

Test Water Polo Rules

To be applied during FINA Youth Men's World Water Polo Championships Podgorica 2016 and FINA Youth Women's World Water Polo Championships Auckland 2016.

Water Polo Rules

WP 1 FIELD OF PLAY & EQUIPMENT

WP 1.4 The distance between the goal lines shall not be less than 20 metres and not more than 25 metres. The width of the field of play shall be not less than 10 metres and not more than 20 metres.

For FINA Events, the distance between the respective goal lines shall be 25 metres and the width of the field of play shall be 20 metres. The depth of the water shall be consistently not less than 1.8 metres and preferred 2.0 metres.

[Diagram in WP 1.2 and FR 7.2 to be read to be consistent with this WP 1.4]

WP 3 THE BALL

WP 3.3 and WP 3.4 The circumference of the ball shall be not less than 0.65 metres and not more than 0.67 metres, and its pressure shall be 48 - 55 (kilo Pascal's) (7 - 8 pounds per square inch atmospheric).

WP 4 CAPS

WP 4.3 Caps shall be numbered on both sides with numbers 0.10 metres in height. The goalkeeper shall wear cap no. 1 and the other caps shall be numbered 2 to 11. The substitute goalkeeper shall wear a red cap numbered 11. A player shall not be allowed to change his cap number during the game except with the permission of a referee and with notification to the secretary.

WP 5 TEAMS AND SUBSTITUTES

WP 5.1 Each team shall consist of a maximum of thirteen players: eleven field players and two goalkeepers. For any one game, a team shall nominate a maximum of eleven players to play: nine field players and two goalkeepers. A team shall start the game with not more than six players, one of whom shall be the goalkeeper and who shall wear the goalkeeper's cap. Four reserves may be used as substitutes. A team playing with less than six players shall not be required to have a goalkeeper.

WP 5.6 At any time in the game, a player may be substituted by leaving the field of play at the re-entry area nearest to the player's own goal line. The substitute may enter the field of play from the re-entry area as soon as the player has visibly risen to the surface of the water within the re-entry area. If a goalkeeper is substituted under this Rule it must only be by the substitute goalkeeper. If the team has less than six players the team shall not be required to have a

goalkeeper. No substitution shall be made under this Rule between the time a referee awards a penalty throw and the taking of the throw.

[Note: In the event that the goalkeeper and substitute goalkeeper are not entitled or able to participate, a team playing with six players shall be required to play with an alternative goalkeeper who shall wear the goalkeeper's cap.]

During a game should a team have no more substitutes apart from the substitute goalkeeper either the goalkeeper or substitute goalkeeper may play as a field player.]

[Interpretation: Should the goalkeeper or substitute goalkeeper play as a field player the player shall be required to wear cap numbered 12 of the team.]

WP 14 METHOD OF SCORING

WP 14.4 A goal shall be scored if, at the expiration of 25 seconds possession or at the end of a period, the ball is in flight and enters the goal.

[Note. 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 signalled 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.]

If the ball is in flight towards the goal in the circumstances of this Rule and the goalkeeper or another defending player pulls down the goal, or within his own 5 metre area a defending player other than the goalkeeper stops the ball with two hands or arms or punches the ball to prevent a goal being scored, the referee shall award a penalty throw if, in the referee's opinion, the ball would have reached the goal line if the offence had not occurred.]

If the ball which is in flight towards the goal in the circumstances of this Rule lands on the water and then floats completely over the goal line, the referee shall award a goal only if the ball floats over the goal line immediately due to the momentum of the shot.]

WP 20 ORDINARY FOULS

WP 20.15 For a team to retain possession of the ball for more than 25 seconds of actual play without shooting at their opponent's goal. The timekeeper recording the possession time shall reset the clock:

- (a) when the ball has left the hand of the player shooting at goal. If the ball rebounds into play from the goal post, crossbar or the goalkeeper, the possession time shall not recommence until the ball comes into the possession of one of the teams;
- (b) when the ball comes into the possession of the opposing team. "Possession" shall not include the ball merely being touched in flight by an opposing player;
- (c) when the ball is put into play following the award of an exclusion foul, penalty foul, goal throw, corner throw or neutral throw.

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

[Note. The timekeeper and referees must decide whether there was a shot on goal or not but the referees have the final decision.]

WP 20.16 To waste time.

[Note. It is always permissible for a referee to award an ordinary foul under this Rule before the 25 seconds possession period has elapsed.]

If the goalkeeper is the only player of the team in that team's half of the field of play, it shall be deemed wasting time for the goalkeeper to receive the ball from another member of that team who is in the other half of the field of play.

In the last minute of the game, the referees must be certain that there is intentional wasting time before applying this Rule.]

WP 21 EXCLUSION FOULS

WP 21.3 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 15 seconds of actual play have elapsed, at which time the 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;
- (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.

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

- (a) the player has received a signal from the 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;
- (e) after a goal has been scored an excluded player or a substitute may re-enter the field of play from any place.

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.

[Note. A substitute shall not be signalled in by a referee and nor shall the secretary signal the expiration of 15 seconds 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 re-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 player's re-entry area, a substitute shall not be permitted to enter until a goal has been scored or at the end of a period or during a timeout.]

The primary responsibility for giving the signal for the re-entry of an excluded player or a substitute is with the defensive referee. However, the attacking referee may also assist in this regard and the signal of either referee shall be valid. If a referee suspects an improper re-entry or the goal judge signals such an improper re-entry, then the referee should first be satisfied that the other referee had not signalled the re-entry.

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

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 team wins the ball at the swim up at the start of the next period. If a player is excluded when the end of a period is signalled, the referees and the secretary shall ensure that the teams have the correct number of players before signalling for the restart.]

WP 21.15 In the case of simultaneous exclusion of players of opposing teams during play, both players are excluded for 15 seconds. The 25 second possession clock is not reset. Play is restarted with a free throw to the team which had possession of the ball. If neither team had possession when the simultaneous exclusions were called, the 25 second possession clock is reset and play shall be restarted with a neutral throw.

[Note. Both players excluded under this Rule, shall be permitted to re-enter at the next earliest occurrence referred to in WP 21.3 or at the next change of possession.

If two players have been excluded under this Rule and are eligible to re-enter, the defensive referee may wave in the player as soon as that player is ready to re-enter. The referee does not have to wait until both players are ready to re-enter.]

APPENDIX A INSTRUCTIONS FOR THE USE OF TWO REFEREES

12. When players of both teams commit an exclusion foul simultaneously during play, the referees shall call for the ball from the water and make sure both teams and the secretaries know who is excluded. The 25 second possession clock is not reset and play is restarted with a free throw to the team which had possession of the ball. If nether team had possession when the simultaneous exclusions were called, the 25 second possession clock is reset and play shall be restarted with a neutral throw.

APPENDIX B SIGNALS TO BE USED BY OFFICIALS

Fig. U To indicate the ordinary fouls of wasting time and the expiry of 25 seconds' possession. The referee moves a hand in a circular motion two or three times.