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FINA WATER POLO MANUAL

2019 - 2021

MESSAGE FROM THE FINA PRESIDENT

Dear Friends,

It is my great pleasure to present you the *FINA Water Polo Guide 2019-2021*, a valuable document for those who are involved in the promotion and the development of this historical and highly-athletic team sport.

Water Polo was the first team sport to integrate the Olympic programme in 1950, and remain as of today a discipline in constant evolution.

Some landmarks in water polo evolution can be mentioned: the inclusion of the women's tournament in the Games, the launch of the yearly Men's and Women's Water Polo World League which gather the best squads of the planet, the creation of the FINA Water Polo Referees School and the FINA World Men's Water Polo Development Trophy.

More recently, the new format of the FINA World Men and Women's Youth and Junior Championships was established, with this competition being contested by players of 18 years old and under in even years and 20 and under in odd years.

FINA's strategy is to enhance water polo's image worldwide, develop the sport at the grassroots level, thus seducing more young players across the five continents. This game creates a thrilling and exciting show, generating the interest from the media, the sponsors and the fans of our team sport.

I would like to take this opportunity to warmly thank our prestigious partners, our National Member Federations, for their continuous support to this discipline.

The ***FINA Water Polo Guide*** is a key tool to help our players, coaches and referees in their activities. I therefore express my recognition and gratitude to the FINA Technical Water Polo Committee for their expertise and to all those involved in the production of this guide.

I wish all the water polo players, coaches and referees to fully embrace and use the FINA Water Polo Guide.

Yours Sincerely,

Dr. Julio C. Maglione
FINA President

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1 OLYMPIC GAMES

1.1 REGULATIONS FOR OLYMPIC GAMES MEN'S WP TOURNAMENT

1.1.1 **Participants**:

For the Olympic Games, an entry of a maximum of thirteen (13) players may be accepted. For the game protocol and on the bench, no more than twelve (12) players will be accepted. The 13th player cannot be activated during the match.

BL 9.3.10.1 The competition shall be for a maximum of twelve (12) teams selected in the following manner:

BL 9.3.10.1.2 The first team from the preceding year's World League.

BL 9.3.10.1.3 The first two (2) teams from the preceding World Championships. If any one of these two (2) teams has already qualified from the preceding year's World League (BL 9.3.10.1.2), the next ranked team from the World Championships qualifies.

BL 9.3.10.1.4 The Host Country will automatically qualify.

BL 9.3.10.1.5 Automatically, one (1) team from the Continental Championships of the five (5) continents. If it is qualified at the preceding year's World League (BL 9.3.10.1.2), or at the preceding FINA World Championships (BL 9.3.10.1.3), then the next ranked team from the continental championships will qualify.

BL 9.3.10.1.6 The other three (3) teams are to come from the highest placed teams at the Olympic Games Qualification Tournament - Men.

BL 9.3.10.1.8 FINA has authority to amend BL 9.3.10.1 and list in chronological order to reflect the qualification of teams in accordance with the timing of FINA Events.

1.1.2 **Withdrawal & Vacancies:**

BL 9.3.10.1.7 If, for any reason, no team enters from a continent, or if there is an unfilled vacancy from among the teams qualified from the preceding year's World League or preceding World Championship, the next ranking team(s) will then be taken in order from their placing at the Olympic Games Qualification Tournament – Men.

1.1.3 **System of Competition**:

The system of competition will be as set out in BL 9.4.1.2 consisting of two groups of six (6) playing a single round robin in each group. The first four (4) highest ranked teams in each group will qualify for the Quarter Final Round. The fifth and sixth ranked teams in each group will be eliminated and will not play any more.

The teams ranked sixth in each group of the Preliminary Round shall be classified for places 11 – 12 according to the following criteria:

1. Win-loss record in their Preliminary Round group
2. If both teams have the same win-loss record, the classification will be determined by goal average (goals scored divided by games played) taking into account the results of all games played in the respective group.
   The teams ranked fifth in each group shall be classified for places 9 – 10 according to the same principles as for places 11 – 12.

The Draw:

BL 9.4.1. The Draw for the Olympic Games Tournament will be either on the last day of the Olympic Games Qualification Tournament – Men or as otherwise determined and the following principle shall apply: if a team is already qualified by its ranking from a preceding qualification competition, the team will be placed on the highest line of the Draw according to that ranking and the team taking its place will be placed on the lower line.

(a) Group Draw:

For the Preliminary Round, all qualifying teams will be drawn by pairs into two groups, either A or B.

First Line, the first and second placed teams from the preceding World Championship will be drawn, one into group A, and one into group B.

Second Line, the team qualified from the preceding year's World League and the team representing the Continent of Europe will be drawn, one into group A, and one into group B.

Third Line, the teams representing the Continents of America and Oceania will be drawn, one into A, and one into B.

Fourth Line, the teams representing the Continents of Africa and Asia will be drawn, one into A, and one into B.

Fifth Line, the first and second placed teams from the Olympic Games Qualification Tournament – Men will be drawn, one into group A, and one into B.

Sixth Line, the third placed team in the Olympic Games Qualification Tournament – Men and the team representing the Host Continent will be drawn, one into A, and one into B.

(b) Team Draw:

After being divided into group A and group B, the teams will then be drawn with each team in each group receiving a separate number from one (1) to six (6).

1.2 REGULATIONS FOR OLYMPIC GAMES WOMEN'S WP TOURNAMENT

1.2.1 Participants:

For the Olympic Games, an entry of a maximum of thirteen (13) players may be accepted. For the game protocol and on the bench, no more than twelve (12) players will be accepted. The 13th player cannot be activated during the match.

BL 9.3.10.3.1 The competition shall be for a maximum of ten (10) teams selected in the following manner:

BL 9.3.10.3.2 The first team from the preceding year's World League.

BL 9.3.10.3.3 The first team from the preceding World Championships. If this team has already qualified from the preceding year's World League (BL 9.3.10.3.2), the next ranked team from the World Championships qualifies.

BL 9.3.10.3.4 The Host Country will automatically qualify.

BL 9.3.10.3.5 Automatically, one (1) team from the Continental Championships of the five (5) continents. If it is qualified at the preceding year's World League (BL 9.3.10.3.2), or at the preceding FINA World Championships (BL 9.3.10.3.3), then the next ranked team from the continental championships will qualify.

BL 9.3.10.3.6 The other two (2) teams qualify from the Olympic Games Qualification Tournament - Women.

BL 9.3.10.3.8 FINA has authority to amend BL 9.3.10.3 and list in chronological order to reflect the qualification of teams in accordance with the timing of FINA Events.

1.2.2 Withdrawal & Vacancies:

BL 9.3.10.3.7 If for any reason, qualified teams do not wish to participate in the Olympic Games, the next ranking team(s) will then be taken in order from their placing at the Olympic Games Qualification Tournament – Women

1.2.3 System of Competition:

The system of competition will be as set out in BL 9.4.2.2 consisting two (2) groups of five (5) teams playing a single round robin in each group.

The first, second, third and fourth placed teams in Group A and Group B form a Group D of eight (8) teams. Group D plays a modified single elimination format.
Games played in the Preliminary Round may be repeated in the Quarter Final, Semi Final or Final Round. All games played in Group D must be played so that a definite winner is declared. Accordingly, it may be necessary to apply the Water Polo Rules relating to penalty shoot-out.

Places 9 - 10

The teams ranked fifth in each group of the Preliminary Round shall be classified for places 9 - 10 according to the following criteria:

1. Win-loss record in their Preliminary Round group.
2. If both teams have the same win-loss record, the classification will be determined by goal average (goals scored divided by games played) taking into account the results of all games played in the respective group.

1.2.4 The Draw:

BL 9.4.2.1 The Draw for the Olympic Games Tournament will be either on the last day of the Olympic Games Qualification Tournament – Women or as otherwise determined and the following principle shall apply: if a team is already qualified by its ranking from a preceding qualification competition, the team will be placed on the highest line of the Draw according to that ranking and the team taking its place will be placed on the lower line.

(a) Group Draw:

For the Preliminary Round, all qualifying teams will be drawn by pairs into two groups, either A or B.

First Line, the first placed team from the previous World Championship and the team representing the Continent of the Americas will be drawn, one into A, and one into B.

Second line, the teams representing the Continents of Europe and Oceania will be drawn, one into A, and one into B.

Third line, the first and second placed teams from the Olympic Games Qualification Tournament - Women will be drawn, one into A, and one into B.

Fourth line, the third placed team from the Olympic Games Qualification Tournament - Women and the team representing the Continent of Asia will be drawn, one into A, and one into B.

Fifth line, the team representing the Continent of Africa and the team representing the Host Country will be drawn, one into A, and one into B.

(b) Team Draw:

After being divided into Group A and Group B, the teams will then be drawn with each team in each group receiving a separate number from one (1) to five (5).

1.3 REGULATIONS FOR FINA MEN'S WP OLYMPIC GAMES QUALIFICATION TOURNAMENT

The Men's Olympic Games Qualification Tournament (OGQT) should take place no less than four (4) months prior to the Olympic Games, and as determined by the FINA Bureau. Preference for the organisation of the Men's OGQT (if possible) will be given to a continent other than the continent where the Olympic Games are being held and, if possible, should be given to a neutral, or already qualified, country.

1.3.1 Participants:

BL 9.3.10.2.1 The competition shall be for a maximum of twelve (12) teams selected through continental qualification tournaments or continental championships in the following manner:

BL 9.3.10.2.2 The twelve (12) teams from the continents shall be selected according to the following formula:
Europe - 5; Americas - 3; Asia – 2; Africa – 1; and Oceania - 1. The Host Country will be considered to be a representative from that Continent.

BL 9.3.10.2.3 The highest qualifying team(s) from the continental qualification tournament or continental championship shall be entitled to represent that continent; if any teams do not accept, then the next highest ranking team willing to accept and participate in the Olympic Games Qualification Tournament shall qualify.

1.3.2 Withdrawal & Vacancies:

BL 9.3.10.2.4 If there is an unfilled vacancy from a continent, then that vacancy shall be filled by the next highest placed team(s) from the continental qualification tournament or continental

championship with the following rotation: host continent of the Olympic Games Qualification Tournament, Americas, Asia, Europe, Oceania and Africa.

1.3.3 System of Competition:

The system of competition will be as set out in BL 9.4.1.2 consisting of two groups of six (6) playing a single round robin in each group. The first four (4) highest ranked teams in each group will qualify for the Quarter Final Round. The fifth and sixth ranked teams in each group will be eliminated and will not play any more.

The teams ranked sixth in each group of the Preliminary Round shall be classified for places 11 – 12 according to the following criteria:

1. Win-loss record in its Preliminary Round group
2. If both teams have the same win-loss record, the classification will be determined by goal average (goals scored divided by games played) taking into account the results of all games played in the respective group.

The teams ranked fifth in each group shall be classified for places 9 – 10 according to the same principles as for places 11 – 12.

1.3.4 The Draw:

BL 9.4.5.1 The Draw for the Olympic Games Qualification Tournament will be made two (2) months or as otherwise determined prior to the commencement of the Olympic Games Qualification Tournament.

For the Preliminary Round, all the qualifying teams will be drawn by pairs into two groups, either A or B.

(a) Group Draw:

First Line, the two highest placed teams from the previous World Championships.

Second Line, the next two highest teams from the previous World Championships.

Third Line, the next two highest teams from the previous World Championships.

Fourth Line, the next two highest teams from the previous World Championships.

Fifth Line, the remaining teams, if any, from the World Championships or the highest ranked teams from Europe and the next highest ranked teams from the Americas.

Sixth Line, the remaining teams, if any, being the next highest ranked teams from the Americas, Asia or Europe and the next highest ranked team from the Americas, Asia or Europe.

Should there be no teams from the previous World Championships to seed onto a Line, then the highest ranked teams for Europe, Americas, Asia, Africa or Oceania, if any, shall be drawn alternating between Group A and Group B.

(b) Team Draw:

After being divided into Group A and B, the teams will then be drawn with each team in each group receiving of separate number of 1 to 6.

1.4 REGULATIONS FINA WOMEN'S WP OLYMPIC GAMES QUALIFICATION TOURNAMENT

The Women's Olympic Games Qualification Tournament should take place no less than four (4) months prior to the Olympic Games, and as determined by the FINA Bureau. Preference for the organisation of the Women's OGQT (if possible) will be given to a continent other than the continent where the Olympic Games are being held and, if possible, should be given to a neutral, or already qualified, country.

1.4.1 **Participants**:

BL 9.3.10.4.1 The competition shall be between a maximum of twelve (12) teams selected through continental qualification tournaments or continental championships.

BL 9.3.10.4.2 The twelve (12) teams from the continents shall be selected according to the following formula:
Europe - 5; Americas – 3; Asia – 2; Africa – 1; and Oceania - 1. The Host Country will be considered to be a representative from that Continent.

BL 9.3.10.4.3 The highest qualifying team(s) from the continental qualification tournament or continental championship shall be entitled to represent that continent; if any teams do not accept, then the next highest ranking team willing to accept and participate in the Olympic Games Qualification Tournament shall qualify.

1.4.2 **Withdrawal & Vacancies:**

BL 9.3.10.4.4 If there is an unfilled vacancy from a continent, then that vacancy shall be filled by the next highest placed team(s) from the continental qualification tournament or continental championship with the following rotation: host continent of the Olympic Games Qualification Tournament, Americas, Asia, Europe, Oceania and Africa.

1.4.3 **System of Competition**:

The system of competition will be as set out in BL 9.4.1.2 consisting of two groups of six (6) playing a single round robin in each group. The first four (4) highest ranked teams in each group will qualify for the Quarter Final Round. The fifth and sixth ranked teams in each group will be eliminated and will not play any more.

The teams ranked sixth in each group of the Preliminary Round shall be classified for places 11 - 12 according to the following criteria:

1. Win-loss record in its Preliminary Round group
2. If both teams have the same win-loss record, the classification will be determined by goal average (goals scored divided by games played) taking into account the results of all games played in the respective group.

The teams ranked fifth in each group shall be classified for places 9 - 10 according to the same principles as for places 11 - 12.

1.4.4 The Draw

BL 9.4.6.1 The Draw for the Olympic Games Qualification Tournament will be made two (2) months, or as otherwise determined, prior to the commencement of the Olympic Games Qualification Tournament.

(a) Group Draw:

For the Preliminary Round, all qualifying teams will be drawn by pairs into two groups, either A or B.

First Line, the two highest placed teams from the previous World Championships.

Second Line, the next two highest placed teams from the previous World Championships.

Third Line, the next two highest placed teams from the previous World Championships.

Fourth Line, the next two highest placed teams from the previous World Championships.

Fifth Line, the remaining teams, if any, from the World Championships and the highest ranked team from Europe, Americas, Asia, Africa or Oceania.

Sixth Line, the remaining teams, if any, shall be drawn alternating between Groups A and B.

Should there be no teams from the previous World Championships to seed onto a Line, then the highest ranked teams for Europe, Americas, Asia, Africa or Oceania, if any, shall be drawn alternating between Group A and Group B.

(b) Team Draw:

After being divided into group A and group B, the teams will then be drawn with each team in each group receiving a separate number from one (1) to six (6).

2 WORLD CHAMPIONSHIPS

2.1 REGULATIONS FOR FINA WORLD CHAMPIONSHIPS MEN'S WP TOURNAMENT

The Men's World Senior Championship Tournament will be held as determined by the FINA Bureau.

2.1.1 **Participants**:

BL 9.3.10.5.1 The competition shall be for a maximum of sixteen (16) teams selected in the following manner:

BL 9.3.10.5.2 The four (4) highest ranking teams from the preceding World Cup or Olympic Games, two (2) highest ranking teams from the preceding year's World League, one (1) team from the host country and nine (9) teams from the five (5) continents to be selected through continental qualification tournaments or continental championships. The nine (9) teams from the continents shall be selected according to the following formula:
Europe – 3; Americas – 2; Asia - 2; Africa - 1; and Oceania - 1.

BL 9.3.10.5.3 If any one of the teams qualified from the preceding year's World League are in the first four (4) from the preceding World Cup or Olympic Games, the next ranked team from that World Cup or Olympic Games qualifies.

BL 9.3.10.5.4 The highest qualifying team(s) from the continental qualification tournament or continental championships shall be entitled to represent that continent; if any team does not accept, then the next highest ranking team willing to accept and participate in the World Championships shall qualify.

2.1.2 **Withdrawals & Vacancies:**

BL 9.3.10.5.5 If the host country is already included in the four (4) highest ranking teams from the preceding World Cup or Olympic Games, then that entry position shall be filled by the next highest placed team from that World Cup or Olympic Games.

BL 9.3.10.5.6 If another of the four (4) highest ranking teams from the preceding World Cup or Olympic Games or one (1) of the two (2) highest ranking teams from the preceding year's World League does not enter, then that position shall be filled from the next highest placed team from that World Cup or Olympic Games.

BL 9.3.10.5.7 If no team enters from a continent or if there is an unfilled vacancy from among the teams qualifying from the preceding World Cup, Olympic Games or preceding year's World League, then each vacancy for that World Championship shall be filled by the next highest placed team(s) from the continental qualification tournament or continental championships with the following rotation: Asia, Americas, Europe, Oceania and Africa.

2.1.3 **System of Competition**:

The system of competition will be as set out in BL 9.4.3.2 (Men's & Women's Tournament) consisting four (4) groups of four (4) teams playing a single round robin in each group The first placed teams in each group have a bye. The second and third placed teams in each group play against each other in a cross group format. The fourth placed teams in each group form a new group which consists of four (4) teams that play for play for places 13 to 16 in a cross group format. The successful teams of the games between the second and third placed teams progress to play against the first placed teams to determine which teams progress to play off for places 1 to 4. The unsuccessful teams play against each other in a cross group format to determine places 9 to 12. The unsuccessful teams from the games against the first placed teams play against each other in a cross group format to determine places 5 to 8.

2.1.4 The Draw:

BL 9.4.3.1 The Draw for the World Championships Tournament will be made two (2) months prior to the commencement of the World Championships Tournament and the following principle shall apply: if a team is already qualified by its ranking from a preceding qualification competition, the team will be placed on the highest line of the Draw according to its ranking and the team taking its place will be placed on the lower line.

(a) Group Draw:

For the Preliminary Round, all qualifying teams will be drawn into four (4) groups: A, B, C or D.

First line, the first, second, third and fourth qualified teams from the preceding World Cup or Olympic Games will be drawn, one into A, one into B, one into C, and one into D.

Second line, the qualified teams from the World League (or from the World Cup or Olympic Games if applicable), the first qualified team from the Americas and the first qualified team from Europe will be drawn, one into A, one into B, one into C, and one into D.

Third line, the second qualified team from the Americas, the second and third qualified teams from Europe and the qualified team from Oceania will be drawn, one into A, one into B, one into C, and one into D.

Fourth line, the qualified team from Africa, the first and second teams from Asia and the Host Country (if the Host Country has already been drawn, then the next ranked team from the World Cup or Olympic Games) will be drawn, one into A, one into B, one into C, and one into D.

(b) Team Draw:

After being divided into Groups A, B, C, or D, the teams will then be drawn with each team in each group receiving a separate number from one (1) to four (4).

2.2 REGULATIONS FOR FINA WORLD CHAMPIONSHIPS WOMEN'S WP TOURNAMENT

The Women's World Senior Championship Tournament will be held as determined by the FINA Bureau.

2.2.1 Participants:

BL 9.3.10.6.1 The competition shall be between a maximum of sixteen (16) teams selected in the following manner:

BL 9.3.10.6.2 The four (4) highest ranking teams from the preceding World Cup or Olympic Games, two (2) highest ranking teams from the preceding year's World League, one (1) team from the host country and nine (9) teams from the five (5) continents to be selected through continental qualification tournaments or continental championships. The nine (9) teams from the continents shall be selected according to the following formula:
Europe – 3; Americas – 2; Asia – 2; Africa – 1; and Oceania – 1.

BL 9.3.10.6.3 If any one of the teams qualified from the preceding year's World League are in the first four (4) from the preceding World Cup or Olympic Games, the next ranked team from that World Cup or Olympic Games qualifies.

BL 9.3.10.6.4 The highest qualifying team(s) from the continental qualification tournament or continental championships shall be entitled to represent that continent; if any team does not accept, then the next highest ranking team willing to accept and participate in the World Championships shall qualify.

2.2.2 Withdrawal & Vacancies:

BL 9.3.10.6.5 If the host country is already included in the four (4) highest ranking teams from the preceding World Cup or Olympic Games, then that entry position shall be filled by the next highest placed team from that World Cup or Olympic Games.

BL 9.3.10.6.6 If another of the four (4) highest ranking teams from the preceding World Cup or Olympic Games or one (1) of the two (2) highest ranking teams from the preceding year's World League does not enter, then that position shall be filled from the next highest placed team from that World Cup or Olympic Games.

BL 9.3.10.6.7 If no team enters from a continent or if there is an unfilled vacancy from among the teams qualifying from the preceding World Cup or Olympic Games or preceding year's World League, then each vacancy for that World Championship shall be filled by the next highest placed team(s) from the continental qualification tournament or continental championship with the following rotation: Asia, Americas, Europe, Oceania and Africa.

2.2.3 System of Competition:

The system of competition will be as set out in BL 9.4.3.2 (Men's & Women's Tournament) consisting four (4) groups of four (4) teams playing a single round robin in each group. The first placed teams in each group have a bye. The second and third placed teams in each group play against each other in a cross group format. The fourth placed teams in each group form a new group which consists of four (4) teams that play for play for places 13 to 16 in a cross group format.

The successful teams of the games between the second and third placed teams progress to play against the first placed teams to determine which teams progress to play off for places 1 to 4. The unsuccessful teams play against each other in a cross group format to determine places 9 to 12. The unsuccessful teams from the games against the first placed teams play against each other in a cross group format to determine places 5 to 8.

2.2.4 The Draw:

BL 9.4.4.1 The Draw for the World Championships Tournament will be made two (2) months prior to the commencement of the World Championships Tournament and the following principle shall apply: if a team is already qualified by its ranking from a preceding qualification competition, the team will be placed on the highest line of the Draw according to its ranking and the team taking its place will be placed on the lower line.

(a) Group Draw

For the Preliminary Round, all qualifying teams will be drawn into four (4) groups: A, B, C or D.

First line, the first, second, third and fourth qualified teams from the preceding World Cup or Olympic Games will be drawn, one into A, one into B, one into C, and one into D.

Second line, the qualified teams from the World League (or from the World Cup or Olympic Games if applicable), the first qualified team from the Americas and the first qualified team from Europe will be drawn, one into A, one into B, one into C, and one into D.

Third line, the second qualified team from the Americas, the second and third qualified teams from Europe and the qualified team from Oceania will be drawn, one into A, one into B, one into C, and one into D.

Fourth line, the qualified team from Africa, the first and second teams from Asia and the Host Country (if the Host Country has already been drawn, then the next ranked team from the World Cup or Olympic Games) will be drawn, one into A, one into B, one into C, and one into D.

(b) Team Draw

After being divided into Groups A, B, C, or D, the teams will then be drawn with each team in each

group receiving a separate number from one (1) to four (4).

2.3 REGULATIONS FOR FINA WORLD JUNIOR WP CHAMPIONSHIPS – MEN (20&U) (Age as in WPAG 2)

The Men's World Junior Championship Tournament will be held as determined by the FINA Bureau.

Players who turn 20 between January 1 and December 31 inclusive during the year of the tournament, or any players younger than 20 are eligible to participate (WPAG 2).

2.3.1 Participants:

BL 9.3.10.7.1 The competition may be between either a maximum of sixteen teams (16) or a maximum of twenty teams (20).

BL 9.9.10.7.2 For a sixteen (16) team competition, the competition must occur at one site; for a twenty (20) team competition, the competition may occur at two (2) sites in one country. A host may bid for either a sixteen (16) team or a twenty (20) team competition. The host country will be responsible for the transportation of the teams from one site to another as required. This transportation will be at the expense of the host country.

BL 9.3.10.7.3 In the case of a maximum sixteen (16) team competition, the teams shall include the highest ranking team from the preceding World Junior Championships with the remaining teams selected through continental qualification tournaments or continental championships according to the following formula:
Europe – 6; Americas – 4; Asia – 3; Oceania – 2 and Africa 1. The Host Country will be considered to be a representative from that Continent. The highest ranking team from the preceding World Junior Championships will be considered to be a representative of that continent for the purpose of the formula.

BL 9.3.10.7.4 In the case of a maximum twenty (20) team competition, the teams shall include the highest ranking team from the preceding World Junior Championships with the remaining teams selected through continental qualification tournaments or continental championships according to the following formula:
Europe –7; Americas – 5; Asia –4; Africa – 2 and Oceania - 2. The Host Country will be considered to be a representative from that Continent. The highest ranking team from the preceding World Junior Championships will be considered to be a representative of that continent for the purpose of the formula.

2.3.2 Withdrawals & Vacancies:

BL 9.3.10.7.5 The highest qualifying team(s) from the continental qualification tournament or continental championships shall be entitled to represent that continent; if any team does not accept, then the next highest ranking team willing to accept and participate in the World Junior Championships shall qualify.

BL 9.3.10.7.6 For a maximum sixteen (16) team competition, if there is an unfilled vacancy from a continent, then that vacancy shall be filled by the next highest placed team(s) from the continental qualification tournament or continental championship with the following rotation: Asia, Americas, Europe, Oceania and Africa.

BL 9.3.10.7.7 For a maximum twenty (20) team competition, if there is an unfilled vacancy from a continent, then that vacancy shall be filled by the next highest placed team(s) from the continental qualification tournament or continental championship with the following rotation: Asia, Americas, Europe, Oceania and Africa.

2.3.3 Entries:

Entries must be accepted until a date specified by the FINA Bureau, which shall be three (3)

months prior to the tournament.

2.3.4 System of Competition:

System of Competition for sixteen (16) teams: The system of competition will be as set out in BL 9.4.7.2.1 consisting of four (4) groups of four (4) teams playing a single round robin in each group. The first placed teams in each group have a bye. The second and third placed teams in each group play against each other in a cross group format. The fourth placed teams in each group form a new group which consists of four (4) teams that play for play for places 13 to 16 in a cross group format.

The successful teams of the games between the second and third placed teams progress to play against the first placed teams to determine which teams progress to play off for places 1 to 4. The unsuccessful teams play against each other in a cross group format to determine places 9 to 12. The unsuccessful teams from the games against the first placed teams play against each other in a cross group format to determine places 5 to 8.

System of Competition for twenty (20) teams: The system of competition will be as set out in BL 9.4.7.2.2 consisting of four (4) groups of five (5) teams playing a single round robin in each group. The teams placed 1 to 3 in each group will then play in a cross group format to determine places 1 to 12; the teams placed 4 and 5 in each group also play in a cross group format to determine places 13 to 20.

The successful teams of the games between the teams placed 1 to 3 in each group progress to play for places 1 to 8 and the unsuccessful teams play off for places 9 to 12.

The successful teams in the group 1 to 8 progress to play off for places 1 to 4 and the unsuccessful teams play off for places 5 to 8.

2.3.5 The Draw:

BL 9.4.7.1 The Draw will be held as and when determined by the FINA Bureau but not later than two months before the beginning of the World Junior Championships~~.~~ Tournament and the following principle shall apply: if a team is already qualified by its ranking from a preceding qualification competition, the team will be placed on the highest line of the Draw according to its ranking and the team taking its place will be placed on the lower line.

BL 9.4.7.1.1 Draw for sixteen (16) teams:

(a) Group Draw:
For the Preliminary Round, all qualifying teams will be drawn into four (4) groups; A, B, C or D.

First Line, the highest ranking team from the preceding World Junior Championships and the first, second and third qualified teams from Europe will be drawn one into A, one into B, one into C, and one into D.

Second Line, the fourth and fifth qualified teams from Europe, the first qualified team from the Americas and the first qualified team from Oceania will be drawn one into A, one into B, one into C, and one into D.

Third Line, the first qualified team from Africa, the second and third qualified teams from Americas, and the first qualified team from Asia will be drawn one into A, one into B, one into C, and one into D.

Fourth Line, the Host Country and the remaining qualified teams will be drawn one into A, one into B, one into C, and one into D.

(b) Team Draw:

After being divided into Groups A, B, C, or D, the teams will then be drawn with each team in each group receiving a separate number from one (1) to four (4).

BL 9.4.7.1.2 Draw for twenty (20) teams:

(a) Group Draw:
For the Preliminary Round, all qualifying teams will be drawn into four (4) groups; A, B, C or D.

First Line, the highest ranking team from the preceding World Junior Championships, the first, second and third qualified teams from Europe will be drawn one into A, one into B, one into C, and one into D.

Second Line, the fourth, fifth and sixth qualified teams from Europe and the first qualified team from Oceania will be drawn one into A, one into B, one into C, and one into D.

Third Line, the first, second and third qualified teams from the Americas and the first qualified team from Asia will be drawn one into A, one into B, one into C, and one into D.

Fourth Line, the Host Country, the fourth qualified team from the Americas, the first qualified team from Africa and the second qualified team from Oceania will be drawn one into A, one into B, one into C, and one into D.

Fifth Line, the fifth qualified team from the Americas, the second and third qualified teams from Asia and the second qualified team from Africa will be drawn one into A, one into B, one into C, and one into D.

(b) Team Draw:
After being divided into Groups A, B, C, or D, the teams will then be drawn with each team in each group receiving a separate number from one (1) to five (5).

2.3 REGULATIONS FOR FINA WORLD JUNIOR WP CHAMPIONSHIPS – WOMEN (20&U) (Age as in WPAG 2)

The Women's World Junior Championship Tournament will be held as determined by the FINA Bureau.

Players who turn 20 between January 1 and December 31 inclusive during the year of the tournament, or any players younger than 20 are eligible to participate (WPAG 2).

2.4.1 Participants:

BL 9.3.10.8.1 The competition may be between either a maximum of sixteen (16) teams or a maximum of twenty (20) teams.

BL 9.3.10.8.2 For a sixteen (16) team competition, the competition must occur at one site; for a twenty (20) team competition, the competition may occur at two (2) sites in one country. A host may bid for either a sixteen (16) team or a twenty (20) team competition. The host country will be responsible for the transportation of the teams from one site to another as required. This transportation will be at the expense of the host country.

BL 9.3.10.8.3 In the case of a maximum sixteen (16) team competition, the teams shall include the highest ranking team from the preceding World Junior Championships with the remaining teams selected through continental qualification tournaments or continental championships according to the following formula: Europe – 6; Americas – 4; Asia – 3; Oceania – 2 and Africa 1.

The Host Country will be considered to be a representative from that Continent. The highest ranking team from the preceding World Junior Championships will be considered to be a representative of that continent for the purpose of the formula.

BL 9.3.10.8.4. In the case of a maximum twenty (20) team competition, the teams shall include the highest ranking team from the preceding World Junior Championships with the remaining teams selected through continental qualification tournaments or continental championships according to the following formula: Europe –7; Americas – 5; Asia – 4; Africa – 2 and Oceania – 2.

The Host Country will be considered to be a representative from that Continent. The highest ranking team from the preceding World Junior Championships will be considered to be a representative of that continent for the purpose of the formula.

2.4.2 Withdrawal & Vacancies:

BL 9.3.10.8.4 If there is an unfilled vacancy from a continent, then that vacancy shall be filled by the next highest placed team(s) from the continental qualification tournament or continental championships with the following rotation: Asia, Americas, Europe, Oceania and Africa.

2.4.3 System of Competition:

The system of competition will be as set out in BL 9.4.7.2.1 consisting of four (4) groups of four (4) teams playing a single round robin in each group. The first placed teams in each group have a bye. The second and third placed teams in each group play against each other in a cross group format. The fourth placed teams in each group form a new group that consists of four (4) teams that play for play for places 13 to 16 in a cross group format.

The successful teams of the games between the second and third placed teams progress to play against the first placed teams to determine which teams progress to play off for places 1 to 4. The unsuccessful teams play against each other in a cross group format to determine places 9 to 12. The unsuccessful teams from the games against the first placed teams play against each other in a cross group format to determine places 5 to 8.

The Draw:

BL 9.4.8.1 The Draw will be held as and when determined by the FINA Bureau but not later than two months before the beginning of the World Junior Championships and the following principle shall apply: if a team is already qualified by its ranking from a preceding qualification competition, the team will be placed on the highest line of the Draw according to its ranking and the team taking its place will be placed on the lower line.

(a) Group Draw:

For the Preliminary Round, all qualifying teams will be drawn into four (4) groups; A, B, C or D.

First Line, the highest ranking team from the preceding World Junior Championships, the first qualified team from the Americas, the first qualified team from Europe and the first qualified team from Oceania will be drawn, one into A, one into B, one into C, and one into D.

Second Line, the second, third, fourth and fifth qualified teams from Europe will be drawn, one into A, one into B, one into C, and one into D.

Third Line, the second and third qualified teams from Americas, the first qualified team from Asia and the first qualified team from Africa will be drawn, one into A, one into B, one into C, and one into D.

Fourth Line, the Host Country and the remaining qualified teams will be drawn, one into A, one into B, one into C, and one into D.

(b) Team Draw:

After being divided into Groups A, B, C, or D, the teams will then be drawn with each team in each group receiving a separate number from one (1) to four (4).

BL 9.4.8.1.2 Draw for twenty (20) Teams

For the Preliminary Round, all qualifying teams will be drawn into four (4) groups; A, B, C or D.

