shall raise the other arm upward to indicate that a player is eligible to shoot.

Art. 4. A player taking a free throw outside the 6-meter line as a result of a foul may:

1. Shoot directly;
2. Fake and then put the ball in play, and then shoot; or
3. Swim and shoot without passing

This applies only to a foul committed by the defense. If the offense commits a foul, the free throw is taken from the location of the ball when the team awarded the free throw takes possession of the ball.

Interpretations:

- a. A player eligible to shoot following a foul may look in the general direction of the goal and then take an immediate shot at the goal.
- b. A player may take a direct shot on goal in the following manner if the ball is near the nondominant hand: the player, without hesitation, sweeps (pushes) the ball with the nondominant hand over the surface of the water (without picking the ball up with the nondominant 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 nondominant hand.
- c. 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.
- d. 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.
- e. A goal may not be scored under this rule with a direct shot from the restart after:
 1. A timeout;
 2. A goal;
 3. An injury, including bleeding;
 4. The replacement of a cap or while zipping up a suit;
 5. The referee calling for the ball, except in the case of a correctable clock error (see Rule 3-11);
 6. The ball leaving the side of the field of play; or

7. Any other delay, such as issuance of a red, yellow or yellow/red card.
- f. 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 be shot as long as it is first put in play (not a direct shot).

Section 21. Goals—Expiration of Time

A goal shall be scored if, at the expiration of a 30-second period of possession for men and 35-second period of possession for women or at the end of a period, the ball is in flight and enters the goal.

Note 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.

Note 2: If the ball that is in flight toward 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 22. Goals—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
- c. If the defense puts the ball into its own goal (for example, by tipping a pass into the goal).

Section 23. Goals—When Not Counted

A goal does not count:

- a. If the ball is in flight on its way to the goal when the referee blows the whistle for a foul;
- b. If there is a player in the pool with three personal fouls who was not visibly red-flagged by the score table (see Rule 2-1-3);
- c. If the ball thrown by a player toward the goal hits an overhead obstruction and then goes into the goal space;
- d. If 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. If the ball is shot illegally (for example, shot with delay on a corner throw, shot on a free throw for a foul inside the 6-meter line, shot directly on a free throw after a timeout, shot directly on a free throw at the restart after a goal, shot directly outside the 6-meter line with delay, etc., regardless of whether the goalkeeper or another defending player tips the ball into the goal).

Section 24. Method of Restarting After a Goal

After a goal has been scored, the players shall take up positions anywhere within their respective halves of the field of play. The referees shall ensure that the correct number of players is in the water before restarting 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. After a goal, the clock shall start when the ball is put into play as described in Rule 5-12. A restart not taken in accordance with this rule shall be retaken.

Section 25. Leaving Field of Play

If a player voluntarily leaves the field of play, under the sideline or goal line other than their own re-entry area, they shall be permitted to re-enter the field of play from the re-entry area nearest to that player's goal line or from anywhere after one of the following:

- a. A goal scored;
- b. A timeout; or
- c. End of the period.

Interpretation

- a. The field of play is defined as the area between the sidelines and the end lines.
- b. 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 from the remainder of the game (see Rule 7-2-4).

Section 26. Method of Making the Ball Live Outside 6-Meters

A player shall be able to make the ball live if fouled outside of the 6-meter line by demonstrating a clear separation of ball, hand, and water, as in passing the ball, picking up and dropping the ball, tossing the ball in the air, swimming with the ball, or transferring the ball from one hand to the other hand above the water.

RULE 5

Throws

Section 1. Goal Throws—When Awarded

A goal 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 any player other than the goalkeeper of the defending team. 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 5-3).

Section 2. Goal Throws—Where 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. A player taking a goal throw may shoot directly or once put in play (a) fake the shot, (b) swim and shoot without passing or (c) pass to another player.

Note: For the method of taking the throw, see Rule 5-12.

Section 3. Corner Throws—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 4. Corner Throws—Where Taken

The corner throw shall be taken by a player of the attacking team from the 2-meter mark on the side nearest to where the ball crossed the goal line. The throw need not be taken by the nearest player but shall be taken without undue delay. A player taking a goal throw may shoot directly once put in play (a) fake the shot, (b) swim and shoot without passing or (c) pass to another player.

Section 5. Corner Throws—Position of Players

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

Section 6. Corner Throws—When Retaken

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.

Section 7. Neutral Throws—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 opposing teams commit an ordinary foul at the same moment that 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;
- d. When neither team has possession of the ball and one or more players of opposing teams commit an exclusion foul at the same moment. The neutral throw shall be taken after the offending players have been excluded; or
- e. When the ball strikes or lodges in an overhead obstruction.

Section 8. Neutral Throws—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.

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 9. Neutral Throws—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.

Section 10. Free Throws—Where Taken

A free throw shall be taken at the location of the ball, except:

- a. If the foul is committed by a defending player within the defender's 2-meter area, the free throw shall be taken outside the 2-meter line; or
- b. Where otherwise provided for in the rules.

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

Section 11. Free Throws—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. 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.

The referee administering the free throw shall point with the arm held horizontally in the direction of the attacking team and will drop the arm to a vertical position when the ball has been put in play.

Section 12. Free Throws—How Taken

1. The ball must be put in play by demonstrating a clear separation of ball, hand, and water as in passing the ball, picking up and dropping the ball, tossing the ball in the air, swimming with the ball, or transferring the ball from one hand to the other hand above the water.
2. The following moves are not considered putting the ball in play:
 - a. Spinning the ball;
 - b. Mere act of picking up the ball; or
 - c. Hard ball fake.

RULE 6

Ordinary Fouls

Section 1. Definition

It shall be an ordinary foul to commit any of the following offenses in Rule 6-2 to Rule 6-17, which shall be punished by the award of a free throw to the opposing team.

Note: The location of a player in the context of Rule 6 is determined by the position of the center of the head relative to the 2-meter, 6-meter, half-distance and goal lines.

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

An exception is made in a pool with wall goals at the start of a period if both teams are able to push off the walls.

Section 5. Using the Bottom

Art. 1. 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 should be applied in deep pools (2 or more meters deep). This rule shall not apply to the goalkeeper while within the goalkeeper's 6-meter area.

Art. 2. In the case of a shallow-bottom pool (a pool less than 2 meters deep), a defensive player who uses the bottom to otherwise impede or hold an offensive player and prevent him/her from moving will be excluded for 20 seconds for holding under Rule 7-7. Even if this foul might otherwise have been viewed as impeding under Rule 6-9, in this special situation of a shallow-bottom pool, using the shallow bottom will be considered an exclusion foul, whether the offensive player is holding the ball or not. This rule also applies to the situation in a shallow-bottom pool when a defensive player uses the bottom to improve his/her defensive position and take away an advantage created by the offense. See Appendix C for additional details about officiating in a shallow-bottom pool.

Section 6. Taking the Ball Under

Art. 1. 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 or arm or hand holding the ball.

Art. 2. 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 (Fig. 1). 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 foul 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 foul; 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 8-2e.

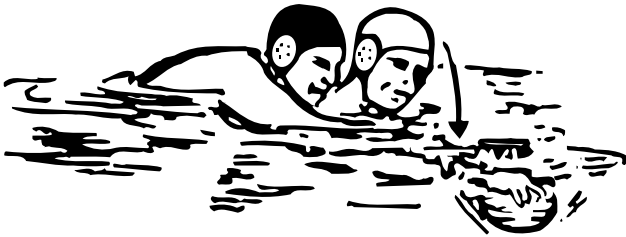


Fig. 1

“Challenged” refers to the situation when 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 cannot 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 6-meter area.

Section 8. Using Two Hands

To play or touch the ball with two hands at the same time. This rule shall not apply to the goalkeeper while within the goalkeeper's 6-meter area. Outside the 6-meter area, the goalkeeper loses this privilege.

A field player violates the two-hands rule if contact with the ball is made simultaneously with two hands or 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: However, it is an exclusion foul (or penalty foul if inside 6-meters) to attempt to block a shot or pass with two hands. (See Rule 7-5 and Rule 8-2b.)

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. Impeding includes ducking under to gain an advantage. An illegal pick would be a violation of Rule 6-9. At no time may an offensive player use their hands to set a pick. Guidelines for legal picks include:

- Picks when both offensive players are swimming; once contact is made with the defense, they must keep swimming;
- Offensive players when setting a pick may not use their arms outside their shoulder width; and
- When setting a non-swimming or stationary pick, offensive players must be set before making contact with the defender.
- Ducking under by the offensive player is impeding.

Note: 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 it is held raised above the water (Fig. 2). 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 (Fig. 3). Swimming with the ball (dribbling), as shown in Fig. 4, is not considered to be holding.



Fig. 2



Fig. 3



Fig. 4

A common form of impeding is when the player swims across an opponent's legs (Fig. 5), 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, Fig. 6 shows a player keeping one hand on the ball and trying to force the opponent away to gain more space. Fig. 7 shows a player in possession of the ball impeding an opponent by pushing the opponent back with the head. Care must be taken with Fig. 6 and Fig. 7, 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 the player is not holding or touching the ball. Fig. 8 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.



Fig. 5



Fig. 6



Fig. 7



Fig. 8

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 (Fig. 9) or with the foot (Fig. 10). 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.



Fig. 9



Fig. 10

Section 11. Inside 2-Meter Area

To be within 2 meters of the opponent's 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.

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

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 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. (See Rule 9-4 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. (See Rule 5-12.)

Section 14. Ball Out of Bounds Over Sideline

Art. 1. 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 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. 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.

Art. 2. A free throw is awarded to the defending player if a 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).

Art. 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.

Art. 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.

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

Art. 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 15. Keeping Ball Without Shooting

A team shall not retain possession of the ball for more than 30 seconds (men) or 35 seconds (women) of actual play without shooting at its opponent's goal. However, if a team relinquishes possession of the ball by dumping the ball into a vacant area before the expiration of the shot clock, the referee shall blow the whistle and turn the ball over. The shot clock is reset.

Note: The timekeeper and referees must decide whether there was a shot on goal or not, but the referees have the final decision. At the end of a quarter or the end of the game if a player throws the ball high in the air towards the opponent's goal, the referee must determine whether this is a shot on goal or relinquishing the ball.

Section 16. 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.

Section 17. Improperly Taken Shot on Goal

An offensive foul shall be awarded 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 direct from:

- a. A free throw awarded inside 6-meters;
- b. Any free throw outside of 6-meters or a corner throw not put into play or not shot directly.

RULE 7

Exclusion Fouls

Section 1. Enforcement

It shall be an exclusion foul to commit any of the following offenses in Rule 7-4 to Rule 7-19, which shall be punished (except as otherwise provided by the rules) by the award of a free throw to the opposing team and the 20-second exclusion of the player who committed the foul.

Section 2. Method of Leaving Field of Play

Art. 1. The excluded player shall move to the re-entry area nearest to the player's own goal line without leaving the water. An excluded player who leaves the water, other than after the entry of a substitute, shall be excluded for the remainder of the game.

Art. 2. 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 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 the 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 the sidelines. 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.

Art. 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.

Art. 4. 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 with substitution after the earliest occurrence referred to in Rule 7-3-1. If the excluded player does not go to the re-entry area, however, the substitute may not enter until after a timeout, a goal or at the end of the period.

Art. 5. 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 to 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 re-enter until after a timeout, a goal or at the end of the 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 re-entry 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. 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 when a change of possession occurs. Each will be waved in on that change in possession as soon as each 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. 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 field of play and swim to the re-entry area before coming back in and participating in the play.

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 that player has reached the re-entry area nearest to the player's own goal line except between periods, after a goal or during a timeout.

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.

Art. 5. A team that has seven or more players eligible to participate in the game (any player awaiting re-entry 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.

Art. 6. If a goalkeeper is excluded, a substitute wearing a goalkeeper's cap may be substituted for an exiting field player during that exclusion period (as for example, during a timeout or as a live-time direct substitute).

Art. 7. A substitute shall not be signaled in by a referee nor shall the exclusion secretary signal the expiration of the 20-second exclusion period until the excluded player has reached the re-entry area nearest to the 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 after a goal, or the end of a period or a timeout.

Art. 8. The primary responsibility for giving the signal for the re-entry of an excluded player or a substitute is with the perimeter 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.

Art. 9. Before giving the signal for the re-entry of an excluded player or a substitute, the perimeter referee should wait momentarily in case the attack referee whistles to restore possession to the opponent's team.

Art. 10. 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.

Art. 11. 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).

Art. 12. 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. 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.

Section 4. 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;
- b. Any attempt to play the ball before it has left the hand of the thrower; or
- c. As a defending player who committed a foul, not moving away from the player taking the free throw before raising an arm to block a pass or shot.

Note 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.

Note 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 (Fig. 11) or by disturbing the actual movement of the thrower (Fig. 12). For interference with a penalty throw, see also Rule 7-16.



Fig. 11



Fig. 12

Section 5. Blocking a Pass or Shot With Two Hands

To attempt to block a pass or a shot with two hands outside the 6-meter area.

Note: If a defending player who is outside the 6-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 being 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 6. Splashing Intentionally

To splash in the face of an opponent intentionally.

Note 1: Splashing is frequently used as an unfair tactic but is often only penalized in the obvious situation when players are facing one another (Fig. 13). 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.



Fig. 13

Note 2: The punishment for intentionally splashing an opponent is exclusion under Rule 7-6 or a penalty throw under Rule 8-2 if the opponent who is splashed is inside the 6-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 6-meter area or outside is not a decisive factor.

Section 7. 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 (Fig. 14), sink (Fig. 15) or pull back (Fig. 16) 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 7-7 within the 6-meter area that prevents a probable goal must be punished by the award of a penalty throw.

Interpretations:

- a. 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 3-5 in this situation.
- b. 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 20-second exclusion shall be called.



Fig. 14



Fig. 16



Fig. 15

Section 8. Use of Two Hands to Hold

To use two hands to hold an opponent anywhere in the field of play.

Section 9. Kicking or Striking

Art. 1. To kick or strike an opponent intentionally or make disproportionate movements with that intent.

Art. 2. 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.

Art. 3. One of the most serious acts of striking is elbowing backward (Fig. 17), 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 7-13 (Flagrant Misconduct) rather than under Rule 7-11.



Fig. 17

Section 10. Simulation

Art. 1. To simulate being fouled. Simulation means an action taken by a player with the apparent intent of causing a referee to award a foul incorrectly against an opposing player. A player on defense that commits an act of simulation shall be excluded for 20 seconds. If a player on offense commits an act of simulation it will result in a turnover.

Section 11. Misconduct

Art. 1. To be guilty of misconduct, including the use of obscene, abusive or threatening language or gestures, persistent foul play, or overaggressive fouls, or to refuse obedience to or show disrespect for a referee or official. Persistent foul play refers to play that is unacceptable within the spirit of the rules and that 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. The use of profanity or obscene language is classified as misconduct. Taunting, baiting or ridiculing an opponent are additional examples of misconduct.

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 power to abandon the game if a player continues to refuse to leave the water when so ordered (see Rule 3-8).

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 awarded to the offended team and play restarted with a substitute in the re-entry area for 20 seconds or until the earliest occurrence of one of the events referred to in Rule 7-3.

The term “during play” refers to the time between the calling of a foul and the taking of the free throw, goal throw, corner throw or neutral throw and to the time after the ball is put into play. It incorporates what was formerly called “dead time” before the ball was put into play, and “live time” after the ball was put into play.

Art. 2. If a player of either team commits misconduct or any other offense relating to Rule 7-11 during interval time (the time between periods, during a timeout, before the restart after a goal, before a penalty throw is taken, or when the referee removes the ball for administrative purposes) 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 timeout, the game starts even up with a free throw by the team in possession of the ball at the conclusion of the timeout;

Note: The shot clock is not reset if misconduct occurs during a timeout.

- c. If misconduct occurs after a goal, the game starts even up with a free throw by the team that was defending before the goal was scored at half as after a goal;
- d. If misconduct occurs before a penalty throw is taken, the game starts even up with the taking of the penalty throw; or
- e. If misconduct occurs during the administrative time when the ball is out of the pool, the resulting free throw is taken by the team now in possession of the ball as deemed by the referee.

Art. 3. If a player commits misconduct and it is that player's first or second personal foul, the player is excluded for the remainder of the game. If the player continues to be disrespectful to the referee or commits any other act of misconduct, a penalty throw is awarded and is 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. 4. If a player commits the 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 may not enter for 20 seconds or until the earliest occurrence of an event described in Rule 7-3, and a penalty throw is awarded. The substitute enters immediately if the penalty throw is scored. However, if the player continues to be disrespectful to the referee before or after the penalty throw is taken, the referee may also award a red card to that player.

Art. 5. If the player commits a foul of misconduct while exiting the pool after committing that player's third personal foul, a penalty foul, the player is removed for the remainder of the game with immediate substitution, and a second penalty foul is awarded. The first penalty throw is a dead-time penalty throw; the second penalty throw is a live-time penalty throw.

Art. 6. If a player accumulates three misconducts in the same season, the player will be suspended for one game. Each subsequent misconduct will result in an additional one-game suspension.

Section 12. Minor Acts of Misconduct (MAM)

Art. 1. An exclusion foul with a 20-second period of exclusion will be awarded for minor acts of misconduct (MAM) that are not sufficient to warrant exclusion for the remainder of the game. Examples of this type of exclusion foul include a player directing minor comments to a referee, such as "Call the foul," or "Where is the push-off?" or "He's inside the two," or making minor gestures to the referee or making minor comments (minor taunting) or gestures or minor shoving of a member of the opposing team.

Art. 2. If a player of either team commits a minor act of misconduct during play, the player is excluded for 20 seconds, or until the earliest occurrence of one of the events referred to in Rule 7-3, and the ball is awarded to the offended team and play is restarted with a free throw at the spot of the foul.

Art. 3. If a player of either team commits a minor act of misconduct during interval time (the time between periods, during a timeout, before the restart after a goal, before a penalty throw is taken or when the referee removes the ball for administrative purposes), no matter which team committed the foul, the player shall be excluded from the game for 20 seconds with immediate substitution, and the teams start even up:

- a. If the minor act of misconduct occurs during the interval between periods, the game restarts even up with a sprint;
- b. If the minor act of misconduct occurs during a timeout, the game restarts even up with a free throw by the team in possession of the ball at the conclusion of the timeout;

Note: The shot clock is not reset if the minor act of misconduct occurs during a timeout.

- c. If the minor act of misconduct occurs after a goal, the game restarts even up with a free throw by the team that was defending before the goal was scored at half as after a goal; or
- d. If the minor act of misconduct occurs before a penalty throw is taken, the game starts even up with the taking of the penalty throw.

Art. 4. If the player commits a minor act of misconduct on the way out after committing a third personal foul that is an exclusion foul, a penalty foul is awarded. The substitute may not enter until after the earliest occurrence of an event referred to in Rule 7-3.

Art. 5. If the player commits a minor act of misconduct immediately after committing a third personal foul that is a penalty foul, an additional penalty foul is awarded. The substitute enters immediately before the first penalty throw is taken. The first penalty throw is a dead-time penalty throw; the second one is a live-time penalty throw.

Art. 6. If a player receives a second minor act of misconduct in the same game, the player will be excluded for the remainder of the game.

Section 13. Flagrant Misconduct, Including Fighting

Art. 1. To commit an act of flagrant misconduct (including playing in a violent manner, fighting, biting, kicking or striking or attempting to kick or strike with malicious intent) against an opponent or official, whether during play or during interval time. This includes a player attempting to punch or kick an opponent, whether or not there is contact with the opponent.

Art. 2. Flagrant Misconduct Without Fighting.

The player who commits an act of flagrant misconduct during play or during interval time (the time between periods, during a timeout, before the restart after a goal, before a penalty throw is taken or when the referee removes the ball for administrative purposes) 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 timeout, whether the penalty shot is made or missed. The substitute for the excluded player must still remain in the re-entry area for 20 seconds or until the earliest occurrence of an event referred to in Rule 7-3.

Interpretation: A player on the white team commits an act of **flagrant misconduct** during a timeout 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 timeout, 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 7-3.

a. This rule shall also apply if an act of flagrant misconduct occurs during the interval between periods. The player shall be excluded for the remainder of the game. 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 timeout, whether the penalty shot is made or missed. The substitute for the excluded player must still remain in the re-entry area for 20 seconds or until the earliest occurrence of an event referred to in Rule 7-3.

These provisions shall not apply, however, before the game has actually commenced.

b. 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 to each team. The penalty throws are taken with the substitutes in the re-entry 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 timeout 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 7-3.

c. If double flagrant misconduct 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 dead-time penalty throw to the team that gained possession. This results in a goal or no goal. The second dead-time penalty throw 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 timeout. The substitutes still remain in the re-entry areas until the earliest occurrence of one of the events described in Rule 7-3.

d. If double flagrant misconduct occurs during a timeout or after a goal, both players are excluded for the remainder of the game with their substitutes in the re-entry area. The first dead-time penalty throw is taken by the team that 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 timeout to the team that would have had possession of the ball after the timeout or after the goal. Both substitutes must remain in the re-entry area until the earliest occurrence of one of the events described in Rule 7-3.

e. In the case of flagrant misconduct 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 timeout, whether the penalty shot is made or missed. The player who was removed (or a substitute) must still remain in the re-entry area for 20 seconds or until the earliest

occurrence of an event referred to in Rule 7-3. 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. 3. The penalty for flagrant misconduct is exclusion for the remainder of the game for the first incident of flagrant misconduct in a season and an automatic suspension from the next game; an automatic two-game suspension for a second incident of flagrant misconduct; and for a third incident of flagrant misconduct a three-game suspension, with conference review.

Art. 4. Fighting.

Fighting involves a minimum of two players or other personnel. 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:

- a. A player, coach or other team personnel attempting to punch or kick an opponent, whether or not there is contact with an opponent with retaliation.
- b. A player, coach or other team personnel who, in the opinion of the referee, instigates a fight by perpetrating an unsportsmanlike act toward an opponent that causes the opponent to retaliate by fighting.
- c. Any player, coach or other team personnel who leaves the bench area during a fight shall be assessed the fighting penalty.

Art. 5. If players engage in a fight, either inside or outside the 6-meter area, penalty throws are awarded. If Team A has the ball and two players from Team A and four players from Team B leave the bench to enter the pool to engage in a fight while the game is in progress, each player engaging in the fight is charged with the fighting penalty. Each of the six players shall be excluded for the remainder of the game. Team A shall be awarded four penalty throws and Team B two penalty throws. The teams shoot penalty throws in alternate succession at their opponent's goal, beginning with Team A, the team in possession of the ball at the time of the stoppage, and concluding with the team awarded the greater number of penalty shots. Any member(s) of a team, with the exception of the fight participants, may take the penalty shots in any sequence.

After the last penalty throw has been taken (made or missed), the game shall be restarted with a free throw on or behind the half-distance line by the team that last had possession of the ball as after a timeout. The substitutes shall remain in the re-entry area until the earliest occurrence of one of the events described in Rule 7-3.

Art. 6. If a fight 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. This alternating procedure will continue until the penalty shot procedure is completed. 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 timeout. The substitutes still remain

in the re-entry areas until the earliest occurrence of one of the events described in Rule 7-3.