First Line, the highest ranking team from the preceding World Junior Championships, the first qualified team from the Americas, the first qualified team from Europe and the first team qualified from Oceania will be drawn one into A, one into B, one into C, and one into D.

Second Line, the second and third qualified teams from Europe, the second qualified team from the Americas and the first qualified team from Asia will be drawn one into A, one into B, one into C, and one into D.

Third Line, the fourth and fifth qualified teams from Europe, the third qualified team from the Americas and the first qualified team from Africa will be drawn one into A, one into B, one into C, and one into D.

Fourth Line, the Host Country, the second and third qualified team from Asia and the fourth qualified team from the Americas will be drawn one into A, one into B, one into C, and one into D.

Fifth line, the remaining qualified teams will be drawn one into A, one into B, one into C, and one into D.

After being divided into Groups A, B, C, or D, the teams will then be drawn with each team in each group receiving a separate number from one (1) to five (5).

BL 9.4.8.2 Schedule of Games

Schedule of Games for sixteen (16) teams as in BL 9.4.3.2

Schedule of Games for twenty (20) teams as in BL 9.4.7.2.2

The Management Committee of FINA Competitions may change the order and schedule of games to meet with the requirements of the Host Federation and/or television provided that at least twenty four (24) hours' notice is given.

2.5 REGULATIONS FOR FINA WORLD YOUTH WP CHAMPIONSHIPS – MEN (18&U) (Age as in WPAG 2)

The Men's World Youth Championship Tournament, will be held as determined by the FINA Bureau.

Players who turn 18 between January 1 and December 31 inclusive during the year of the tournament, or any players younger than 18 are eligible to participate (WPAG 2).

2.5.1 **Participants**:

BL 9.3.10.7.1 The competition may be between either a maximum of sixteen (16) teams or a maximum of twenty (20) teams.

BL 9.9.10.7.2 For a sixteen (16) team competition, the competition must occur at one site; for a twenty (20) team competition, the competition may occur at two (2) sites in one country. A host may bid for either a sixteen (16) team or a twenty (20) team competition. The host country will be responsible for the transportation of the teams from one site to another as required. This transportation will be at the expense of the host country.

BL 9.3.10.7.3 In the case of a maximum sixteen (16) team competition, the teams shall include the highest ranking team from the preceding World Youth Championships with the remaining teams selected through continental qualification tournaments or continental championships according to the following formula:
Europe – 6; Americas – 4; Asia – 3; Oceania – 2 and Africa 1. The Host Country will be considered to be a representative from that Continent. The highest ranking team from the preceding World Youth Championships will be considered to be a representative of that continent for the purpose of the formula.
BL 9.3.10.9.4 In the case of a maximum twenty (20) team competition, the teams shall include the highest ranking team from the preceding World Youth Junior Championships with the remaining teams selected through continental qualification tournaments or continental championships according to the following formula: Europe –7; Americas – 5; Asia 4; Africa – 2 and Oceania – 2.

The Host Country will be considered to be a representative from that Continent. The highest ranking team from the preceding World Junior Championships will be considered to be a representative of that continent for the purpose of the formula.

2.5.2 **Withdrawals & Vacancies:**

BL 9.3.10.7.5 The highest qualifying team(s) from the continental qualification tournament or continental championships shall be entitled to represent that continent; if any team does not accept, then the next highest ranking team willing to accept and participate in the World Youth Championships shall qualify.

BL 9.3.10.7.6 For a maximum sixteen (16) team competition, if there is an unfilled vacancy from a continent, then that vacancy shall be filled by the next highest placed team(s) from the continental qualification tournament or continental championship with the following rotation: Asia, Americas, Europe, Oceania and Africa.

BL 9.3.10.7.7 For a maximum twenty (20) team competition, if there is an unfilled vacancy from a continent, then that vacancy shall be filled by the next highest placed team(s) from the continental qualification tournament or continental championship with the following rotation: Asia, Americas, Europe, Oceania and Africa.

2.5.3 **Entries:** Entries must be accepted until a date specified by the FINA Bureau, which shall be three (3) months prior to the tournament.

2.5.4 **System of Competition**:
System of Competition for sixteen (16) teams: The system of competition will be as set out in BL 9.4.7.2.1 consisting four (4) groups of four (4) teams playing a single round robin in each group. The first placed teams in each group have a bye. The second and third placed teams in each group play against each other in a cross group format. The fourth placed teams in each group form a new group which consists of four (4) teams that play for play for places 13 to 16 in a cross group format.

The successful teams of the games between the second and third placed teams progress to play against the first placed teams to determine which teams progress to play off for places 1 to 4. The unsuccessful teams play against each other in a cross group format to determine places 9 to 12. The unsuccessful teams from the games against the first placed teams play against each other in a cross group format to determine places 5 to 8.
BL 9.4.7.2 Schedule of Games

BL 9.4.7.2.1 Schedule for sixteen (16) Teams

Schedule of Games as in BL 9.4.3.2

Games 1 through 24 must be played to a conclusion, accordingly it may be necessary to apply the Water Polo Rules relating to penalty shoot-out and in this preliminary stage of the competition the points will be divided as follows:
3 points by a straight win,
0 points by a straight loss,
2 points after a penalty shoot-out win,
1 point after a penalty shoot-out loss.
The game time for these matches will be 4 x 6 minutes

Games 25 through 48 must be played to a conclusion, accordingly it may be necessary to apply the Water Polo Rules relating to penalty shoot-out.
The game time for these matches will be 4 x 8 minutes

System of Competition for twenty (20) teams: The system of competition will be as set out in BL 9.4.7.2.2 consisting four (4) groups of five (5) teams playing a single round robin in each group. The teams placed 1 to 3 in each group will then play in a cross group format to determine places 1 to 12; the teams placed 4 and 5 in each group also play in a cross group format to determine places 13 to 20.

The successful teams of the games between the teams placed 1 to 3 in each group progress to play for places 1 to 8 and the unsuccessful teams play off for places 9 to 12.

The successful teams in the group 1 to 8 progress to play off for places 1 to 4 and the unsuccessful teams play off for places 5 to 8.
BL 9.4.7.2.2 Schedule for twenty (20) Teams

Games 1 through 40 must be played to a conclusion, accordingly it may be necessary to apply the Water Polo Rules relating to penalty shoot-out and in this preliminary stage of the competition the points will be divided as follows:
3 points by a straight win,
0 points by a straight loss,
2 points after a penalty shoot-out win,
1 point after a penalty shoot-out loss.
The game time for these matches will be 4 x 6 minutes

Games 41 through 72 must be played to a conclusion; accordingly it may be necessary to apply the Water Polo Rules relating to penalty shoot-out.
The game time for these matches will be 4 x 8 minutes

2.5.5 The Draw:

BL 9.4.9.1 The Draw will be held as and when determined by the FINA Bureau but not later than two months before the beginning of the World Youth Championships and the following principle shall apply: if a team is already qualified by its ranking from a preceding qualification competition, the team will be placed on the highest line of the Draw according to its ranking and the team taking its place will be placed on the lower line.
BL 9.4.9.1.1 Draw for sixteen (16) teams:

(a) Group Draw:
For the Preliminary Round, all qualifying teams will be drawn into four (4) groups; A, B, C or D.

First Line, the highest ranking team from the preceding World Youth Championships, and the first, second and third qualified teams from Europe will be drawn, one into A, one into B, one into C, and one into D.

Second Line, the fourth and fifth qualified teams from Europe, the first qualified team from the Americas and the first qualified team from Oceania will be drawn, one into A, one into B, one into C, and one into D.

Third Line, the first qualified team from Africa, the second and third qualified teams from Americas, and the first qualified team from Asia will be drawn, one into A, one into B, one into C, and one into D.

Fourth Line, the Host Country and the remaining qualified teams will be drawn, one into A, one into B, one into C, and one into D.

(b) Team Draw:
After being divided into Groups A, B, C, or D, the teams will then be drawn with each team in each group receiving a separate number from one (1) to four (4).

BL 9.4.9.1.2 Draw for twenty (20) teams:

(a) Group Draw:
For the Preliminary Round, all qualifying teams will be drawn into four (4) groups; A, B, C or D.

First Line, the highest ranking team from the preceding World Youth Championships, the first, second and third qualified teams from Europe will be drawn one into A, one into B, one into C, and one into D.

Second Line, the fourth, fifth and sixth qualified teams from Europe and the first qualified team from the Americas will be drawn, one into A, one into B, one into C, and one into D.

Third Line, the first, second and third qualified teams from the Americas and the first qualified team from Asia will be drawn, one into A, one into B, one into C, and one into D.

Fourth Line, the Host Country, the fourth qualified team from the Americas, the first qualified team from Africa and the second qualified team from Oceania will be drawn, one into A, one into B, one into C, and one into D.

Fifth Line, the fifth qualified team from the Americas, the second and third qualified teams from Asia and the second qualified team from Africa will be drawn one into A, one into B, one into C, and one into D.

(b) Team Draw:
After being divided into Groups A, B, C, or D, the teams will then be drawn with each team in each group receiving a separate number from one (1) to five (5).

2.6 REGULATIONS FOR FINA WORLD YOUTH WP CHAMPIONSHIPS – WOMEN (18&U) (Age as in WPAG 2)

The Women's World Youth Championship Tournament will be held as determined by the FINA Bureau.

Players who turn 18 between January 1 and December 31 inclusive during the year of the tournament, or any players younger than 18 are eligible to participate (WPAG 2).

2.6.1 Participants:

BL 9.3.10.8.1 The competition may be between either a maximum of sixteen (16) teams or a maximum of twenty (20) teams.

BL 9.3.10.8.2 For a sixteen (16) team competition, the competition must occur at one site; for a twenty (20) team competition, the competition may occur at two (2) sites in one country. A host may bid for either a sixteen (16) team or a twenty (20) team competition. The host country will be responsible for the transportation of the teams from one site to another as required. This transportation will be at the expense of the host country.

BL 9.3.10.8.3 In the case of a maximum sixteen (16) team competition, the teams shall include the highest ranking team from the preceding World Junior Championships with the remaining teams selected through continental qualification tournaments or continental championships according to the following formula: Europe – 6; Americas – 4; Asia – 3; Oceania – 2 and Africa 1.

The Host Country will be considered to be a representative from that Continent. The highest ranking team from the preceding World Junior Championships will be considered to be a representative of that continent for the purpose of the formula.

BL 9.3.10.8.4 In the case of a maximum twenty (20) team competition, the teams shall include the highest ranking team from the preceding World Junior Championships with the remaining teams selected through continental qualification tournaments or continental championships according to the following formula: Europe –7; Americas – 5; Asia – 4; Africa – 2 and Oceania – 2.

The Host Country will be considered to be a representative from that Continent. The highest ranking team from the preceding World Junior Championships will be considered to be a representative of that continent for the purpose of the formula.

2.6.2 Withdrawal & Vacancies:

BL 9.3.10.8.4 If there is an unfilled vacancy from a continent, then that vacancy shall be filled by the next highest placed team(s) from the continental qualification tournament or continental championships with the following rotation: Asia, Americas, Europe, Oceania and Africa.

2.6.3 System of Competition:

The system of competition will be as set out in BL 9.4.7.2.1 consisting of four (4) groups of four (4) teams playing a single round robin in each group. The first placed teams in each group have a bye. The second and third placed teams in each group play against each other in a cross group format. The fourth placed teams in each group form a new group that consists of four (4) teams that play for play for places 13 to 16 in a cross group format.

The successful teams of the games between the second and third placed teams progress to play against the first placed teams to determine which teams progress to play off for places 1 to 4. The unsuccessful teams play against each other in a cross group format to determine places 9 to 12. The unsuccessful teams from the games against the first placed teams play against each other in a cross group format to determine places 5 to 8.

BL 9.4.7.2 Schedule of Games

BL 9.4.7.2.1 Schedule for sixteen (16) Teams

Schedule of Games as in BL 9.4.3.2

Games 1 through 24 must be played to a conclusion, accordingly it may be necessary to apply the Water Polo Rules relating to penalty shoot-out and in this preliminary stage of the competition the points will be divided as follows:
3 points by a straight win,
0 points by a straight loss,
2 points after a penalty shoot-out win,
1 point after a penalty shoot-out loss.
The game time for these matches will be 4 x 6 minutes

Games 25 through 48 must be played to a conclusion, accordingly it may be necessary to apply the Water Polo Rules relating to penalty shoot-out.
The game time for these matches will be 4 x 8 minutes

BL 9.4.7.2.2 Schedule for twenty (20) Teams

Games 1 through 40 must be played to a conclusion, accordingly it may be necessary to apply the Water Polo Rules relating to penalty shoot-out and in this preliminary stage of the competition the points will be divided as follows:
3 points by a straight win,
0 points by a straight loss,
2 points after a penalty shoot-out win,
1 point after a penalty shoot-out loss.
The game time for these matches will be 4 x 6 minutes

Games 41 through 72 must be played to a conclusion; accordingly it may be necessary to apply the Water Polo Rules relating to penalty shoot-out.
The game time for these matches will be 4 x 8 minutes

The Draw:

BL 9.4.10.1 The Draw will be held as and when determined by the FINA Bureau but not later than two months before the beginning of the World Youth Championships and the following principle shall apply: if a team is already qualified by its ranking from a preceding qualification competition, the team will be placed on the highest line of the Draw according to its ranking and the team taking its place will be placed on the lower line.

(a) Group Draw:

For the Preliminary Round, all qualifying teams will be drawn into four (4) groups; A, B, C or D.
First Line, the highest ranking team from the preceding World Youth Championships, the first qualified team from the Americas, the first qualified team from Europe and the first qualified team from Oceania will be drawn, one into A, one into B, one into C, and one into D.

Second Line, the second, third, fourth and fifth qualified teams from Europe will be drawn, one into A, one into B, one into C, and one into D.

Third Line, the second and third qualified teams from Americas, the first qualified team from Asia and the first qualified team from Africa will be drawn, one into A, one into B, one into C, and one into D.

Fourth Line, the Host Country and the remaining qualified teams will be drawn, one into A, one into B, one into C, and one into D.

After being divided into Groups A, B, C or D, the teams will then be drawn with each team in each group receiving a separate number from one (1) to four (4).

(b) Team Draw:
After being divided into Groups A, B, C, or D, the teams will then be drawn with each team in each group receiving a separate number from one (1) to four (4).
BL 9.4.10.1.2 Draw for twenty (20) Teams

For the Preliminary Round, all qualifying teams will be drawn into four (4) groups; A, B, C or D.

First Line, the highest ranking team from the preceding World Youth Championships, the first qualified team from the Americas, the first qualified team from Europe and the first team qualified from Oceania will be drawn one into A, one into B, one into C, and one into D.

Second Line, the second and third qualified teams from Europe, the second qualified team from the Americas and the first qualified team from Asia will be drawn one into A, one into B, one into C, and one into D.

Third Line, the fourth and fifth qualified teams from Europe, the third qualified team from the Americas and the first qualified team from Africa will be drawn one into A, one into B, one into C, and one into D.

Fourth Line, the Host Country, the second and third qualified team from Asia and the fourth qualified team from the Americas will be drawn one into A, one into B, one into C, and one into D.

Fifth line, the remaining qualified teams will be drawn one into A, one into B, one into C, and one into D.

After being divided into Groups A, B, C, or D, the teams will then be drawn with each team in each group receiving a separate number from one (1) to five (5).

BL 9.4.10.2 Schedule of Games

Schedule of Games for sixteen (16) teams as in BL 9.4.3.2

Schedule of Games for twenty (20) teams as in BL 9.4.7.2.2

The Management Committee of FINA Competitions may change the order and schedule of games to meet with the requirements of the Host Federation and/or television provided that at least twenty four (24) hours' notice is given.

3 WORLD CUPS

3.1 REGULATIONS FOR FINA WP WORLD CUPS – MEN & WOMEN

The World Cup Tournament will be held in any non-Olympic year between World Championships and should occur, if possible, in August or September. Preferably, it will rotate among continents, rather than remaining on one continent. The FINA Bureau will make the final decision.

3.1.1 **Participants**:
BL 9.5.1.1.1 The competition shall be between a maximum of eight (8) teams selected in the following manner: automatically the first three (3) teams from the preceding World Championships

and one (1) team from each of the five (5) continents selected through the continental Qualification Tournaments, Continental Championships or ranking at the preceding World Championships. The Host Country will be the representative of that continent.

BL 9.5.1.1.2 Qualified Federations must declare their intention to send a team to the World Cup at least six months prior to the event. The draw shall be held approximately four months prior to the competition.

3.1.2 **Withdrawals & Vacancies:** If a vacancy occurs, it shall be filled by the next highest ranked teams from the continental qualification tournaments or Continental Championships or at the preceding World Championships with the following rotation: Asia, Americas, Africa, Oceania and Europe.

3.1.3 **System of Competition**:
The system of competition will be as set out in BL 9.4.2.2 consisting two (2) groups of four (4) teams playing a single round robin in each group. The first and fourth and the second and third placed teams in each group play against each other in a cross format to determine which teams progress to play off for places 1 to 4. The unsuccessful teams play off to determine places 5 to 8.

3.1.4 **The Draw:**
BL 9.5.1.1 The Draw will be held when determined by the FINA Bureau approximately four (4) months before the beginning of the World Cup.

For the Preliminary Round, all qualifying team will be drawn by pairs into two groups, either A or B.

(a) Group Draw:
First Line, the two (2) highest placed teams from the preceding World Championships will be drawn by pairs into two groups, either A, or B.

Second Line, the third highest placed team from the preceding World Championships and the team representing the Continent of Europe will be drawn one into A, and one into B.

Third Line, the teams representing the Continents of Americas and Oceania will be drawn by pairs into two groups, either A or B.

Fourth Line, the teams representing the Continents of Africa and Asia will be drawn by pairs into two groups, either A or B.

(b) Team Draw:
After being divided into Group A and Group B, the teams will then be drawn with each team in each group receiving a separate number from 1 to 4.

4 OTHER FINA WP COMPETITIONS

4.1 REGULATIONS FOR FINA WORLD MEN'S WP CHALLENGERS' CUP

The Men's Challengers' Cup will be held as determined by the FINA Bureau.

4.1.1 **Participants:**
BL 9.7.1.1.1 The competition shall be between a maximum of twelve (12) teams selected through continental qualification tournaments, continental championships or sub-continental competitions in the following manner:

BL 9.7.1.1.2 The twelve (12) teams from the nominated continents shall be selected according to the following formula:

Americas – 3, Asia – 3, Africa – 3 and Europe – 3.

The Host Country will be considered to be a representative of its continent. The nominated teams from the continental qualification tournament, continental championships or sub-continental competitions shall be entitled to represent that continent; if any teams do not accept, then the next nominated team from that continent willing to accept shall qualify.

4.1.2 **Withdrawal & Vacancies:**

If there is an unfilled vacancy from a continent, then that vacancy shall be filled by the next nominated team(s) from the continental qualification tournament, Continental Championships or Sub-Continental Competitions with the following rotation: Host Continent of the Challengers' Cup Tournament, Americas, Asia, Africa and Europe.

4.1.3 **System of Competition**:

The competition system will be an abbreviated Olympic Games Programme as identified in FINA BL 9.4.1.2 with two (2) groups of six (6) teams playing a single round robin in each group. The final round will be using an abbreviated formula with the first ranked team in each group playing each other for first and second placing the second ranked team in each group playing each other for third and fourth placing …. and so on.
The FINA Development Tournament which commenced in 2007 will be held every two (2) years.

The Draw:

The Draw will be held as and when determined by the FINA Bureau but not later than two months before the beginning of the Challengers' Cup Tournament and the following will apply:

(a) Group Draw:

First Line, the first and second ranked teams from Africa will be drawn, one into A, and one into B.

Second Line, the first and second ranked teams from the Americas will be drawn, one into A, and one into B.

Third Line, the first and second ranked teams from Asia will be drawn, one into A, and one into B.

Fourth Line, the first and second ranked teams from Europe will be drawn, one into A, and one into B.

Fifth Line, the third ranked teams from Africa and Asia will be drawn, one into A, and one into B.

Sixth Line, third ranked teams from the Americas and Europe will be drawn, one into A, and one into B.

(b) Team Draw:

After being divided into Group A and Group B, the teams will then be drawn with each team in each group receiving a separate number from 1 to 6.

4.2 FINA MEN'S & WOMEN'S WP WORLD LEAGUE

The World Leagues are conducted annually and their conduct are governed by Rules and Regulations published on the FINA Website. (www.fina.org).

4.2.1 Participants:

The FINA World League Secretariat will circulate in August each year to all FINA Members an invitation to participate in the FINA World League.

FINA Members are required to confirm their participation by no later than 30 September of that year.

4.2.2 Specific WPWL Rules

4.2.2.1 Field of Play

The Field of Play (FOP) for Men shall be 30 x up to 20 metres and for Women 25 x up to 20 metres. In case there is not enough space along the side line to create a lateral substitution area ("flying substitution area"), 1 metre may be deducted from the width of the field of play to create this lateral substitution area.

4.2.2.2 Points Awarded

The following points will be awarded per match to each team:

Match won:	3 points
Match won by penalty:	2 points
Match lost by penalty:	1 point
Match lost or forfeited:	0 points

In the case of a tie in Preliminaries, Semi Finals and Final Games:

In all the matches there will be a winner.

If at the end of the fourth quarter the score is tied, then the winner shall be resolved by each team shooting five penalty shots from the 5m line in alternate succession. Each team shall select five players to take the penalty shots. The first team shall take its first penalty shot and then the other team shall take its first penalty shot, etc. If a tie shall exist after that procedure, each team shall then take alternate shots until one team scores and the other misses. [Different members of the team must shoot each shot, rotating through the selected players].

CLARIFICATION:

* A goalkeeper can now go past the center line and can shoot the ball from anywhere instead of passing it.
* The Goalkeeper loses his/her privileges outside the 6 m line.
* During a penalty shoot-out, i*f two teams are involved the respective coaches of the teams will be requested to nominate five players and a goalkeeper who will participate in the penalty shoot-out, the goal keeper may be one of the shooters*
** The goalkeeper may be changed at any time during the penalty shoot-out provided the substitute was listed amongst the team list in that game, however he cannot be substituted as one of the shooters*
* *During a penalty shoot-out it is not allowed to enter the water for any other players than the goalkeepers and the shooters of both teams.*

4.2.2.3 Tie Breaking for double rounds:

If two (2) teams shall have equal points following the Preliminary Rounds, a further classification shall be established as follows:

The team winning the games between them shall be placed higher.

If the games between them were shared, then the first comparison shall be based on goal difference, and if still tied, then based on goals scored. For the purpose of calculating either goal difference or goals scored, the goals in any penalty shoot-out will not be taken into consideration.

4.2.2.4 Forfeited Games

If a team declares a forfeit or is disqualified for one (1) or more matches, the match or matches shall be awarded to the opponent with a goal score 5 – 0.

4.2.2.5 Game Duration:

4 periods of 8 minutes each

2 minute break between periods 1-2 and 3-4

3 minute break at half-time

4.2.3 System of Competition:

4.2.3.1 Men

Groups are established based on the results of the Preliminary Round and Super Final of the previous edition of the FINA Water Polo World League ("WPWL") as well as the last major Water Polo Competition (FINA World Championships or Olympic Games).

4.2.3.1.1 Preliminaries:

Europe

A "home and away" system will apply and the teams will be drawn into 2 or 3 groups.

Inter-Continental Cup:
Africa, Americas, Asia & Oceania

The competition will be played with a tournament system. The schedule is depending on the number of participating teams. If more than 6 teams are participating, then a two group system will be applied.

Any Draw required will be conducted by FINA.

4.2.3.1.2 Super Final:

Qualification:

4 teams from Europe

4 teams from the Inter-Continental Cup

The Host is included in the Continent

If there is a vacancy from a group for the Super Final the next ranked team from that group will qualify and take that team's place in the seeding.

Seeding:

Group A		Group B	
A1	2nd ICC	B1	1st ICC
A2	1st Europe Group A	B2	1st Europe Group B
A3	4th ICC	B3	3rd ICC
A4	1st Europe Group C	B4	4th Europe

If a team is already qualified by its ranking from a preceding qualification competition, the team will be placed on the highest line of the Draw according to the ranking and the team taking its place will be placed on the lower line.

4.2.3.2 Women

Groups are established based on the results of the Preliminary Rounds and Super Final of the previous edition of the FINA Water Polo World League ("WPWL") as well as the last major Water Polo Competition (FINA World Championships or Olympic Games).

4.2.3.2.1 Preliminaries:

Europe
A "home and away" system will apply and the teams will be drawn into 2 or 3 groups.

Inter-Continental Cup:
Africa, Americas, Asia & Oceania
The competition will be played with a tournament system. The schedule is depending on the number of participating teams. If more than 6 teams are participating, then a two group system will be applied.

Any Draw required will be conducted by FINA.

4.2.3.2.2 Super Final:

Qualification:

3 teams from Europe

4 teams from the Inter-Continental Cup

1 Host

If there is a vacancy from a group for the Super Final the next ranked team from that group will qualify and take that team's place in the seeding.

Seeding:

Group A		Group B	
A1	2nd ICC	B1	1st ICC
A2	1st Europe Group A	B2	1st Europe Group B
A3	4th ICC	B3	3rd ICC
A4	3rd Europe *	B4	Host

If there are only 2 groups teams ranked second in each European group shall be classified for places 3-4 according to the following criteria:

1. Win-loss record in their Preliminary Round group

2. If both teams have the same win-loss record, the classification will be determined by goal average (goals scored divided by games played) taking into account the results of all games played in the respective group. For the purpose of calculating either goal difference or goals scored, the goals in any penalty shoot-out will not be taken into consideration.

If a team is already qualified by its ranking from a preceding qualification competition, the team will be placed on the highest line of the Draw according to the ranking and the team taking its place will be placed on the lower line.

5 REFEREES

5.1 FINA WATER POLO REFEREES LIST

5.1.1 **Nominations**: Each Member Federation is entitled to nominate up to three (3) referees for the FINA Water Polo Referees List. In addition, Federations who have participated in FINA Competitions are entitled to nominate additional referees in accordance with a formula based upon participation in FINA Competitions in the preceding two (2) year period up to a maximum of seven (7).

5.1.2 **Nomination Deadline and Requirements**: Nominations must be submitted to the FINA Office in Lausanne (SUI) on or before 31 October of one year in order to be effective for the next year. The nomination form must be completed (see Chapter 10 - Forms) and a valid copy of the passport of each referee nominated must be uploaded in the FINA General Management System (GMS).

5.1.3 **Qualification for FINA Competitions:** Referees must be on the FINA Water Polo Referees List and hold a current FINA Referee School Certificate to referee in the Olympic Games and Qualification Tournaments, World Championships Senior, Junior and Youth, Water Polo World Cups, the Water Polo World League, the FINA Development Trophy and other designated FINA Competitions**.**

5.1.4 **Age Limit**: The maximum age of Technical Officials (Referees) when officiating at FINA Championships or FINA Competitions, except Masters, shall be sixty (60) years during the year of competition. Technical Officials on the FINA Water Polo Referees List above that age shall be entitled to officiate until the end of their appointment.

5.1.5 **Referees at FINA Competitions**: If a Federation that participates in a FINA Competition does not send a Referee, then that Federation will be sanctioned by the Bureau with an economic sanction of 2000 Swiss Francs.

5.2 REFEREES FOR OLYMPIC GAMES

5.2.1 **Nominations** For each federation qualified the TWPC will propose one (1) internationally active referee to act at the Olympic Games from the FINA Water Polo Referees List for approval by the FINA Bureau or FINA Executive.

5.2.2 **Selection:** The FINA Bureau will be responsible for final selection of a maximum of twenty-six (26) referees for the Olympic Games: one (1) from each participating Federation, and a maximum of eight (8) from other countries. At the discretion of the TWPC, any referee may be used as a referee for the Men's or Women's competition, a desk official, a time out official or a goal judge.

5.3 REFEREES FOR FINA MEN'S WP OLYMPIC GAMES QUALIFICATION TOURNAMENT

5.3.1 **Nominations:** For each team qualified the TWPC will propose one (1) internationally active referee to act at the Olympic Games Qualification Tournament from the FINA Water Polo Referees List for approval by the FINA Bureau or FINA Executive. In addition the TWPC will propose up to eight (8) neutral referees for approval.

5.3.2 **Selection:** The FINA Bureau will be responsible for final selection of the referees. At the discretion of the TWPC, any referee may be used as a referee for the Men's competition, a desk official, a time out official or a goal judge.

5.4 REFEREES FOR FINA WOMEN'S WP OLYMPIC GAMES QUALIFICATION TOURNAMENT

5.4.1 **Nominations:** For each team qualified the TWPC will propose one (1) internationally active referee and a maximum of four (4) from other countries to act at the Olympic Games Qualification Tournament from the FINA Water Polo Referees List for approval by the FINA Bureau or FINA Executive.

5.4.2 **Selection:** The FINA Bureau will be responsible for final selection of the referees. At the discretion of the TWPC, any referee may be used as a referee for the Women's competition, a desk official, a time out official or a goal judge.

5.5 REFEREES FOR FINA WORLD CHAMPIONSHIPS MEN'S & WOMEN'S WP TOURNAMENTS

5.5.1 **Nominations:** For each federation qualified the TWPC will propose one (1) internationally active referee and a maximum of eight (8) from other countries to act at the World Senior Championships from the FINA Water Polo Referees List for approval by the FINA Bureau or FINA Executive.

5.5.2 **Selection:** The FINA Bureau will be responsible for final selection of a maximum of twenty-six (26) referees for the World Senior Championships: one (1) from each participating Federation, and a maximum of eight (8) from other countries. At the discretion of the TWPC, any referee may be used as a referee for the Men's or Women's competition, a desk official, a time out official or a goal judge.

5.6 REFEREES FOR WORLD MEN'S JUNIOR WP CHAMPIONSHIPS 20&U

5.6.1 **Nominations:** For each team qualified the TWPC will propose one (1) internationally active referee and a maximum of four (4) from other countries to act at the World Junior Championships 20&U - Men from the FINA Water Polo Referees List for approval by the FINA Bureau or FINA Executive.

5.6.2 **Selection:** The FINA Bureau will be responsible for the final selection of the referees for the World Junior Championships 20&U – Men: one (1) from each participating Federation, and a maximum of four (4) from other countries. At the discretion of the TWPC, any referee may be used as a referee for the competition, a desk official, a time out official or a goal judge.

5.7 REFEREES FOR WORLD WOMEN'S JUNIOR WP CHAMPIONSHIPS 20&U

5.7.1 **Nominations:** For each team qualified the TWPC will propose one (1) internationally active referee and a maximum of four (4) from other countries to act at the World Junior Championships 20&U - Women from the FINA Water Polo Referees List for approval by the FINA Bureau or FINA Executive.

5.7.2 **Selection:** The FINA Bureau will be responsible for the final selection of the referees for the World Junior Championships 20&U – Women: one (1) from each participating Federation, and a maximum of four (4) from other countries. At the discretion of the TWPC, any referee may be used as a referee for the competition, a desk official, a time out official or a goal judge.

5.8 REFEREES FOR WORLD MEN'S YOUTH WP CHAMPIONSHIPS 18&U

5.8.1 **Nominations**: For each team qualified the TWPC will propose one (1) internationally active referee and a maximum of four (4) from other countries to act at the World Junior Championships 18&U - Men from the FINA Water Polo Referees List for approval by the FINA Bureau or FINA Executive.

5.8.2 **Selection**: The FINA Bureau will be responsible for the final selection of the referees for the World Junior Championships 18&U – Men: one (1) from each participating Federation, and a maximum of four (4) from other countries. At the discretion of the TWPC, any referee may be used as a referee for the competition, a desk official, a time out official or a goal judge.

5.9 REFEREES FOR WORLD WOMEN'S YOUTH WP CHAMPIONSHIPS 18&U

5.9.1 **Nominations:** For each team qualified the TWPC will propose one (1) internationally active referee and a maximum of four (4) from other countries to act at the World Junior Championships 18&U - Women from the FINA Water Polo Referees List for approval by the FINA Bureau or FINA Executive.

5.9.2 **Selection:** The FINA Bureau will be responsible for the final selection of the referees for the World Junior Championships 18&U – Women: one (1) from each participating Federation, and a maximum of four (4) from other countries. At the discretion of the TWPC, any referee may be used as a referee for the competition, a desk official, a time out official or a goal judge.

5.10 REFEREES FOR FINA MEN'S WP WORLD CUP

5.10.1 **Nominations**: For each team qualified the TWPC will propose one (1) internationally active referee to act at the World Cup - Men from the FINA Water Polo Referees List for approval by the FINA Bureau or FINA Executive. In addition the TWPC will propose four (4) neutral referees for approval.

5.10.2 **Selection:** The FINA Bureau will be responsible for final selection of the referees. At the discretion of the TWPC, any referee may be used as a referee for the competition, a desk official, a time out official or a goal judge.

5.11 REFEREES FOR FINA WOMEN'S WP WORLD CUP

5.11.1 **Nominations:** For each team qualified the TWPC will propose one (1) internationally active referee to act at the World Cup - Women from the FINA Water Polo Referees List for approval by the FINA Bureau or FINA Executive. In addition the TWPC will propose four (4) neutral referees for approval.

5.11.2 **Selection:** The FINA Bureau will be responsible for final selection of the referees. At the discretion of the TWPC, any referee may be used as a referee for the Men's or Women's competition, a desk official, a time out official or a goal judge.

5.12 REFEREES FOR FINA WORLD MEN'S WP DEVELOPMENT TROPHY

5.12.1 **Nominations:** All participating teams shall have the right to propose to the TWPC one (1) internationally active referee from the FINA Water Polo Referees List who has attended and successfully passed the FINA Water Polo School for Referees. In addition the TWPC will propose up to four (4) neutral referees for approval.

5.12.2 **Selection:** At the discretion of the TWPC, any referee may be used as a referee for the competition, a desk official, a time out official or a goal judge.

5.13 REFEREES FOR FINA MEN'S & WOMEN'S WP WORLD LEAGUE

5.13.1 PRELIMINARY GAMES EUROPE

5.13.1.1 **Nominations:** The TWPC will propose for each game two (2) internationally active referees from the current FINA Water Polo Referees List who has attended and successfully passed the FINA Water Polo School for Referee. The referees are chosen from the participating countries of the current FINA Water Polo World League.

5.13.2 INTER-CONTINENTAL CUP AFRICA, AMERICAS, ASIA, OCEANIA

5.13.2.1 **Nominations:** All participating teams have the right to propose to the TWPC one (1) internationally active referee from the current FINA Water Polo Referees List who has attended and successfully passed the FINA Water Polo School for Referees. In addition the TWPC will propose up to two (2) neutral referees for approval.

5.13.2.2 **Selection:** At the discretion of the TWPC, any referee may be used as a referee for the competition, a desk official, a time out official or a goal judge.

5.13.3 SUPER FINAL

5.13.3.1 **Nominations:** The referee with the team will be appointed by the FINA TWPC Commission. The expenses of the referee with the team are to be covered by the respective National Federation.
Four (4) Neutral Referees will be nominated by the FINA TWPC Commission. The HF/LOC must cover the expenses related to the accommodation and meals of the Neutral Referees. FINA will cover the travel expenses (economy fare). Arrival to be 2 days before the commencement of the Super Final

5.13.3.2 **Selection:** At the discretion of the TWPC, any referee may be used as a referee for the competition, a desk official, a time out official or a goal judge.

5.14 REGULATIONS FOR THE APPOINTMENT OF REFEREES

A. REGULATIONS FOR APPOINTMENTS OF REFEREES

APPOINTMENTS

1.1 Neutral referees can referee in all different groups.

1.2 The performance of the referee shown in previous games will influence the designation of later assignments with reference to the difficulty of a game.

1.3 No referee can expect to referee a certain number of games. Based upon level of performance, an attempt will be made to appoint a referee at least every second day of competition.

1.4 Referees must accept being used as timekeepers, goal judges or time out officials in the matches of the host country or in any other matches.

1.5 Referees are to be present at the pool one (1) hour prior the beginning of the match (regard will be given to transportation schedule, if necessary).

1.6 If there are no problems during the competition day, the referees of the next day's matches will usually be announced immediately before the end of the last game. The referees of the first day of competition will be announced at the end of the Referees Meeting, (or one day prior to the beginning of the competition).

SUPERVISION

1.7 The referees will be supervised by members of the TWPC, and there may be a conversation with the referees to discuss the game and the application of the rules, and the instructions from the FINA Water Polo School for Referees, if necessary, and to pass a constructive criticism of their work.

1.8 If a referee is late, or not present, for officials meetings or assignments, or receives a deficient rating, the referee will be sanctioned by the TWPC.

5.15 EXPLANATIONS AND CLARIFICATIONS FOR REFEREES

PRINCIPLES AND CONSISTENCY

The difficulty in refereeing is not only in applying the rules; you also have to understand the spirit of the rules and the purpose behind them. You have to understand the actions during the game - if you don't have a feeling for the game, if you don't understand what is happening, it is difficult to decide the right call for the particular situation you are seeing. It is important to understand the context of the situation. The foul you are calling only makes sense in relation to the game, and to the particular action.

Consistency - this is the key, and the most important, word for the referees. The players and the coaches should understand which kind of call **y**ou whistle, and for this, it is very important to be consistent

COMMUNICATION AND COORDINATION

The referees must speak with each other before the game and between the periods: how they divide the control of the field in the different actions of the game.
Don't interfere in the main action if the referee on the attacking side is following the main action – you must always be aware of the area your colleague is watching. If you call a foul in the area which the other referee clearly is watching – one of the results of your intervention will be to discredit your colleague and it will create a tension between the two referees as well as with the teams.

WP 1 FIELD OF PLAY AND EQUIPMENT

The Field of Play (FOP) for Men shall be 30 x up to 20 metres and for Women 25 x up to 20 metres.
The width of the field of play shall be not less than 10 meters and not more than 20 meters.
In case there is not enough space along the side line to create a lateral substitution area ("flying substitution area"), 1 metre may be deducted from the width of the field of play to create this lateral substitution area.

Before the game, the referees shall ensure that the field of play and any audible equipment comply with the rules. They shall also satisfy themselves regarding the signals made by any electronic equipment.

WP 4 CAPS

Referees must ensure that the caps of each team comply with the rules and that each team has a replacement set of caps. Referees should not tolerate the situation when the players of one team repeatedly lose their caps or have untied caps. When a cap is lost or untied, the referee shall call for the ball at the first appropriate stoppage.

WP 5 TEAMS & SUBSTITUTES

(a) The Team Coach shall be allowed to stand and to move and when their team is in attack, to advance to their team's 6 metre mark. When their team is defending, the coach must return to the bench.

(b) If the Team Coach makes any remarks to the referee, the Team Coach shall be warned by the referee. Any further misbehaviour by the Team Coach shall be dealt with as appropriate by the referee or delegate.

The Yellow Card/Red Card system to control the Team Bench must be adopted at all FINA Water Polo Competitions and will be administered as follows, namely:

- that the issuing (signalling) of the "Yellow Card" by the referee is an official warning to the Team Coach.
- A referee who is signalling a Yellow Card must be sure that the other referee and the jury table have noticed this

- that the subsequent issuing (signalling) of the "Red Card" by the referee is the signal that the Team Coach and/or Team Official on the bench must retire to the dressing room or to such designated place as determined by the TWPC. (It should be noted that, should the actions of the Team Coach and/or Team Official necessitate, the referee may issue (signal) the "Red Card" without having issued (signalled) the "Yellow Card", which in normal circumstances would be the initial warning)

When the Team Coach is excluded from the game, another Team Official may take over his task, however without the privileges of the Team Coach i.e. he is not allowed to stand and to move and to advance to the 6 m. line when his team is attacking.

- From APPENDIX A - INSTRUCTIONS FOR THE USE OF TWO REFEREES:

7. If, in the referee's opinion, a player persists in playing in an unsporting manner or engages in simulation, the referee shall show a yellow card to the offending team and point to the offending player. Should the action continue, the referee will issue the player with a red card visible to both the team and the table as this is deemed to be misconduct. The referee then signals the excluded player's cap number to the table.

(c) The Team Coach may freely advance along the pool side when making substitutions after a goal has been scored.

(d) All players, coaches and team officials excluded for the remainder of the game under WP 21.13 (Misconduct or Disrespect), WP 21.14 (Brutality) and/or in receipt of a Red Card must immediately leave the competition area. On their way to the dressing room the excluded person must refrain from any interference during the game, i.e. coaching, signalling, communicating, etc

(e) In addition to the captain's responsibilities, the coaches shall also be responsible for the good conduct and discipline of their teams and all persons on the bench. Smoking shall not be permitted.

(f) when a team official or a player who received a red card refuses to leave the competition area, the referee should stop the game until he/she obeys the rules. When this situation should happen, an additional sanction may be applied.

WP 5.1.1 For Olympic Games only: Each team shall consist of a maximum of 12 players with at least one goalkeeper. A team shall start the game with not more than seven players, one of whom shall be the goalkeeper and who shall wear the goalkeeper's cap. Five reserves may be used as substitutes. One of the reserves may also be used as a substitute goalkeeper but must wear a red cap.

WP 5.5 Players shall not have grease, oil or any substance on the body which might provide an advantage. If a referee ascertains before the start of play that such a substance has been used, he shall order it to be removed immediately. The start of play shall not be delayed for the substance to be removed. If the offence is detected after the play has started, the offending player shall be excluded from the remainder of the game and a substitute permitted to enter the field of play immediately from the team's exclusion re-entry area**.** This rule must be applied for any foreign substance, including any anti-slip substances placed upon the body or the hands.

WP 5.6 At any time in the game, a player may be substituted by leaving the field of play at the team's designated substitution areas. The substitute may enter the field of play from the exclusion re-entry area as soon as the player has visibly risen to the surface of the water within the re-entry area. Substitution from the designated lateral substitution area is allowed when both players, the substitute waiting in the water and the exiting player risen with his head above the water, are outside of the field of play and touch hands above the water. **The lateral substitution area is called "flying substitution area" and the procedure is called "flying substitution"**

CLARIFICATION:
* There is no restriction on the number of substitutes a team may have at the side of the pool, and there is no limit for number of players to be substituted at one time. This area cannot be used as "warming-up" area.
* In order to move along the side of the pool, a substitute must enter beside the re-entry area without diving – in the same manner as if entering the water for the re-entry area.
* Players must visibly touch hands above the water once both, the player who is leaving the water and the substitute, are outside of the field of play.
* The player must leave the field of play and rise with his head above the water surface before the substitute may enter.
* The player who is leaving must swim along the side of the pool until behind the goal line.
* When a player does not comply with the correct procedure (concerning entering or leaving the flying substitution area) the referee must warn the responsible coach and if the situation continues the referee must use his card(s)

* Substitution can occur anywhere between the team's goal line and the center line, and it can occur anytime during the game.
* No substitution will be allowed after a penalty throw is awarded. If there is an injury or when the offending player has three personal fouls, substitution is allowed ONLY through the Re-entry Box.
* Any of the referees or the designated official at the table can signal a violation of this rule, and the sanction for improper entry (WP 22.16) has to be applied.

* Players can stay in the substitution area for a reasonable amount of time. This is similar approach as for the players staying in “old” exclusion box.
* This flying substitution area should be at least 0.5 m. wide

[NOTE*:* In the case that a player, on his own initiative, leaves the field of play in a place other than the re-entry / substitution area as mentioned in the rules, this player will not be punished for leaving the field of play.
However, this player or a substitute, can only (re-)enter the field of play in accordance with the rules, i.e. after a goal, after a time out, at the start of the next period or with permission of the referee]

A player cannot be substituted after the calling (awarding) of a penalty throw unless in accordance with WP 24.2, thus a request for a time-out will not be awarded.

If a goalkeeper is substituted under this Rule it must only be by the substitute goalkeeper

The substitute goalkeeper must wear a red cap numbered 13.

CLARIFICATION:
* A goalkeeper can now go past the center line and can shoot the ball from anywhere instead of passing it.
* The Goalkeeper loses his/her privileges outside the 6 m line.
* During a penalty shoot-out, if two teams are involved the respective coaches of the teams will be requested to nominate five players and a goalkeeper who will participate in the penalty shoot-out, the goal keeper may be one of the shooters
* The goalkeeper may be changed at any time during the penalty shoot-out provided the substitute was listed amongst the team list in that game, however he cannot be substituted as one of the shooters.
* During a penalty shoot-out it is not allowed to enter the water for any other players than the goalkeepers and the shooters of both teams.

[NOTE: In the event that the goalkeeper and substitute goalkeeper are not entitled or able to participate, a team playing with seven 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.]

Please note that if during a game a player is excluded, the excluded player in the re-entry area is to be considered as part of the team, which means the team is still considered to have seven (7) and not six (6) players.

After a goal is scored, the referee should not restart the play until satisfied that all substitutions have been completed.

For substitutions during play, the referees should take care not to miss fouls and other incidents while observing that the substitution is made correctly. The secretary is also responsible to ensure that substitutions during play are made correctly.

WP 6 OFFICIALS

In the case of technical errors by either referees or desk officials, there should be no impact on the game. For example, if no signal is given for the re-entry of an excluded player and a goal is scored, the game shall be stopped, the time re-set to the re-entry time, the goal shall not be counted and play shall re-commence from the re-entry time. The referees must decide whether a technical error has occurred.

WP 7 REFEREES

The use of audio equipment by the referees of the match.
During the match, both referees shall have an audio headset for communication between themselves.
The delegate will also have a headset only to receive information for the official table and to ensure clarity.

WP 7.1 The referees shall be in absolute control of the game. Their authority over the players shall be effective during the whole time that they and the players are within the precincts of the pool. All decisions of the referees on questions of fact shall be final and their interpretation of the Rules shall be obeyed throughout the game. The referees shall not make any presumption as to the facts of any situation during the game but shall interpret what they observe to the best of their ability.

WP 7.2 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.

The referees must use the signals provided in the Rules of Water Polo Appendix B – Signals to be Used by Officials.

WP 7.3 The referees shall refrain from declaring a foul if, in their opinion, such declaration would be an advantage to the offending player's team. The referees shall not declare an ordinary foul when there is still a possibility to play the ball.

This rule is very clear instruction to referees to play advantage at all times. A referee must not call any ordinary or exclusion foul if it clearly disadvantages the attacking team. The objective of the referee is to give the attacking team the opportunity to finish the attacking action.

If the referee sees an ordinary foul, exclusion foul or a penalty foul but the player is able to continue the action to move toward the goal or to shoot, the referee must follow the action and whistle only if the player cannot continue the action.

In regards to the possibility for a referee to award a foul which would maintain the advantage to the attacking team an example (and maybe the only example) would be awarding an ordinary foul to the centre forward when the centre forward loses the ball in action. This would mean that the attacking team maintains possession.

Currently many referees call either exclusion or nothing at all at centre forward and centre back position which in most instances clearly advantages the defending team.

It is not necessary to award a free throw to an attacking player other than the player with the ball, so long as their team is in possession of the ball. However, a free throw shall be awarded if the player loses possession as a result of a foul or if there is real advantage for their team.

The referees shall conduct the game in such a way as to assist the teams to develop the play in accordance with the spirit of the rules.

WP 7.4 The referees shall have the power to order any player from the water in accordance with the appropriate Rule and to abandon the game should a player refuse to leave the water when so ordered.

Referees must speak with respective coaches and captains prior to the match and draw their attention to some important aspects relating to the Rules particularly concerning correctness and how it relates to participants and how this will be applied throughout the match.

WP 7.5 The referees shall have the power to order the removal from the precincts of the pool of any player, substitute, spectator or official whose behavior prevents the referees from carrying out their duties in a proper and impartial manner.

WP 7.6 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. If the game has to be abandoned the referees shall report their actions to the competent authority.

WP 8 GOAL JUDGES

WP 8.1 The goal judges shall be situated on the same side as the official table, each on the goal line at the end of the field of play.

WP 8.2 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;
(e) to signal by raising and crossing both arms for a goal;
(f) to signal by raising both arms vertically for an improper re-entry of an excluded player or improper entry of a substitute.

The referees shall be responsible for the award of goals, goal throws and corner throws irrespective of the signals of the goal judges.

WP 8.3 Each goal judge shall be provided with a supply of balls and when the original ball has gone outside the field of play, the goal judge shall, on the signal of the referee, throw a new ball to the goalkeeper (for a goal throw), to the nearest player of the attacking team (for a corner throw), or as otherwise directed by the referee.

WP 11 VIDEO ASSISTANT REFEREE

WP 11.1
The duties of the Video Assistant Referee shall be: to assist the match referees by preparing the re-play footage, choosing the best camera and identifying the start of review moment of the doubtful “goal / no goal” situations.
The referee will have the final responsibility to decide if a goal was or was not scored.
The VAR Equipment will also be used if, at the expiration of the shot clock, it was not 100% clear that the ball had left the hand before the time had expired.
During any Video Review no substitution is allowed from any re-entry area before the referee communicates his decision after the Video Review.

When there is a situation to use the VAR and the ball is taken out of the water, the referee at the jury table's side will go the VAR to assess the situation.
This referee himself will use the device to replay the situation to come a final decision.
Returning to the catwalk the referee shall go to the halfway line and announce his decision from that position.

WP 12 DURATION OF THE GAME
WP 12.3

(c) if two teams are involved the respective coaches of the teams will be requested to nominate five players and goalkeeper who will participate in the penalty shoot-out, the goal keeper may be one of the shooters; the goalkeeper may be changed at any time provided the substitute goalkeeper was listed amongst the team list in that game, however he cannot be substituted as one of the shooters
(f) if the goalkeeper is excluded during the penalty shoot-out, a player from the nominated five players may substitute for the goalkeeper but without the privileges of the goalkeeper; following the taking of the penalty shot, the player may be substituted by another player or 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 substituted player is placed in the last position on the list.

WP 13. TIME OUTS

WP 13.1 Each team may request two timeouts per game, also in the same period and even directly after each other. The duration of the time out shall be one minute. A time out may be requested at any time, including after a goal, by the coach of the team in possession of the ball calling "time out" and signalling to the secretary or referee with the hands forming a T-shape. If a time out is requested, the secretary or referee shall immediately stop the game by whistle and the players shall immediately return to their respective halves of the field of play. The timeout request can also be made by any device authorized for use in the game.

N.B. As in almost all cases whenever the time out is called, play is developing on the other side of the field of play. The referees, delegate and persons on the official table are looking at the side of play and not in the direction where the coach of the attacking team is sitting. It is recommended, when there is no T-out device integrated in the timing system, that on the official table one person should take care of the time outs and pay attention ONLY to the bench of the attacking team to see when the coach calls for a time out.

At a time out, the defensive referee should take the ball. Other balls may not be used by the players during a time out.
[NOTE: A time out cannot be requested after a penalty throw has been awarded.]

RESTARTING AFTER CALLING OF A TIME OUT

The defensive referee with the ball takes position at the half distance line of play. The timekeeper should make a "WARNING" signal by whistle 15 seconds before the end of the time out. Both teams must stay in their respective half-fields of play; teams may only take up their position to restart following a time out on yes "WARNING" signal from the timekeeper (following the expiration of 45 seconds). The time out must be the full 60 seconds. Immediately when the time out ends, the defensive referee will throw the ball at the centre, on or behind the half distance

line of the field of play and whistle for the restart of the game. The team in possession of the ball shall put the ball into play on or behind the half distance line (all players may take any position in the field of play, which they deem to be most advantageous).

WP 13.2 Play shall be restarted on the whistle of the referee by the team in possession of the ball putting the ball into play on or behind the half distance line, except that if the time out is requested before the taking of a corner throw, that throw shall be maintained.

A goal cannot be scored directly from a free throw by which the game is restarted after a time out, including the restart after a time out with a corner throw. However, if the player puts the ball into play, a goal can be scored, also after faking (simulating a shot) or swimming with the ball.
(see WP 15.3 note).

CALLING OF AN INCORRECT OR ILLEGAL TIME OUT

WP 13.3 If the coach of the team in possession of the ball requests an additional time out to which the team is not entitled, the game shall be stopped and play shall then be restarted by a player of the opposing team putting the ball into play on or behind the half distance line.

All players may take any position in the field of play that they deem to be most advantageous.

WP 13.4 If the coach of the team not in possession of the ball requests a time out, the game shall be stopped and a penalty throw shall be awarded to the opposing team.

[Note. After requesting this illegal time-out, the coach has lost the right to request a legal time-out in the same period (if he still should have one).]

CLARIFICATION:

*The time out button will be the sole responsibility of the team, i.e. one of the (three) team officials occupying the team bench.
*Pressing the time-out button, even by accident, will result in a call for a time-out with all consequences depending on the ball possession and the number of time outs which the team has to its availability.

WP 13.5 At a restart following a time-out, players may take any position in the field of play, subject to the Rules relating to the taking of corner throws.

WP 14 THE START OF PLAY

At the start of the game and at the restart of each period the referees will position themselves on the respective five (5) meter line. The starting referee shall wait with a raised arm in the vertical position for the signal of the other referee that both teams are correctly positioned on the goal line. This signal shall be made by raising one hand (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. This procedure should reduce the possibility of a false start.

The referees shall ensure that the correct number of players are in the water before starting play. Should play be started with additional players not entitled to be in the water, play shall be started again and the time shall be reset.

FALSE START

Although this should never happen if there is correct signalisation by both referees, if it does happen, the start shall be retaken.

WP 15 METHOD OF SCORING

WP 15.3 A goal may be scored by any part of the body except the clenched fist. At the start or any restart of the game, at least two players (of either team but excluding the defending goalkeeper) must play or intentionally touch the ball except at the taking of:

(a) a penalty throw;
(b) a free throw thrown by a player into his/her own goal;
(c) an immediate shot from a goal throw,
(d) an immediate shot from a free throw awarded outside 6 meters
(e) a free throw awarded and taken outside 6 metres when the player has visibly put the ball into play or
(f) an immediate shot from a corner throw.

For the purposes of this Rule, start or restart means the commencement of play at the beginning of a period, after a goal or after the referee has called for the ball and stopped play. After a swim up, timeout, or other commencement of play outside the 6m area, a player may put the ball into play and then shoot, fake or swim with the ball and score a goal according to WP20.1

NOTE: A goal may be scored by a player immediately shooting from outside 6 metres after the player's team has been awarded a free throw for a foul committed outside 6 metres. If the player puts the ball into play, a goal can be scored after faking (simulating a shot) or swimming with the ball.
After a corner throw or goal throw is awarded and the player puts the ball into play, a goal can be scored after faking (simulating a shot) or swimming with the ball.]

A goal may not be scored under this Rule direct from the restart following:
- *the ball leaving the side of the field of play*

However, if a team receives a free throw as a result of the ball leaving the side of the field of play outside of the 6m. area, a player can, after putting the ball in play, shoot, fake or swim with the ball and score a goal.

Inside the 6m. area, the player taking the free throw always has to pass the ball another player before a goal can be scored.

SHOT AT GOAL FROM FREE THROW OUTSIDE 5 METRES

SCORING A GOAL

A goal may be scored by a player shooting from outside 6 metres after that player's team has been awarded a free throw for a foul committed outside 6 meters and the free throw is taken outside the 6 meter area

The defensive referee can assist by taking a position near the 6 metre line whenever possible to confirm whether the shot was taken inside or outside the 6 metre area by using the signal demonstrated in Fig. V as shown in Appendix B of the WP Rules.

CLARIFICATION:
*If the ball and the free throw are both outside 6m, the player can choose to shoot immediately or visibly putting the ball into play.
*After the player visibly puts the ball into play, the player can fake and shoot or swim and shoot.
*Once the player visibly puts the ball into play, it is the sign that the time keeper must (re)start the clock and that the defender can attack the player with the ball.
*Visibly putting the ball into play means that the ball must leave the hand of the player with the

ball. (See WP 17, figure 1 and 2).
*Visibly passing the ball from one hand to the other is considered to put the ball into play
*In a doubtful situation near the 6m line the referee must indicate if the ball was inside or outside the 6m area with the signal indicated by figure V in Appendix B, raising one hand in the air.
* When the referee makes the signal, the signal indicates that the player is allowed to shoot.
* If there is no signal made by the referee, it means that the player is not allowed to shoot because either the foul or the ball was inside the 6m area.

The player may not score by a direct shot in the following circumstances:
(a) After a swim up or the commencement of a period
(b) restarting after a goal
(c) restarting following injury including bleeding
(d) restarting after any delay where the referee has stopped the play and called for the ball
When the ball is visibly put into play outside the 6 m. area, the player is allowed to shoot, to shoot after faking (simulating a shot) or to swim with the ball and shoot.

In any situation other than these, where a free throw is taken outside 6 m and the player visibly puts the ball into play, a goal can be scored by the player shooting, shooting after faking (simulating a shot) or swimming with the ball and shooting. A second player doesn't have to play the ball.

A direct shot at the goal taken after a free throw has been awarded inside the 6 metre

line is considered to be an ordinary foul and the referee is to award a goal throw to the opposing team, whether this shot has entered the goal or whether the ball has been diverted outside the field of play by a defender or goalkeeper.
However, if the ball rebounds into the field of play outside of the 2m area, in this specific situation, **WP 20.1 is to be applied** and the ball should be put in play at the location of the ball.

When a defender tries to intercept a pass following a free throw taken by the attacking team inside the 6m. and, by deflection, the ball enters the goal or crosses the goal line or the side line, the resulting goal, corner throw or free throw shall be awarded to the attacking team.

CLARIFICATION:
Direct shot after interval time:
*After interval time it is not allowed to take a direct shot at the goal
*When a referee takes the ball out of the water, for cap replacement, injuries or other matters, this is considered to be interval time. After the matter is solved and the ball is returned to a player and no direct shot at the goal is allowed according to the rules.
*However after interval time, when the ball is returned to a player taking a corner throw or to a player outside the 6m area, after a stoppage for cap replacement, injuries or other matters, after putting the ball in play, this player can shoot at the goal (or fake, or swim) and score.

WP 16 RESTARTING AFTER A GOAL

After a goal is scored, both referees 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 their hand and advance along the pool side to the right, and the other referee shall restart the play.

The referees shall ensure that the correct numbers of players are in the water before restarting play. Should play be started with additional players not entitled to be in the water, play shall be started again and the time shall be reset.

WP 17 GOAL THROWS

WP 17.1 A goal throw shall be awarded:

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

(i) a free throw awarded inside 6 metres;
(ii) a free throw awarded outside 6 metres not taken in accordance with the Rules;
(iii) a goal throw taken incorrectly by the opposite team.

However, if the ball rebounds into the field of play outside of the 2m area, in this specific situation, WP 20.1 is to be applied and the ball should be put in play at the location of the ball.

WP 18 CORNER THROWS

At the taking of a corner throw on the side opposite to the attacking referee, the defensive referee shall ensure that the throw is taken from the correct position by going to the 2 metre line, pointing with one arm to where the ball has to be put into play. If one referee signals for a corner throw, and the other signals for a goal throw, the corner throw shall be awarded.

A player taking a corner throw may:
a) shoot directly,
and after putting the ball in play:
b) swim, fake and shoot without passing or may
c) pass to another player

WP 19 NEUTRAL THROWS

If referees award free throws simultaneously for ordinary fouls for opposing teams, the award shall be a neutral throw. (A referee should only change the decision under these circumstances if the referee realises a mistake occurred).

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. Referees are reminded that should the players touch the ball before it reaches the water, there is no foul and play should continue.

WP 20 FREE THROWS

A free throw shall be taken without undue delay.

Referees are reminded that it is an offence if a player who is clearly in position most readily to take a free throw does not do so.

- It may be the case that in some situations the ball is away from the place where the free throw is awarded. In all cases, the player with the ball, in static or swimming position, must put the ball in play clearly visible for all involved (referees, players, coaches, desk officials etc).
- Throwing the ball from left to right hand is considered to put the ball in play.
- Due to rule WP 20.4, which says “The free throw shall be taken in a manner to enable the players to observe the ball leaving the hand of the player taking the throw, ……” it is not allowed to put the ball in play by foot.

WP 20.1 TAKING OF A FREE THROW

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

if a foul is committed by a defending player within their 2 metre area, the free throw shall be taken on the 2 metre line opposite to where the foul was committed or, if the ball is outside the 2 metre area, from the location of the ball;

WP 20.2 A player awarded a free throw shall put the ball into play immediately, including by passing or by shooting, if permitted by the Rules. It shall be an offence if a player who is clearly in a position most readily to take a free throw does not do so. A defending player having committed a foul shall move away from the player taking the free throw before raising an arm to block a pass or shot; a player whofails to do so shall be excluded for “interference” under WP 22.5.

The defending player who committed the foul must move away from the player taking the free throw to allow space for the player to take the free throw without interference. Whilst exact distance has not been specified, the notional distance is 1 metre. Accordingly a defending player within 1 metre of the player taking the free throw gives the referee the opportunity to exclude the defending player.

WP 21 ORDINARY FOULS

Apply the advantage Rule (WP7.3) to the fullest extent. An ordinary foul for the team in possession of the ball should only be called if it will give an advantage to the attack, or if it will assist in controlling the physical play of the game.

Especially on a pass to the centre forward, some referees award an ordinary foul too quickly disturbing the ideas of the attacking players and preventing a possible shooting situation.

It is not in the spirit of the game, if a team losing possession of the ball through a bad pass, is then rewarded by the awarding of a free throw for another foul somewhere else.

If you whistle an exclusion, it must be for a foul which deserves exclusion. When you whistle an exclusion, you are giving an advantage to compensate for the loss of an advantage taken away by a foul. It is an exclusion when any foul clearly destroys the advantage or the possibility of the attacking player to shoot or to move toward the goal.
Don´t call any ordinary foul, offensive foul or exclusion foul which has no relationship with the game and the location of the ball, unless absolutely necessary.

WP 21.6 To take or hold the entire ball under the water when tackled.

To hold the ball under the water with the intention to hide it for the opposing team has to be punished in the same way as when to hold the entire ball under the water when tackled

WP 21.14 For a team to retain possession of the ball for more than:

(i) 30 seconds of actual play, or

(ii) 20 seconds in the case of an exclusion, corner throw or rebound to the attacking team after a shot, including after a penalty shot, without shooting at the 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. The clock shall be reset to 20 seconds if the ball comes into possession of the attacking team. It shall be reset to 30 seconds if it comes into possession of the defending team;

(b) when the ball comes into the possession of the defending team, the clock shall be reset to 30 seconds. "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 to the defending player, the clock shall be reset to 20 seconds unless there are more than 20 seconds of possession time remaining, in which case the time shall continue and not be reset;

(d) when the ball is put into play following the taking of a penalty throw without a change of possession or corner throw, the clock shall be reset to 20 seconds;

(e) when the ball is put into play following the award of a penalty throw with a change of possession, a goal throw or neutral throw, the clock shall be reset to 30 seconds.

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

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

CLARIFICATION:

*If there is a double exclusion, the time is not to be reset and the time on the possession clock will remain the same.

*The shot clock will be reset to 30 sec after a neutral throw

*In the last minute of the game the coach may choose not to take a penalty shot and chooses for a new ball possession.

In this case the game will be restarted from the halfway line, or behind, as after a time out and the shot clock will be reset to 30 seconds.

* When there was a double brutality during live play, the shot clock will be reset to 30 seconds after the second penalty has been taken and the match will restart from the half line as after a goal.

WP 21.15 To waste time.

[Note. It is always permissible for a referee to award an ordinary foul under this Rule before the 20 or 30 seconds' possession period has elapsed.
In the last minute of the game, the referees must be certain that there is intentional wasting time before applying this Rule.
If there is only one player of the team on his own the half of the field of play, it shall be deemed wasting time for that player to receive the ball from another member of that team who is in the other half of the field of play.]

The goalkeeper or any other player cannot receive the ball from any player when all attacking players are over half distance line.

Progressing the ball forward in the field of play is not deemed wasting time however sitting with ball (for example by the goalkeeper) is deemed wasting time and should be penalised accordingly. Players are allowed to incorporate their goalkeeper in the play however once the goalkeeper has received the ball the goalkeeper must progress it forward in the field of play by either swimming or throwing the ball.

Please note that in the last 30 seconds of the game should the team in possession of the ball make no endeavour to progress the ball forward in the field of play the referee should immediately award an ordinary foul against the team in accordance with WP 21.15.

WP 21.16 To simulate being fouled.

[Note. 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 referee may issue a yellow card against a team for repeated simulation and may apply WP 22.13 (persistent fouling) to sanction offending players.]

It is an ordinary foul to simulate being fouled. For repeated simulation the referee may issue a yellow card which is a warning to a team for repeated simulation after which the referee may apply WP 22.13 (misconduct) for offending players.

See also: APPENDIX A - INSTRUCTIONS FOR THE USE OF TWO REFEREES:
7. If, in the referee's opinion, a player persists in playing in an unsporting manner or engages in simulation, the referee shall show a yellow card to the offending team and point to the offending player. Should the action continue, the referee will issue the player with a red card visible to both the team and the table as this is deemed to be misconduct. The referee then signals the excluded player's cap number to the table.

NOTE: Hiding under water and stealing the ball from under the water was always a part of the game. There is no rule which disallows this. However, when two players are struggling for position (in static or swimming situation) and one of them is ducking under and takes positional advantage, this cannot be done without impeding and must be punished by the referee.

WP 22 EXCLUSION FOULS

Most often, the point of complaint and criticism of the referee's decisions by the coach, players and the fans is the lack of consistency by the referee.

The referee who has the right attitude in mind and behaviour will try to find their level and maintain it throughout the game.

It is most important that the referees apply the Rules appropriately and be consistent from the beginning to the end of game. The referees should not call inconsistent fouls, the foul must be part of the action however an exclusion foul for over aggressive or violent play including misconduct and brutality, must be called, whether committed by an attacking or defending player, and in any part of the field of play. The referee must apply this Rule and cannot interpret it otherwise.

WP 22.1 It shall be an exclusion foul to commit any of the following offences (WP 22.4 to WP 22.18) which shall be punished (except as otherwise provided by the Rules) by the award of a free throw to the opposing team and the exclusion of the player who committed the foul.

Should the exclusion foul occur within the defending team's 6 metre area
the referee must apply the following procedure, also when the ball is in the perimeter, namely:

a. signal the exclusion by whistle
b. signal the number of the excluded player both to the player and official table, after which the free throw can be taken immediately.

Avoid putting the game to a stop by whistle and taking the flow out of the game unless there is an unclear situation.