Art. 7. If a fight occurs immediately after the conclusion of a game, penalty shots shall not be awarded but still award suspensions.

Art. 8. The punishment for the players, coaches or other team officials participating in a fight is exclusion for the remainder of the game and an automatic two-game suspension for the first offense; a three-game suspension for a second offense with conference review; and suspension for the remainder of the season for a third offense with conference review.

The player who committed an act of flagrant misconduct or the players, coaches or other team officials participating in a fight must leave the team bench, may sit in the spectator stands during the remainder of that game and may not communicate with the team, team officials or referees by any means during the entire time of the jurisdiction of the referees, which begins 30 minutes before the game and ends five minutes after the conclusion of the game or when any protest procedure has been completed. See Rule 3-6, Red Card, for definition of the type of game in which the suspension must be served. If the act of flagrant misconduct or a fight was committed during the final game of the traditional season, the suspensions will be carried over to the next traditional season. It is the responsibility of the institutions and their respective conference offices to ensure that the carryover penalties for fighting and flagrant misconduct are invoked.

Art. 9. If the act of flagrant misconduct or fighting occurs during a tournament, the tournament committee may assess additional penalties.

Section 14. Simultaneous Personal Fouls

When a player of each team commits a personal foul simultaneously during play:

- a. In the case of simultaneous exclusion of players of opposing teams during play, both players shall be 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 shall not be reset. Players shall be excluded from the remainder of the game when the rules so provide. Play shall be restarted by a player of the team that had possession of the ball when the simultaneous fouls were committed, at the point of the foul or behind.

Both players excluded under this rule shall be permitted to re-enter at the next earliest occurrence of an event referred to in Rule 7-3. 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.

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 Rule 7-3. If the team with white caps wins possession of the ball on the sprint, both excluded players may re-enter the field of play.

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

- b. If the simultaneous exclusion fouls are committed at the taking of a penalty throw, both players are excluded, the penalty throw is 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 of an event referred to in Rule 7-3 after the penalty shot. Players shall be excluded from the remainder of the game when the rules so provide.

Note: 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.

- c. 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.
- d. When a player of each team commits a penalty foul simultaneously during play, two dead-time penalty throws are awarded. 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 timeout by the team that last had possession of the ball. The shot clock is reset.

Section 15. Entering Field of Play Improperly

Art. 1. 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 when 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.

Art. 2. 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. The player receives only one additional personal foul.

Art. 3. 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.

Section 16. 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 (but not given a misconduct) with

substitution after the earliest occurrence of an event referred to in Rule 7-3, and the penalty throw shall be maintained or retaken 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 from taking place. The referee should also allow the defending team the first right to take position on each side of the shooter.

Interpretations:

- a. 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.
- b. A player interferes with a penalty shot, causing the player to miss the shot. The player is excluded for the remainder of the game, the substitute is in the re-entry 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 7-3.
- c. If a player commits an act of misconduct in the interval before the penalty throw is taken, such as directing foul language toward the referee or taunting the shooter, the player is excluded for the remainder of the game for misconduct, a substitute enters immediately before the penalty throw is taken and then the penalty throw is taken.

Section 17. 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 18. Commencement of Exclusion Period

When a player is excluded, the exclusion period shall commence immediately when the ball has been put in play or when the ball has been touched after a neutral throw.

Section 19. 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 an additional 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 2-2).

Section 20. 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 overtime. Personal fouls awarded during the periods of regulation time shall 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.

Section 21. Penalty for a Tactical Foul (Direct Shot)

It shall be an exclusion foul if a player on defense commits an ordinary foul outside of 6-meters and does one of the following (but not limited to) as a "tactical foul" to prevent the player from shooting a direct shot:

- a. Knocks the ball inside 6-meters;
- b. Knocks the ball further away from the goal; or
- c. Throws the ball away.

If the tactical foul is committed in the final minute of the game (or at any time during the final minute of the second period of overtime or at anytime during sudden victory periods), it is a penalty foul.

RULE 8

Penalty Fouls

Section 1. When Awarded

It shall be a penalty foul to commit any of the following offenses in Rule 8-2 to Rule 8-8, which shall be punished by the award of a penalty throw to the opposing team.

Section 2. Within 6-Meter Area to Prevent Goal

For a defending player to commit any foul within the 6-meter area but for which a goal probably would have resulted.

Note 1: 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 (Fig. 18);*
- b. *For a defending player to attempt to block a shot or pass with two hands inside the 6-meter line (Fig. 19). 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;*

Interpretation: If the defending player intentionally blocks or attempts to block a pass with two hands that prevents a probable goal, 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. An exclusion foul should be awarded in this case.

- c. *For a defending player to play the ball with two hands;*
- d. *For a defending player to play the ball with a clenched fist (Fig. 20);*



Fig. 18



Fig. 19

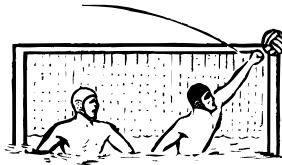


Fig. 20

- e. For a goalkeeper or other defending player to take the ball under the water when tackled;
- 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); or
- g. For a defending player other than the goalkeeper to jump off the bottom within the 6-meter area to prevent a probable goal.

Note 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.

Section 3. Kicking or Striking Within 6-Meter Area, Flagrant Misconduct or Fighting

For a defending player within the 6-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 or to engage in a fight.

Note: See Rule 9-4 for the procedure for administration of 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 7-19).

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 of an event described in Rule 7-3.

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 to enter the field of play, except as provided in Rule 7-15 (for an excluded player to re-enter or a substitute to enter the field of play improperly while on offense). 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 of an event described in Rule 7-3.

Section 7. Improper Timeout or Team Official Preventing Goal

For the coach of the team on defense to call for a timeout 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 the latter offense.

Section 8. Award of Penalty Foul in the Last Minute

Art. 1. 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 timeout.

It is the responsibility of the coach to give a clear signal by crossing the arms up across the chest (Appendix B, Fig. 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 is 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 timeout. Players may take any position in the pool for the taking of the free throw.

Substitutions are not permitted during this temporary stoppage of play unless a timeout is called by the team on offense. The team on defense cannot call timeout to disrupt the shooter.

If the team on offense declines the penalty throw, the player taking the free throw on or behind the half-distance line may not take a direct shot on goal (as the referee called the ball from the water).

Art. 2. If simultaneous acts of flagrant misconduct are committed during the last minute of the game, during the last minute of overtime, 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 the half-distance line as after a timeout, with both substitutes in the re-entry areas.

RULE 9

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 from any point on the opponent's 5-meter line.

Section 2. Position of Other Players and Goalkeeper

All players shall leave the 5-meter area and shall be at least 2 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: If the goalkeeper is excluded and, on the way out, interferes with play, it results in the award of a penalty throw. If the defensive field player in the goal raised one arm and blocked the ball with one hand out of bounds over the goal line, then the referee awards a goal throw because that 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.

Note 1: The 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.

Note 2: The lowering of the arm at the same time as the signal by whistle makes it possible under any conditions, even amid 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 (Fig. 21) or with the ball held in the raised hand (Fig. 22) and the ball may be taken backward 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. The player taking the throw may also lob the ball.

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.

The defensive players may not interfere with the taking of the penalty throw (shout, whistle, hit the shooter's arm, kick the shooter, etc.). When the whistle is blown, the defensive player on each side of the shooter may move forward at an angle toward the goal, as long as the player does not interfere with the penalty shot. After the ball is released, the defensive players may move toward the shooter. The shooter may not move inside the 5-meter area until the ball leaves the hand of the shooter.



Fig. 21



Fig. 22

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 goalkeeper.

RULE 10

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 field of play and to the secretary.

Section 2. Exclusion After Three Personal Fouls

Art. 1. Upon receiving a third personal foul, a player shall be excluded from the remainder of the game with substitution after the earliest occurrence of an event referred to in Rule 7-3. If the third personal foul is a penalty foul, the entry of the substitute shall be immediate.

Art. 2. 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 being 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 7-3.

RULE 11

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 the water legally may re-enter from the re-entry area nearest the player's own goal line at an appropriate stoppage, with the permission of a referee.

Section 2. Bleeding

Art. 1. 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 player is permitted to be a substitute in the ordinary course of the game.

Art. 2. Aggressive treatment of open wounds or skin lesions should be followed. Whenever a player suffers a laceration or wound where oozing or bleeding occurs, the 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 timeout is charged, and the player may return to the game after the bleeding has stopped.

Section 3. Accident, Injury and Illness

If accident, illness, injury other than bleeding or other extenuating circumstances occur, at the discretion of the referee the game may be stopped and the injured player replaced immediately or the incident addressed. No timeout 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. Return of Ball into Play

Should the game be stopped through accident, illness, bleeding, weather-related conditions (see Rule 3-8) 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. The shot clock is not reset.

Appendix A

Instructions for the Use of Two Referees

1. The referees are in absolute control of the game and shall have equal powers to declare fouls and penalties. Differences of opinion of the referees shall not serve as a basis for protest or appeal.
2. The committee or organization appointing the referees shall have power to designate the side of the pool from which each referee shall officiate. Referees shall change sides of the pool before the start of any period when the teams do not change ends. Referees do not change sides during the game if one coach has requested that the teams change ends and benches each period in either a regular pool or in a shallow-deep pool.
3. At the start of the game and of each period, the starting signal shall be given by the referee on the same side as the score table. (See Rule 4-16 for description of start.)
4. After a goal, both referees shall take up a position on the half-distance line. When both referees are satisfied that any substitutions have been completed, the referee who is to control the attacking play shall raise the hand and advance along the pool side to the right, and the other referee (the referee who was controlling the attacking situation when the goal was scored) shall restart the play. Both referees have the responsibility to determine if the coaches wish to substitute after a goal, although the primary responsibility is that of the referee of the side of the pool with the team benches.
5. Each referee shall have the power to declare fouls in any part of the field of play. Referees are expected to collaborate in order to get the call right, regardless of which referee makes the call. This means that the referee in the best position to see the offensive action should make the (no) call, and his/her partner should monitor away from the action. Instead of thinking in terms of a front-court and a back-court official working to their right, collaboration involves an “attack” referee who watches the point of attack, and a “perimeter” referee who watches the rest of the pool. Within every possession this is a fluid situation, with the roles of the two partners frequently switching within a single possession. Of particular note is the area near the sideline behind the attack referee (known as the “flat”). How the referees cover this area is one marker for performance on the collaboration criterion.
6. When awarding a free throw, goal throw or corner throw, the referee making the decision shall blow the whistle, and both referees shall indicate the direction of the attack, to enable players in different parts of the pool

to see quickly which team has been awarded the throw. The referee making the decision shall point to where the throw is to be taken if the ball **inside the defensive 2-meter line**. The referee administering the free throw shall point in the direction of the attack with the arm held horizontally until the ball is put in play, at which time the referee will drop the arm to the vertical position. Referees shall use the signals in Appendix B to indicate the nature of the fouls that they are penalizing.

7. The signal for a penalty throw to be taken shall be made by the attack referee, except that a player who wishes to take the throw with the left hand may request the perimeter referee to make the signal.
8. When simultaneous free throws are awarded by both referees to the same team, the award shall go to the player awarded the throw by the attack referee.
9. When simultaneous awards are made for ordinary fouls but for opposing teams, the award shall be a neutral throw, to be taken by the attack referee. A referee shall only change his/her decision under these circumstances if the referee realizes a mistake occurred.
10. When simultaneous awards are made by both referees against players either on the same team or on opposing teams and one is for an ordinary foul and the other is for an exclusion foul or penalty foul, the exclusion foul or penalty foul award shall be applied.
11. When one player on each team commits an exclusion foul simultaneously during play, the offending players shall be excluded. The referee shall take the ball from the water and make sure both teams and the secretaries know who is excluded, communicating the numbers of the excluded players to the players in the water and to the game secretary. The shot clock is not reset, and play is restarted with a free throw awarded to the team that had possession of the ball at the time the simultaneous exclusion fouls were called. The free throw is taken at the point of the foul or behind. If neither team had possession of the ball when the simultaneous exclusion fouls were called, play shall be restarted with a neutral throw.
12. In the event of simultaneous awards of penalty throws to both teams, the first throw shall be taken by the team last in possession of the ball. After the second penalty throw has been taken, the game shall be restarted with a free throw on or behind the half-distance line as after a timeout by the team that last had possession of the ball. Both penalty throws are dead-time penalty throws.
13. When simultaneous calls are made by both referees for personal fouls on the same team, both players shall receive a personal foul; also, the proper penalty (exclusion or penalty foul) shall be assessed to each player.
14. Both referees have the responsibility to observe that the game clock and the shot clock are being properly administered, although the primary responsibility is that of the perimeter referee. If a visible mistake is made on the game clock and/or the shot clock, the referees shall correct the mistake immediately.
15. Both referees have the responsibility to signal a change in direction of attack during an exclusion and are encouraged to wave in the excluded player with

the other hand, although the primary responsibility is that of the perimeter referee.

16. Both referees have the responsibility to determine if the substitution from the re-entry area of one player for another player occurs correctly while play is in progress, although the primary responsibility is that of the perimeter referee.
17. If one referee signals for a corner throw and the other referee signals for a goal throw, the corner throw shall be awarded.
18. If a throw is awarded for a foul outside but within 1-meter of the 6-meter line, the referee who calls the foul will point with one arm horizontal to the body in the direction of the attacking team and shall raise the other arm and hand up vertically to indicate that the player is eligible to shoot.
19. At the taking of a corner throw on the side opposite to the attacking referee, the perimeter referee shall ensure that the throw is taken from the correct position by moving toward the 2-meter line, pointing with one arm to where the ball is to be put into play and with the other arm the direction of the throw.

Appendix B

Signals to be Used by Officials



Fig. A



Fig. B



Fig. C

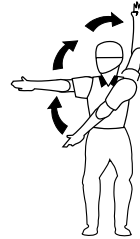


Fig. D

Fig. A. The referee lowers the arm from a vertical position and blows the whistle to signal (1) the start of the period, (2) the restart after a goal or (3) the taking of a penalty throw.

Fig. B. To point with one arm in the direction of the attack and to use the other arm to indicate the place where the ball is to be put into play by a free throw, goal throw or corner throw.

Fig. C. To signal a neutral throw. The referee points to the place where the neutral throw has been awarded, points both thumbs up and calls for the ball.

Fig. D. To signal the exclusion of a player. The referee points to the player and then moves the arm quickly toward the boundary of the field of play. The referee then signals the excluded player's cap number so that it is visible to the field of play and the score table. After the ball is put into play, the referee shall call out the cap color and number of the offending player to the score table.

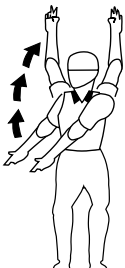


Fig. E

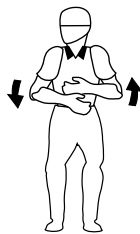


Fig. F

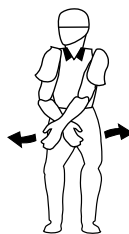


Fig. G



Fig. H



Fig. I

Fig. E. To signal the simultaneous exclusion of two players. The referee points with both hands to the two players, signals their exclusion in accordance with Fig. D, signals the players' cap numbers, calls the ball out of the pool, calls out the cap colors and numbers of the offending players to the score table, and awards a free throw to the team on offense. If neither team was in possession of the ball, a neutral throw is awarded.

Fig. F. To signal the exclusion of a player from the remainder of the game with substitution. The referee signals exclusion in accordance with Fig. D (or Fig. E, if appropriate) and then rotates both hands round one another in such a way that is visible to both the field of play and the score table. The referee signals the excluded player's cap number to the field of play and then calls out the number of the offending player to the score table. The referee also must notify the scorer of this ruling, including the general reason for the game exclusion, such as misconduct, interference with a penalty shot, the entrance of a player not entitled to participate, or an excluded player walking on the deck to the re-entry area.

Fig. G. To signal the exclusion of a player for flagrant misconduct. The referee signals exclusion in accordance with Fig. D (or Fig. E, if appropriate) and then crosses the arms down over the abdomen in such a way that this signal is visible to both the field of play and the score table. The referee signals the excluded player's cap number to the field of play and then calls out the number of the offending player to the score table. The referee also must notify the scorer of this ruling of flagrant misconduct for notation on the scoresheet.

Fig. H. To signal the award of a penalty throw. The referee raises one arm with five fingers in the air. The referee then signals the offending player's cap number to the field of play and the score table. The referee shall also call out the cap color and number of the offending player to the score table.

Fig. I. To signal that a goal has been scored. The referee signals by whistle and by immediately pointing to the center of the field of play and signals the player's cap number. The referee shall call out the cap color and number of the player scoring the goal to the score table.

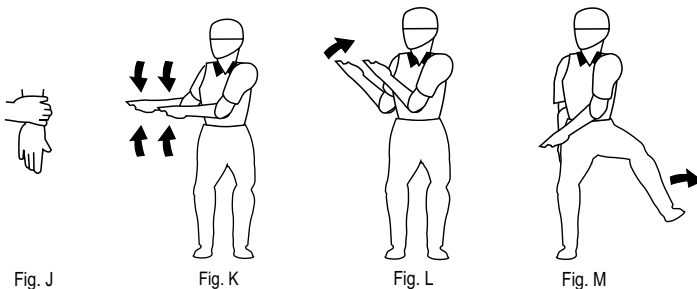


Fig. J. To indicate the exclusion foul of holding an opponent. The referee makes a motion holding the wrist of one hand with the other hand.

Fig. K. To indicate the exclusion foul of sinking an opponent. The referee makes a downward motion with both hands starting from a horizontal position.

Fig. L. To indicate the exclusion foul of pulling back an opponent. The referee makes a pulling motion with both hands vertically extended and pulling towards the referee's body.

Fig. M. To indicate the exclusion foul of kicking an opponent. The referee makes a kicking movement.

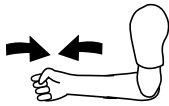


Fig. N

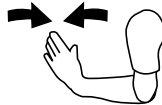


Fig. O



Fig. P

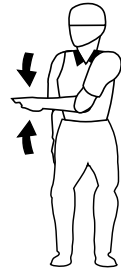


Fig. Q

Fig. N. To indicate the exclusion foul of striking an opponent. The referee makes a striking motion with a closed fist starting from a horizontal position.

Fig. O. To indicate the ordinary foul of pushing or pushing off from an opponent. The referee makes a pushing motion away from the referee's body starting from a horizontal position.

Fig. P. To indicate the ordinary foul of impeding an opponent. The referee makes a crossing motion with one hand horizontally crossing the other.

Fig. Q. To indicate the ordinary foul of taking the ball under the water. The referee makes a downward motion with the hand starting from a horizontal position.



Fig. R

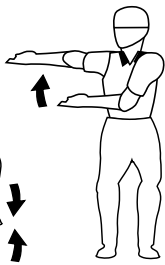


Fig. S

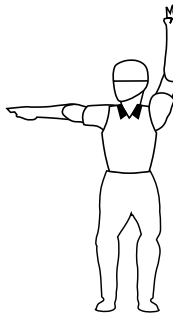


Fig. T

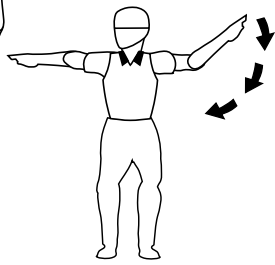


Fig. U

Fig. R. To indicate the ordinary foul of standing on the bottom of the pool. The referee raises and lowers one foot.

Fig. S. To indicate the ordinary foul of undue delay in the taking of a free throw, goal throw or corner throw. The referee raises one hand once or twice with the palm turned upward.

Fig. T. To indicate a violation of the 2-meter rule. The referee indicates the number 2 by raising the fore and middle fingers in the air with the arm vertically extended.

Fig. U. To indicate the ordinary foul of expiration of 30-second period of possession for men and 35-second period of possession for women without shooting or of relinquishing possession of the ball before 30 seconds (men) or 35 seconds (women) have elapsed. The referee moves the hand in a circular motion two or three times and points in the opposite direction.

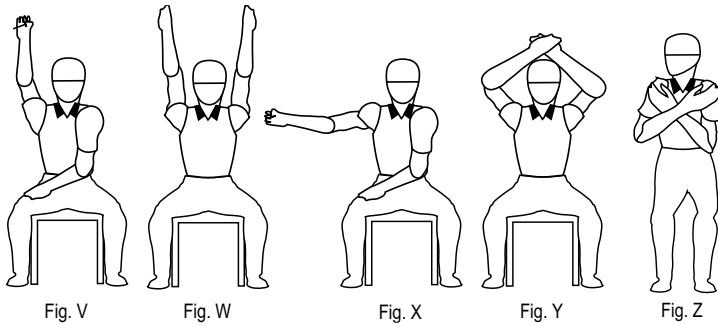


Fig. V. By a goal judge to signal for the start of a period by raising one arm vertically.

Fig. W. By a goal judge to signal an improper start by raising both arms vertically.

Fig. X. By a goal judge to signal a goal throw or a corner throw by pointing the arm in the direction of the attack.

Fig. Y. By a goal judge to signal a goal by raising and crossing both arms.

Fig. Z. By a coach in the last minute of the game or the last minute of overtime to request a free throw and to maintain possession of the ball, instead of taking the penalty throw awarded. The coach crosses both arms up across the chest. If the coach decides to request the penalty throw, the coach raises an arm with five fingers in the air.

Fig. AA. To indicate a player's cap number. To enable the referee to communicate better with the players and the secretary, signals are made using both hands, if appropriate, when the number exceeds five. For numbers six through nine, one hand shows five fingers with the other hand showing additional fingers to make up the sum of the player's number. For the number 10, a clenched fist is shown. For numbers 11-15, one hand is shown as a clenched fist with the other hand showing additional fingers to make up the sum of the player's number. For cap numbers 16 through 19, the referee holds up one clenched fist. With the other hand, the referee first holds up five fingers and then raises the other digits as necessary for the cap numbers. The referee must also call out the cap number to the players in the field and to the score table.

Note: The referee shows the higher number of fingers on the right hand. For example, to show number 16, the referee will clench the right fist and then show five fingers with the left hand, followed by the thumb on the left hand.

- Fig. BB. To indicate cap number 20, the referee raises and clenches both fists. To indicate cap numbers above 20, the referee clenches both fists and then raises the correct number of fingers on the right hand to indicate cap numbers 21-25 or uses two hands if the cap number is above 25. The referee must also call out the cap number to the players in the field and to the score table.
- Fig. CC. To indicate an electronic-media timeout. The referee shall blow the whistle and extend each arm straight out to the side.
- Fig. DD. If a free throw is awarded for a foul outside but within 1-meter of the 6-meter line, the referee who calls the foul will point with one arm horizontal to the body in the direction of the attacking team and shall raise the other arm and hand up vertically to indicate that the player is eligible to shoot.
- Fig. EE. To signal the exclusion of a player for a Minor Act of Misconduct (MAM). The referee rotates one hand in such a way that it is visible to both the field of play and the score table. This is similar to the signal for a game exclusion (Fig. F) but using only one hand. The referee signals the excluded player's cap number to the field of play and then calls out the cap number of the offending player to the score table.
- Fig. FF. This signal will be used for a call of simulation. The referee will use one hand and motion vertically in front of their face, then signal with one hand to the athlete. The referee will then signal to the score table the cap number of the player who received the simulation foul.