At the end of this procedure, the referee must signal the kind of foul using the appropriate Figure from Appendix B from the Rule Book

If the free throw is taken too quick, before the referee finishes the signalisation of the exclusion and corresponding number of the player, the referee has to indicate that the free throw has to be retaken (from the spot where the ball is).

WP 22.3 The re-entry of an excluded player must be permitted immediately when the referee indicates a change of possession and/or direction of play. The interpretation of this is that the signal by the referee of change of direction allows re-entry of the excluded player and the referee does

not have to display any other signal; that clearly it is still applicable that the secretary may signal re-entry of the excluded player should exclusion period elapse without a score or change of possession.

WP 22.8 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.

[Note. This Rule can also be applied to advantage the attacking team. If a counter attack is in progress and a foul is committed which limits the attack, the offending player shall be excluded. The first thing for the referee to consider is whether the opponent is holding the ball, because if the player is doing so, the player making the challenge cannot be penalised for "impeding". It is clear that a player is holding the ball if it is held raised above the water (figure 9). The player is also holding the ball if the player swims with it held in the hand or makes contact with the ball while it is lying on the surface of the water (figure 10). Swimming with the ball (dribbling), as shown in figure 11, is not considered to be holding.

Figure 9

Figure 10

Figure 11

A common form of impeding is where the player swims across the opponent's legs (figure 12), thus reducing the pace at which the opponent can move and interfering with the normal leg action. Another form is swimming on the opponent's shoulders. It must also be remembered that the foul of impeding can be committed by the player who is in possession of the ball. For example, figure 13 shows a player keeping one hand on the ball and trying to force the opponent away to gain more space. Figure 14 shows a player in possession of the ball impeding the opponent by pushing the opponent back with the head. Care must be taken with figures 13 & 14, because any violent movement by the player in possession of the ball might constitute striking or even brutality; the figures are intended to illustrate impeding without any violent movement. A player may also commit the offence of impeding even if the player is not holding or touching the ball. Figure 15 shows a player intentionally blocking the opponent with the player's body and with the arms flung open, thus making access to the ball impossible. This offence is most often committed near the boundaries of the field of play.]

This rule was previously applied as an ordinary foul accordingly this is a significant change but it refers only to an opponent not holding the ball.

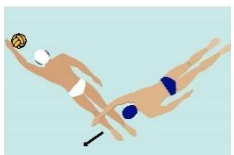


Figure 12

Figure 13

Figure 14

Figure 15

This is to apply anywhere in the field of play and is not restricted to the centre forward – centre back position.

Also similarly if the foul is by the attacking player (centre forward) against the defending player (centre back) the referee should simply award an ordinary foul against the attacking player, that is an offensive or contra foul awarded against the attacking player.

Protecting the movement, the action and the attack of the player is a key concept to the playing of water polo.
Accordingly, the referee must be very strict to whistle exclusion in these situations:

- any foul to prevent the movement of the player to drive to the 6m area
- when there is “pressing” that impedes the movement of an attacker
- when using one or two hands to hold
- when touching the body continuously, or consistently, to prevent free movement of an attacker
- when swimming on the opponent´s shoulders, back or legs to impede movement

WP 22.9 To hold, sink or pull back an opponent not holding the ball.
This includes holding the suit of another player.

Referees must recognize the difference between the men’s and the women's game. Grabbing the swimsuit is huge factor in the women's game because it creates an unfair advantage for the player holding the suit – therefore, the punishment should be severe.
Grabbing or holding of the swimsuit is a major violation of the rules. Grabbing of the swimsuit should be exclusion in defence and a contra foul in attack.

WP 22.10 To use one or two hands to hold an opponent anywhere in the field of play. This is a clear reinforcement of the interpretation of WP 22.9. A defending player using one or two hands to hold an attacking player who is not holding the ball must be excluded.

WP 22.11 Upon a change of possession, for a defending player to commit a foul on any player of the team in possession of the ball, anywhere in the field of play.

[Note. This Rule is to be applied if the team losing possession of the ball attempts to restrict the attack of the other team by committing a foul on any attacking player anywhere in the field of play]

This is a clear reinforcement of WP 22.9 and further emphasised with the inclusion of new WP 22.11 as an exclusion foul. Any foul with the simple objective to stop the flow of the game especially the counter attack must result in an exclusion of the player committing the foul. This kind of foul is also known as a ‘tactical foul’.
Anywhere in the field of play when a defender is stopping the flow of the game by a tactical foul, this instruction should be applied.

Again as with the instructions for WP 22.8 this is to apply only to a player not holding the ball and should the attacking player lose possession of the ball and the defending player cannot avoid impeding the attacking player in this action an ordinary foul should be awarded under this Rule.

If however the attacking player was never holding the ball or the foul has clearly the objective of stopping the counter attack an exclusion foul should be awarded under this Rule.

WP 22.13 All of the various parts of this rule must be applied consistently, especially aggressive or persistent foul play. By applying this rule, behaviour against the rules, which are likely to bring the game into disrepute, can be sanctioned.

Any form of misconduct or disrespect towards the referee by a player, whether by word or action, should be punished by exclusion with substitution. The referee should carefully consider the level for this exclusion foul because it is a definitive decision. A referee should not be too narrow-minded to interpret every critical look, word or gesture of a player as disrespect, but any personal insult should be dealt with by this Rule.

[Note. If a player commits any offence mentioned in this rule during the interval between periods, during a time out, after a goal or after the referee has taken the ball out of the water, the player shall be excluded for the remainder of the game and a substitute shall be eligible to re-enter immediately prior to the restart of the game as all these situations are considered to be interval time. Play will restart in the normal manner.]

A good referee is SENSIBLE but not SENSITIVE.

Control of coaches and benches and yellow and red cards must be applied from the first minute of the game, if appropriate, and not only at the end of the game.

WP 22.14 To commit an act of brutality (including to play in a violent manner, kicking, striking or attempting to kick or strike with malicious intent) against an opponent or official, whether during actual play, during any stoppages, time outs, after a goal has been scored or during intervals between periods of play.

Should this occur during the game the offending player shall be excluded from the remainder of the game and must leave the competition area and a penalty throw awarded to the opposing team. The offending player may be substituted when four minutes of actual play have elapsed.

Should the incident occur during the interval between periods, during a time out, after a goal, after the award of a penalty throw or after the referee has taken the ball out of the water**,** the player shall be excluded for the remainder of a game and must leave the competition area. No penalty throw shall be awarded. The offending player may be substituted when four (4) minutes of actual play have elapsed and play will restart in the normal manner.

If the referees call simultaneous brutalities or actions of play in a violent manner on players of opposing teams during play, both players are excluded for the remainder of the game with substitution after four minutes of actual play have elapsed. The team, which had possession of the ball, will first shoot a penalty throw followed by the other team shooting a penalty throw. After the second penalty throw, the team which had possession of the ball, will restart play with a free throw on or behind the half distance line (as after a goal) with 30 seconds on the shot clock.

It should not be possible with two referees to miss situations of violence and brutality. There is no excuse with two referees for not seeing a situation of violence or brutality. If you see brutality and violence, you must always intervene!

The GVMS (Game Video Monitoring System) will be used to identify and sanction incidents of brutality or extreme violence that occurred but were not appropriately punished or identified during a game.

<u>CLARIFICATION:</u>

* The purpose is to retroactively sanction players for violent play that was not appropriately punished by the referees during the game.
* The result of the game will not be changed.
*As an example, upon review of the official video, if the TWPC determines that an incident should have been sanctioned by a brutality call, then the player involved will be suspended by the TWPC in the same manner as if the player had been sanctioned by the referees i.e. for at least 1 match.
*The result of the game will not be changed but the team will have to play the next game with one player less, in the case of a 1 match suspension, or for more games if the suspension is longer.
* Any team that wishes a video review of an incident must make a formal request in writing to

the TWPC delegate or at the TWPC office, together with a payment of 500 Swiss Francs, or the equivalent, within 30 minutes of the conclusion of the match in which the incident is alleged to have occurred.
* This is to be in the same manner as a protest.
* The TWPC, on its own initiative, may also review any incident.
* The TWPC must communicate any decision to suspend to the team, having a player or players suspended, prior to its next game.

WP 22.15 In the case of simultaneous exclusion of players of opposing teams during play, both players are excluded for 20 seconds. The possession clock is not reset. Play is restarted with a free throw to the team which had possession of the ball.
When neither team has possession at the time of the simultaneous exclusion, for example when after a shot the ball rebounded of the goalkeeper and was floating 'in no-man's-land', the possession clock is reset to 30 seconds and play is restarted with a neutral throw.

It is important for referees to establish if there was ball possession or not at the time of the simultaneous exclusion.

The referees must ensure that both excluded players reach their respective re-entry area before putting the ball back into play.

WP 22.18 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.
When the referee has given one warning in the game, it's not necessary to repeat the warning again and the goalkeeper may be excluded for 20 seconds at the next time he fails to take up the correct position.

CENTRE FORWARD POSITION

The referee must give the centre forward an opportunity to shoot. When the centre forward has the ball, you must delay your whistle a little, it's better to give a possibility to shoot than to whistle exclusion.
Any backward movement of the centre forward outside the shoulder line, and especially out of the water, is a contra foul to be awarded to the defender.

An ordinary Foul is an option at the centre forward position when there is no immediate threat to score, or there are 2 or more defenders around; in this situation, the referee has this alternative as well as to whistle exclusion or apply "no call".

SOME GENERAL OBSERVATIONS

If a player is under the water when the referee awards a free throw and may not have heard the whistle, the referee shall immediately repeat the whistle when the player has resurfaced.

In the case of splashing, it is the position of the attacking player, which determines whether a penalty throw or exclusion is awarded. If the attacking player is inside the 6 metre area and a probable goal is prevented by a defending player splashing, it is a penalty, irrespective of whether the defending player is inside or outside the 6 metre line. In all other cases, the correct decision is exclusion.

When the ball is in flight and directed towards an attacking player, sinking committed by the defending player must be punished by exclusion. If the attacking player loses the ball or loses the opportunity to receive the ball, because of an ordinary foul by the defending player, the referee shall award a free throw.

Contact between opposing players is permitted.
The referees should allow opposing players to compete for position and should only intervene to penalise a foul committed by a player of the team in possession of the ball, or to award an exclusion foul or in certain circumstances for an ordinary foul.

An excluded player must leave the field of play immediately and without generating any interference and/or problem to the team in possession of the ball; if the excluded player does not commence leaving the field of play almost immediately and/or causes interference the referee should award a penalty throw to the opposing team.

WP23 PENALTY FOULS – THE PROBABLE GOAL

When there is a penalty situation, one referee shall control the players (both of the attacking and defending team) during the penalty procedure, the other referee shall control the other players in the field of play.
NOTE: In addition to what is described in **WP 24**, the following must be taken in account:

- The goalkeeper cannot move from his position beyond the goal line until the referee has blown the whistle, after the whistle, he can move forward, jump etc.
- None of the players outside the 5 m area can enter this area or approach the shooter before the ball has left the hand of the shooter, after the ball has left the hand of the shooter, the defenders can move from their position as the ball is live.

In case a defender interferes before the ball has left the hand of the shooter, the referee shall apply **WP 22.17**
See also: https://www.youtube.com/watch?v=FzlVDAMPD4s
https://www.youtube.com/watch?v=M8VI-HzBkNo

WP 23.2 This rule says very clearly “ANY FOUL COMMITTED” and this includes also fouls, which in other cases, are only regarded as ordinary fouls. So, the most important decision is to decide what is “probable”. The application used for many years is that the attacking player must be in a position facing the goal or must make movements towards the goal, either in possession of the ball or awaiting a pass so the player can shoot.

It is sometimes critical to decide quickly, whether the attacking player releases the ball and the defending player releases the attacking player more or less at the same moment.

It is the referee who has to decide if it is a lazy attacking player or a good actor (simulator) who wants the penalty as a gift or if it is an attacking player who wants to score and is still hindered from doing so by any foul.

This situation may occur either after a struggle between the centre forward and their defending player or by a player swimming in. But the application is clear, in a side position (not swimming towards the goal) or a position with the back to the goal, the referee can imply a probable goal and award a penalty only when the goalkeeper is completely out of the goal (this is the above mentioned exception).

Position or swimming towards the goal implies that it is absolutely forbidden to award a free throw to the attacking player. The principle should also be applied in a side position when the player is in a good position to score. As this is a dangerous position for the defending player, the attacking player very often is held by the defending player, which means exclusion foul, while a defending player usually tries to commit only ordinary fouls when the attacking player has their back to the goal.

A penalty throw must always be awarded when a foul committed by a defending player inside the 6 meter area prevents a probable goal, and in the other situations described in WP 23.2 to WP 23.8.

However, the referee should not award a penalty throw if:

(a) the attacking player has their back to the goal;

(b) the ball is legitimately intercepted by a defending player, or when a bad pass is made (including the ball being too high); or

(In these situations, the referee shall not make any award in favour of the attacking player, even if the player has been fouled.)

(c) the attacking player is not in a position to score a probable goal.

If the attacking player, holding the ball, turns the defending player in front of the goal, no offence has been committed. If the attacking player releases the ball and the defending player immediately then releases the attacking player, there is still no offence.

However, if the attacking player makes an attempt to regain the ball and is prevented from doing so by a foul committed by the defending player, then a penalty throw is awarded.

CLARIFICATION:
INSIDE THE 6M. AREA, IN A PROBABLE GOAL POSITION AND WITH THE INTENTION TO SCORE:
*If an attacking player with the intention to shoot has front position on a defender while moving toward the goal, the defender is not allowed to commit a foul without giving away a potential penalty shot to the attacker.
*This is stopping a probable goal and falls within the meaning of WP 23.2.
The only way to defend from behind in this situation is for the defender to make contact only with the ball.
*This will eliminate the potential decision and call of the referee that the 'ball was in the hand' that we saw in the past and which was incorrect in many cases.
*The referee should delay the call to see If the player is able to complete the action.
*If the player is not able to complete it, the referee must apply this rule.

*When an attacking player is in front of the goal with the ball on the water and his hand on top of the ball and the goalkeeper in this situation puts the hand and the ball under water this is correct, the goalkeeper attacked from in front and not from behind, so in this situation no penalty should be called but a free throw in favor of the goalkeeper.

It is important to consider whether the attacking player could have reached the pass if the foul was not committed. Do not award a penalty throw on a bad pass.

After a penalty throw is awarded no substitution is allowed from any re-entry area, before the penalty is taken.

WP 23.7 For the coach, or any team official of the team not in possession of the ball to request a time out. No personal foul shall be recorded for this offence. The team requesting a time out while not in possession of the ball will lose one time out of his total number of time outs and a penalty throw shall be awarded to the opposing team.

WP 23.8 For the coach, any team official or player to take any action with intent to prevent a probable goal or to delay the game. No personal foul shall be recorded for this offence if committed by the coach or a team official.

NOTE: The above mentioned is related to persons outside of the water

Any player inside the water who takes any action with intent to prevent a probable goal or to delay the game will receive a personal foul in relation to the penalty caused by him/her

'To delay the game' means while the game is in progress and should a coach, team official or player take any action with intent to prevent a probable goal or to delay the game a penalty throw shall be awarded to the opposing team.

'To delay the game' does not relate to interval time such as between periods or after a time out. A coach delaying the game after the end of interval time or following a time out (by not having his team lining up on time for example) should receive a yellow card but no penalty throw is awarded.

Example 1: This rule should also be applied to the situation where a defending player deliberately delays the game such as when the attacking team has a 6 on 5 advantage with limited time remaining in the game and a defending player deliberately throws the ball before the recommencement of the game to a position in the field of play that makes it is impossible for the attacking team in the remaining time to establish or create a scoring opportunity. In this situation a penalty throw shall be awarded to the opposing team.
Example 2: This rule should also be applied to the situation where a defending player takes an action such as fouling an attacking player outside the 6m line and pushing deliberately the ball inside the 6m area by which the opportunity for a direct shot is taken away. If there is a probable goal situation, a penalty throw shall be awarded.

WP 23.10 If in the last minute of the game a penalty throw is awarded to a team, the coach may elect to maintain possession of the ball and be awarded a free throw. The timekeeper recording possession time shall reset the clock to 30 seconds, and the game will be restarted as after a time out.

KICK, STRIKE, BRUTALITY

All referees should note that to kick strike or commit an act of brutality is ALWAYS a penalty, no matter where it occurs if within the 6 metre area.

BRUTALITY

In the Rules there are three similar but different types of exclusions (WP 21.12; WP 21.13 and WP 21.14) with three different sanctions for kicking, striking, aggressive or persistent foul play and brutality.

As in the Rules WP 21.12 and WP 21.14 the criterion "intention" is mentioned, the difference between these fouls must be the degree or gravity of fouling. On the other hand the criterion to distinguish between violence and brutality must be the "intention" to cause an injury.

The player excluded for brutality must leave the pool (refer comments to WP 5 (d)).

WP 24 PENALTY THROWS

Take good notice of what is mentioned in the NOTE mentioned in WP 23 of this Manual

WP 24.1 A penalty throw shall be taken by any player of the team to which it is awarded from any point on the opponents' 5 metre line.

It is important that referees ensure that the penalty throw is taken on the opponents' 5 metre line as there is a tendency for the player taking the penalty shot to move forward in the action of the penalty throw such that the shot actually occurs from within the opponents' 5 metre.

During a penalty throw, depending if the shooter is right- or left-handed, one referee shall control the penalty area and the execution of the penalty shot, the other referee shall control the other players in the field of play**.**

WP 26 ACCIDENT, INJURY AND ILLNESS

The attention of referees is drawn to the special provision when a player is bleeding. The referee should stop play to allow the player leave the water.

A substitute shall be permitted to enter immediately. When the player has been treated and the bleeding has stopped, the player may return to the game under the normal substitution rules.

AGE GROUP RULES - WATER POLO

WPAG 1 All age group competitors remain qualified from 1 January to the following 31 December at their age at the close of day (12 midnight) on 31 December of the year of competition.

WAPG 2 Age grouping for Water Polo for boys and girls are as follows:
- 15 and 16 years of age and under
- 17 and 18 years of age and under
- 19 and 20 years of age and under

The age for Cadet, Youth and Junior World Championships is 16 years and under, 18 years and under and 20 years and under.

ADENDUM WITH SOME OTHER OBSERVATIONS AND CLARIFICATIONS:

FINA, and therefore its Technical Water Polo Committee, aims for water polo to be a dynamic, fast, creative and flowing team sport where through the correct application and interpretation of the rules static and overly physical situations are removed from the game in order to enhance player and spectator enjoyment.

The role of the referee(s) in achieving the above is pivotal; they control the game by applying the rules of our sport to make judgements on rule infringements. They act as an impartial judge. This involves an obligation to perform with consistency, accuracy, objectivity and the highest sense of integrity.

The TWPC provides management, leadership and guidance as well as oversight prior during and after competitions.

Water polo is a particular difficult sport to referee; not only must the referee apply the rules, more importantly they need to understand the spirit of these rules and the meaning and purpose behind them.

1. Understanding of the Game

It is vital for the referee to judge the actions during the game correctly; to have an understanding and feeling for it. Without this understanding, especially within the context of a particular game situation, it is very difficult to make the correct decision.

Each rule infringement must be judged and called, or not be called, in relation to the action, the game and the aim of our sport as mentioned at the start of this document.

2. Consistency

Consistency is the key attribute of any referee. Similar, or identical, game situations must be called in the same manner for the complete duration of the game.

3. Clarity

Players, coaches and spectators must understand what kind of call was made by the referee and why. Again consistency must apply in this for the complete duration of the game.

4. Cooperation and Coordination between Referees

- The referees must speak prior to the game, during the period intervals and after the game; they agree on how they will divide the field of play and which referee controls what areas as well as the transitions.

- Referees should in principle not interfere with any actions in the areas of their colleague; this to avoid confusion as to which referee supervises what area. The result of interference can easily be discrediting your colleague and it may create tension between the two referees, as well as create confusion to players, coaches and spectators. Any issues should be discussed at the end of the period.

5. Violent Play and Brutality

WP 22.13 must be applied at all times; consequently and in regards to all the different situations within this rule, especially persistent or aggressive foul play.

It is unacceptable with two referees, not to observe, and therefore not to call, situations of violent play or brutality. Any and all violent play and brutality must be called. This includes situations which occur in your colleague's area of control: violent play and brutality must be called – always.

6. Calling Exclusion

1) Only call exclusions for rule infringements that actually deserve to be penalized with an exclusion.

2) By calling exclusion, the referee penalizes the infringing player for taking away the advantage from the attacking team

3) Exclusion must be called when a foul clearly takes away the advantage or the possibility for the attacking player to SHOOT or to MOVE TOWARDS THE GOAL.

4) When a foul is committed, but the attacking player is not in a situation as described at point 3), a minor foul can be awarded in order to prevent loss of the ball for the attacking player.

5) Fouls which have no relation to the game should not be called; this goes for ordinary fouls, offensive fouls and exclusion fouls.

7. Advantage: do not stop the flow of the game

1) If an ordinary foul or exclusion foul (and in certain situations a penalty foul) has been committed, but the attacking player is able to continue the action to shoot or move to the goal, the referee must allow the action to continue; play advantage. Only call the foul when the attacking player is no longer able to continue the action.

2) The opportunity to finish the action will improve our game and is therefore an objective of the referee.

3) Do not call fouls which do not affect the game, these calls are unnecessary and they affect the positive flow of the game.

8. Strict application of WP 22.8: 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.

1) To protect the free movement of an opponent, the action and flow of the game is a key concept in water polo.

2) Strict application of this rule is required in the following situations:

a) Any foul to prevent the free movement of an attacking player driving towards the goal area.

b) The tactical play of 'pressing' whereby free movement is impeded.

c) Use of two hands for holding.

d) Continuous or frequent contact of the opponent's body which prevents free movement.

e) Swimming on/over the opponent's shoulders, back or legs preventing free movement.

9. Centre Forward with Ball

1) The referee must give the center forward an opportunity to shoot. When the center forward has control of the ball, you must delay your call; it is preferable to provide a possibility to shoot and score, than to call the exclusion (and in certain situations the penalty).

2) Movement by the center forward outside his own shoulder area, and especially out of the water, against the defender must be penalized with an offensive foul.

3) Awarding an ordinary foul is an option where the center forward has no immediate opportunity to shoot or where two (2) or more defenders are engaged in this situation; note an ordinary foul must of course been committed. Often referees award either all or nothing; there is a middle ground.

10. Offensive (or Turnover or Contra) Fouls

1) When calling a turnover foul, the referee must ensure that the teams clearly understand the situation to avoid any confusion; this by correct use of whistle and signals.

2) Do not call turnover fouls which do not affect the game, these calls are unnecessary and they affect the positive flow of the game.

3) Do not call an offensive foul when a player from the perimeter tries to drive into the front court area.

Note: it is almost impossible to initiate movement without contact between players; this is water polo. In a contact situation the referee must advantage the action, the attack; priority must been given the movement of the attacking player.

11. Holding of the Swimsuits

The referee must understand and recognize the difference between the men's game and the women's game. Unfortunately grabbing and holding of the swimsuit is a large factor in the women's game; this because it gives an advantage for the player holding the swimsuit. However this advantage is unfair and an infringement on the rules of the game; therefore the punishment should be accordingly:

Grabbing of the swimsuit should be exclusion if done by a defensive player and an offensive foul if done by an attacking player.

KEY WORDS for leading the game in a proper way:

- **Protect the movement**
- **Punish impeding**

Other Clarifications:

1. After a quick change of ball possession, the excluded player, without leaving the field of play, goes in the attack with his team……..
   The situation in question happens very rarely and there is no rule with exact wording that can be applied.
   According to the spirit of the rules the following application should be used, although the "wording" of the rule is not precise:
   a) If excluded player didn't interfere with the game, it should be interpreted according WP 22.16
   b) If excluded player interfered with the game WP Rule 23.4 shall be used.

2. Substitution of the goalkeeper at an Exclusion for 20 sec. and at an Exclusion for Brutality: In all situations the substitution of a goalkeeper by a substitute goalkeeper after an exclusion will be allowed whenever it is in accordance with the rules.

3. The following stoppages are considered to be interval time:

    a) The rest time between periods
    b) Time out
    c) The time after a goal has been scored and before the restart after a goal
    d) When a referee takes the ball out of the water for an injury, cap replacement, video reviews, etc.

APPENDIX A INSTRUCTIONS FOR THE USE OF TWO REFEREES

COLLABORATION

A referee who has in mind "Help your colleague and YOU help yourself", follows the right principle. Both referees should help each other to recognise and indicate goal or corner throw. The referee in the back part of the field should not normally whistle goal or corner throw but may indicate them especially in the case of uncertainty of the other referee.

There is no strict division of the field of play. Generally, the principle should be applied, but whenever the colleague cannot fully control the situation, because players are obstructing the view, the other referee should declare fouls and penalties. That referee should not indicate that these fouls have occurred in the area of the other referee.

This principle applies especially for major fouls. On the other hand, a referee shall not award anything into the other referee's area if it is clear that the colleague is controlling the situation and allowing the advantage to the attacking team.

The key word for all kinds of situations is communication, and communication in this case does not mean only to speak to each other.

Both referees are responsible for the behaviour of the players and officials on the bench. They may assist each other with the observation of the bench and intervene to assist each other.

The referees shall pay particular attention to the teams while they are changing ends.

Referees should make sure that it is obvious for everybody in the pool that they are going to officiate the game as a team, which means, to fulfil together the duties before the game, to talk with each other as to how to apply the guidelines for the two referee system, to assume together the responsibility for their decisions and to help each other as much as possible. Referees should meet at least 60 minutes before the start of the game.

For technical errors, both the referees are responsible. It is not important which referee has committed the error because the other referee has the opportunity to correct it.

If either referee displays the wrong signal, that referee shall stop the play, call for the ball, display the correct signal and allow the players to take their positions before resuming the play. If both referees simultaneously award free throws but for opposing teams, one referee should not change opinion or reverse the decision merely to avoid disagreement between the referees.

The referees shall apply the relevant Rules for simultaneous fouls.

After the game, the referees should check and sign the game sheet and leave the poolside together as a team.

APPENDIX B SIGNALS TO BE USED BY OFFICIALS

In order to communicate better with players and the official table, the referees are to signal the number of the caps with both hands. In signalling a player's cap number from 11 to 13, a referee must show a clenched fist with one hand and the rest of the number with the fingers of the other hand. (This will enable also the public to better follow the situation).

If an incorrect signal by the referee has resulted in a change of possession, the referee should stop play and call for the ball. The referee should wait until the players have understood the new situation, taken their positions so that there is no disadvantage to any team.

MISTAKES OF JUDGEMENT

Finally, we have to state that, as is the nature of all humans, every referee is liable to commit mistakes. Most players and most coaches at the international level accept this fact as well, although they like to criticise the referees' decisions.

But it is much more important that the referees also recognise and accept this fact.

If a referee has the impression or feeling of having made a mistake, they should never start thinking about otherwise, another mistake may occur.

It is the responsibility of the referee only to interpret what the referee observes to the best of the ability of the referee. (WP 7.1)

APPENDIX C REGULATIONS FOR DISCIPLINARY ACTIONS IN WATER POLO

PREAMBLE: These Regulations contain basic regulations for fair play, ethical and moral behaviour, and general discipline in Water Polo.

These Regulations include measures related to incidents involving teams, water polo Federations, water polo sections of Member Federations, players, team leaders and officials, supporters, spectators but also involving officials or any other persons present at water polo matches.

The Regulations shall be in force from 1 August 2001 and replace the Code adopted by the FINA Bureau on 28 March 2001.

The purpose of these Regulations are to guarantee that the sport of Water Polo will be played in a fair manner without disturbance and to sanction incidents, which damage the image of Water Polo or bring it into disrepute.

Article 1. SUBORDINATE AND SUPPLEMENTARY TO FINA RULES

1.1 These Regulations are subordinated and supplementary to all FINA Rules adopted by the FINA Congresses from time to time and the FINA Code of Conduct.

Article 2. OFFENCES BY OFFICIALS

2.1 The sanctions to be imposed for offences committed by any person appointed by FINA as delegate, referee, goal judge or serving at the table at any water polo match shall be suspension from participating further in the tournament in which the match occurred and a report shall be made to the FINA Bureau, or if the Bureau is not assembled, to the FINA Executive, for consideration of additional sanctions.

2.2 If a person, appointed by FINA as a delegate, referee, goal judge or serving at the table at a water polo match, commits an offence referred to in these Regulations or the FINA Code of Conduct and involving cheating or partiality, the person shall be suspended up to life.

Article 3. OFFENCES AGAINST OFFICIALS

3.1 Any offence committed by any member of a team or team official shall result in a minimum suspension of one (1) match up to a maximum suspension of all water polo matches for one (1) year period.
3.2 If the offence includes violence resulting in serious injury, use of any hard object or any other kind of violence against the body, the minimum suspension shall be for all water polo matches for one (1) year period up to a maximum of a lifetime suspension from water polo matches.
3.3 If the offence is an attempt to commit an offence referred to in 3.2, the minimum suspension shall be three (3) matches up to a maximum suspension of all water polo matches for one (1) year period.
3.4 Offences in 3.1, 3.2 and 3.3 involve acts committed from 30 minutes before the beginning of the match until 30 minutes after the end of the match.
3.5 If an offence referred to in 3.1, 3.2 or 3.3 is committed by any person other than a player or team official, the minimum sanction shall be a warning or exclusion from the venue up to a maximum sanction of suspension of the right to attend water polo matches for any period up to, and including, life.
3.6 The minimum sanction for any offence under Article 3 may be increased for a

second or subsequent offence by any individual.

Article 4. OFFENCES AGAINST TEAM MEMBERS OR TEAM OFFICIALS

4.1 For brutality, or any offence not covered in FINA Rules WP 20-22 committed by a player against other players or team officials, the minimum suspension shall be for one (1) match up to a maximum of all water polo matches for a one (1) year period.
4.2 For incidents of brutality or extreme violence, after the match the Management Committee is entitled to review official video of any match and is entitled to apply a sanction for the incident, notwithstanding that the referees did not make a call of brutality or extreme violence during the match.
4.3 If the offence is committed by a team official against any player or team official, the minimum suspension shall be one (1) match up to a maximum of a lifetime suspension from water polo matches.
4.4 If the offence is committed by any other person, the minimum sanction shall be expulsion from the venue up to a maximum of a suspension of the right to attend water polo matches for any period up to, and including, life.
4.5 The minimum sanction for any offence under Article 4 may be increased for a second or subsequent offence by any individual.

FINA WATER POLO RULE INTERPRETATIONS

1. What if a defensive field player attempts to block a pass or shot with 2 hands?

If the player attempts to block a shot with two hands the player shall be punished with a penalty shot when the defensive player is inside the 6 meter area and an exclusion foul when the defensive player is outside the 6 meter area.

2. May a field player who replaces an excluded goalkeeper assume the privileges of the goalkeeper?

No, a field player, who replaces an excluded goalkeeper, must play the position without the privileges of the goalkeeper. If the player attempts to play with two hands a penalty throw shall be awarded.

3. What is the signal for the substitute to re-enter when brutality is called?

When a player is excluded for brutality the secretary will signal the substitute to re-enter the field of play with two flags, one yellow flag and the other flag of corresponding cap color.

4a. What happens if a defensive field player deliberately 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.

4b. What happens when the ball is sent out of the side of the field of play following a shot having last been touched by a field player of the defending team?

A free throw is awarded to the defending team. This situation is covered under the same Rule as a shot having last been touched by a player of the defending team and the ball going over the goal line.

5. What happens in the case of a double exclusion during play?

In the case of a double exclusion during play, both players are excluded for 20 seconds. The referees should, except in a situation of clear advantage, call the ball from the water, ensure that both teams and table know who is excluded, the 30 second possession clock is not reset and restart play with a free throw to the team which had possession. If neither team had possession when the double exclusion was called, the
30 second possession clock is reset and play will be restarted with a neutral throw on the half distance line.

6. What if there is an exclusion of a player or simultaneous exclusion of player of both teams? Is the team or are the teams able to continue the game without a goalkeeper during the period when the team or teams have less than 7 players?

A team with 7 players must have a goalkeeper. An excluded player or their substitute is considered to be one of these 7. An excluded goalkeeper's substitute may only be another goalkeeper. An excluded field player's substitute may only be another field player.

7. What happens if there is a brutality during interval time, injury time, time out, before a penalty throw or after the goal?

If a brutality is called during interval time, injury time, time out before a penalty throw or after a goal the player is excluded for the remainder of the game with substitution after 4 minutes. Play will restart in the normal manner without any penalty throw however in the situation where the brutality occurred before the taking of a penalty throw the original throw will be maintained.

8a. What happens if a goalkeeper commits an act of brutality during play?

If a goalkeeper commits an act of brutality during play the goalkeeper shall be excluded for the remainder of the game and must leave the competition area and penalty throw awarded to the opposing team. A player may take the position of goalkeeper but without the goalkeeper's privileges and limitations. The offending goalkeeper may be substituted when 4 minutes of actual play has elapsed; a substitute goalkeeper may however take the position of goalkeeper following the taking of the penalty throw provided that the team is one player less for the remainder of the exclusion time.

8b. What happens if there is simultaneous brutality by a player of both teams during play?