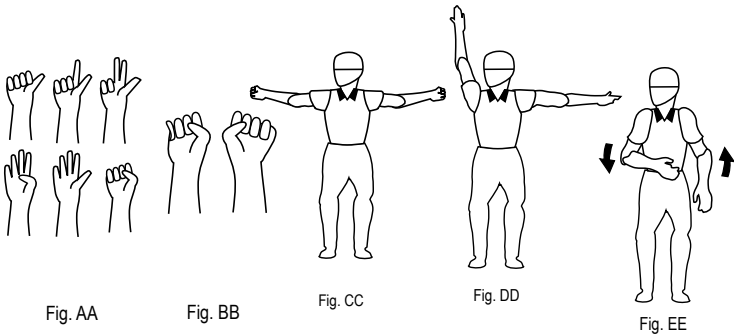


Figure FF

Appendix C

Officiating in Shallow-Bottom Pools

The goal of this instruction is to increase the consistency of the punishment for inappropriate use of the bottom by either the offense or defense in a pool with a shallow bottom (less than 2 meters deep) and to decrease the number of times a player chooses to use the bottom during a game because of the deterrent effect of a severe punishment (exclusion or contra foul) for doing so. In pools more than 2 meters (6.5 feet) deep, the rules are very clear and should be applied as written. For pools with shallow ends less than 2 meters deep, referees are instructed to apply the following rules or points of emphasis.

1. Rule 6-5 and Rule 3-5: Referees should continue to apply these rules in all games. Under Ordinary Fouls, Rule 6-5 states that it is an ordinary foul “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 opponentThis rule shall not apply to the goalkeeper while within the goalkeeper’s 6-meter area.” In addition, referees are expected to apply Rule 3-5, Advantage Rule, which states, “The referees shall have discretion to award (or not award) any ordinary, exclusion or penalty foul, depending on whether the decision would advantage the attacking team. They shall officiate in favor of the attacking team by awarding a foul or refraining from awarding a foul if, in their opinion, awarding the foul would be an advantage to the offending player’s team. The referees shall apply this principle to the fullest extent.”

These are the same guidelines that have been used previously. That is, if either the offense or the defense gains an advantage by standing or pushing off the bottom, the ordinary foul described in Rule 6-5 should be called. This will result in a free throw to the offense if committed by the defense and a turnover if committed by the offense. Referees must be especially aware of an offensive player using the bottom to gain an advantage in transition after a turnover in the shallow end. Referees must also apply the advantage rule (see Rule 3-5) and refrain from calling the ordinary foul against the defense if it that would take away an offensive advantage.

2. Rule 6-9 and Rule 7-7: A instruction to referees is included in the special case of a shallow-bottom pool.

Under Ordinary Fouls, Rule 6-9 states that it is an ordinary foul “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.”

Under Exclusion Fouls, Rule 7-7 states that it is an exclusion foul “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.”

In the special case of games played in shallow-bottom pools, referees are instructed as follows: A defensive player who uses the bottom to otherwise impede or hold an offensive player and prevent him or her from moving will be excluded for 20 seconds for holding under Rule 7-7. Even if this foul might otherwise have been viewed as impeding under Rule 6-9, in this special situation (shallow bottom) using the shallow bottom will be considered an exclusion foul. This rule is to be applied whether the offensive player is holding the ball or not.

This rule also applies to the situation when a defensive player uses the bottom to improve his or her defensive position and take away an advantage created by the offense. For example, if the ball is passed into the center forward and a defender guarding another player launches him or herself off the bottom in order to crash on the center forward, this will be deemed a violation of this rule as the defender has now been able to impede the offense by use of the bottom. This would also apply to a defender on the perimeter who uses the bottom to take away an advantage gained by an offensive player on a drive.

3. Rule 8-2: Referees must also be aware of Rule 8-2, which states that it is a penalty foul “For a defending player to commit any foul within the 6-meter area but for which a goal probably would have resulted.” This includes jumping off the bottom by any player other than the goalkeeper to prevent a probable goal.

Note: If a coach wishes to have the same referee call the shallow bottom throughout the entire game, the coach may request that the teams change ends and benches after each period (and overtime period). In this instance, the referees do not change sides throughout the game (see Rule 2-2).

Appendix D

Tournament Advancement

1. **Tournament Game Length:** Each tournament game must be played according to the time factors described in Rules 4-1, 4-2, 4-3 and 4-6. Special modification of the play of the game in a tournament shall not be permitted.
2. **Tournament Rest Period:** Unless there is a prior agreement, a team involved in a tournament shall have a rest period of at least two hours between the completion of one game and start of the next game.
3. **Tournament Play:** The following system may be used when group round-robin is played to determine advancement of teams and the tournament champion.
 - a. Two points shall be awarded for a win and zero points for a loss. A game shall not end in a tie. Games played in the first and second rounds shall not be repeated; the scores and the points from the previous game between two advancing teams shall be used in the next round.
 - b. If two teams have equal points, advancement and/or the winner of the tournament shall be determined in the following manner: Precedence shall be given to the team winning the game played against the other.
 - c. In a three-team bracket, if the three teams are tied in points, advancement and/or the winner of the tournament shall be determined in the following manner:
 - 1) Precedence shall be given to the team with the largest goal difference, that is, the team with the largest difference between goals scored for and against shall be given precedence. For example, if the goal difference between three teams tied in points is +4, 0 and -4, the team with the greatest goal difference, +4, advances first. The second and third places are determined by which team won the game between the remaining two teams.

Note 1: The ties may not necessarily be broken in the order described in Appendix D-3-c. For example, when calculating goal difference between three teams, if the top two teams are tied in goal difference, the team with the lowest goal difference would advance third, the team that won the game between the top two teams would advance first and the other second.

Note 2: A team involved in a goal-difference situation that forfeits a game cannot advance by means of the forfeit.

- 2) In the event of goal difference being equal for all three teams, the team having scored the highest number of goals shall be given precedence. For example, if the number of goals scored by the three teams tied in goal difference is 13, 12 and 11 goals, the team scoring the highest

number of goals, 13, advances first. The second and third places are determined by which team won the game between the remaining two teams.

- 3) In the event of further equality among all three teams to determine advancement or the winner of a tournament, the tie shall be resolved by each team shooting five penalty shots at each opponent. The penalty shoot-out will occur 30 minutes following the completion of the final game of that round or at the first practical opportunity. The referees involved in the most recent game of that round will be used.
 - a) Each team will name in writing five team members in the order in which they will shoot and a goalkeeper (six different players). That order listed will determine the sequence in which those players will shoot penalty shots. No players excluded for the remainder of the game in the games against either of these two teams are eligible to be listed among those players to shoot or to be used as the goalkeeper or as a substitute goalkeeper. The goalkeeper may be changed at any time provided the substitute was listed on the roster for those games. If the goalkeeper is excluded during the penalty shoot-out, a player from the nominated five players may substitute for the goalkeeper for that shot but without the privileges of the goalkeeper. Following the taking of the penalty shot, the excluded goalkeeper may be substituted by an alternate goalkeeper. If a field player is excluded during the penalty shoot-out, the player's position is removed from the list of the five players participating in the penalty shoot-out and a substitute player is placed in the last position on the list.
 - b) All players with the exception of the five players shooting and the defending goalkeeper will be required to be seated on the team bench.
 - c) The order in which the three teams shoot will be decided by a draw. If the order of the teams drawn is A, C and B, teams A and C will be involved in the first set of five penalty shots, teams C and B in the second, and teams A and B in the third.
 - d) All teams will shoot at the same goal, with the referee selecting the end, based on sun and wind. The team benches will be located on each side of the pool at that end. The team that won the game between the first two teams shooting will be given the option of shooting first or second. This penalty shot process shall continue until each team has shot against each other team (10 penalty shots per team). The total number of penalty shots scored shall be recorded. The team scoring the highest number of penalty shots shall be placed first, and the winner of the game between the other two teams placed second. If two teams tie for first in number of penalty shots scored, the winner of the game between them shall be placed first, the other second, with the team scoring the least goals third.
 - e) Should three teams still be tied following the completion of the initial five penalty shots against each team, the first listed player from each team will take two penalty shots, one against each team.

If two teams each missed one shot, the winner of the original game between the two of them will be placed second and the other third, with the team that did not miss a shot placed first. If one team missed one shot and the other two each scored both shots, the team that missed is placed third and the winner of the original game between the other two is placed first and the loser second. If all three players have the same result, the process will continue using the second listed player from each team.

- d. In a bracket containing four or more teams, if more than two teams are tied in points, advancement and/or the winner of the tournament shall be determined in the following manner:
 - 1) Goal differences shall be calculated between games involving only those teams tied in points. If the tie is broken, the team with the greatest goal difference advances first. If two teams are tied for first with the same goal difference, the winner of the game between them shall be placed first, the loser second. If three of the four teams have identical points, the fourth team is placed first or fourth, as appropriate. If the remaining three teams are tied in points in the games played between these three teams, then the order of the remaining three teams is determined by calculating the goal difference in the games between these three teams. Precedence shall be given to the team with the largest goal difference; that is, the team with the largest difference between goals scored for and against in games involving only those teams tied in points shall be given precedence. For example, if the goal difference between three teams tied in points is +4, 0 and -4, the team with the greatest goal difference, +4, advances first of these three tied teams. Second and third places of these tied teams are determined by which team won the game between the remaining two teams.
 - 2) In the event of goal difference being equal for all teams tied in points, the team having scored the highest number of goals in games involving only those teams tied in goal difference shall be given precedence. For example, if the number of goals scored by the three teams tied in goal difference is 13, 12 and 11 goals, the team that scored 13 goals would be placed first. Second and third places are determined by which team won the game between the remaining two teams.
 - 3) In the event of further equality, the tie shall be resolved as in Appendix D-3-c.
4. Tournament Option: Tournament directors may select the following option for determining the advancement of teams and the winner of the tournament in group round-robin tournaments, if teams have equal points.
 - a. If two teams have equal points, precedence shall be given to the team winning the game played against the other.
 - b. If more than two teams are tied in points, the tie shall be resolved as in Appendix D-3-c.

Appendix E

Concussions

Revised April 2016

A concussion is a brain injury that is most commonly caused by a blow to the head or trunk, or by the head or body forcefully impacting the ground. Concussions most commonly occur without loss of consciousness. Typically, there are subtle indications that a concussion has occurred, such as the student-athlete shaking his head, stumbling, or appearing dazed or stunned.

Game officials are often in a best position to observe student-athletes up-close, and may be the first to notice the unusual behaviors that indicate a concussion may be present. Student-athletes with a suspected concussion must be removed from competition so that a medical examination can be conducted by the primary athletics health care provider (i.e., athletic trainer or team physician).

Importantly, a game official is not expected to evaluate a student-athlete. Instead, if an official notices any unusual behavior, the official should stop play immediately and call an injury timeout so that an appropriate medical examination can be conducted. A simple guide to the official's role is: "When in doubt, call an injury timeout."

An official may observe the following behaviors by a student-athlete with a suspected concussion:

- Appears dazed or stunned.
- Appears confused or incoherent.
- Shakes head.
- Stumbles; has to be physically supported by teammates.
- Moves clumsily or awkwardly.
- Shows behavior or personality changes.

A student-athlete who exhibits signs, symptoms or behaviors consistent with a concussion, either at rest or during exertion, should be removed immediately from practice or competition and should not return to play until cleared by an appropriate health care professional. Sports have injury timeouts and player substitutions so that student-athletes can receive appropriate medical evaluation.