In the case of simultaneous brutality called during play, both players are excluded for the remainder of the game with substitution after 4 minutes. The team that had possession of the ball will first shoot a penalty throw followed by the other team shooting a penalty throw. After the second penalty throw the team that had possession of the ball will restart play with a free throw on or behind the half distance line.

8c. What happens if there is a simultaneous brutality by players of both teams during the last minute of the game or during the last minute of extra time?

If a simultaneous brutality by players of both teams occurs during the last minute of the game, following the principle of WP 23.9, the coach whose team was in possession of the ball can decide whether for each team to shoot a penalty throw or elect to maintain possession and be awarded a free throw wherein the timekeeper shall reset the 30 second possession clock.

9. What happens when a defensive player enters improperly?

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

10. What happens when an offensive player re-enters improperly?

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

11. What happens when a team is awarded a penalty throw in the last minute of the regulation time?

If a team is awarded a penalty throw in the last minute of the regulation time a coach may request to maintain the possession in lieu of taking the penalty throw. The coach must show the referee immediately by crossing their arms in front of his chest to signal possession, or show 5 fingers to request a penalty throw. If a team requests possession play shall be restarted on the half distance line or behind the half distance line and the possession clock shall be reset.

12. What happens if a player of a team commits misconduct or any other offence (relating to WP 22.13) during the interval between periods, during time out or prior to the restart after a goal?

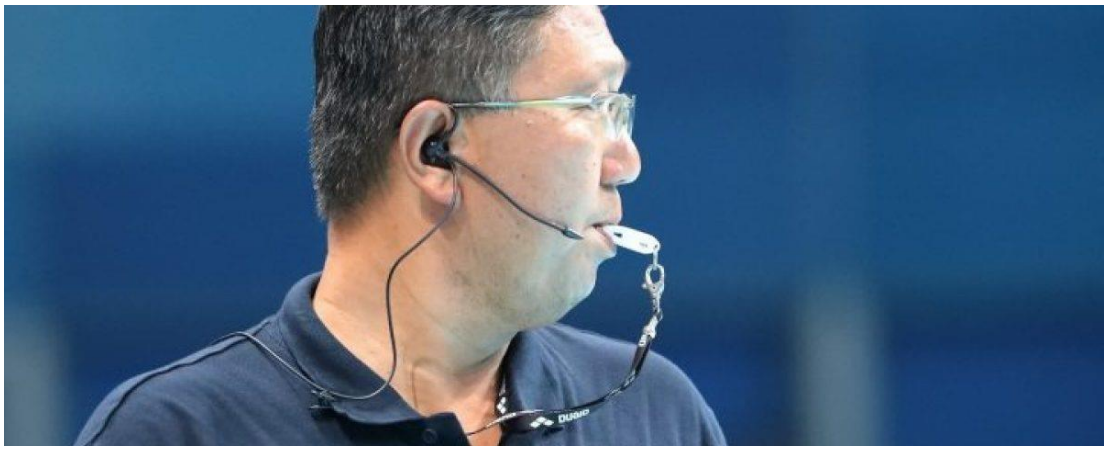
The player shall be excluded from the remainder of the game and the substitute shall be eligible to re-enter immediately prior the restart of the game as all three situations are considered to be in interval time.

Note: If the exclusion is during interval time the game will restart with a swim up; after a time out a free throw to the team that requested the time out or following the goal a free throw to the defending team.

The FINA Cloud

This platform provides a lot of examples from different game situations

- to access the Cloud with clips about water polo situations please go to the login page: http://dva.ericsports.net/login.php
- and log in with User name: finareferees@fina.ericsports.net
- Password: 13579



6 COMPETITION PROCEDURES

6.1 HOSTING A FINA EVENT

6.1.1 Bidding:

The first thing to do when considering hosting a FINA event is to complete the FINA application form.

For certain events, FINA may have developed a standard form of contract. If a standard form of contract for the FINA event, which is to be hosted, exists, you should complete the FINA contract. The FINA contract can be obtained from the FINA Office in Lausanne (SUI).

6.1.2 General Information:

After a bid has been accepted by FINA and a contract signed, and after being confirmed by FINA (as applicable), the following points should be considered by the Organising Committee when sending information to the entrants:

1. Give the firm dates of the competition.
2. Include a suggested competition schedule by day and include practice times available.
3. Describe pools, both practice and competition.
4. Describe lighting, locker rooms and shower facilities.
5. Describe transportation and include tentative schedule with distances in time and kilometres to and from hotels, airports, etc.
6. Name the host hotel and/or university. Describe them or the village if this is a major multi-sport competition.
7. Describe security.
8. List the members of the Organising Committee with an outline of the responsibilities of each.
9. Provide press, publicity, program, etc.(Information)
10. Describe souvenirs available, posters, etc.
11. Describe the awards and ceremonies.
12. Describe dress required or desired for each function.
13. List the facilities or accommodations available for accompanying spouses, extra members of the party, etc.
14. Give the cost, if any, of the accommodation for the participants and the extra people.
15. Describe conditions for working officials.
16. Describe the conditions for medical and emergency services.
17. List special people who might be present so that the delegations may be prepared with the proper protocol.
18. Provide for the closing banquet.
19. Give very clear instructions as to arrival and departure information.
20. Provide precise information to all teams, delegates, referees, and TWPC Members as to the time and location of all meetings, as well as to transportation arrangements for the meetings.

6.2 EQUIPMENT FOR WATER POLO FIELD OF PLAY

6.2.1 Desk Area:

1. Tables and chairs to seat up to 10 persons
2. Game clock console and cover and back up clock timer
3. 30 second clock console and cover and back up digital 30 second stop watch
4. Stop watch - regular
5. 2 whistles
6. 1 air horn
7. 1 stapler and staples
8. 1 scotch tape dispenser and 1 roll tape
9. 3 manual pencil sharpeners or 1 small battery-operated
10. 1 dozen pencils
11. Felt-tipped pens - broad point
12. 2 sets desk flags, each containing 1 red, 1 white, 1 blue, 1 yellow
13. Sound system, possibly with 2 microphones (1 for English, 1 for French)
14. Portable umbrellas or adequate protection from rain or sun for desk personnel
15. Clipboards for secretaries
16. Protocol papers - score, ejection, rosters, desk worker assignment sheets (personal fault sheets, if third secretary is used)
17. Plastic protector sheets to keep papers from getting wet
18. Large manila envelopes (at least 50)
19. Towels
20. 3 correction pens
21. Holder for game ball at the desk

6.2.2 Pool Area:

1. 2 ball scoops, if needed
2. 2 team benches (immovable ones are preferred)
3. Towels for ball boys
4. Game clock, 4 x 30 second clocks and results display
5. Goals
6. Referees' platforms - 1.0m x 0.7m x 30.0m

6.2.3 General Equipment:

1. Storage box or suitcase on wheels for all desk equipment,
2. Security overnight
3. Walkie-talkie for communicating across the pool
4. One (1) hole punch (for making 2 or 3 holes in paper)

5. Loose leaf notebooks - results for the TWPC and Organising Committee
6. Small copy machine and plenty of paper near the desk and TWPC meeting room together with computer, printer, telephone and fax in meeting room
7. Computer and printer
8. Results computer nearby, if used
9. Balls together with baskets for balls
10. Centre start mechanism
11. Caps and ear guard spares, both colours, Two (2) sets of caps

6.3 SITE INSPECTIONS

A member of the TWPC, or another TWPC designated person, must make advance inspection for FINA Competitions at least two (2) months prior to the competition. With this much advance notice, adequate time should be available to make any necessary last minute alterations.

6.3.1 Swimming Pools:

1. Size and depth (see FR 7,8 and 9)
2. Temperature of water
3. Ball release device
4. Field of play: goal line - white (with markings for a 2 metre re-entry area - a re-entry box is mandatory)
5. Visible markers for the 2 metre (red), 5 metre (yellow) and half-distance (white) lines
6. Lighting for night games
7. Timing, scoring and announcing equipment
8. Adequate training conditions before and during competitions
9. Adequate pre-game warm-up conditions
10. Dressing and team meeting rooms, showers, lockers and restrooms
11. Dressing rooms and lockers for referees and officials
12. Adequate doping control facilities
13. Emergency medical service and medical personnel
14. Copying and duplicating facilities
15. Provisions for the press
16. Provision for teams to videotape the games
17. Seating for FINA Bureau, TWPC and guests
18. Seating for non-working referees and officials
19. Seating for non-playing teams
20. TWPC meeting room, including facilities for videotape playback
21. Equipment for taping & playback of games for referees

6.3.2 Desk Area:

1. Tables and chairs for 8 to 10 persons and for persons collecting authorised statistical data
2. Umbrellas or adequate protection from sun or rain for desk personnel
3. Game timing equipment and back-up game clock: 30 sec. clocks, all of which are visible to the public
4. Last minute sounding device
5. Sound system for announcing
6. 2 red desk flags, 2 white desk flags, 2 blue desk flags, 1 yellow flag
7. Protocol paper and office supplies
8. Regular stopwatch
9. 2 whistles
10. Back-up air horn
11. Penalty board visibly indicating number of personal fouls for each player

6.3.3 Pool Area:

1. Referees' platforms (1.0m x 0.7m x 30.0m)
2. 2 team benches (for up to 9 persons) preferably not movable, with adequate protection against sun or rain
3. 2 chairs for goal-judges with protection against sun or rain
4. 2 ball baskets for the goal-judges
5. Chairs for security personnel, other on-deck officials as required, and ball- retrievers
6. Goals - 2 sets (1 for game, 1 reserve)
7. Game equipment - balls, two sets of caps

6.3.4 Results:

1. Public chart in public area
2. Press chart in press room
3. TWPC chart in TWPC meeting room

6.3.5 Meeting Facilities:

1. Room for technical meeting of team managers
2. Room for meeting of referees

6.3.6 Accommodation and Transport

1. Sample menus for participants
2. Accommodation for teams
3. Accommodation for referees
4. Accommodation for FINA Bureau, Delegate(s) and TWPC
5. Transportation

6.4 ORGANISING COMMITTEE

6.4.1 Competition Director:

The Competition Director is directly responsible for the physical aspects of the pool to assure that it meets FINA specifications. The following positions are also directly under the Competition Director's responsibility:

6.4.1.1 **Statistics Controller** - This person would be directly responsible for providing personnel for the necessary timing, scoring, judging or announcing according to the individual discipline.

6.4.1.2 **Deck Controllers** - These people would be responsible for the security of the immediately vicinity of the pool area and would control crowd movement in the pool area during training and competition.

6.4.1.3 **Training Site Co-ordinator** - This person would be responsible for co-ordinating practice sessions in the pre-competition period and for co-operating with the other personnel so that the competitors are given a proper training environment.

6.4.1.4 **Equipment Manager** - This person would be responsible to obtain, organise, distribute and secure any necessary equipment for or during the competition.

6.4.1.5 **Liaison Co-ordinator** - This person would organise a staff to aid generally in sending information between and among the various committees, the working officials and the FINA Bureau and TWPC Members. The other functions would be to find answers to questions and solutions to minor personal problems encountered by the visiting officials, coaches, FINA Bureau and TWPC Members. This person would be generally familiar with the over-all operations and the general location area.

The staff would serve as general trouble-shooters, information sources and utility aides.

6.4.1.6 **Technical Statistics Controller** - At the request of the TWPC, this person may be responsible for collecting technical and statistical data in accordance with directions of the TWPC.

6.4.2 **Venue Director: -** This person is responsible for providing the support personnel outside of the actual running of the competition. The following persons would serve under the supervision of the Venue Director:

6.4.2.1 **Transportation Co-ordinator** - This person would be responsible for arranging for local transportation of all competitors, officials and FINA Bureau and TWPC Members. This would include transportation to and from the airport, to and from training sessions, to and from the actual competition and to and from official meetings and functions.

6.4.2.2 **Business Manager** - This person would be responsible for all financial aspects of the competition. This could include the following:

1. Any legal contracts involving sponsors or television;

2. Receipt of donations;
3. Ticket sales and gate receipts;
4. Site signs;
5. Concessions and sales; and
6. Any necessary ushering services.

6.4.2.3 **Results Manager** - This person would be responsible for working with the Statistics Controller in order to obtain official, verified results that would then be given to the media. The Press Liaison would also work with the media on co-ordinating arrangements for interviews. The staff of this person would include enough support personnel to duplicate and distribute the results. Prior to the competition, this person would provide advance press releases for publicising the competition.

6.4.2.4 **Accommodation Co-ordinator** - This person would be responsible for serving as a liaison between the hotel, university or village housing co-ordinator and the competitors, officials and FINA Bureau and TWPC Members. The Accommodation Co-ordinator would be in charge of co-ordinating and distribution and return, would handle all problems involved with accommodations, would inspect the premises for damages at the conclusion of the competition and would bill anyone responsible.

6.4.2.5 **Food Service Manager** - This person would be responsible for co-ordinating the food service facilities and eating times with the training and competition schedule. The various liaisons would contact the Food Service Manager for any special food service needs, such as changes in the menu, eating times, box lunches, etc.

6.4.2.6 **Protocol Co-ordinator** - This person would be responsible for providing a cadre of support personnel who would greet the competitors, officials and FINA Bureau and TWPC Members. This person would also organise and arrange for appropriate refreshments at the competition site, at pre-competition meetings and at Bureau and TWPC meetings and arrange for and supervise appropriate sightseeing, receptions and functions, including the closing banquet. The Protocol Co-ordinator might find it necessary to have a staff of bilingual people to serve wherever translation and interpretation are necessary.

6.4.2.7 **Maintenance Controller** - This person would be responsible for assuring the proper condition of both the water in the pool and the order and cleanliness of the pool vicinity.

6.4.2.8 **Safety and Security Controller** - This person would be responsible for assuring that the physical conditions of the facility would be in good repair and that no hazardous conditions existed. The Safety and Security Controller would be charged with the general security of the facility and the competitors, officials, FINA Bureau, TWPC Members and any guests and would work with the Medical Committee to arrange for doping control. This person would control the staffing of a first-aid station with trained medical personnel. The Safety and Security Controller would also be responsible for providing emergency service to a hospital if that proved necessary.

6.4.2.9 **Accreditation Controller** - This person would be responsible for contacting the participating federations well in advance of the competition in order to receive the accreditation applications for early preparation. As the people needing credentials arrive, this person's staff would be responsible for checking, preparing and distributing the appropriate credentials.

6.4.2.10 **Uniform Co-ordinator** - This person would be responsible for ordering appropriate uniforms for the officials, workers and FINA Bureau and TWPC Members, obtaining sizing information and distributing the uniforms.

6.4.2.11 **Ceremonies and Awards Co-ordinator** - This person would work to provide appropriate opening ceremonies, appropriate awards ceremonies and appropriate closing ceremonies. This person would be responsible for obtaining and securing the awards and any certificates of participation, and for providing the appropriate national flags and anthems.

6.4.2.12 **Office Manager**: This person would carry the load of details involved with the general organisation of the competition and would be in charge of a staff of secretarial help which would be used as needed. The Office Manager would arrange for meeting rooms and technical requirements of any technical meetings, coaches' meetings, referees' meetings, FINA Bureau meetings, TWPC meetings and clinics.

6.5 DESK OPERATIONS

6.5.1 General:

Depending upon the intensity level of the competition and the available equipment, the timing and scoring of the water polo desk can occur efficiently with from five (5) to fourteen (14) people. Less than five (5) people may result in diminished ability to conduct desk operations and, in some situations, may affect the outcome of the game.

The five (5) absolutely necessary persons include two (2) secretaries, one (1) to record the progress of the game, scoring and personal faults and another to manage the ejections, and three (3) timers, one to handle the game clock, one (1) to handle time outs and the other to operate the 30 second shot clock.

Under normal conditions, these five (5) people can maintain a smooth operation of the desk in co-operation with the referees, but with top-level international competition in the pool and accordingly more importance on the alertness and accuracy of the desk, use of extra people is highly desirable and recommended.

6.5.2 Secretaries:

6.5.2.1 **Scorekeeper**: The Scorekeeper, one (1) of the secretaries, serves to record the time of a goal and who scored. The Scorekeeper also notes the time and type of any personal fouls charged to a given player and monitors the number of personal fouls each player has received.

This secretary is responsible for the official results of the match and for forwarding an official copy to each team.

6.5.2.2 **Ejection Secretary:** The second secretary, the Ejection Secretary, is also charged with noting and recording the type and time of all personal fouls. This secretary has additional responsibilities - to determine the colour and cap number of the offending player, to compute the time when an ejected player may re-enter and to monitor the proper entry of that player.

The Ejection Secretary is equipped with coloured flags corresponding to the teams' cap colours so that a blue-capped ejected player re-enters on a blue flag being raised and a white-capped player on a white flag.

These two (2) secretaries co-operate to ensure that personal fouls are recorded against the proper player but, more particularly and importantly, they must work together to react quickly and appropriately when and if a player receives his/her third personal foul. If that third foul is an ejection foul, a red flag is raised to alert the player and the coaches that the player may not continue to play.

The coach will then assign a substitute who will re-enter the pool in the corner behind his/her own goal line. Re-entry will occur at a flag signal from the Ejection Secretary upon the conclusion of 20 seconds, when a goal is scored, or on a signal of the defensive referee following a clear change of possession.

Occasionally, a player's third personal foul occurs as a five-metre or penalty foul. In this case, either secretary will blow a whistle and raise the red flag to alert the referee that the offending player must immediately leave the pool with substitution.

6.5.3 Timers:

6.5.3.1 Game Clock Timer: The Game Clock Timer probably has the easiest job of all five (5) positions. This person simply reacts to the referee's whistle to stop the clock and then observes the action in the pool to re-start the clock when the ball has been put into play. Depending upon the equipment, this person may sit at the desk with the others or may sit apart to handle the equipment. This person is also responsible for timing time outs, and injury time, and notifying the teams and referees at the expiry of the appropriate time period.

6.5.3.2 30 Second Shot Clock Timer: The fourth essential worker is the 30-Second Shot Clock Timer. This individual must also react to the referee's whistle to stop time and re-start when the ball has been put into play. This timer has a further responsibility to re-set the clock when there has been a change of ball possession, on possession occurring after a shot at the goal, on a personal fault, or in certain other more complicated situations

6.5.3.3 Time out Timer: This fifth person is responsible for watching each team to see when it is calling for a time out, recording time outs and their intervals.

6.5.4 Others:

6.5.4.1 Delegate: At major competitions, there is usually an assigned delegate who represents the appropriate responsible control body. For major FINA Competitions, this individual is usually a member of the TWPC or of the FINA Bureau. This individual takes a place at the desk, observes the match, monitors the timing operations during the match and verifies the score and personal fouls between periods, and at the end of the match. This person is the immediate authority during the match for control of the desk and of the team benches. The delegate ensures the appropriate management of the support staff.

6.5.4.2 Goal Judges: There should be two (2) Goal Judges, one (1) at the corner of the pool to the left of the desk and one (1) to the right of the desk. These two (2) individuals help the referee determine if a goal was actually scored and which team last touched a ball that went out of bounds. The Goal Judge also aids at the start of each period to monitor the line-up of the team at his/her end of the pool as the teams sprint for possession of the ball. Each watches an ejected player re-entering the pool at the Ejection Secretary's signal. The Goal Judge may signal an illegal or improper re-entry if a player pushes off the side or end of the pool. Another duty of the Goal Judge is to keep a supply of balls and throw one into the pool under the direction of the referee.

6.5.4.3 Personal Foul Secretary: The primary responsibility of this secretary is to monitor the players' personal fouls. The main function is to be aware of the numbers of those players having two fouls and to watch the referee extremely closely for the number of any player being called for a foul.

6.5.4.4 Time out Referees: These two (2) persons are responsible to notify the official desk of time outs called by the teams and are usually located adjacent to the team bench.

6.5.4.5 Announcer: An Announcer is used when there is a major competition. The function of the Announcer is to introduce the teams and to keep the crowd informed as to the score, each goal scorer and each ejected player. Additional commentary may be provided, depending upon the nature of the competition and the nature of the audience.

6.5.4.6 Ball boys/girls: They are desirable but not essential in running the competition. In certain matches, they can play a vital part so that play will never come to a halt while a ball is being retrieved. Ideally, there are two (2): one (1) to keep each Goal Judge supplied with a sufficient number of balls so that when one (1) is needed, one (1) can be thrown in by the goal Judge

immediately. One (1) of them can also be used to pull the ball release at the start of each period. Otherwise, the referee on the desk side throws the ball into the pool at the centre as the teams are sprinting for possession.

6.5.4.7 **Desk Manager:** This person may be used as a utility man whose sole responsibility is for desk efficiency. The Desk Manager certifies accurate results with the referees and delegates and sends them to the press and other interested persons. The Desk Manager ensures that all the equipment is in the proper places, acts as a general trouble-shooter, and is in communication via walkie-talkie with a person on the other side of the pool. This person also gathers the results at the end of the match in order to distribute them after verification and approval.

6.6 TIE BREAKING

BL 9.6.3 Tie Breaking

BL 9.6.3.1 If two (2) teams shall have equal points, further classification shall be established as follows:

BL 9.6.3.1.1 The team winning the game between them shall be placed higher.

BL 9.6.3.1.2 If the game between them was tied, then the results against the highest placed team(s) in the group shall be considered.

BL 9.6.3.1.3 The first comparison shall be based on goal difference, and if still tied, then based on goals scored.

BL 9.6.3.1.4 The comparison shall be made first compared to the highest placed team (or teams, if tied) in the group.

BL 9.6.3.1.5 If still tied, the results against the next highest placed team (or teams, if tied) shall be used in succession until all results have been considered.

BL 9.6.3.1.6 If still tied, the teams shall shoot penalty shots to determine which team shall be placed higher. Each team shall nominate five (5) players and a goalkeeper who will participate in the penalty shoot-out. The team shall shoot five (5) penalty shots at the goal of the other team, alternating shots. If a tie exists after each team has taken five (5) shots, then teams shall take sets of alternate shots until one team scores and the other does not. The procedure shall be conducted following the final game of the round or at the first practical opportunity.

BL 9.6.3.1.7 If there is more than one tie in a group, the highest placed tie shall be determined first.

BL 9.6.3.1.8 If it is the situation where there is more than one tie in a group and it is not possible to determine the highest placed team then all results within the group shall be used to determine the highest placed team.

BL 9.6.3.2 If three (3) or more teams shall have equal points, further classification shall be established as follows:

BL 9.6.3.2.1 The results among the tied teams shall determine which team is placed highest.

BL 9.6.3.2.2 If, at any time during the application of the procedure set out in this BL 9.6.3.2, the highest placed team is determined and the number of tied teams is reduced to two

(2), then BL 9.6.3.1 shall be used to determine which of the two (2) remaining teams is placed higher.

BL 9.6.3.2.3 The comparison shall be made first, upon the points of the games among the tied teams, second, the goal difference, and third, based upon goals scored.

BL 9.6.3.2.4 If still tied, the games played against the highest placed team (or teams, if tied) shall be considered.

BL 9.6.3.2.5 The first comparison shall be based on goal difference, and if still tied, then based on goals scored.

BL 9.6.3.2.6 If still tied, the results against the next highest placed team (or teams, if tied) shall be used in succession until all results have been considered.

BL 9.6.3.2.7 If still tied, the teams shall shoot penalty shots to determine which team shall be placed highest. Each team shall nominate five (5) players and a goalkeeper who will participate in the penalty shoot-out. Each team shall shoot five (5) penalty shots at its opponent's goal in alternate succession. The first team shall take its first penalty shot and then each other team shall take its first penalty shot, etc. If a tie shall exist after that procedure, the teams shall then take sets of alternate shots until one team misses and the other(s) score. The procedure shall be conducted following the final game of the round or at the first practical opportunity.

BL 9.6.3.2.8 If there is more than one tie in a group, the highest placed tie shall be determined first.

BL 9.6.3.3 For the purpose of calculating either goal difference or goals scored, the goals in any penalty shoot-out will not be taken into consideration.

6.7 PENALTY SHOOT-OUT

If a penalty shoot-out is necessary, the following procedure shall be followed:

1. If it involves the two teams having just completed a game, the shoot-out will begin immediately and the same referees will be used

2. Otherwise, the 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, provided they are neutral

3. If two teams are involved the respective coaches of the teams will be requested to nominate five players and goalkeeper who will participate in the penalty shoot-out; the goalkeeper may be changed at any time provided the substitute goalkeeper was listed amongst the team list in that game

4. The five players nominated will be required to be listed in order and that order will determine the sequence in which those players will shoot at their opponents goal; the sequence cannot be changed

5. No players excluded for the game are eligible to be listed amongst those players to shoot or substitute as goalkeeper.

6. If the goalkeeper is excluded during the penalty shoot-out, a player from the nominated five players may substitute for the goalkeeper but without the privileges of the goalkeeper; following the taking of the penalty shot, the player may be substituted by the substitute 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 substituted player is placed in the last position on the list.

7. Shots will be taken alternately at each end of the field of play, unless conditions at one end of the field of play advantage and/or disadvantage a team, in which case all shots may be taken at the same end. The players taking the shots will remain in the water in front of their bench, the goalkeepers will change ends, and all players not involved must sit on their team bench.

8. The team to shoot first will be determined by toss of a coin.

9. Should teams still be tied following the completion of the initial five penalty shots, the same five players shall then take alternate shots until one team misses and the other scores.

10. If three or more teams are involved, each team will shoot five penalty shots against each of the other teams, alternating at each shot. The order of the first shot will be determined by draw.

11. All players not involved in the penalty shoot-out must be on their respective team benches.

6.8 REGULATIONS FOR DISCIPLINARY ACTIONS IN WATER POLO

PREAMBLE: These Regulations contain basic regulations for fair play, ethical and moral behaviour, and general discipline in Water Polo.

These Regulations include measures related to incidents involving teams, water polo Federations, water polo sections of Member Federations, players, team leaders and officials, supporters, spectators but also involving officials or any other persons present at water polo matches.

The Regulations shall be in force from 1 August 2001 and replace the Code adopted by the FINA Bureau on 28 March 2001.

The purpose of these Regulations are to guarantee that the sport of Water Polo will be played in a fair manner without disturbance and to sanction incidents, which damage the image of Water Polo or bring it into disrepute

Article 1. SUBORDINATE AND SUPPLEMENTARY TO FINA RULES

1.1 These Regulations are subordinated and supplementary to all FINA Rules adopted by the FINA Congresses from time to time and the FINA Code of Conduct.

Article 2. OFFENCES BY OFFICIALS

2.1 The sanctions to be imposed for offences committed by any person appointed by FINA as delegate, referee, goal judge or serving at the table at any water polo match shall be suspension from participating further in the tournament in which the match occurred and a report shall be made to the FINA Bureau, or if the Bureau is not assembled, to the FINA Executive, for consideration of additional sanctions.

2.2 If a person, appointed by FINA as a delegate, referee, goal judge or serving at the table at a water polo match, commits an offence referred to in these Regulations or the FINA Code of Conduct and involving cheating or partiality, the person shall be suspended up to life.

Article 3. OFFENCES AGAINST OFFICIALS

3.1 Any offence committed by any member of a team or team official shall result in a minimum suspension of one (1) match up to a maximum suspension of all water polo matches for one (1) year period.

3.2 If the offence includes violence resulting in serious injury, use of any hard object or any other kind of violence against the body, the minimum suspension shall be for all water polo matches for one (1) year period up to a maximum of a lifetime suspension from water polo matches.

3.3 If the offence is an attempt to commit an offence referred to in 3.2, the minimum suspension shall be three (3) matches up to a maximum suspension of all water polo matches for one (1) year period.

3.4 Offences in 3.1, 3.2 and 3.3 involve acts committed from 30 minutes before the beginning of the match until 30 minutes after the end of the match.

3.5 If an offence referred to in 3.1, 3.2 or 3.3 is committed by any person other than a player or team official, the minimum sanction shall be a warning or exclusion from the venue up to a maximum sanction of suspension of the right to attend water polo matches for any period up to, and including, life.

3.6 The minimum sanction for any offence under Article 3 may be increased for a second or subsequent offence by any individual.

Article 4. OFFENCES AGAINST TEAM MEMBERS OR TEAM OFFICIALS

4.1 For brutality, or any offence not covered in FINA Rules WP 20-22 committed by a player against other players or team officials, the minimum suspension shall be for one (1) match up to a maximum of all water polo matches for a one (1) year period.

4.2 For incidents of brutality or extreme violence, after the match the Management Committee is entitled to review official video of any match and is entitled to apply a sanction for the incident, notwithstanding that the referees did not make a call of brutality or extreme violence during the match.

4.3 If the offence is committed by a team official against any player or team official, the minimum suspension shall be one (1) match up to a maximum of a lifetime suspension from water polo matches.

4.4 If the offence is committed by any other person, the minimum sanction shall be expulsion from the venue up to a maximum of a suspension of the right to attend water polo matches for any period up to, and including, life.

4.5 The minimum sanction for any offence under Article 4 may be increased for a second or subsequent offence by any individual.

Article 5. OTHER OFFENCES

5.1 For any offence committed by any team member or team official against media representatives, spectators, pool staff or any other person present in the venue at the time of a match, the minimum suspension shall be from all water polo matches for a one (1) year period up to a maximum of suspension of the right to attend competitions for any period up to, and including, life.

5.2 For oral or written statements of an abusive kind or nature and directed against FINA, any Federation, any organiser, authority or any other person, and which are not elsewhere covered in this Code, the minimum sanction shall be suspension for a period of six (6) months up to a maximum suspension for life.

5.3 The minimum sanction for any offence under Article 5 may be increased for such period as the Management Committee deems appropriate.

Article 6. OFFENCES COMMITTED BY TEAMS

6.1 If more than three members of the same team, including team officials, commit offences sanctioned in accordance with Articles 3, 4 or 5 in the same match, that team shall be sanctioned with disqualification from that match and a minimum suspension from the next match in the

tournament to a maximum suspension from taking part in any competition organised by the same body for a period of one (1) year.

6.2 Suspension in 6.1 means that the match or matches for which the team has been suspended shall be awarded to the opponent(s) with the goal score of 5-0.

Article 7. PROCEDURES FOR IMPOSING SANCTIONS

7.1 Sanctions for offences in 3.1 and 3.5 shall be imposed by the Management Committee within 24 hours after the end of the match, with immediate notification to the player(s), team official(s), or other person(s) suspended.

7.2 The Management Committee shall have the right to provisionally suspend any person or team who has committed offences in 2.1, 2.2, 3.2, 3.3, 4.1, 4.2, 4.3 5.1, 5.2, and 6.1, subject to immediate written submission of the case to the FINA Bureau or, Board of the Organising body.

7.3 Sanctions in accordance with 2.1, 2.2, 3.2, 3.3, 3.5, 4.1, 4.2, 4.3, 4.4, 5.1, 5.2, 5.3, and 6.1 shall be imposed by the Board of the Organising body.

7.4 Sanction involving disqualification and suspension of a team from one or more matches in the same tournament shall be imposed by the Management Committee within 24 hours after the end of the match and immediate notification to the team officials, the Federation of the team and the Board of the Organising body.

7.5 Sanctions involving suspension of a team in accordance with 6.1 for a period covering more than the actual tournament shall be imposed by the Board of the Organising body.

7.6 As used in these Regulations "suspension" for offences other than in 3.1, 3.2, 3.5 and 4.1 shall mean, as may be specified by the Board of the Organising body, from competitions or that the individual sanctioned shall not participate in any or certain activities of FINA, the recognised continental organisations or any of FINA's Member Federations, in any discipline of FINA including acting as a competitor, delegate, coach, leader, physician or other representative of FINA, a recognised continental organisation or a Member Federation. A suspension shall take effect from the date specified by the competent authority.

7.7 If a player or team official is suspended from a specific match, the team shall have the number of players or team officials on the bench reduced accordingly; provided that there is at least one (1) team official on the bench.

Article 8. BURDEN OF PROOF

8.1 Referees, match officials or the competition management shall have the burden of establishing that offences in the Water Polo Rules and these Regulations have occurred.

Article 9. CONSIDERATION

9.1 In imposition of any sanction, the nature of the offence, the circumstances under which it occurred, the gravity of the offence, the character of the action and other consideration that is in harmony with the objectives of FINA must be taken into account.

Article 10. APPEALS

10.1 An individual sanctioned by the Management Committee may appeal to the Board of the Organising body within 21 days from the date of receipt of the decision including a sanction of the appealing party and further in accordance with the rules of the body concerned.

7 COMPETITION PROTOCOL

7.1 COMPETITION PRESENTATION

7.1.1 For TWPC Members:

1. The TWPC should wear official clothing when on the pool deck.

2. In order to conduct the tournament properly, for each game there will be designated and present at least one TWPC member as a delegate responsible for the table work, equipment, the proper conduct and progress of the game and referee assessments. Other designated TWPC member(s) may also serve as observers of and be responsible for assignments for the referees.

3. The TWPC Chairman, Vice Chairman and Secretary, after consultation with other members of the TWPC and the Bureau Liaison, shall immediately inform the Management Committee, if necessary, of all proposals for action to be taken during the competition.

4. The TWPC Secretary, or designate, through the Organising Committee, will inform all officials as soon as possible of their schedule for the games of the following day.

5. At the conclusion of the event, the TWPC Secretary, or a designate, will submit the final report of the TWPC to the FINA Honorary Secretary. This report will include the results of the competition, the final classification of teams and all actions taken by the TWPC during the competition.