IF A CONCUSSION IS SUSPECTED:

1. **Remove the student-athlete from play.** Look for the signs and symptoms of concussion if the student-athlete has experienced a blow to the head. Do not allow the student-athlete to just "shake it off." Each student-athlete will respond to concussions differently.

2. **Ensure that the student-athlete is evaluated immediately by an appropriate health care professional.** Do not try to judge the severity of the injury. Call an injury time-out to ensure that the student-athlete is evaluated by one of the primary athletics healthcare providers.
3. **Allow the student-athlete to return to play only with permission from the primary athletics health care provider.** Allow athletics medical staff to rely on their clinical skills and protocols in evaluating the student-athlete to establish the appropriate time to return to play.

Please refer to the NCAA Sports Medicine Handbook and the Diagnosis and Management of Sport-Related Concussion Guidelines for additional information and details regarding concussions. Both are available at www.ncaa.org.

Appendix F

Working the NCAA Water Polo Desk

These directions incorporate procedures from Rules 3, 4, 6, 7 and 8. The remainder of the procedures are designed to provide information commonly requested by sports information directors and coaching personnel.

1. Game Secretary or Scorekeeper

1. The secretary must maintain the record of the game, including the score, timeouts, and personal fouls (exclusion fouls and penalty fouls) awarded against each player.
 - a. The team roster for each team, with cap numbers designated, must be in the secretary's hands before the start of the game. Verify the names and cap numbers with each coach before the game.
 - b. Before the game, record the game number, starting time (and ending time after the game), names of teams, date, place of game, names of referees (print names in lower right corner of scoresheet), and cap numbers and names (last name first) of the players on each team on the scoresheet (white on left, dark on right).
 - c. Encircle the cap number of the starting goalkeeper. If there is a goalkeeper substitution, record the goalkeeper statistics with the correct player.
2. Record the cap number of the sprinter each period and encircle the number of the player winning the sprint in the appropriate boxes below the upper portion of the scoresheet.
3. Record all goal attempts in the "Attempt" column. Use an E for an extraman attempt, a P for a penalty shot attempt and a vertical line for all other attempts.
4. Record all goals in two places on the scoresheet in this order:
 - a. First: "Progress of Game": In the lower portion of the scoresheet, note the time of goal, the cap number, team (W or B), G for a natural goal, G-E for an extraman goal and G-P for a penalty shot goal under "Remarks," and the running score (0-1, etc., in the W-B column with the white score first, then the blue).

Note: In determining if a goal is an extraman goal, include all goals as extraman goals that are the result of the extraman situation, even if the goal is scored soon after the entry of the excluded player. For example, if the player is waved in at 1:53 and the goal is scored at 1:51, it is an extraman goal if it was the result of the extraman situation.

- b. Second: Record all goals in the upper portion of the scoresheet, first, in the "Attempt" column and, second, in the appropriate period's box on the

scoresheet. Use an E for both an extraman attempt and for the extraman goal, a P for both a penalty shot attempt and penalty shot goal, and a vertical line for both a natural goal attempt and natural goal.

5. Record all personal fouls (exclusion fouls and penalty fouls) in two places on the scoresheet in this order:

a. First: "Progress of Game": Record the time, cap number, team (W or B) and the symbol E for an exclusion foul and P for a penalty foul in the "Remarks" column. Note in the "Remarks" column if a player is removed for the remainder of the game for misconduct, flagrant misconduct, or fighting by the use of E-game misconduct, E-game flagrant misconduct, E-game fighting, etc. If the player was excluded for the remainder of the game for any other reason, enter only E-game. Do not fill in or make any mark in the running score column when completing the foul information since no goal was scored. The column entries should be as follows:

2:21 – 5 – W – E

b. Second: Upper portion of the scoresheet: Record every personal foul in the "Personal Fouls" column. Record the symbol and period (for example, E/2 in the first box for the first exclusion foul committed by a player, the foul occurring in the second period). Use a P followed by the period for a penalty foul (for example, P/4 for a penalty foul committed in the fourth period). If the player is excluded (for example, for misconduct) for the entire game in the third period, write M/3 in the correct box and draw a horizontal line through the remaining boxes, if applicable, to show that the player is out for the remainder of the game.

Note: When a player receives a second personal foul, write the cap number on the correct side of the top of the scoresheet as an aid to determining when the player receives a third personal foul and verify this with the exclusion secretary.

6. If a player commits misconduct while exiting the pool after committing that player's third personal foul, a penalty throw is awarded.

a. If the third personal foul is an exclusion foul and is followed by an act of misconduct:

1) The exclusion secretary must immediately raise the red flag and blow the whistle. The substitute may not enter for 20 seconds or until a goal is scored or there is a change in possession.

2) Under "Progress of Game," enter the third foul with time, cap number, team and (under "Remarks") E; then on the next line, at the same time, enter cap number, team and the foul of misconduct as E-misconduct (penalty throw).

3) In the upper portion of the scoresheet, enter E and the period in the third column under "Personal Fouls." In the NOTE column following the "Personal Fouls" columns, enter P/M for the penalty throw awarded for misconduct.

4) If the penalty shot is scored, enter the time, team, cap number and G-P under "Progress of Game"; in the upper portion of the scoresheet, enter P in the "Attempt" column and P in the appropriate column under "Goals."

- b. If the third personal foul is a penalty foul and is followed by an act of misconduct:
 - 1) The exclusion secretary must immediately raise the red flag and blow the whistle. The referee excludes the player for the remainder of the game for committing a third personal foul, a penalty foul, with the substitute entering immediately before the penalty shot. The referee awards first a dead-time penalty shot for the first penalty foul and then a live-time penalty shot for the subsequent foul of misconduct after a third personal foul.
 - 2) Under "Progress of Game," enter the third foul with time, cap number, team and (under "Remarks") P; then on the next line, at the same time, enter cap number, team, and the foul of misconduct as E-misconduct (penalty throw).
 - 3) In the upper portion of the scoresheet, enter P and the period in the third column under "Personal Fouls." In the NOTE column following the "Personal Fouls" columns, enter P/M for the penalty shot awarded for misconduct.
 - 4) If the first penalty shot is scored, enter the time, team, cap number and G-P under "Progress of Game" and, on the upper portion of the scoresheet, a P in the "Attempt" column and a P in the appropriate column under "Goals." If the second penalty shot is scored, enter the time, team, cap number and G-P under "Progress of Game" and a P in the "Attempt" column and a P in the appropriate column under "Goals" on the upper portion of the scoresheet.
7. Record illegal entries:
 - a. If an excluded player of the team not in possession of the ball enters improperly in the third period, the player is excluded for another 20 seconds and a penalty throw is awarded to the opposing team. However, record only one additional personal foul (marked as EP) against the offending player on the lower part of the scoresheet, and then P/3 on the upper part of the scoresheet.
 - b. If an excluded player on the team in possession of the ball enters improperly, the offending player is excluded for 20 seconds, and a free throw is awarded to the opposing team. On the scoresheet, record an additional personal foul (E) against the offending player in the lower part of the scoresheet and then in the upper portion.
8. Record the time, team and individual, if applicable, when a yellow, a yellow/red or red card is issued in the "Progress of Game" section on the scoresheet. Be sure to verify with the referee to whom the card was issued or if it was issued to the team. Also make a notation of the card (color, time issued, to whom issued) in the box next to the 30-second timeout box on the upper portion of the scoresheet. For example, if the yellow card was issued to the head coach:
YC – HC – 1:25/1Q
Since more than one card may be issued to one team in the game, it is essential to use the abbreviations.

9. Goalkeeper statistics: For every goalkeeper save, put an E for the save of an extraman shot, a P for the save of a penalty shot, and a vertical line for all other saves in the box under the correct period, crediting them to the correct goalkeeper. If the goalkeeper shoots the ball, put a vertical line in the "Attempt" column. If the goalkeeper scores the ball, place an encircled vertical line in the goals in the appropriate period column to distinguish the rare goalkeeper goal from saves.
10. Record all official timeouts on the scoresheet.
 - a. Each team is allowed three regular timeouts during the first four periods of a game and only one timeout during overtime. Inform the referee when a team calls its last timeout.
 - b. When a regular timeout is called, record the time, team and TO on the scoresheet under "Progress of Game" and in the appropriate boxes in the middle of the scoresheet with time first and then period (2:21/1Q for a timeout at 2:21 in the first period).
 - c. Each team may call one 30-second timeout during the game (including overtime). Record this timeout under "Progress of Game" and then in the appropriate box (time and period) between the upper and lower part of the scoresheet.
 - d. If there is not an exclusion board, keep a record visible to the teams of the number of timeouts remaining for each team.
 - e. Record electronic-media timeouts under "Progress of Game" and also notate these in the middle between the upper and lower portion of the scoresheet.
11. At the end of each period, draw a line beneath the last event of that period (do not leave a row blank on the scoresheet). At the end of the first period, count the number of goals scored by each team in the upper part of the scoresheet and record them in the correct space in the lower right portion of the scoresheet. Then look at the running score to see if the two agree. At the end of each subsequent period, count the number of goals scored during that period and record that number in the correct box in the lower right portion of the scoresheet. Then mentally add these boxes together and compare with the running score.
12. Check that the number of personal fouls marked above plus those in the "Notes" column plus timeouts and the number of yellow, yellow/red or red cards issued agrees with the number of blank spaces in the running score column on the lower portion of the scoresheet. Check the number of fouls on each player with the exclusion timekeeper at the end of each period.
13. If the score is tied at the end of four periods, two three-minute periods of overtime will be played, followed by three-minute sudden-victory overtime periods. Record the fouls awarded and goals scored in each overtime period just as during the game.
14. At the end of the game, total the goals scored each period in the lower right-hand corner of the scoresheet. Check that this agrees with the last running score entry. Record the time of completion of the game and have the referees sign below their printed names.

Note: If the game is continued on a second sheet, label the first sheet Page 1 and the second sheet Page 2 and clip these together at the end of the game.

15. Record any protests lodged by the coaches either during the game or after the end of the game:
 - a. If a protest is filed during the game, the coach will approach the referee as soon as possible after the event occurred and inform the referee. If the referees agree that they can handle the protest at that time, they will rule on the protest immediately. The coach must file a brief written protest after the game, signed by the referees, in order to have a written record on the scoresheet or a separate sheet. This must be clipped to the scoresheet.
 - b. If the protest is filed after the game, the coach must inform the secretary or tournament director within five minutes after the game that the coach is filing a protest. The coach must file a written protest not later than 15 minutes after the end of the game. Protests must be signed by the coach and referees and attached to the scoresheet.

2. Exclusion Secretary

1. Record all personal fouls on the exclusion record form. Use E for exclusion fouls and P for penalty fouls. Record the fouls on the white team on the left, blue team on the right.

Note: As an aid to determining rapidly which player (dark or white) is excluded or upon which a penalty foul is called, look at the cap color of the defending goalkeeper. For example, if the cap is paneled red/white, the excluded player or player on which the penalty foul is called is the visiting team, the team in white caps.

- a. For an exclusion foul, the offender is removed for 20 seconds of actual play or until a goal is scored or there is a change in possession of the ball, whichever is the shorter. Record the symbol E, cap number, time of exclusion and time of re-entry of each excluded player on the exclusion record form. (The time of re-entry is the calculated time of re-entry, not the actual time.)

Note: To determine the time of re-entry of an excluded player, either subtract 20 seconds (if you can do this without borrowing) or add 40 seconds and subtract one minute. For example, if a player was excluded at 2:13, the re-entry time is 1:53. It is necessary to write the re-entry time on the form as opposed to relying on the exclusion time remaining on the scoreboard as that time might have been entered late.

- b. For a penalty foul, record the symbol P, cap number, and time of the foul.
2. For an exclusion foul, raise the white or blue flag as appropriate after 20 seconds have elapsed. Do not raise the flag for re-entry until the player enters the re-entry area – the head needs to emerge above the water. Keep the flag raised until the player sees the flag and enters the pool. Leave the flag up for several seconds after the player enters the pool in case the referee has any questions as to whether the exclusion secretary signaled the player to enter. The excluded player or a substitute may enter immediately when the referee indicates a change of possession.
 - a. A player may be substituted for during the exclusion period. Do not raise the flag for the entrance of the substitute until the excluded player has reached the re-entry area and the head of the excluded player is visible in the re-entry area. Blow the whistle to signal an illegal entry, **even if**

the referee has waved in the substitute, if the original player has not yet reached the re-entry area before the entrance of the substitute.

- b. The excluded player may leave the pool during a timeout to meet with the team.
- c. A player may be substituted for an excluded player during a timeout, after a goal or in the interval between periods. In these cases, the excluded player is not required to go to the re-entry area before the substitute is eligible to enter.
- d. In the case of a double exclusion, both players are eligible to enter after the 20-second exclusion period or when there is a change of possession (the excluded players must still exit the field of play and enter from the re-entry area). At the end of 20 seconds, raise the appropriate flag as soon as each player reaches his/her appropriate re-entry area.

Note: Since each excluded player must reach that player's proper re-entry area, the exclusion secretary may wave in the players at different times, first one and then the other, as each reaches his/her respective re-entry area.

- e. Do not wave in an excluded player at the end of the exclusion time if that player is not eligible to play (for example, if the player has three personal fouls). The player must be replaced by a substitute.
3. Signal the referee by whistle if there is an improper or early re-entry of a player or substitute. The excluded player must swim to the re-entry area, leaving the field of play either under the end line or under the sideline. The excluded player may not leave the water to go to the re-entry area or that player will be excluded for the remainder of the game. When the appropriate flag is raised, the excluded player must slip in and swim into the field of play from the marked re-entry area on the boundary line on the side opposite the desk. The excluded player may not jump in, dive in or push off the wall. When the excluded player re-enters the playing field, his head must go under the red line marking the boundary of the re-entry area; however, the player's head may emerge in the field of play either straight ahead or at an angle from the re-entry area. The excluded player may enter immediately from any place in any manner after a goal is scored.
- a. If a player of the team not in possession of the ball enters improperly, the player is excluded for another 20 seconds, and a penalty throw is awarded to the opposing team. On the exclusion record form, record one additional personal foul (marked as EP) against that player.
 - b. If a player of the team in possession of the ball enters improperly, the offending player is excluded for 20 seconds, and a free throw is awarded to the opposing team. On the exclusion record form, record an additional personal foul (E) against the offending player (re-entry time is calculated from the time of this second foul).
 - c. Blow the whistle to signal an improper entry, even if the referee has waved in the substitute, if the original player has not yet reached the re-entry area before the entrance of the substitute.
 - d. If an exclusion foul is the third personal foul on a player, the player with three personal fouls must go to the re-entry area before the substitute can enter the pool when signaled. If the excluded player with three fouls leaves

the water to go to the re-entry area, no additional penalty is assessed (do not blow the whistle). However, a substitute may not enter until that player does go to the re-entry area or a goal is scored, timeout is called or the period ends.

- e. If a player's improper or early re-entry is that player's third personal foul, blow the whistle for the improper entry and lift the red flag immediately, signifying the third foul.
4. Signal without delay the award of a third personal foul that is an exclusion foul to a player as follows:
 - a. Raise the red flag to indicate that player is excluded for the remainder of the game, but may be replaced by a substitute. Keep the red flag raised during the entire exclusion period until the player is substituted for.
 - b. If two players are excluded simultaneously and this foul is the third personal foul for one of the players, raise (in the same hand) the flag corresponding to the color of the cap of the player with the third personal foul together with the red flag to signify that player has three personal fouls.
 - c. The player with three personal fouls must go to the re-entry area before being substituted for, unless a goal is scored, a timeout is called or the period ends. If the player with three personal fouls re-enters while the game is in progress while the red flag is raised, blow the whistle. The player then will be removed with immediate substitution and a penalty throw awarded. If a goal was scored and then the player with three fouls re-enters, the referee will remove the player, and the substitute may enter immediately. No additional personal foul is charged or penalty throw awarded in this instance.

Note: As an aid in determining when the player receives his/her third personal foul, write the cap number on the appropriate side of the top of the exclusion form when a player receives his/her second personal foul.

5. Signal without delay the award of a third personal foul that is a penalty foul to a player as follows: Blow the whistle and raise the red flag immediately before the shot is taken. The substitute enters before the penalty shot is taken.

Exception: A player is excluded with a second personal foul and, on the way out of the pool, intentionally interferes with play. Upon notification of the penalty foul awarded to this player (making that player's third personal foul), raise the red flag before the penalty throw to signify that this player may not return to the game, but do not blow the whistle as the substitute must be in the re-entry area for the taking of the penalty throw.

Note: It is important, the red flag is raised immediately after a third foul, whether it is an exclusion foul or a penalty foul. If the player commits misconduct on the way out from the pool after a third personal foul that is an exclusion foul or commits misconduct immediately after a third personal foul that is a penalty foul, a penalty throw is awarded. Immediately raise the red flag and blow the whistle if the referee indicates that this occurred as the referee must award a penalty throw in this case. (The referee on the desk side of the pool must notify the scorekeeper and exclusion secretary if misconduct occurs after the third personal foul.)

Note: It is important that the exclusion secretary keeps the red flag raised long enough for the coach and referee to see the flag. (Do not assume just because the coach makes a substitution for the excluded player that the coach has seen the red flag.)

6. Exclusion time carries over from period to period. If time remains on an exclusion at the end of a period, check that the offending player's team starts the next period one player short and that the offending player is at the correct end of the pool in the re-entry area, or, if substituted for, is not one of the starting players in the pool. Inform the referee which team is down a player and how much time remains on the exclusion.

Note: As an aid to remembering that there is an excluded player when a timeout is called or if the period ends shortly after the player was excluded, place the flag across the exclusion record form as a reminder. In addition, when a player is excluded, it is advisable to keep your hand on the flag as an assist to remembering that there is a player excluded.

7. At the end of each period, check the number of personal fouls awarded to each player with the exclusion board operator, with that person reading the fouls in cap-number order during that period to the exclusion secretary.
8. At the end of each period, check the total number of fouls for each player with the scorekeeper.

Note: To do this accurately and efficiently, look down the white cap side of the exclusion form, mentally grouping the fouls together for a player and saying in cap-number order, for example, white cap No. 2 has two fouls, No. 5 has one foul, etc. Do this at the end of each period, saying the total number of fouls for each player, not just those assessed during that period.

3. Game Timer

1. A game consists of four eight-minute periods, with a three-minute interval between periods one and two and between periods three and four, and with a five-minute interval between periods two and three (this time can be shortened with the mutual consent of both teams, but cannot be lengthened unless dictated by television or promotional considerations with the mutual agreement of both teams). If the score is tied at the end of four periods, there is a five-minute interval before overtime. Overtime consists of two three-minute periods with three minutes between periods. If at the end of two periods of overtime the score is still tied, there shall be played three-minute sudden-victory overtime periods with three minutes between each until a goal is scored. A three-minute interval shall precede the first sudden-victory overtime period.
2. At the beginning of the period, start the game clock when the first player touches the ball.
3. Stop the clock each time the referee blows the whistle. Start the clock again when the ball is put into play when the ball visibly leaves the hand of the player taking the free throw, goal throw or corner throw. Instead of passing the ball, the player may put the ball into play by picking up and dropping the ball, tossing the ball in the air, swimming with the ball, or transferring the ball from one hand to the other hand above the water (see Rule 5-12).

4. The team awarded a free throw shall be taken from the location of the ball, or if the foul is committed by a defending player within the 2-meter area, the free throw shall be taken on the 2-meter line.
5. After a goal, start the clock when the ball leaves the hand of the player making the restart.
6. Start the clock on a neutral throw when one player touches the ball (the player may touch the ball before it lands in the water).
7. Start the clock on a goal throw when the ball is put into play anyplace within the 2-meter area by the player closest to the ball. This is usually the goalkeeper.
8. Start the clock on a penalty throw when the ball leaves the hand of the player taking the penalty throw and stop on the whistle. If the penalty throw is missed and the ball rebounds into the field of play, the ball remains in play and the clock continues to run.
9. Start the clock on an exclusion foul when the ball leaves the hand of the player putting the ball into play. (Do not start the game clock when the player is swimming to get the ball or while the player is moving to a point indicated by the referee.) If an incorrect player(s) or no player leaves the pool after an exclusion foul, the referee should stop play, remove the correct player, allow the incorrect player to re-enter, reset both clocks and restart the game.
10. Start the clock after a timeout when the ball is put into play. If a timeout is called immediately after an exclusion foul is called, the game clock should still be at the time of the exclusion, and the shot clock should show 30 seconds for men and 35 seconds for women. If these times do not seem correct (if the game clock has run for several seconds before being stopped for the timeout), ask the referee if the ball was put into play after the exclusion before the timeout was called. If it was not put into play, the clocks should not have been run. In that case, ask if the game clock should be set to the exclusion time and the shot clock reset to 30 seconds for men and 35 seconds for women. Do not reset the clocks without checking with the referee.
11. If the referee starts or restarts the game or starts play after a goal or timeout with an extra player in the water, the referee will stop play, remove the extra player, reset both clocks and recommence the game.
12. If, before the expiration of a 30-second period of possession for men and a 35-second period of possession for women, a player throws the ball into a vacant area of the pool, the referee will blow the whistle because the team relinquished possession of the ball. Stop both clocks on the whistle. The referee will award a free throw to the opposing team at the site of the ball. Start the clock when the ball is put into play.

Note: Do not run the clock while the player is swimming over to get the ball.

13. If the scoreboard displays exclusions and you are directed to time exclusions, enter the exclusion on the board before the ball is put into play (before the game clock starts). It is not necessary to put up the cap number of the excluded player on the scoreboard.

14. The game clock should be set so that the buzzer sounds automatically when the period expires. The clock buzzer must be sufficiently loud and distinctive from that of the shot clock.
15. Time the intervals between periods on the clock. The clock is usually programmed for the correct interval length. Sound a warning buzzer when 30 seconds remain in the interval.
16. Record the score on the scoreboard after each goal.
17. Between periods, reset the clock to the correct period length and check that the proper period is showing on the clock.
18. Time the timeouts on the scoreboard only if the scoreboard has a line suitable for display of a countdown from two minutes on a line separate from the game time. If there is not a separate timeout secretary, sound the warning signal after the expiration of 1 minute, 45 seconds and the end of the timeout at 2:00, unless the team calling the timeout shortens the timeout. If it is not possible to time the timeouts on the scoreboard, the game clock timer (or timeout secretary if one is at the desk) will time the regular timeouts with a stopwatch or on the console. Usually the referee will time the 30-second timeouts. Record the actual duration of the timeout on the timeout record form.

Note: The game time must be displayed on the scoreboard during the timeout.

19. If there is no announcer, announce the last minute of the game, the last minute of the second overtime period and the last minute of any sudden-victory overtime periods.

4. Shot Clock Timer

Note: Even if these directions refer to starting the shot clock, the shot clock operator usually only resets the shot clock as the shot clock is usually integrated with the game clock, with the game clock operator stopping and starting both clocks.