7.1.2 For Participants:

1. There will be a maximum of nine (9) persons, six (6) players and three (3) others; for example, a coach, assistant coach, and team doctor on the team bench.

2. Only the official team representative is entitled to communicate with the TWPC and/or the Organising Committee. The official team representative must attend the Technical Meeting.

3. During the game, all players on the bench must wear their caps, even those who have been excluded following their third personal fault. If a player is excluded from a game for brutality, misconduct or misbehaviour, he will also be excluded from the competition area.

4. Other people on the team bench must wear their national sport dress and be dressed in a similar manner.

7.1.3 For Referees:

1. Referees must be present at the Referees' Technical Meeting.

2. They must be present at the swimming pool and report to a TWPC delegate at least sixty (60) minutes prior to their game. The same applies to goal judges, timekeepers, secretaries, etc.

3. On the pool deck, they must wear shirts, long white pants and white sport shoes previously accepted by FINA.

4. The host staff must wear at the desk any uniforms provided by the Organising Committee.

5. While refereeing, each referee is obligated to wear any uniform and crest provided to the referee for that purpose.

7.1.4 For All Persons:

1. Smoking on the Pool Deck is not permitted.
2. Everyone must look appropriate - haircut, beard trimmed, not over-weight, sober, and in good health, etc.

7.2 TWPC MEETING

The TWPC will meet at least two (2) days before the start of the competition, or before the opening ceremony, in order to confirm the facilities, the equipment and to establish all the technical details concerning the tournament.

7.3 TECHNICAL MEETING (DELEGATES)

One (1) day before the start of the competition the TWPC will organise, with the FINA Bureau Liaison, technical meetings. There will be one (1) with the representatives of all the participating teams to explain and clarify all matters about the tournament.

7.4 TECHNICAL MEETING – AGENDA

1. Welcome
2. Roll call - teams and referees
3. Instructions regarding conduct of competition, including caps and WP 4.1, swimwear, presentation of teams and dress on the bench
4. Disciplinary rules, including protocol and control of team officials as well as use of red and yellow cards
5. Doping control procedures
6. Appointment of referees
7. Transportation
8. Practice schedule
9. Schedule of matches
10. Official Functions
11. Passport Check – to verify citizenship and age (if applicable)
13. Other business

7.5 REFEREES' MEETING

A separate meeting will be held with the attending referees and other personnel having various duties during the competition. These other people include desk officials, goal judges, medical staff, transportation staff, etc.

The referees of the competition have to take part in any Referees' Meeting or Workshop prior to and during the competition. This participation is mandatory. If not present, a referee may not be permitted to officiate at the event.

Any referee who indicates that he or she will attend the FINA Competition and does not attend may be excluded from the FINA Water Polo Referees List for a period of up to one (1) year.

Each team attending a FINA Competition must bring a referee on the FINA Water Polo Referees List to the Competition. If a team does not, the Member Federation shall pay FINA the sum of 2'000 Swiss Francs.

7.6 REFEREES' WORKSHOP

A mandatory one or two day Workshop for participating referees (others are welcome) will be organised prior to the start of the competition, if possible.

7.7 GUIDELINES FOR REFEREES' MEETINGS OR WORKSHOPS

The following points should be considered:

1. Supervision
2. General philosophy of the game
   - (a) Principle aim
   - (b) Personality of the referee
   - (c) Whistle only when necessary
   - (d) Application and understanding of the advantage rule
   - (e) Minor fouls within the penalty area
   - (f) Not rewarding a bad pass
   - (g) Consistency in interpretation and application of major fouls
     - i. in the penalty area
     - ii. the probable goal
     - iii. controlling the ball
     - iv. characteristic positions:
       - back
       - side
       - facing the goal
     - v. receiving of a pass in the penalty area
     - vi. kick - strike - brutality
   - (h) Brutality - Violence
   - (i) Misconduct and Disrespect
   - (j) Specific minor foul situations
     - i. simulation of a minor foul
     - ii. execution of a free throw
     - iii. neutral throw
     - iv. wasting time
3. Uniformity of refereeing
   - (a) Signals
     - i. whistling
     - ii. corner throw if one referee says no goal
   - (b) Collaboration
4. Injury and Bleeding
5. Error by the referee and implication
6. Use of the red and yellow cards for misbehaviour

8 PLAYING SCHEDULES

8.1 PLAYING SCHEDULES FOR ROUND ROBIN TOURNAMENTS (4-7 TEAMS)

	4 TEAMS	5 TEAMS	6 TEAMS	7 TEAMS
Day 1	3 – 1 2 – 4	1 – 5 2 – 4 3	1 – 6 3 – 4 2 – 5	1 – 7 2 – 6 3 – 5 4
Day 2	4 – 3 1 – 2	5 – 4 1 – 3 2	6 – 4 5 – 3 1 – 2	7 – 6 1 – 5 2 – 4 3
Day 3	1 – 4 2 – 3	4 – 3 5 – 2 1	4 – 5 2 – 6 3 – 1	6 – 5 7 – 4 1 – 3 2
Day 4		3 – 2 4 – 1 5	6 – 5 1 – 4 2 – 3	5 – 4 6 – 3 7 – 2 1
Day 5		2 – 1 3 – 5 4	3 – 6 4 – 2 5 – 1	4 – 3 5 – 2 6 – 1 7
Day 6				3 – 2 4 – 1 5 – 7 6
Day 7				2 – 1 3 – 7 4 – 6 5

Additional days can be allotted for semi-finals and/or finals, as appropriate.

8.2 PLAYING SCHEDULES FOR GROUP SYSTEM TOURNAMENTS (2 GROUPS) (8-12 TEAMS)

8.2.1 Olympic Games Tournament – Men – 12 Teams

BL 9.4.1.2 Schedule of Games (Men's Tournament)

Preliminary Round:

There will be two (2) groups of six (6) teams, which form groups A and B. Each group will play a round robin. The four (4) highest ranked teams in each group will qualify for the Quarter Final Round. The fifth and sixth ranked teams in each group will be eliminated and will not play anymore.

Day 1	Day 2	Day 3	Day 4	Day 5
1. A1 – A6	7. B6 – B4	13. A4 – A5	19. B6 – B5	25. A3 – A6
2. A3 – A4	8. B5 – B3	14. A2 – A6	20. B1 – B4	26. A4 – A2
3. A2 – A5	9. B1 – B2	15. A3 – A1	21. B2 – B3	27. A1 – A5
4. B1 – B6	10. A6 – A4	16. B4 – B5	22. A6 – A5	28. B3 – B6
5. B3 – B4	11. A5 – A3	17. B2 – B6	23. A1 – A4	29. B4 – B2
6. B2 – B5	12. A1 – A2	18. B3 – B1	24. A2 – A3	30. B1 – B5

Quarter Final Round:

The first, second, third and fourth placed teams in Group A and Group B form a Group D of eight (8) teams. Group D plays a modified single elimination format.
Games played in the Preliminary Round may be repeated in the Quarter Final, Semi Final or Final Round. All games played in Group D must be played so that a definite winner is declared. Accordingly, it may be necessary to apply the Water Polo Rules relating to penalty shoot-outs.

Places 11 – 12

The teams ranked sixth in each group of the Preliminary Round shall be classified for places 11 – 12 according to the following criteria:

1. Win-loss record in their Preliminary Round group.
2. If both teams have the same win-loss record, the classification will be determined by goal average (goals for divided by goals against) taking into account the results of all games played in the respective group.

Places 9 – 10

The teams ranked fifth in each group shall be classified for places 9 – 10 according to the same principles as for places 11 – 12.

Day 6

31. 1A – 4B
32. 2A – 3B
33. 3A – 2B
34. 4A – 1B

Semi Final Round:	**Final Round:**	
Day 7	Day 8	
35. L31 – L33	39. L35 – L36	(Winner 7th, Loser 8th)
36. L32 – L34	40. W35 – W36	(Winner 5th, Loser 6th)
37. W31 – W33	41. L37 – L38	(Winner 3rd, Loser 4th)
38. W32 – W34	42. W37 – W 38	(Winner 1st, Loser 2nd)

Games 31 through 42 must be played to a conclusion, and it may be necessary to apply Water Polo Rules relating to penalty shoot-out.

The Management Committee of FINA Competitions may change the order and schedule of games to meet with the requirements of the Host Federation and/or television provided that at least twenty four (24) hours' notice is given.

8.2.2 Olympic Games Tournament – Women – 10 Teams

BL 9.4.2.2 Schedule of Games (Women's Tournament)

Preliminary Round

Two (2) groups of five (5) teams form Group A and Group B and play a single round robin in each group.

Day 1	Day 2	Day 3	Day 4	Day 5
1. A1-A5	5. B4-B5	9. A3-A4	13. A2-A3	17. B1-B2
2. A2-A4	6. B1-B3	10. A2-A5	14. A1-A4	18. B3-B5
3. B1-B5	7. A4-A5	11. B3-B4	15. B2-B3	19. A3-A5
4. B2-B4	8. A1-A3	12. B2-B5	16. B1-B4	20. A1-A2

Quarter Final Round

The first, second, third and fourth placed teams in Group A and Group B form a Group D of eight (8) teams. Group D plays a modified single elimination format.
Games played in the Preliminary Round may be repeated in the Quarter Final, Semi Final or Final Round. All games played in Group D must be played so that a definite winner is declared. Accordingly, it may be necessary to apply the Water Polo Rules relating to penalty shoot-out.

Places 9 - 10

The teams ranked fifth in each group of the Preliminary Round shall be classified for places 9 - 10 according to the following criteria:

1. Win-loss record in their Preliminary Round group.
2. If both teams have the same win-loss record, the classification will be determined by goal average (goals scored divided by games played) taking into account the results of all games played in the respective group.

Day 6

21. 1A - 4B
22. 2A - 3B
23. 3A - 2B
24. 4A - 1B

Semi Final Round

Day 7

25. L21 - L23
26. L22 - L24
27. W21 - W23
28. W22 - W24

Final Round

Day 8

29. L25 - L26 (Winner 7th, Loser 8th)
30. W25 - W26 (Winner 5th, Loser 6th)
31. L27 - L28 (Winner 3rd, Loser 4th)
32. W27 - W28 (Winner 1st, Loser 2nd)

Games 21 through 32 must be played to a conclusion and it may be necessary to apply Water Polo Rules relating to penalty shoot-out.

The Management Committee of FINA Competitions may change the order and schedule of games to meet with the requirements of the Host Federation and/or television provided that at least twenty four (24) hours' notice is given.

8.2.3 8 Teams

Preliminary Round:

Two (2) groups of four (4) teams form Group A and Group B play a single round robin in each group.

Day 1	Day 2	Day 3
1. B2 – B3	5. A1 – A3	9. B2 – B1
2. A2 – A3	6. B2 – B4	10. A2 – A1
3. B1 – B4	7. A2 – A4	11. B3 – B4
4. A1 – A4	8. B1 – B3	12. A3 – A4

Quarter Final Round:

Day 4

13. 2A – 3B
14. 3A – 2B
15. 1A – 4B
16. 4A – 1B

Semi Final Round:

Day 5

17. Loser Game 13 – Loser Game 16
18. Loser Game 14 – Loser Game 15
19. Winner Game 13 – Winner Game 16
20. Winner Game 14 – Winner Game 15

Final Round:

Day 6

21. Loser Game 17 – Loser Game 18	(Winner 7th, Loser 8th)
22. Winner Game 17 – Winner Game 18	(Winner 5th, Loser 6th)
23. Loser Game 19 – Loser Game 20	(Winner 3rd Loser 4th)
24. Winner Game 19 – Winner Game 20	(Winner 1st, Loser 2nd)

Games 13 through 24 must be played to a conclusion, accordingly it may be necessary to apply Water Polo Rules relating to penalty shoot-out.

8.2.4 11 or 12 Teams

Preliminary Round:

There will be two (2) groups of six (6) teams, which form groups A and B.

Each group will play a round robin. The four (4) highest ranked teams in each group will qualify for the Quarter Final Round. The fifth and sixth ranked teams in each group will be eliminated and will not play anymore.

Day 1	Day 2	Day 3	Day 4	Day 5
1. A1 – A6	7. B6 – B4	13. A4 – A5	19. B6 – B5	25. A3 – A6
2. A3 – A4	8. B5 – B3	14. A2 – A6	20. B2 – B3	26. A4 – A2
3. A2 – A5	9. B1 – B2	15. A3 – A1	21. B1 – B4	27. A1 – A5
4. B1 – B6	10. A6 – A4	16. B4 – B5	22. A6 – A5	28. B3 – B6
5. B3 – B4	11. A5 – A3	17. B2 – B6	23. A2 – A3	29. B4 – B2
6. B2 – B5	12 .A1 – A2	18. B3 – B1	24. A1 – A4	30. B1 – B5

Quarter Final Round:

The first, second, third and fourth placed teams in Group A and Group B form a Group D of eight (8) teams. Group D plays a modified single elimination format.

Games played in the Preliminary Round may be repeated in the Quarter Final, Semi-Final or Final Round. All games played in Group D must be played so that a definite winner is declared. Accordingly, it may be necessary to apply the Water Polo Rules relating to penalty shoot-out.

Places 11 – 12

The teams ranked sixth in each group of the Preliminary Round shall be classified for places 11 – 12 according to the following criteria:

1. Win-loss record in their Preliminary Round group.
2. If both teams have the same win-loss record, the classification will be determined by goal average (by division) taking into account the results of all games played in the respective group.

Places 9 – 10

The teams ranked fifth in each group shall be classified for places 9 – 10 according to the same principles as for places 11 – 12.

Day 6

31. 1A – 4B
32. 2A – 3B
33. 3A – 2B
34. 4A – 1B

Semi-Final Round:

Day 7

35. Loser Game 31 – Loser Game 33
36. Loser Game 32 – Loser Game 34
37. Winner Game 31 – Winner Game 33
38. Winner Game 32 – Winner Game 34

Final Round:

Day 8

39. Loser Game 35 – Loser Game 36 (Winner 7th, Loser 8th)
40. Winner Game 35 – Winner Game 36 (Winner 5th, Loser 6th)
41. Loser Game 37 – Loser Game 38 (Winner 3rd Loser 4th)
42. Winner Game 37 – Winner Game 38 (Winner 1st, Loser 2nd)

Games 31 through 42 must be played to a conclusion, accordingly it may be necessary to apply Water Polo Rules relating to penalty shoot-out.

8.3 UP TO SIXTEEN (16) TEAMS

8.3.1 World Championships (Senior, Junior and Youth) – 16 Teams

BL 9.4.7.2.1 Schedule of Games

Preliminary Round (First):

Four (4) groups of four (4) teams each from Group A, Group B, Group C and Group D play a single robin round in each group.

Day 1	Day 2	Day 3
1. A1 – A3	9. B4 – B3	17. C1 – C4
2. A2 – A4	10. B1 – B2	18. C2 – C3
3. B1 – B3	11. C4 – C3	19. D1 – D4
4. B2 – B4	12. C1 – C2	20. D2 – D3
5. C1 – C3	13. D4 – D3	21. A1 – A4
6. C2 – C4	14. D1 – D2	22. A2 – A3
7. D1 – D3	15. A4 – A3	23. B1 – B4
8. D2 – D4	16. A1 – A2	24. B2 – B3

Preliminary Round (Second):

The first placed teams in Group A, Group B, Group C and Group D have a bye.

The second and third placed teams in Group A, Group B, Group C and Group D play against each other in a cross group format. The fourth placed teams in each of Group A, Group B, Group C and Group D form a new Group which consists of four (4) teams. They play for places 13 – 16 in a cross group format.

Day 4

25. 4A – 4B
26. 4C – 4D
27. 2A – 3B
28. 3A – 2B
29. 2C – 3D
30. 3C – 2D

Quarter Final Round:

Day 5

31. Loser Game 25 – Loser Game 26 (Winner 15th, Loser 16th)
32. Winner Game 25 – Winner Game 26 (Winner 13th, Loser 14th)
33. Loser Game 27 – Loser Game 29
34. Loser Game 28 – Loser Game 30
35. 1A – Winner Game 29
36. 1B – Winner Game 30
37. 1C – Winner Game 27
38. 1D – Winner Game 28

Semi-Final Round:

Day 6

39. Loser Game 33 – Loser Game 34 (Winner 11th, Loser 12th)
40. Winner Game 33 – Winner Game 34 (Winner 9th, Loser 10th)
41. Loser Game 35 – Loser Game 36
42. Loser Game 37 – Loser Game 38
43. Winner Game 35 – Winner Game 36
44. Winner Game 37 – Winner Game 38

Final Round:

Day 7

45. Loser Game 41 – Loser Game 42 (Winner 7th, Loser 8th)
46. Winner Game 41 – Winner Game 42 (Winner 5th, Loser 6th)
47. Loser Game 43 – Loser Game 44 (Winner 3rd, Loser 4th)
48. Winner Game 43 – Winner Game 44 (Winner 1st, Loser 2nd)

Games 25 through 48 must be played to a conclusion, accordingly it may be necessary to apply the Water Polo Rules relating to penalty shoot-out.

The Management Committee of FINA Competitions may change the order and schedule of games to meet with the requirements of the Host Federation and/or television provided that at least twenty-four (24) hours' notice is given.

8.4 UP TO TWENTY (20) TEAMS

BL 9.4.7.2.2 Schedule of Games

Preliminary Round:

Four (4) groups of five (5) teams each form Group A, Group B, Group C and Group D play a single round robin in each group**.**

Day 1	Day 2	Day 3	Day 4	Day 5
1. A3 – A4	9. B5 – B3	17. C4 – C5	25. D1 – D4	33. A4 – A2
2. A2 – A5	10. B1 – B2	18. C3 – C1	26. D2 – D3	34. A1 – A5
3. B3 – B4	11. C5 – C3	19. D4 – D5	27. A1 – A4	35. B4 – B2
4. B2 – B5	12. C1 – C2	20. D3 – D1	28. A2 – A3	36. B1 – B5
5. C3 – C4	13. D5 – D3	21. A4 – A5	29. B1 – B4	37. C4 – C2
6. C2 – C5	14. D1 - D2	22. A3 – A1	30. B2 – B3	38. C1 – C5
7. D3 – D4	15. A5 – A3	23. B4 – B5	31. C1 – C4	39. D4 – D2
8. D2 – D5	16. A1 – A2	24. B3 – B1	32. C2 – C3	40. C4 – C2

Eighth Final Round:

The Eighth Final Round is to be played on the basis of two (2) groups, one (1) with twelve (12) teams and one (1) group with eight (8) teams on a cross-over format. Games will have Group A teams play Group D teams, and Group B teams play Group C teams.

The first placed teams in Group A, Group B, Group C and Group D have a bye.

Day 6

For places 13 – 20	**For places 1 – 12**
41. 4A – 5D	45. 2A – 3D
42. 4B – 5C	46. 2B – 3C
43. 5A – 4D	47. 3A – 2D
44. 5B – 4C	48. 3B – 2C

Quarter Final Round and Semi-Final Round:

Day 7

For places 13 – 20 (Semi-Final Round)

49. Loser Game 41 – Loser Game 42
50. Winner Game 41 – Winner Game 42
51. Loser Game 43 – Loser Game 44
52. Winner Game 43 – Winner Game 44

For places 9 – 12 (Semi-Final Round)

53. Loser Game 45 – Loser Game 46
54. Loser Game 47 – Loser Game 48

For places 1 – 8 (Quarter Final Round)

55. 1A – Winner Game 46
56. 1B – Winner Game 45
57. 1C – Winner Game 47
58. 1D – Winner Game 48

Semi-Final Round and Final Round:

Day 8

For places 13 – 20 (Final Round)

59. Loser Game 49 – Loser Game 51 (Winner 19th, Loser 20th)
60. Winner Game 49 – Winner Game 51 (Winner 17th, Loser 18th)
61. Loser Game 50 – Loser Game 52 (Winner 15th, Loser 16th)
62. Winner Game 50 – Winner Game 52 (Winner 13th, Loser 14th)

For places 9 – 12 (Final Round)

63. Loser Game 53 – Loser Game 54 (Winner 11th, Loser 12th)
64. Winner Game 53 – Winner Game 54 (Winner 9th, Loser 10th)

For places 5 – 8 (Semi-Final Round)

65. Loser Game 55 – Loser Game 57
66. Loser Game 56 – Loser Game 58

For places 1 – 4 (Semi-Final Round)

67. Winner Game 55 – Winner Game 57
68. Winner Game 56 – Winner Game 58

Final Round:

Day 9

For places 5 – 8

69. Loser Game 65 – Loser Game 66 (Winner 7th, Loser 8th)
70. Winner Game 65 – Winner Game 66 (Winner 5th, Loser 6th)

For places 1 – 4

71. Loser Game 67 – Loser Game 68 (Winner 3rd, Loser 4th)
72. Winner Game 67 – Winner Game 68 (Winner 1st, Loser 2nd)

Games 41 through 72 must be played to a conclusion; accordingly it may be necessary to apply the Water Polo Rules relating to penalty shoot-out.

9 RULES

PART VII

FINA WATER POLO RULES

2019 – 2021

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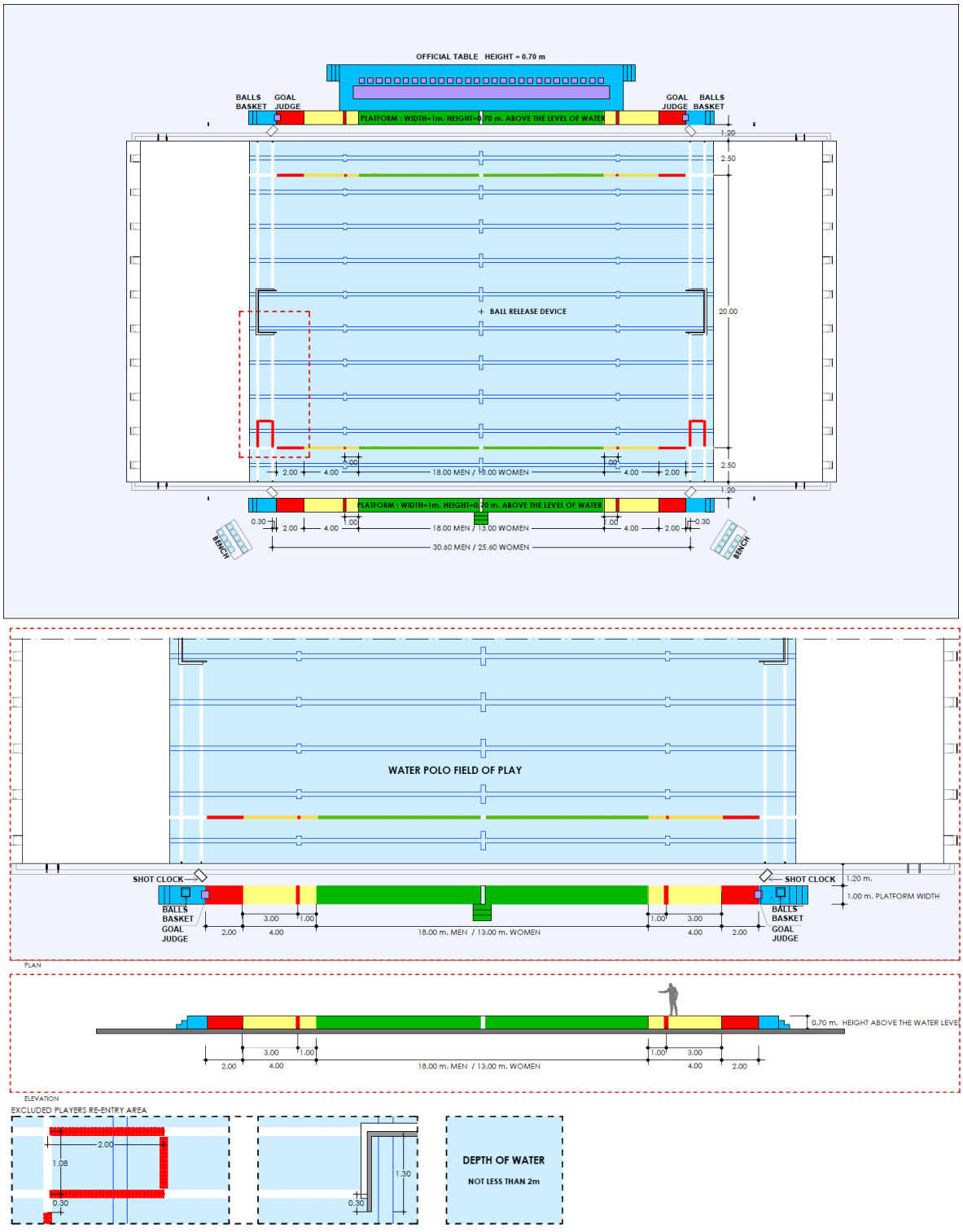
WP 1 FIELD OF PLAY & EQUIPMENT

WP 1.1 The promoting organisation shall be responsible for the correct measurements and markings of the field of play and shall provide all required fixtures and equipment.

WP 1.2 The layout and markings of the field of play for a game officiated by two referees shall be in accordance with this diagram:



** a RED 5 m. mark on the side line and referees catwalk, indicating the place where a penalty throw has to be taken, must be added and the yellow area must be expanded to be 4 m. at each end reducing the green by 2m to 18/13.

WP 1.3 In a game officiated by one referee, the referee shall officiate on the same side as the official table, and the goal judges shall be situated on the opposite side.

WP 1.4 The distance between the goal lines shall not be less than 20 metres and not more than 30 metres for games played by men. The distance between the goal lines shall not be less than 20 metres and not more than 25 metres for games played by women. The width of the field of play shall be not less than 10 metres and not more than 20 metres.

WP 1.5 For FINA events, the dimensions of the field of play, water depth and temperature, and light intensity shall be as set forth in FR 7.2, FR 7.3, FR 7.4 and FR 8.3.

WP 1.6 Distinctive marks shall be provided on both sides of the field of play to denote the following:

(a) white marks - goal line and half distance line
(b) red marks - 2 metres from goal lines
(c) yellow marks 6 metres from goal lines
(d) a red marker shall be placed 5 metres from goal lines to indicate the point from which a penalty shot must be taken

The sides of the field of play from the goal line to the 2 metre line shall be marked in red; from the 2 metre line to the 6 metre line shall be marked in yellow and from the 6 metre line to the half distance line shall be marked in green.

WP 1.7 A red mark shall be placed at each end of the field of play, 2 metres from the corner of the field of play on the side opposite to the official table, to denote the exclusion re-entry area.

WP 1.8 An area for flying substitutions must be available on the lateral outer side of the field of play, on the side where the teambenches are situated. The width of this area must be between 0.5m – 1m.
The designated area for flying substitutions for each team will be between the goalline in front of the team bench and the centre of the field of play

WP 1.9 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.

WP 1.10 The secretary shall be provided with separate white, blue, red and yellow flags, each measuring 0.35 metres x 0.20 metres.

WP 2 GOALS

WP 2.1 Two goal posts and a crossbar, rigidly constructed, rectangular with a dimension of 0.075 metres facing the field of play and painted white shall be located on the goal lines at each end, equal distances from the sides and not less than 0.30 metres in front of the ends of the field of play.

WP 2.2 The inner sides of the goal posts shall be 3 metres apart. When the water is 1.50 metres or more in depth, the underside of the crossbar shall be 0.90 metres from the water surface. When the water is less than 1.50 metres in depth, the underside of the crossbar shall be 2.40 metres from the floor of the pool.

WP 2.3 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 metres clear space behind the goal line everywhere within the goal area.

WP 3 THE BALL

WP 3.1 The ball shall be round and shall have an air chamber with a self-closing valve. It shall be waterproof, without external strapping or any covering of grease or similar substance.

WP 3.2 The weight of the ball shall be not less than 400 grammes and not more than 450 grammes.

WP 3.3 For games played by men, the circumference of the ball shall be not less than 0.68 metres and not more than 0.71 metres, and its pressure shall be 55 - 62 kPa (kilo Pascal's) (8 - 9 pounds per square inch atmospheric).

WP 3.4 For games played by women, 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 4.1 Caps shall be of contrasting colour, other than solid red, as approved by the referees, but also to contrast with the colour of the ball. A team may be required by the referees to wear white or blue caps. The goalkeepers shall wear red caps. 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. Caps shall be worn throughout the entire game.

WP 4.2 Caps shall be fitted with malleable ear protectors which shall be the same colour as the team's caps except that the goalkeeper may have red protectors.

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 13. A substitute goalkeeper shall wear a red cap numbered 13. 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 secretary.

WP 4.3.1 For Olympic Games only: 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. 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 secretary.

WP 4.4 For international games, the caps shall display on the front the international three letter country code and may display the national flag. The country code shall be 0.04 metres in height.

WP 5 TEAMS AND SUBSTITUTES

WP 5.1 Each team shall consist of a maximum of thirteen players: eleven field players and two goalkeepers. A team shall start the game with not more than seven players, one of whom shall be the goalkeeper and who shall wear the goalkeeper's cap. Five reserves may be used as substitutes and one reserve goalkeeper who may be used only as a substitute goalkeeper. A team playing with less than seven players shall not be required to have a goalkeeper.

WP 5.1.1 For Olympic Games only: Each team shall consist of a maximum of eleven players: ten field players and one goalkeeper. A team shall start the game with not more than seven players, one of whom shall be the goalkeeper and who shall wear the goalkeeper's cap. Four reserves may be used as substitutes. One of the reserves may also be used as a substitute goalkeeper but must wear a red cap. A team playing with less than seven players shall not be required to have a goalkeeper.

WP 5.2 All players not in the game at that time, together with the coaches and officials with the exception of the head coach, shall sit on the team bench and shall not move away from the bench from the commencement of play, except during the intervals between periods or during timeouts. The head coach of the attacking team shall be allowed to move to the 6 metre line at any time. Teams shall only change ends and benches at half time. The team benches shall both be situated on the side opposite to the official table.

WP 5.3 The captains shall be playing members of their respective teams and each shall be responsible for the good conduct and discipline of his team.

WP 5.4 Players shall wear non-transparent costumes or costumes with a separate undergarment and before taking part in a game shall remove any articles likely to cause injury.

WP 5.5 Players shall not have grease, oil or any substance on the body which might provide an advantage. 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 offence is detected after the play has started, the offending player shall be excluded from the remainder of the game and a substitute permitted to enter the field of play immediately from the team's exclusion re-entry area.

WP 5.6 At any time in the game, a player may be substituted by leaving the field of play at the team's designated substitution areas. The substitute may enter the field of play from the exclusion re-entry area as soon as the player has visibly risen to the surface of the water within the re-entry area. Substitution from the designated lateral substitution area is allowed when both players, the exiting player and the substitute, are in the water, outside of the field of play and touch hands above the water.
If a goalkeeper is substituted under this Rule, it must only be by the substitute goalkeeper. If the team has less than seven 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 seven 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].

WP 5.6.1 For Olympic Games only: At any time in the game, a player may be substituted by leaving the field of play at the team's designated substitution areas. The substitute may enter the field of play from the exclusion re-entry area as soon as the player has visibly risen to the surface of the water within the re-entry area. Substitution in the designated lateral substitution area is allowed after touching hands above the water when both players, the exiting player and the substitute, are in the water and outside of the field of play.
If the team has less than seven 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 is not entitled or able to participate, a team playing with seven players shall be required to play with an alternative goalkeeper who shall wear a red cap with the number he was wearing as a field player.]

WP 5.7 A substitute may enter the field of play from any place:

(a) during the intervals between periods of play;
(b) after a goal has been scored;
(c) during a timeout;
(d) to replace a player who is bleeding or injured.

WP 5.8 A substitute shall be ready to replace a player without delay. If the substitute is not ready, the game shall continue without the substitute and, at any time, the substitute may then enter the field of play from the team's designated substitution areas, after touching hands where applicable.

WP 5.9 A goalkeeper who has been replaced by a substitute may not play in any position other than goalkeeper.
WP 5.10 Should a goalkeeper retire from the game through any medical reason, the referees shall allow an immediate substitution by the substitute goalkeeper.

WP 6 OFFICIALS

WP 6.1 For FINA events the officials shall consist of two referees, two goal judges, timekeepers and secretaries and a video assistant referee, each with the following powers and duties. These officials shall also be provided wherever possible for other events, except that in a game refereed by two referees and no goal judges, the referees shall assume the duties (but without making the specified signals) allocated to the goal judges in WP 8.2.

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

(a) Referees and goal judges: Two referees and two goal judges; or two referees and no goal judges; or one referee and two goal judges.
(b) Timekeepers and secretaries: With one timekeeper and one secretary: The timekeeper shall record the periods of continuous possession of the ball by each team, in accordance with WP 21.14. The secretary shall record the exact periods of actual play, timeouts and the intervals between periods, maintain the record of the game as set out in WP 10.1 and shall also record the respective periods of exclusion of players ordered from the water in accordance with the Rules.

With two timekeepers and one secretary: Timekeeper No. 1 shall record the exact periods of actual play, timeouts and the intervals between periods. Timekeeper No. 2 shall record the periods of continuous possession of the ball by each team, in accordance with WP 21.14. The secretary shall maintain the record of the game and perform all other duties as set out in WP 10.1.

With two timekeepers and two secretaries: Timekeeper No. 1 shall record the exact periods of actual play, timeouts and the intervals between periods. Timekeeper No. 2 shall record the periods of continuous possession of the ball by each team, in accordance with WP 21.14. Secretary No. 1 shall maintain the record of the game as set out in WP 10.1(a). Secretary No. 2 shall carry out the duties set out in WP 10.1(b), (c) and (d) relating to the improper re-entry of excluded players, improper entry of substitutes, exclusion of players and the third personal foul.]