1. At the beginning of each period, start the shot clock when the first player gains possession of the ball (the player need not actually touch the ball). However, if one team did not gain possession of the ball when the first player touched the ball, it is necessary to reset the shot clock when one team gains actual possession of the ball.
2. If the clocks are not integrated, stop the shot clock each time the referee blows the whistle.
3. Start the shot clock again when the ball is put into play when the ball visibly leaves the hand of the player taking the free throw, goal throw or corner throw. Instead of passing the ball, the player may put the ball into play by picking up and dropping the ball, tossing the ball in the air, swimming with the ball, or transferring the ball from one hand to the other hand above the water. On a goal throw, the ball may be put into play anywhere within the 2-meter area by the player closest to the ball. The team awarded a free throw shall put the ball in play from the location of the ball, or if the foul is committed by a defending player within the 2-meter area, the free throw shall be taken on the 2-meter line.

Note: Do not start either clock when the player is swimming to get the ball to take a free throw or while the player is moving to the point indicated by the referee to take a free throw.

4. Reset the shot clock at the following times:
 - a. After a goal. Start the clock when the player puts the ball into play.
 - b. After an attempt at a goal even if the same team regains possession of the rebounding ball. Reset the shot clock on the shot, immediately when the ball leaves the hand of the player taking the shot and reset again when a player of either team gains possession of the rebounding ball. If the referee blows the whistle (if, for example, the ball was shot out of bounds), reset on the shot, stop on the whistle and reset again and the clocks start again when a player from the correct team puts the ball into play.
 - c. After an exclusion foul, double exclusion foul or an offensive turnover. Stop both clocks on the whistle and start the shot clock when the ball is put into play.
 - d. When a neutral throw is awarded. Start the clocks when one player gains possession of the ball.
 - e. When the opposing team gains possession of the ball. The opposing team must gain possession of the ball - it must not merely touch the ball in flight.

Note: If the whistle blows as soon as the ball changes hands on an interception or steal, stop the shot clock, but do not reset it until checking to see if the team has actually lost possession. The team intercepting or stealing the ball may not necessarily retain possession of the ball.

Note: In the case of a ball-under call, reset the shot clock if there is a clear change of possession, not a momentary touching or contact with the ball. The player must be in control of the ball. If in doubt, check with the referee.

- f. When a penalty throw is awarded. If the game clock and shot clock are integrated, the shot clock will start with the game clock as the player shoots. Immediately reset the shot clock as this is a shot. If the shot is missed and the ball rebounds, reset the shot clock when a player gains possession of the ball.
 - g. On a goal throw or corner throw. Start the shot clock when a player puts the ball into play. The shot clock is not reset when the ball goes out of bounds on the sides of the pool when last touched by a defensive player unless a shot was taken.
5. The buzzer on the clock will sound at the end of 30 seconds for men and 35 seconds for women of continuous possession of the ball without a goal attempt. The referee will blow the whistle and award the ball to the opposing team. Reset the shot clock and start it when the player puts the ball into play.
6. If, before the expiration of 30 seconds for men and 35 seconds for women, a player throws the ball into a vacant area of the pool, the referee will blow the whistle because the team relinquished possession of the ball and will award a free throw to the opposing team at the site of the ball. Both the game clock and the shot clock stop on the referee's whistle. Reset the shot clock. Both clocks should be started when a player puts the ball in play.

7. Stop the shot clock when the referee blows the whistle for a timeout. Do not reset the shot clock. Start the shot clock when the player puts the ball into play after the end of the timeout.

Note: If misconduct occurs during a timeout, the player is excluded, according to the rules. The shot clock is not reset.

8. If an incorrect player or no player leaves the field of play after an exclusion foul, the referee will stop play, have that player re-enter the pool, have the correct player leave, and instruct the timer to reset both clocks. Restart both clocks when the ball is put into play.
9. If the referee starts or restarts the game or starts play after a goal or timeout with an extra player in the water, the referee stops play, removes the extra player, resets both clocks, and recommences the game.
10. Turn the shot clock off when fewer than 30 seconds for men and 35 seconds for women remain of the period and a new period of possession is awarded. The shot clock will usually blank automatically when fewer than 30 seconds (men's game) or 35 seconds (women's game) remain in the period and a new period of possession is awarded. If the shot clock does not blank automatically, turn the shot clock off when a new period of possession is awarded when fewer than 30 seconds for men and 35 seconds for women remain in the period.

5. Exclusion Board Operator

1. The duty of the exclusion board operator is to record in a visual manner on the exclusion board the number of personal fouls awarded to each player and the number of timeouts remaining for each team. On a vertical exclusion board, blue should be on the right and white on the left, the same sides as the cap colors on the scoresheet.
2. Each team is allowed to call three regular timeouts during the first four periods. In overtime, each team is allowed to call only one regular timeout, regardless of the number of timeouts called during regulation time. One 30-second timeout may be called by each team at any time during the game (including overtime).
3. Set up the board with three red markers for the regular timeouts and a different color marker (yellow or green, for example) for the 30-second timeout in the correct positions on the board for each team. As each timeout is called, record the time and period in the appropriate box on the exclusion board record form and remove the appropriate disc from the exclusion board. Use the following format for recording the timeout on exclusion board record form: 3:41/2Q.

Note: Electronic-media timeouts are recorded on the exclusion board record form, but not on the exclusion board.

4. As each exclusion or penalty foul is awarded, note the cap number and time on the exclusion board record form, blue fouls on the right, white on the left. Separate these by period. Working from the center out on the exclusion board, place a blue disc in the appropriate position by the cap number for each of the first two fouls on that player. Use a red marker for the third foul on that player. Leave these discs up until the end of the game.

Note: The exclusion board operator should always take the exclusion board record form with him/her to the exclusion board to avoid making a mistake (forgetting which player was awarded the foul). Put the correct marker up on the exclusion board as soon as possible after each foul is awarded.

5. If a player is excluded for the remainder of the game on the first or second foul, use a red marker to denote that foul instead of a blue marker in that space.
6. At the end of each period, check the total number of timeouts taken with the scorekeeper. Check the number of personal fouls on each player with the exclusion secretary (read back fouls in time order for that period to the exclusion secretary as they will be in the same order on both forms).
7. If the game goes into overtime, place only one red marker in the spaces for regular timeouts. If the team has not used its 30-second timeout, keep that marker up on the board as the 30-second timeout carries over into overtime, whereas any remaining regular timeouts do not carry over into overtime.
8. At the end of the game, remove all the personal foul markers from the board and replace the timeout markers.

6. Timeout Secretary

Note: This position is usually only used in major championships and in televised games.

1. Each team is entitled to three regular timeouts during the first four periods. In overtime, each team is entitled to only one regular timeout, regardless of the number of timeouts called during regulation time. One 30-second timeout may be called by each team during the game (including overtime). The duration of a regular timeout is two minutes but may be shortened by the coach who called the timeout.

Note: If a coach signals for a timeout, either by the use of an air horn or voice, the referee awards the timeout by blowing the whistle. The timeout secretary does not award the timeout (that is, the secretary does not blow a whistle or sound the air horn to signal the award of a regular or 30-second timeout).

2. Start the stopwatch as soon as the referee blows the whistle awarding the timeout.
 - a. Write the time and period the timeout is awarded on the timeout record form.
 - b. Sound the air horn after 1 minute, 45 seconds have elapsed as a signal that the teams should take up their positions to restart play and then again at 2:00 to signal the end of the timeout. If the team that called the timeout wants to shorten the timeout, the coach or captain notifies the referee that the team is ready to resume play at any time before 1:45 have elapsed of the timeout. The referee will then blow the whistle when so informed and will verbally inform the other team that play will start in 15 seconds.
 - c. Sound the air horn again after 15 seconds have elapsed.
 - d. Record the actual elapsed time of each timeout in the proper space on the timeout record form.
3. For a 30-second timeout, the coach on offense calls timeout and touches both shoulders. The referee blows the whistle to stop play and awards the timeout.

- a. Start the stopwatch as soon as the referee blows the whistle.
 - b. Sound the air horn after 20 seconds have elapsed and then again after 30 seconds. The referee will then throw the ball to an offensive player at or behind half-distance line to restart play, or the referee will start play with the corner throw or neutral throw, as appropriate. The 30-second timeout may be shortened.
 - c. Record the length of the 30-second timeout on the timeout record form.
4. Electronic-media timeouts: If a game is broadcast, one electronic-media timeout of 120 seconds may be called in each period of the game. No electronic-media timeouts are called in overtime.
- a. The red hat, who must sit at the score table next to the timeout secretary, shall hang a towel down from the table after three minutes have elapsed of each period. This is the signal that an electronic-media timeout will be called at the next opportunity within the rules.
 - b. The timeout secretary will sound the air horn for the electronic-media timeout, record the period and time on the timeout record form, and start the stopwatch the first time one of the following events occurs after this towel signal:
 - 1) after a goal is scored;
 - 2) before a neutral throw is taken;
 - 3) during a period of equipment failure such as of the game clock or shot clock;
 - 4) if there is an injured player; or
 - 5) if a cap or suit replacement is requiredIn the last three events, there must be a complete stoppage of play with the ball out of the pool, with no advantage to either team.
 - c. After the timeout secretary sounds the air horn, the referee will then immediately blow the whistle to award the timeout, signaling the electronic-media timeout by extending each arm straight out to the side.
 - d. The timeout secretary, at the direction of the red hat, will give the warning signal by air horn at 15 seconds before the conclusion of the electronic-media timeout.
 - e. The red hat will inform the timeout secretary who will inform the referee when to signal the end of the timeout by air horn and whistle. Play shall be immediately resumed.
 - f. If none of the six events above occurs during the last five minutes of the period, an electronic-media timeout may be awarded by the timeout secretary working with the red hat during the first three minutes of the next period as soon as one of the six criteria listed above occurs.

Note: If an electronic-media timeout is not awarded in the fourth period of a tied game at the end of regulation time, the electronic-media timeout does not carry over to any overtime period.

- g. Record the length of each electronic-media timeout in the proper space on the timeout record form.

Appendix G

Accommodations for Student-Athletes with Disabilities

The NCAA encourages participation by student-athletes with disabilities (physical or mental) in intercollegiate athletics and physical activities to the full extent of their interests and abilities. An NCAA member institution will have the right to seek, on behalf of any student-athlete with a disability participating on the member's team, a reasonable modification or accommodation of a playing rule, provided that the modification or accommodation would not:

1. Compromise the safety of, or increase the risk of injury to, any other student-athlete;
2. Change an essential element that would fundamentally alter the nature of the game; or
3. Provide the student-athlete an unfair advantage over the other competitors.

To request any such modification or accommodation, the member's director of athletics, or his/her designee, must submit a rule waiver request, in writing, to the secretary-rules editor. Such written request should describe:

- a. The playing rule from which relief is sought;
- b. The nature of the proposed modification or accommodation;
- c. The nature of the student-athlete's disability and basis for modification or accommodation; and
- d. The proposed duration of the requested modification or accommodation.

Additionally, each request should be accompanied by documentation evidencing the student-athlete's disability (e.g., a medical professional's letter). Upon receipt of a complete waiver request, the secretary-rules editor will consult with NCAA staff, the applicable sport/rules committee, other sport governing bodies, and/or outside experts, to conduct an individual inquiry as to whether the requested modification or accommodation can be made. In making this assessment, the NCAA may request additional information from the member institution. The secretary-rules editor will communicate the decision in writing (which may be via email) to the requesting member institution. If the request is granted, the member institution should be prepared to provide the written decision to the officiating staff, opposing coach(es), and tournament director (if applicable) for each competition in which the student-athlete will participate. NCAA members are directed to consult Guideline 2P of the NCAA Sports Medicine Handbook for further considerations regarding participation by student-athletes with impairment.

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