(c) Video assistant referee: shall assist the two referees in doubtful "goal/no goal" situations.

WP 7 REFEREES

The Use of the audio equipment by the referees of the match.

During the match, both referees shall have an audio headset for communication between themselves.
The Delegate will also have one, but only to receive information for the official table and ensure clarity.

WP 7.1 The referees shall be in absolute control of the game. Their authority over the players shall be effective during the whole time that they and the players are within the precincts of the pool. All decisions of the referees on questions of fact shall be final and their interpretation of the Rules shall be obeyed throughout the game. The referees shall not make any presumption as to the facts of any situation during the game but shall interpret what they observe to the best of their ability.

WP 7.2 The referees shall whistle to start and restart the game and to declare goals, goal throws, corner throws (whether signalled 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.

WP 7.3 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 favour 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.

[NOTE: The referees shall apply this principle to the fullest extent.]

WP 7.4 The referees shall have the power to order any player from the water in accordance with the appropriate Rule and to abandon the game should a player refuse to leave the water when so ordered.

WP 7.5 The referees shall have the power to order the removal from the precincts of the pool any player, substitute, spectator or official whose behaviour prevents the referees from carrying out their duties in a proper and impartial manner.

WP 7.6 The referees shall have the power to abandon the game at any time if, in their opinion, the behaviour of the players or spectators, or other circumstances prevent it from being brought to a proper conclusion. If the game has to be abandoned, the referees shall report their actions to the competent authority.

WP 8 GOAL JUDGES

WP 8.1 The goal judges shall be situated on the same side as the official table, each on the goal line at the end of the field of play.

WP 8.2 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;
(e) to signal by raising and crossing both arms for a goal;
(f) to signal by raising both arms vertically for an improper re-entry of an excluded player or improper entry of a substitute.

WP 8.3 Each goal judge shall be provided with a supply of balls and when the original ball has gone outside the field of play, the goal judge shall immediately throw a new ball to the goalkeeper (for a goal throw), to the nearest player of the attacking team (for a corner throw), or as otherwise directed by the referee.

WP 9 TIMEKEEPERS

WP 9.1 The duties of the timekeepers shall be:

(a) to record the exact periods of actual play, timeouts and the intervals between the periods;
(b) to record the periods of continuous possession of the ball by each team;
(c) to record the exclusion times of players ordered from the water in accordance with the Rules, together with the re-entry times of such players or their substitutes;
(d) to audibly announce the start of the last minute of the game; .
(e) to signal by whistle after 45 seconds and at the end of each timeout.

WP 9.2 A timekeeper shall signal by whistle (or by any other means provided it is distinctive, acoustically efficient and readily understood), the end of each period independently of the referees and the signal shall take immediate effect except:

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

WP 10 SECRETARIES

WP 10.1 The duties of the secretaries shall be:

(a) to maintain the record of the game, including the players, the score, timeouts, exclusion fouls, penalty fouls, and personal fouls awarded against each player;
(b) to control the periods of exclusion of players and to signal the expiration of the period of exclusion by raising the appropriate flag or by another approved method of signalling; 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. After 4 minutes, the secretary should signal the re-entry of a substitute for a player who has committed brutality by raising the yellow flag along with the appropriate coloured flag or by another approved method of signalling;
(c) to signal with the red flag and by whistle, or by another approved method of signalling, for any improper re-entry of an excluded player or improper entry of a substitute (including after a signal by a goal judge to indicate an improper re-entry or entry), which signal shall stop play immediately;
(d) to signal, without delay, the award of a third personal foul against any player as follows:

(i) with the red flag, or by another approved method of signalling, if the third personal foul is an exclusion foul;
(ii) with the red flag and a whistle, or by another approved method of signalling, if the third personal foul is a penalty foul.

WP 11 VIDEO ASSISTANT REFEREE

WP 11.1 The duties of the Video Assistant referee shall be:

(a) to alert the match referee(s) in doubtful "goal / no goal" situations
(b) to show the match referee(s) a re-play of the doubtful "goal / no goal" situation

WP 12 DURATION OF THE GAME

WP 12.1 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 stoppages, the recording watch shall be stopped until the ball is put back into play by the ball leaving the hand of the player taking the appropriate throw or when the ball is touched by a player following a neutral throw.

WP 12.2 There shall be a two-minute interval between the first and second periods and between the third and fourth periods and a three-minute interval between the second and third periods. The teams, including the players, coaches and officials, shall change ends before starting the third period.

WP 12.3 Should the scores be level at full time in any game for which a definite result is required, there shall be a penalty shoot out to determine the result.

[NOTE: If a penalty shoot out is necessary, the following procedure shall be followed:

(a) if it involves the two teams having just completed a game, the shoot out will begin immediately and the same referees will be used

(b) otherwise, the 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, provided they are neutral

(c) if two teams are involved the respective coaches of the teams will be requested to nominate five players and goalkeeper who will participate in the penalty shoot out, the goal keeper may be one of the shooters; the goalkeeper may be changed at any time provided the substitute was listed amongst the team list in that game, however he cannot be substituted as one of the shooters

(d) the five players nominated will be required to be listed in order and that order will determine the sequence in which those players will shoot at their opponents goal; the sequence cannot be changed

(e) no players excluded for the game are eligible to be listed among those players to shoot or substitute as goalkeeper

(f) if the goalkeeper is excluded during the penalty shoot out, a player from the nominated five players may substitute for the goalkeeper but without the privileges of the goalkeeper; following the taking of the penalty shot, the player may be substituted by another player or 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 substituted player is placed in the last position on the list

(g) shots will be taken alternately at each end of the field of play, unless conditions at one end of the field of play advantage and/or disadvantage a team, in which case all shots may be taken at the same end. The players taking the shots will remain in the water in front of their bench, the goalkeepers will change ends, and all players not involved must sit on their team bench

(h) the team to shoot first will be determined by toss of a coin

(i) should teams still be tied following the completion of the initial five penalty shots, the same five players shall then take alternate shots until one team misses and the other(s) score

(j) if three or more teams are involved, each team will shoot five penalty shots against each of the other teams, alternating at each shot. The order of the first shot will be determined by draw.]

WP 12.4 Any visible clock shall show the time in a descending manner (that is, showing the time remaining in a period).

WP 12.5 If a game (or part of a game) must be replayed, then goals, personal fouls, and timeouts that occurred during the time to be replayed are deleted from the game score sheet, however brutality, misconduct, and any red card exclusions are recorded on the game score sheet.

WP 13 TIMEOUTS

WP 13.1 Each team may request two timeouts per game. The duration of the timeout shall be one minute. A timeout may be requested at any time, including after a goal, by the coach of the team in possession of the ball calling "timeout" and signalling to the secretary or referee with the hands forming a T-shape. If a timeout is requested, the secretary or referee shall immediately stop the game by whistle and the players shall immediately return to their respective halves of the field of play. The timeout request can also be made by any device authorized for use in the game.

WP 13.2 Play shall be restarted on the whistle of the referee by the team in possession of the ball putting the ball into play on or behind the half distance line, except that if the timeout is requested before the taking of a corner throw, that throw shall be maintained.

[NOTE: The possession clock continues from the recommencement of the play after the timeout.]

WP 13.3 If the coach of the team in possession of the ball requests an additional 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 the half distance line.

WP 13.4 If the coach of the team not in possession of the ball requests a timeout, the game shall be stopped and a penalty throw awarded to the opposing team.

WP 13.5 At the restart following a timeout, players may take any position in the field of play, subject to the Rules relating to the taking of corner throws.

WP 14 THE START OF PLAY

WP 14.1 The first team listed in the official program will wear white caps or the caps reflecting the colour of their country and will start the game to the left of the official table. The other team will wear blue caps or caps of a contrasting colour and will start the game to the right of the table.

WP 14.2 At the start of each period, the players shall take up positions on their respective goal lines, about one metre apart and at least one metre 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.

[NOTE: No player may pull the lane line forward and the player swimming for the ball must not have their feet on the goal in an attempt to push off at the start or restart of the game.]

WP 14.3 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.

WP 14.4 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.

WP 15 METHOD OF SCORING

WP 15.1 A goal shall be scored when the entire ball has passed fully over the goal line, between the goal posts and underneath the crossbar.

WP 15.2 A goal may be scored from anywhere within the field of play.

WP 15.3 A goal may be scored by any part of the body except the clenched fist. A goal may be scored by dribbling the ball into the goal. At the start or any restart of the game, at least two players (of either team but excluding the defending goalkeeper) must intentionally play or touch the ball except at the taking of:

(a) a penalty throw;
(b) a free throw thrown by a player into the player's own goal;
(c) an immediate shot from a goal throw;
(d) an immediate shot from a free throw awarded outside 6 metres; or
(e) a free throw taken and awarded outside 6 metres when the player has visibly put the ball into play.
(f) an immediate shot from a corner throw;

[NOTE: A goal may be scored by a player immediately shooting from outside 6 *metres after the player's team has been awarded a free throw for a foul committed outside* 6 *metres. If the player puts the ball into play, a goal can be scored after faking (simulating a shot) or swimming with the ball.*
After a corner throw is awarded and the player puts the ball into play, a goal can be scored after faking (simulating a shot) or swimming with the ball
A goal may not be scored under this Rule direct from the restart following:

(a) *a swim up or the commencement of a period*
(b) a timeout
(c) a goal
(d) an injury, including bleeding
(e) the replacement of a cap
(f) the referee calling for the ball or calling for a neutral throw
(g) the ball leaving the side of the field of play
(h) any other delay.]

[Note: after putting the ball in play following one of the above (a-h) occasions, the player can Score a goal also after faking (simulating a shot) or swimming with the ball]

WP 15.4 A goal shall be scored if, at the expiration of 20 or 30 seconds possession, as applicable, 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 6 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 16 RESTARTING AFTER A GOAL

WP 16.1 After a goal has been scored, the players shall take up positions anywhere within their respective halves of the field of play. No part of a player's body shall be beyond the half distance line at water level. A referee shall restart the game by blowing the whistle. At the time of the restart, actual play shall resume when the ball leaves the hand of a player of the team not having scored the goal. A restart not taken in accordance with this Rule shall be retaken.

WP 17 GOAL THROWS

WP 17.1 A goal throw shall be awarded:

(a) when the entire ball has passed fully over the goal line excluding between the goal posts and underneath the crossbar, having last been touched by any player other than the goalkeeper of the defending team;
(b) when the entire ball has passed fully over the goal line between the goal posts and underneath the crossbar, or strikes the goal posts, crossbar or the defending goalkeeper direct from:
  (i) a free throw awarded inside 6 metres;
  (ii) a free throw awarded outside 6 metres not taken in accordance with the Rules;
  (iii) a goal throw not taken immediately.

WP 17.2 The goal throw shall be taken by any player of the team from anywhere within the 2 metre area. A goal throw not taken in accordance with this Rule shall be retaken.

[NOTE: The goal throw shall be taken by the player nearest to the ball. There should be no undue delay in taking a free throw, goal throw or corner throw, which must be taken in such a manner so as to enable the other players to observe the ball leaving the thrower's hand. Players often make the mistake of delaying the throw because they overlook the provisions of WP 20.4, which permit the thrower to dribble the ball before passing to another player. The throw can thus be taken immediately, even though the thrower cannot at that moment find a player to whom to pass the ball. On such an occasion, the player is allowed to take the throw either by dropping it from a raised hand on to the surface of the water (figure 1) or by throwing it in the air (figure 2) and then swim with or dribble the ball. In either case, the throw must be taken so that the other players are able to observe it.]

Figure 1

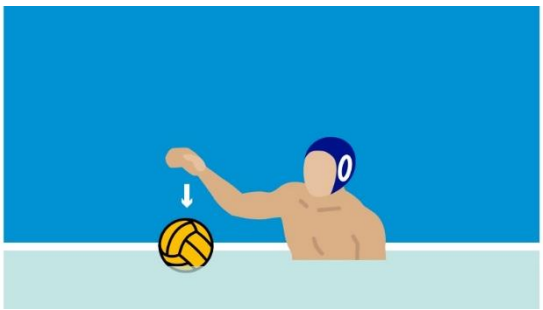
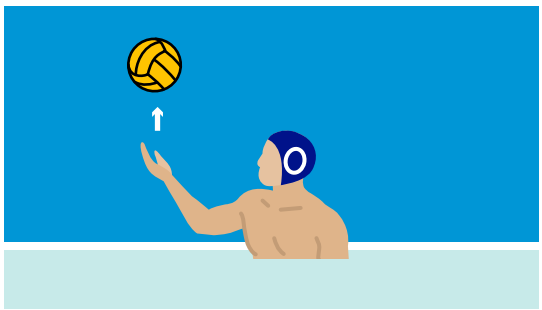


Figure 2



WP 18 CORNER THROWS

WP 18.1 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.

WP 18.2 The corner throw shall be taken by a player of the attacking team from the 2 metre mark on the side nearest to which the ball crossed the goal line. The throw need not be taken by the nearest player but shall be taken without undue delay.

[NOTE: For method of taking the throw, see note to WP 17.2]

WP 18.3 At the taking of a corner throw no players of the attacking team shall be within the 2 metre area.

WP 18.4 A corner throw taken from the wrong position or before the players of the attacking team have left the 2 metre area shall be retaken.

WP 19 NEUTRAL THROWS

WP 19.1 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 which makes it impossible for the referees to distinguish which player offended first;
(c) when both referees blow their whistles at the same moment to award ordinary fouls to the opposing teams;
(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;
(e) when the ball strikes or lodges in an overhead obstruction.

WP 19.2 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 metre area shall be taken on the 2 metre line.

WP 19.3 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.

WP 20 FREE THROWS

WP 20.1 A free throw shall be taken at the location of the ball, except

if the foul is committed by a defending player within the defender's 2 metre area and the ball is inside the 2 metre area, the free throw shall be taken on the 2 metre line opposite to where the foul was committed.

WP 20.2 A player awarded a free throw shall put the ball into play immediately, including by passing or by shooting, if permitted by the Rules. It shall be an offence if a player who is clearly in a position most readily to take a free throw does not do so. A defending player having committed a foul shall move away from the player taking the free throw before raising an arm to block a pass or shot; a player who fails to do so shall be excluded for "interference" under WP 22.5.

WP 20.3 The responsibility for returning the ball to the player who is to take the free throw shall be that of the team to which the free throw is awarded.

WP 20.4 The free throw shall be taken in a manner to enable the players to observe the ball leaving the hand of the player taking the throw, who shall also then be permitted to carry or dribble the ball before passing to another player, or to shoot, when permitted. The ball shall be in play immediately when it leaves the hand of the player taking the free throw.

[NOTE: For method of taking the throw, see note to WP 17.2.]

WP 21 ORDINARY FOULS

WP 21.1 It shall be an ordinary foul to commit any of the following offences (WP 21.2 to WP 21.17), which shall be punished by awarding of a free throw to the opposing team.

[NOTE: The referees must award ordinary fouls in accordance with the Rules to enable the attacking team to develop an advantage situation. However, the referees must have regard to the special circumstance of WP 7.3 (Advantage).]

WP 21.2 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.

WP 21.3 To assist a player at the start of a period or at any other time during the game.

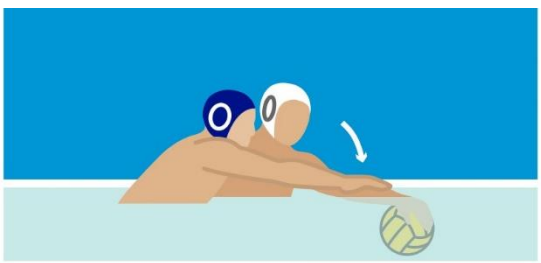
WP 21.4 To hold or push off from the goal posts or their fixtures, to hold or push off from the sides or ends of the pool during actual play or at the start of a period.

WP 21.5 To take any active part in the game when standing on the floor of the pool, to walk when play is in progress or to jump from the floor of the pool to play the ball or tackle an opponent. This Rule shall not apply to the goalkeeper while within the goalkeeper's 6 metre area.

WP 21.6 To take or hold the entire ball under the water when tackled.

[NOTE: It is an ordinary foul to take or hold the ball under the water when tackled, even if the player holding the ball has the ball forced under the water as a result of the opponent's challenge (figure 3). It makes no difference that the ball goes under the water against the 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 offence 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 offence; 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 WP 23.2.]

Figure 3



WP 21.7 To strike at the ball with a clenched fist. This Rule shall not apply to the goalkeeper while within the goalkeeper's 6 metre area.

WP 21.8 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 metre area.

WP 21.9 To push or push off from an opponent who is not holding the ball.

[NOTE: Pushing can take place in various forms, including with the hand (figure 4) or with the foot (figure 5). 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 brutality. 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.]

Figure 4

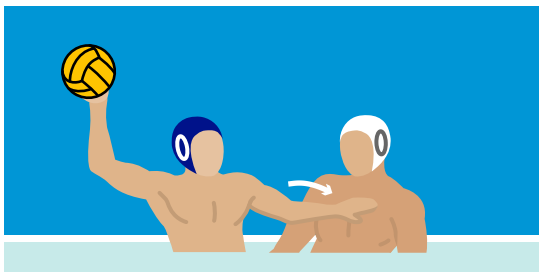


Figure 5

WP 21.10 To be within two metres of the opponents' goal line except when behind the line of the ball. It shall not be an offence if a player takes the ball into the 2 metre 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 metre area.

[NOTE: If the player receiving the pass does not shoot at goal, the player who passed the ball must immediately leave the 2 metre area to avoid being penalised under this Rule.]

WP 21.11 To take a penalty throw other than in the prescribed manner.

[NOTE: See WP 24.4 for method of taking a penalty throw.]

WP 21.12 To delay unduly when taking a free throw, goal throw or corner throw.
[NOTE: See note to WP 17.2]

WP 21.13 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) 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.

WP 21.14 For a team to retain possession of the ball for more than:
(i) 30 seconds of actual play, or
(ii) 20 seconds in the case of an exclusion, corner throw or rebound to the attacking team after a shot, including after a penalty shot,
without shooting at the 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. The clock shall be reset to 20 seconds if the ball comes into possession of the attacking team. It shall be reset to 30 seconds if it comes into possession of the defending team;
(b) when the ball comes into the possession of the defending team, the clock shall be reset to 30 seconds. “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 to the defending player, the clock shall be reset to 20 seconds unless there are more than 20 seconds of possession time remaining, in which case the time shall continue and not be reset;
(d) when the ball is put into play following the taking of a penalty throw without a change of possession or, corner throw, the clock shall be reset to 20 seconds;
(e) when the ball is put into play following the award of a penalty throw with a change of possession, a goal throw or neutral throw, the clock shall be reset to 30 seconds.

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 21.16 To waste time.

[NOTE: It is always permissible for a referee to award an ordinary foul under this Rule before the applicable 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 21.17 To simulate being fouled.

[NOTE: 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 referee may issue a yellow card against a team for repeated simulation and may apply WP 22.13 (persistent fouling) to sanction offending players.]

WP 22 EXCLUSION FOULS

WP 22.1 It shall be an exclusion foul to commit any of the following offences (WP 22.4 to WP 22.18) which shall be punished (except as otherwise provided by the Rules) by the award of a free throw to the opposing team and the exclusion of the player who committed the foul.

WP 22.2 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 following the entry of a substitute) shall be deemed guilty of an offence under WP 22.13 (Misconduct).

[NOTE: 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 position nearest to the player's own goal line without interfering with the play. The player may leave from the field of play at any point and then swim to reach the re-entry area provided the player does not interfere with the alignment of the goal.

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.]

WP 22.3 The excluded player or a substitute shall be permitted to re-enter the field of play from the exclusion re-entry area nearest to the player's own goal line after the earliest occurrence of one of the following:

(a) when 20 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 exclusion 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 exclusion 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 20 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 22.4 For a player to leave the water or sit or stand on the steps or side of the pool during play, except in the case of accident, injury, illness or with the permission of a referee.

WP 22.5 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.

[NOTE: A player is not to be penalised 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.

Interference with a throw may take place indirectly when the ball is hampered, delayed or prevented from reaching the player who is to take the throw, or it may occur when the execution of the throw is interfered with by an opponent blocking the direction of the throw (figure 6), by disturbing the actual movement of the thrower (figure 7) or by an opponent committing a foul under WP 20.2. For interference with a penalty throw, see also WP 22.17.]

Figure 6

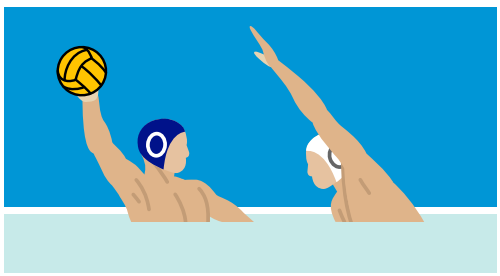
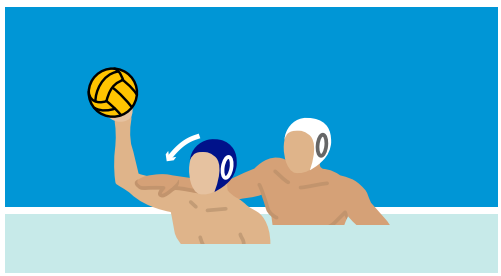


Figure 7

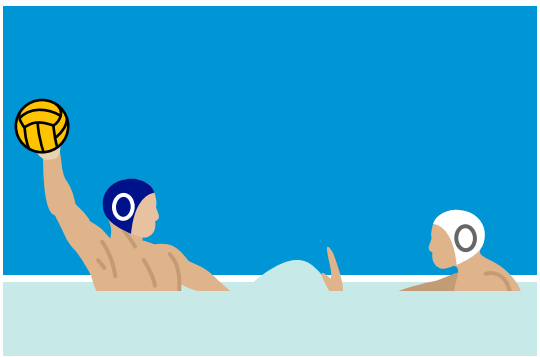


WP 22.6 To attempt to block a pass or shot with two hands outside the 6 metre area.

WP 22.7 To splash in the face of an opponent intentionally.

[NOTE: Splashing is frequently used as an unfair tactic but is often only penalised in the obvious situation when players are facing one another (see figure 8). 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.

Figure 8



The punishment for intentionally splashing an opponent is exclusion under WP 22.7 or a penalty throw under WP 23.2 if the opponent is inside the 6 metre 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 metre area or outside is not a decisive factor.]

WP 22.8 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.

[NOTE: This Rule can also be applied to advantage the attacking team. If a counter attack is in progress and a foul is committed which limits the attack, the offending player shall be excluded.

The first thing for the referee to consider is whether the opponent is holding the ball, because if the player is doing so, the player making the challenge cannot be penalised for "impeding". It is clear that a player is holding the ball if it is held raised above the water (figure 9). The player is also holding the ball if the player swims with it held in the hand or makes contact with the ball while it is lying on the surface of the water (figure 10). Swimming with the ball (dribbling), as shown in figure 11, is not considered to be holding.

Figure 9

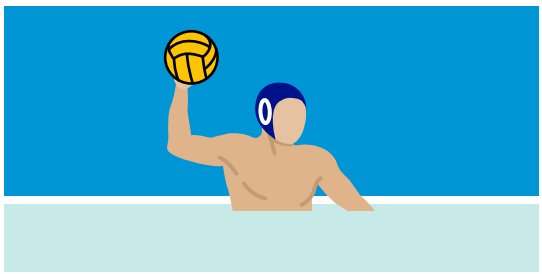


Figure 10

Figure 11

A common form of impeding is where the player swims across the opponent's legs (figure 12), thus reducing the pace at which the opponent can move and interfering with the normal leg action. Another form is swimming on the opponent's shoulders. It must also be remembered that the foul of impeding can be committed by the player who is in possession of the ball. For example, figure 13 shows a player keeping one hand on the ball and trying to force the opponent away to gain more space. Figure 14 shows a player in possession of the ball impeding the opponent by pushing the opponent back with the head. Care must be taken with figures 13 & 14, because any violent movement by the player in possession of the ball might constitute striking or even brutality; the figures are intended to illustrate impeding without any violent movement. A player may also commit the offence of impeding even if the player is not holding or touching the ball. Figure 15 shows a player intentionally blocking the opponent with the player's body and with the arms flung open, thus making access to the ball impossible. This offence is most often committed near the boundaries of the field of play.]

Figure 12

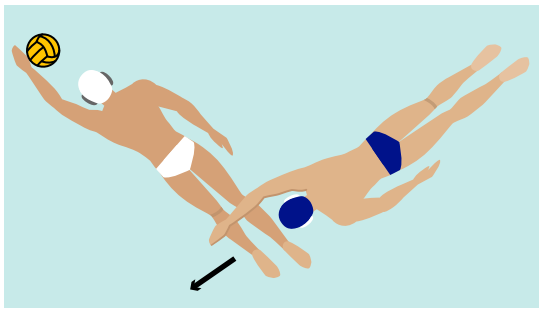


Figure 13

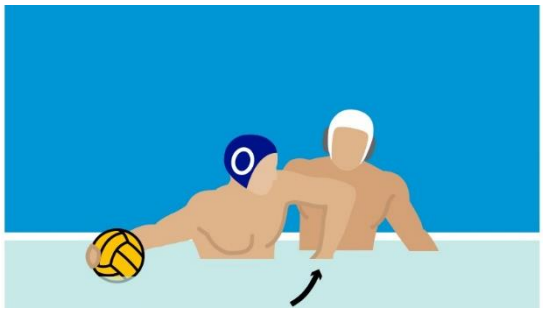


Figure 14

Figure 15

WP 22.9 To hold, sink or pull back an opponent who is not holding the ball. “Holding” is lifting, carrying or touching the ball, but does not include dribbling the ball.

[NOTE: The correct application of this Rule is very important both as to the presentation of the game and in arriving at a proper and fair result. The wording of the Rule is clear and explicit and can only be interpreted in one way: to hold (figure 16), sink (figure 17) or pull back (figure 18) an opponent who is not holding the ball is an exclusion foul. It is essential that referees apply this Rule correctly, without personal arbitrary interpretation, to ensure that the proper limits to rough play are not exceeded. In addition, referees must note that an infringement of WP 22.9 within the 6 metre area which prevents a probable goal must be punished by the award of a penalty throw.]

Figure 16

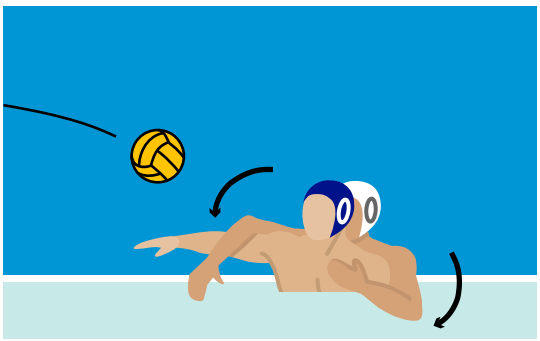


Figure 17

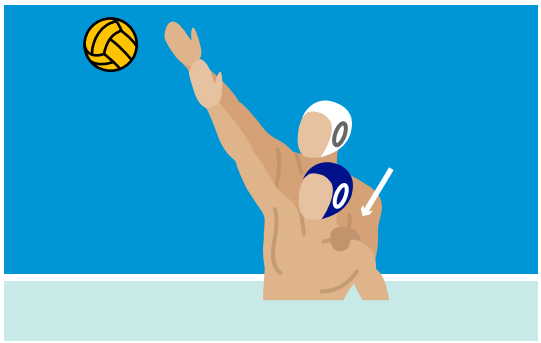
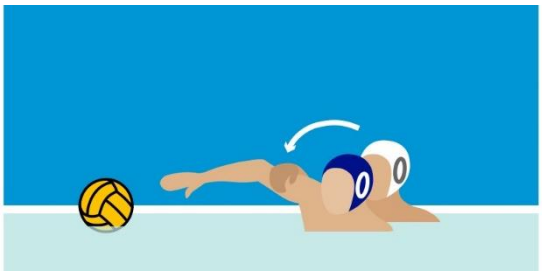


Figure 18



WP 22.10 To use two hands to hold an opponent not holding the ball anywhere in the field of play.

WP 22.11 Upon a change of possession, for a defending player to commit a foul on any player of the team in possession of the ball, anywhere in the attacking team’s half of the field of play.

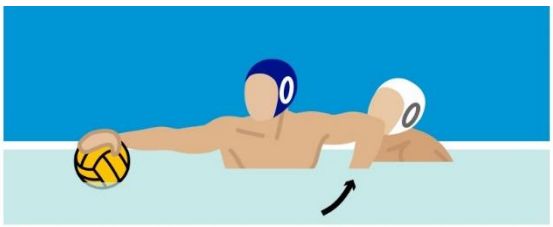
[NOTE: This Rule is to be applied if the team losing possession of the ball attempts to restrict the attack of the other team by committing a foul on any attacking player before that player has crossed the half-distance line.]

WP 22.12 To kick or strike an opponent intentionally or make disproportionate movements with that intent.

[NOTE: The offence 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.

One of the most serious acts of striking is elbowing backwards (figure 19), which can result in serious injury to the opponent. Similarly, serious injury can occur when a player intentionally heads back into the face of an opponent who is marking the player closely. In these circumstances, the referee would also be justified in punishing the offence under WP 22.14 (Brutality) rather than under WP 22.12]

Figure 19



WP 22.13 To be guilty of misconduct, including the use of unacceptable language, aggressive or persistent foul play, to refuse obedience to or show disrespect for a referee or official, or behaviour against the spirit of the Rules and likely to bring the game into disrepute. The offending player shall be excluded from the remainder of the game, with substitution after the earliest occurrence referred to in WP 22.3, and must leave the competition area.

[NOTE: If a player commits any offence mentioned in this rule during the interval between periods, during a timeout, or after a goal, the player shall be excluded for the remainder of the game and a substitute shall be eligible to re-enter immediately prior to the restart of the game as all these situations are considered to be interval time. Play will restart in the normal manner.]

WP 22.14 To commit an act of brutality (including to play in a violent manner, kicking, striking or attempting to kick or strike with malicious intent) against an opponent or official, whether during actual play, during any stoppages, timeouts, after a goal has been scored or during intervals between periods of play.

Should this occur during the game the offending player shall be excluded from the remainder of the game and must leave the competition area and a penalty throw awarded to the opposing team. The offending player may be substituted when four minutes of actual play have elapsed.

Should the incident occur during any stoppage, timeout, after a goal or interval between periods of play, the player shall be excluded for the remainder of a game and must leave the competition area. No penalty throw shall be awarded. The offending player may be substituted when four minutes of actual play have elapsed and play will restart in the normal manner.

If the referees call simultaneous brutalities or actions of play in a violent manner on players of opposing teams during play, both players are excluded for the remainder of the game with substitution after four minutes of actual play have elapsed. The team, which had possession of the ball, will first shoot a penalty throw followed by the other team shooting a penalty throw. After the second penalty throw, the team, which had possession of the ball, will restart play with a free throw on or behind the half distance line.

WP 22.15 In the case of simultaneous exclusion of players of opposing teams during play, both players are excluded for 20 seconds. The 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 possession clock is reset to 30 seconds 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 22.3 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.]

WP 22.16 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 secretary or referee;
(b) from any place other than the player's exclusion re-entry area, except where the Rules provide for immediate substitution;
(c) by jumping or pushing off from the side or wall of the pool or field of play;
(d) by affecting the alignment of the goal.
(e) for a flying substitute to enter the field of play not following the correct flying substitution prodecure as mentioned in **WP 5.6** and **WP 5.6.1**

If this offence is committed by a player of the team not in possession of the ball, the offending player shall be excluded and a penalty throw awarded to the opposing team. This player receives only one personal foul, which should be marked by the secretary as exclusion penalty.

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

WP 22.17 To interfere with the taking of a penalty throw. The offending player shall be excluded from the remainder of the game with substitution after the earliest occurrence referred to in WP 22.3 and the penalty throw shall be maintained or re-taken as appropriate.

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

WP 22.18 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.

WP 22.19 When a player is excluded, the exclusion period shall commence immediately when the ball has left the hand of the player taking the free throw or when the ball has been touched following a neutral throw.

WP 22.20 If an excluded player intentionally interferes with play, including affecting the alignment of the goal, a penalty throw shall be awarded to the opposing team and a further personal foul awarded against the excluded player. If the excluded player does not commence leaving the field of play almost immediately, the referee may deem this to be intentional interference under this Rule.

WP 23 PENALTY FOULS

WP 23.1 It shall be a penalty foul to commit any of the following offences (WP 23.2 to WP 23.9), which shall be punished by the award of a penalty throw to the opposing team.

WP 23.2 For a defending player to commit any foul within the 6 metre area but for which a goal would probably have resulted.

[NOTE: In addition to other offences preventing a probable goal, it is an offence within the meaning of this Rule:

- *(a) for a goalkeeper or other defending player to pull down or otherwise displace the goal (figure 20);*
- *(b) for a defending player to attempt to block a shot or pass with two hands (figure 21);*
- *(c) for a defending player to play the ball with a clenched fist (figure 22);*
- *(d) for a goalkeeper or other defending player to take the ball under the water when tackled.*

It is important to note that while the fouls described above, and other fouls such as holding, pulling back, impeding, etc., would normally be punished by a free throw (and exclusion if appropriate), they become penalty fouls if committed within the 6 metre area by a defending player if a probable goal would otherwise have been scored.]

Figure 20

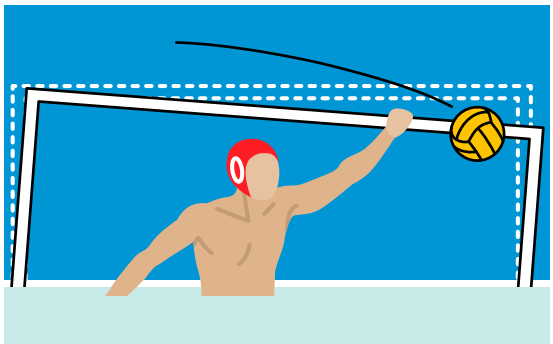


Figure 21

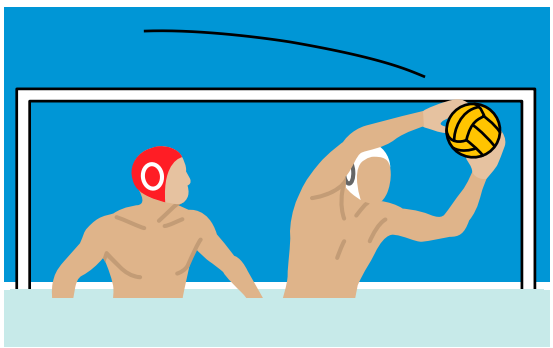
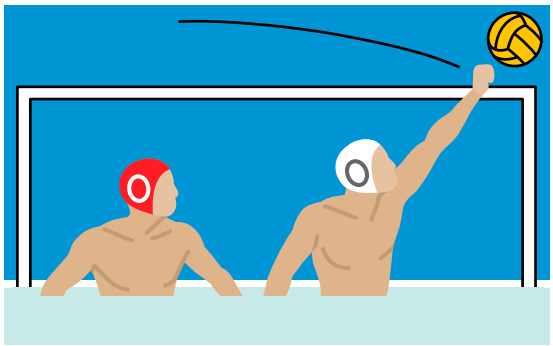


Figure 22



WP 23.3 For a defending player within the 6 metre area to kick or strike an opponent or commit an act of brutality. In the case of brutality, the offending player shall also be excluded from the remainder of the game, and a substitute may enter the field of play after four minutes of actual play have elapsed, in addition to the award of the penalty throw. If the offending player is the goalkeeper, a substitute goalkeeper may be changed for another player in accordance with WP 5.6.

WP 23.4 For an excluded player intentionally to interfere with play, including affecting the alignment of the goal.

WP 23.5 For a goalkeeper or any other defending player to pull over the goal completely with the object of preventing a probable goal. The offending player shall also be excluded from the remainder of the game, with substitution after the earliest occurrence referred to in WP 22.3.

WP 23.6 For a player or substitute who is not entitled under the Rules to participate in the play at that time to enter the field of play. The offending player shall also be excluded from the remainder of the game with substitution. The substitute may enter the field of play after the earliest occurrence referred to in WP 22.3.

WP 23.7 For the coach, or any team official of the team not in possession of the ball to request a timeout. No personal foul shall be recorded for this offence.

WP 23.8 For the coach, any team official, or player to take any action with intent to prevent a probable goal or to delay the game. No personal foul shall be recorded for this offence for the coach or any team official.

WP 23.9 For a defending player to impede an attacking player from behind within the 6 metre area when the attacking player is facing the goal and making a shooting action, unless the defending player makes contact only with the ball. If the defending player's actions prevent the attacking player from shooting, a penalty must also be called.

[NOTE: The referees must award a penalty unless the attacking player scores.]

WP 23.10 If, in the last minute of the game, a penalty throw is awarded to a team, the coach may elect to maintain possession of the ball and be awarded a free throw. The timekeeper recording possession time shall reset the clock to 30 seconds,

[NOTE: It is the responsibility of the coach to give a clear signal without delay if the team wishes to maintain possession of the ball in accordance with this Rule.]

WP 24 PENALTY THROWS

WP 24.1 A penalty throw shall be taken by any player of the team to which it is awarded from any point on the opponents' 5 metre line.

WP 24.2 All players shall leave the 5 metre area and shall be at least two metres 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. The defending goalkeeper shall be positioned between the goal posts with no part of his body beyond the goal line at water level. 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.

WP 24.3 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: The lowering of the arm at the same time as the signal by whistle makes it possible under any conditions, even amidst noise by spectators, to execute the throw in accordance with the Rules. As the arm is lifted, the player taking the throw will concentrate, for the player knows that the signal will follow immediately.]

WP 24.4 The player taking the penalty throw shall have possession of the ball and shall immediately throw it with an uninterrupted movement directly at the goal. The player may take the throw by lifting the ball from the water (figure 23) or with the ball held in the raised hand (figure 24) and the ball may be taken backwards from the direction of the goal in preparation for the forward throw, provided that the continuity of the movement shall not be interrupted before the ball leaves the thrower's hand.

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

Figure 23

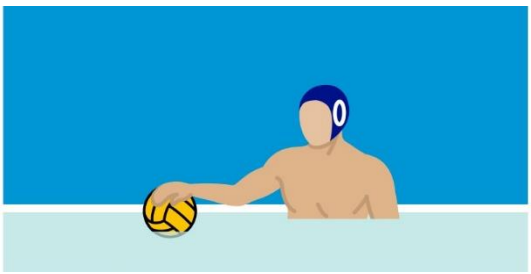
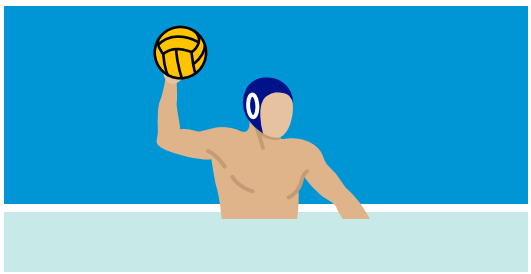


Figure 24



WP 24.5 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.

WP 24.6 If at precisely the same time as the referee awards a penalty throw the timekeeper whistles for the end of a period, all players except the player taking the throw and the defending goalkeeper shall leave the water before the penalty throw is taken. In this situation, the ball shall immediately be dead should it rebound into play from the goal post, crossbar or the goalkeeper.

WP 25 PERSONAL FOULS

WP 25.1 A personal foul shall be recorded against any player who commits an exclusion foul or penalty foul. The referee shall indicate the offending player's cap number to the secretary.

WP 25.2 Upon receiving a third personal foul, a player shall be excluded from the remainder of the game with substitution after the earliest occurrence referred to in WP 22.3. If the third personal foul is a penalty foul, the entry of the substitute shall be immediate.

WP 26 ACCIDENT, INJURY AND ILLNESS

WP 26.1 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 legitimately may re-enter from the team's exclusion re-entry area at an appropriate stoppage, with the permission of a referee.

WP 26.2 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.

WP 26.3 If accident, injury or illness, other than bleeding, occurs, a referee may at the referee's discretion suspend the game for not more than three minutes, in which case the referee shall instruct the timekeeper as to when the stoppage period is to commence.

WP 26.4 Should the game be stopped through accident, injury, illness, bleeding 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.

WP 26.5 Except in the circumstances of WP 26.2 (bleeding), the player shall not be allowed to take further part in the game if a substitute has entered.

AGE GROUP RULES - WATER POLO

WPAG 1 All age group competitors remain qualified from 1 January to the following 31 December at their age at the close of day (12 midnight) on 31 December of the year of competition.

WAPG 2 Age grouping for Water Polo for boys and girls are as follows:

- 15 and 16 years of age and under
- 17 and 18 years of age and under
- 19 and 20 years of age and under

The age for Cadet, Youth and Junior World Championships is 16 years and under, 18 years and under and 20 years and under.

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 organisation 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.

3. At the start of the game and of each period, the referees will position themselves on the respectivesix (6) metre line. The starting signal shall be given by the referee on the same side as the official table.

4. After a goal, the signal to restart shall be given by the referee who was controlling the attacking situation when the goal was scored. Before restarting, the referees shall ensure that any substitutions have been completed.

5. Each referee shall have the power to declare fouls in any part of the field of play but each referee shall give primary attention to the offensive situation attacking the goal to their right. The referee not controlling the attacking situation (the defensive referee) shall maintain a position no closer to the goal being attacked than that player of the attacking team furthest back from the goal.

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. Referees shall use the signals set out in Appendix B to indicate the nature of the fouls which they are penalising.

7. If, in the referee's opinion, a player persists in playing in an unsporting manner or engages in simulation, the referee shall show a yellow card to the offending team and point to the offending player. Should the action continue, the referee will issue the player with a red card visible to both the field of play and the table as this is deemed to be misconduct. The referee then signals the excluded player's cap number to the table.

8. The signal for a penalty throw to be taken shall be made by the attacking referee, except that a player who wishes to take the throw with the left hand may request the defensive referee to make the signal.

9. 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 attacking referee.

10. When simultaneous awards are made for ordinary fouls but for opposing teams, the award shall be a neutral throw, to be taken by the attacking referee.

11. When simultaneous awards are made by both referees 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.

12. When players of both teams commit an exclusion foul simultaneously during play, the referees shall call the ball from the water and make sure both teams and the secretaries know who is excluded. The possession clock is not reset and 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 possession clock is reset to 30 seconds and play shall be restarted with a neutral throw.

13. 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 will restart with the team which had possession of the ball receiving a free throw on or behind the half distance line. The possession clock is reset to 30 seconds.

APPENDIX B - SIGNALS TO BE USED BY OFFICIALS

Fig. A The referee lowers the arm from a vertical position to signal (i) the start of the period (ii) to restart after a goal (iii) 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 at 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 towards 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 table.

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, and then immediately signals the players' cap numbers.

Fig. F To signal the exclusion of a player for misconduct. The referee signals exclusion in accordance with Fig. D (or Fig. E if appropriate) and then rotates the hands round one another in such a way that is visible to both the field of play and the table in addition to issuing the player with a red card. The referee then signals the excluded player's cap number to the table.

Fig. G To signal the exclusion of a player with substitution after four (4) minutes. The referee signals exclusion in accordance with Fig D (or Fig. E if appropriate) and then crosses the arms in such a way that is visible to both the field of play and the table in addition to issuing the player with a red card. The referee then signals the excluded player's cap number to the table.

Fig. H To signal the award of a penalty throw. The referee raises an arm with five fingers in the air. The referee then signals the offending player's cap number to the table.

Fig. I To signal that a goal has been scored. The referee signals by whistle and by immediately pointing to the centre of the field of play.

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.

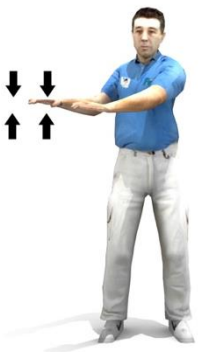


Fig. K To indicate the exclusion foul of sinking an opponent. The referee makes a downward motion with both hands starting from a horizontal position.

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 his body.

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

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 away off from an opponent. The referee makes a pushing motion from the body starting from a horizontal position.

Fig. P To indicate the exclusion 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 a hand starting from a horizontal position.

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

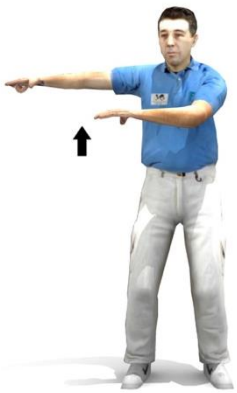


Fig. S To indicate the ordinary foul of undue delay in the taking of a free throw, goal throw or corner throw. The referee raises a hand once or twice with the palm turned upwards.

Fig. T To indicate the ordinary foul of a violation of the two-metre 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 fouls after violating the 30 seconds' possession rule. The referee moves a hand in a circular motion two or three times.

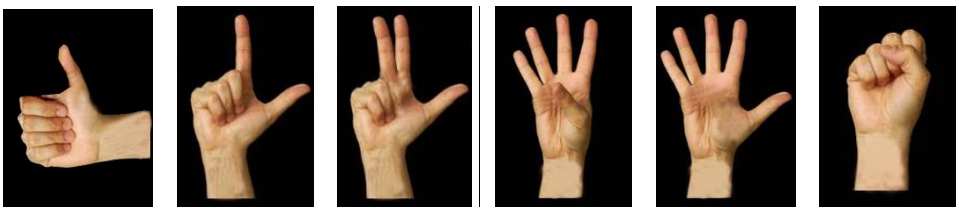
Fig. V By a goal judge to signal for the start of a period

Fig. W By a goal judge to signal an improper start, restart or improper re-entry of an excluded player or substitute.

Fig. X By a goal judge to signal a goal throw or corner throw.

Fig. Y By a goal judge to signal a goal.

Fig. Z 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 where the number exceeds five. 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 ten, a clenched fist is shown. If the number exceeds ten, 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.



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APPENDIX C
REGULATIONS FOR DISCIPLINARY ACTIONS IN WATER POLO

PREAMBLE: These Regulations contain basic regulations for fair play, ethical and moral behaviour, and general discipline in Water Polo.

These Regulations include measures related to incidents involving teams, water polo Federations, water polo sections of Member Federations, players, team leaders and officials, supporters, spectators but also involving officials or any other persons present at water polo matches.

The Regulations shall be in force from 1 August 2001 and replace the Code adopted by the FINA Bureau on 28th March 2001.

The purpose of these Regulations are to guarantee that the sport of Water Polo will be played in a fair manner without disturbance and to sanction incidents, which damage the image of Water Polo or bring it into disrepute.

Article 1. SUBORDINATE AND SUPPLEMENTARY TO FINA RULES

1.1 These Regulations are subordinated and supplementary to all FINA Rules adopted by the FINA Congresses from time to time and the FINA Code of Conduct.

Article 2. OFFENCES BY OFFICIALS

2.1 The sanctions to be imposed for offences committed by any person appointed by FINA as delegate, referee, goal judge or serving at the table at any water polo match shall be suspension from participating further in the tournament in which the match occurred and a report shall be made to the FINA Bureau, or if the Bureau is not assembled, to the FINA Executive, for consideration of additional sanctions.

2.2 If a person, appointed by FINA as a delegate, referee, goal judge or serving at the table at a water polo match, commits an offence referred to in these Regulations or the FINA Code of Conduct and involving cheating or partiality, the person shall be suspended up to life.

Article 3. OFFENCES AGAINST OFFICIALS

3.1 Any offence committed by any member of a team or team official shall result in a minimum suspension of one (1) match up to a maximum suspension of all water polo matches for one (1) year period.

3.2 If the offence includes violence resulting in serious injury, use of any hard object or any other kind of violence against the body, the minimum suspension shall be for all water polo matches for one (1) year period up to a maximum of a lifetime suspension from water polo matches.

3.3 If the offence is an attempt to commit an offence referred to in 3.2, the minimum suspension shall be three (3) matches up to a maximum suspension of all water polo matches for one (1) year period.

3.4 Offences in 3.1, 3.2 and 3.3 involve acts committed from 30 minutes before the beginning of the match until 30 minutes after the end of the match.

3.5 If an offence referred to in 3.1, 3.2 or 3.3 is committed by any person other than a player or team official, the minimum sanction shall be a warning or exclusion from the venue up to a maximum sanction of suspension of the right to attend water polo matches for any period up to, and including, life.

3.6 The minimum sanction for any offence under Article 3 may be increased for a second or subsequent offence by any individual.

Article 4. OFFENCES AGAINST TEAM MEMBERS OR TEAM OFFICIALS

4.1 For brutality, or any offence not covered in FINA Rules WP 20-22 committed by a player against other players or team officials, the minimum suspension shall be for one (1) match up to a maximum of all water polo matches for a one (1) year period.

4.2 For incidents of brutality or extreme violence, after the match the Management Committee is entitled to review official video of any match and is entitled to apply a sanction for the incident, notwithstanding that the referees did not make a call of brutality or extreme violence during the match.

4.3 If the offence is committed by a team official against any player or team official, the minimum suspension shall be one (1) match up to a maximum of a lifetime suspension from water polo matches.

4.4 If the offence is committed by any other person, the minimum sanction shall be expulsion from the venue up to a maximum of a suspension of the right to attend water polo matches for any period up to, and including, life.

4.5 The minimum sanction for any offence under Article 4 may be increased for a second or subsequent offence by any individual.

Article 5. OTHER OFFENCES

5.1 For any offence committed by any team member or team official against media representatives, spectators, pool staff or any other person present in the venue at the time of a match, the minimum suspension shall be from all water polo matches for a one (1) year period up to a maximum of suspension of the right to attend competitions for any period up to, and including, life.

5.2 For oral or written statements of an abusive kind or nature and directed against FINA, any Federation, any organiser, authority or any other person, and which are not elsewhere covered in this Code, the minimum sanction shall be suspension for a period of six (6) months up to a maximum suspension for life.

5.3 The minimum sanction for any offence under Article 5 may be increased for such period as the Management Committee deems appropriate.

Article 6. OFFENCES COMMITTED BY TEAMS

6.1 If more than three members of the same team, including team officials, commit offences sanctioned in accordance with Articles 3, 4 or 5 in the same match, that team shall be sanctioned with disqualification from that match and a minimum suspension from the next match in the tournament to a maximum suspension from taking part in any competition organised by the same body for a period of one (1) year.

6.2 Suspension in 6.1 means that the match or matches for which the team has been suspended shall be awarded to the opponent(s) with the goal score of 5-0.

Article 7. PROCEDURES FOR IMPOSING SANCTIONS

7.1 Sanctions for offences in 3.1 and 3.5 shall be imposed by the Management Committee within 24 hours after the end of the match, with immediate notification to the player(s), team official(s), or other person(s) suspended.

7.2 The Management Committee shall have the right to provisionally suspend any person or team who has committed offences in 2.1, 2.2, 3.2, 3.3, 4.1, 4.2, 4.3 5.1, 5.2, and 6.1, subject to immediate written submission of the case to the FINA Bureau or, Board of the Organising body.

7.3 Sanctions in accordance with 2.1, 2.2, 3.2, 3.3, 3.5, 4.1, 4.2, 4.3, 4.4, 5.1, 5.2, 5.3, and 6.1 shall be imposed by the. Board of the Organising body.

7.4 Sanction involving disqualification and suspension of a team from one or more matches in the same tournament shall be imposed by the Management Committee within 24 hours after the end of the match and immediate notification to the team officials, the Federation of the team and the Board of the Organising body.

7.5 Sanctions involving suspension of a team in accordance with 6.1 for a period covering more than the actual tournament shall be imposed by the Board of the Organising body.

7.6 As used in these Regulations "suspension" for offences other than in 3.1, 3.2, 3.5 and 4.1 shall mean, as may be specified by the Board of the Organising body, from competitions or that the individual sanctioned shall not participate in any or certain activities of FINA, the recognised continental organisations or any of FINA's Member Federations, in any discipline of FINA including acting as a competitor, delegate, coach, leader, physician or other representative of FINA, a recognised continental organisation or a Member Federation. A suspension shall take effect from the date specified by the competent authority.

7.7 If a player or team official is suspended from a specific match, the team shall have the number of players or team officials on the bench reduced accordingly; provided that there is at least one (1) team official on the bench.

Article 8. BURDEN OF PROOF

8.1 Referees, match officials or the competition management shall have the burden of establishing that offences in the Water Polo Rules and these Regulations have occurred.

Article 9. CONSIDERATION

9.1 In imposition of any sanction, the nature of the offence, the circumstances under which it occurred, the gravity of the offence, the character of the action and other consideration that is in harmony with the objectives of FINA must be taken into account.

Article 10. APPEALS

10.1 An individual sanctioned by the Management Committee may appeal to the Board of the Organising body within 21 days from the date of receipt of the decision including a sanction of the appealing party and further in accordance with the rules of the body concerned.

9.2 AGE GROUP RULES

WPAG 1
All age group competitors remain qualified from 1 January to the following 31 December at their age at the close of day (12 midnight) on 31 December of the year of competition.

WPAG 2
Age groupings for Water Polo for boys and girls are as follows:
15 years of age and under
16, 17 and 18 years of age
19 and 20 years of age

The age for Youth and Junior World Championships is 18 years and under and 20 years and under.

9.3 FINA WATER POLO RULE INTERPRETATIONS

1. What if a defensive field player attempts to block a pass or shot with 2 hands?

   If the player attempts to block a shot with two hands the player shall be punished with a penalty shot when the defensive player is inside the 6 metre area and an exclusion foul when the defensive player is outside the 6 metre area.

2. May a field player who replaces an excluded goalkeeper assume the privileges of the goalkeeper?

   No, a field player, who replaces an excluded goalkeeper, must play the position without the privileges of the goalkeeper. If the player attempts to play with two hands a penalty throw shall be awarded.

3. What is the signal for the substitute to re-enter when brutality is called.

   When a player is excluded for brutality the secretary will signal the substitute to re-enter the field of play with two flags, one yellow flag and the other flag of corresponding cap colour.

4a. What happens if a defensive field player deliberately 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.

4b. What happens when the ball is sent out of the side of the field of play following a shot having last been touched by a field player of the defending team?

   A free throw is awarded to the defending team. This situation is covered under the same Rule as a shot having last been touched by a player of the defending team and the ball going over the goal line.

5. What happens in the case of a double exclusion during play?

   In the case of a double exclusion during play, both players are excluded for 20 seconds. The referees should, except in a situation of clear advantage, call the ball from the water, ensure that both teams and table know who is excluded, the 30 second possession clock is not reset and restart play with a free throw to the team which had possession. If neither team had

possession when the double exclusion was called, the 30 second possession clock is reset and play will be restarted with a neutral throw on the half distance line.

6. What if there is an exclusion of a player or simultaneous exclusion of player of both teams? Is the team or are the teams able to continue the game without a goalkeeper during the period when the team or teams have less than 7 players?

   A team with 7 players must have a goalkeeper. An excluded player or their substitute is considered to be one of these 7. An excluded goalkeeper's substitute may only be another goalkeeper. An excluded field player's substitute may only be another field player.

7. What happens if there is a brutality during interval time, injury time, time out, before a penalty throw or after the goal?

   If a brutality is called during interval time, injury time, time out before a penalty throw or after a goal the player is excluded for the remainder of the game with substitution after 4 minutes. Play will restart in the normal manner without any penalty throw however in the situation where the brutality occurred before the taking of a penalty throw the original throw will be maintained.

8a. What happens if a goalkeeper commits an act of brutality during play?

   If a goalkeeper commits an act of brutality during play the goalkeeper shall be excluded for the remainder of the game and must leave the competition area and penalty throw awarded to the opposing team. A player may take the position of goalkeeper but without the goalkeeper's privileges and limitations. The offending goalkeeper may be substituted when 4 minutes of actual play has elapsed; a substitute goalkeeper may however take the position of goalkeeper following the taking of the penalty throw provided that the team is one player less for the remainder of the exclusion time.

8b. What happens if there is simultaneous brutality by a player of both teams during play?

   In the case of simultaneous brutality called during play, both players are excluded for the remainder of the game with substitution after 4 minutes. The team that had possession of the ball will first shoot a penalty throw followed by the other team shooting a penalty throw. After the second penalty throw the team that had possession of the ball will restart play with a free throw on or behind the half distance line.

8c. What happens if there is a simultaneous brutality by players of both teams during the last minute of the game or during the last minute of extra time?

   If a simultaneous brutality by players of both teams occurs during the last minute of the game, following the principle of WP 23.9, the coach whose team was in possession of the ball can decide whether for each team to shoot a penalty throw or elect to maintain possession and be awarded a free throw wherein the timekeeper shall reset the 30 second possession clock.

9. What happens when a defensive player enters improperly?

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

10. What happens when an offensive player re-enters improperly?

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

11. What happens when a team is awarded a penalty throw in the last minute of the regulation time?

    If a team is awarded a penalty throw in the last minute of the regulation time a coach may request to maintain the possession in lieu of taking the penalty throw. The coach must show the referee immediately by crossing their arms in front of his chest to signal possession, or show 5 fingers to request a penalty throw. If a team requests possession play shall be restarted on the half distance line or behind the half distance line and the possession clock shall be reset.

12. What happens if a player of a team commits misconduct or any other offence (relating to WP 22.13) during the interval between periods, during time out or prior to the restart after a goal?

    The player shall be excluded from the remainder of the game and the substitute shall be eligible to re-enter immediately prior the restart of the game as all three situations are considered to be in interval time.

    Note: If the exclusion is during interval time the game will restart with a swim ball; after a time out a free throw to the team that requested the time out or following the goal a free throw to the defending team.

9.4 MASTERS RULES

General (MGR)

The Masters programme shall promote fitness, friendship, understanding and competition through Swimming, Diving, Synchronised Swimming, Water Polo and Open Water Swimming among competitors with a minimum age of 25 years. (*Note: exception in MWP 1.3 and MSS 1.6*).

Please refer to BL section of the FINA Handbook for additional regulations related to FINA World Masters Championships. (BL 10)

MGR 1 The Members shall register Masters competitors in a special category for each of the five recognised disciplines. A competitor who registers for Masters in any discipline will still retain his/her unrestricted right to compete in other competitions.

MGR 2 Except for specific exceptions in the FINA Rules and regulations all other FINA Rules and Regulations shall apply to Masters Competitions.

MGR 3 Individual entries shall only be accepted from persons representing clubs. No swimmer or team may be designated as representing a country or Federation.

MGR 4 Age shall be determined as of December 31 of the year of competition.

MGR 5 Masters Competitors must be aware of the need of being well prepared and medically fit before entering into Masters Competitions. They shall assume full responsibility for the risks included in competing in such competitions. In consideration of their entry, they must agree to waive and release FINA, the Organising National Federation and the Organising Committee from any kind of liability for accidents, which may cause death, injury or property loss. Entry Forms containing a warning of the risks, an Accident Waiver and Release of Liability must be signed by each Masters competitor.

9.5 MASTERS WATER POLO RULES

The Water Polo Rules in Section 9.1 of this Guide shall apply to Masters Water Polo with the following exceptions:

MWP 1 Age Groups

MWP 1.1 Age groups for Masters Water Polo shall apply for men and women teams.

MWP 1.2 The age of the youngest member of the team determines the age group of the team. There are no restrictions on the ages of any players older than the youngest player on the team.

MWP 1.3 Age groups for teams are at five-year intervals beginning with 30. i.e. 30+, 35+, 40+…

MWP 2 Masters Water Polo Technical Rules

MWP 2.1 Each team shall consist of seven players, one of who shall be the goal keeper and who shall wear the goalkeepers cap, and not more than eight reserves may be used as substitutes, listed on the game roster, which must be submitted to the official's table for each game, not less than 45 minutes before each game commences. All players listed on the game roster will be eligible to play in the game. After the game has commenced, a team playing with less than seven players shall not be required to have a goal keeper.

MWP 2.2 It is not compulsory for a team to name a substitute goalkeeper. A goalkeeper who has been replaced by a substitute may, if the player returns to the game, play in any position.

MWP 2.3 WP 4.3 shall apply except that the goalkeeper shall wear cap no. 1 and the other caps shall be numbered 2 to 15. A substitute goalkeeper shall wear a red cap numbered 13.

MWP 2.4 The uniform distance between the respective goal lines shall be 23.5 metres minimum, and the uniform width of the field of play shall be 17 metres minimum.

MWP 2.5 WP 11 time standards shall apply except that the duration of the Masters games shall be four periods of seven minutes each actual play for the 30+, 35+, 40+ and 45+ age groups and six minutes each actual play for the 50+, 55+, 60+, etc. age groups.

MWP 2.6 WP 14.4 method of scoring shall apply except that the time of possession of the ball shall be 35 seconds.

MWP 2.7 There shall be a two minute interval between each period of play. The teams including the players, coaches and team officials, shall change ends before starting the third period.

MWP 2.8 Women players may be members of men's teams.

9.6 BEACH WATER POLO RULES

BWP 1 FIELD OF PLAY

BWP 1.1 The distance between the goal line at each end of field of play shall be 15 metres. The width of field of play shall be 10 metres.

BWP 1.2 The depth of the water of playing area must not be less than 2.00 metres.

BWP 1.3 Distinctive buoys shall be provided on both sides of the playing area:

a) 2 metre area red buoys
b) 5 metre area yellow buoys
c) remainder of the playing area green buoys
d) half distance line white buoys

BWP 1.4 Red buoys shall be placed at each end 2 metres from the corner of the playing area on the side of opposite to the official table to denote the touching corner.

BWP 1.5 The boundary of the field of play at each end shall be in line with the front of the goalpost.

BWP 1.6 The secretary shall be provided with separate white, blue, red, and yellow flags, each measuring 0.35 metres x 0.20 metres.

BWP 2 GOALPOSTS

BWP 2.1 Two goalposts and crossbar rigidly constructed, rectangular with a dimension of 0.080 meters facing to the field of play and painted in any color. The goals shall be located on the goal lines at each of the field of play end and equal distances from the sides.

BWP 2.2 The inner sides of the goal posts shall be 2.5 meters and the crossbar shall be 0.80 meters from the surface of the water.

BWP 2.3 The limp nets shall be securely fastened to the goal posts to prevent the ball from going underneath or through the side of net. The depth of the goals shall not be less than 0.30 metres.

BWP 3 THE BALL

BWP 3.1 The ball shall be round and shall have an air chamber with a self-closing valve. It shall be waterproof without external strapping or any covering of grease or similar substance.

BWP 3.2 The weight of the ball shall be not less than 400 grammes and not more than 450 grammes.

BWP 3.3 For the 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 55 - 62 kPa (kilopascals) (8 - 9 pounds per square inch atmospheric).

BWP 3.4 For games play by women, the circumference of the ball shall be not less than 0.65 meters and not more than 0.67 meters, and pressure shall be 48 - 55 kPa (kilopascals) (7 - 8 pounds per square inch atmospheric).

BWP 4 CAPS

BWP 4.1 Caps shall be of contrasting colors other than solid red, as approved by the referee, but also to contrast with the color of the ball. A team may be required by the referee to wear white or blue caps. The goalkeepers shall wear red caps. Caps shall be fastened under the chin. Caps shall be fitted with malleable ear protectors which shall be the same color as the team's caps except that the goalkeeper may have red ear protectors.

BWP 4.2 Caps shall be numbered on both sides with 0.10 meters in height. The goalkeeper shall wear cap number 1 and the other caps shall be numbered 2 to 7.

BWP 4.3 A player who substitutes the goalkeeper shall wear a red cap. A player shall not be allowed to change cap number during the game except with the permission of the referee and with notification to the secretary. Caps shall be worn throughout the entire game. 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.

BWP 4.4 For international games, the caps shall display on the front the international three letter country code and may display the national flag.

BWP 5 TEAMS AND SUBSTITUTES

BWP 5.1 Each team shall consist of four players, one of whom shall be the goalkeeper, and not more than three reserves who may be used as substitutes.

BWP 5.2 The head coach, other officials and all players who are not in the game at that time, shall sit on the pontoon or similar designated area and shall not move away from there.

BWP 5.3 Teams shall change ends at half time.

BWP 5.4 The substitutes' benches in beach water polo can be a pontoon and must be placed on the other side of the field of play from the referee and match officials.

BWP 5.5 Each team shall have a captain who shall be responsible for the behavior of the team.

BWP 5.6 Players have to present themselves for matches with fingernails properly cut and shall remove any articles that are likely to cause injury. Players shall not have grease, oil or any similar or foreign substance on the body or hands. If the referee ascertains before the start of play that such a substance has been used, he shall order it to be removed immediately. If the offence is detected after the play has started, the offending player shall be excluded for remainder of the game with immediate substitution.

BWP 5.7 Each team shall have three substitutes who may participate in the game replacing a player. A substitute may enter the game from the touching corner as soon as the exiting player has visibly risen to the surface of the water from the touching corner.

BWP 5.8 A goalkeeper who has been replaced by a substitute may play in any position.

BWP 5.9 A substitute may enter the field of play from any place:

a) during the interval between periods of play
b) after a goal has been scored
c) during time out
d) to replace a player who is bleeding or injured

BWP 5.10 The goalkeeper may touch the ball with 2 hands inside the teams' 5 meter area.

BWP 6 OFFICIALS

BWP 6.1 In all official competitions the match officials shall be as follows:

a) one referee
b) two secretaries
c) two timekeepers

BWP 6.2 The duties of the secretaries shall be:

a) to maintain the record of the game, including the players, the score, time outs, exclusion fouls and penalty fouls awards against each player.
b) to signal with the red flag and whistle for any improper re-entry of an excluded player or substitute.
c) after 3 minutes, the secretary should signal the re-entry of a substitute for a player who has committed brutality by raising the yellow flag along with the appropriate colored flag.

BWP 6.3 The duties of the timekeeper shall be:

a) to record the exact periods of actual play, time outs and the intervals between the periods.
b) to record the periods of continuous possession of the ball by each team.
c) to announce the start of the last minute of the game .
d) to signal by whistle after 45 seconds and at the end of each time out.

BWP 6.4 A timekeeper shall signal by whistling (acoustically efficient and readily understood) the end of each period independently of the referee and the signal shall take immediate effect and stop the game except:

a) in the case of the simultaneous award by the referee of a penalty throw, in which event the penalty throw shall be taken.
b) if the ball is in flight and crosses the goal line, in which event any resulting goal shall be allowed.

BWP 7 REFEREE

BWP 7.1 The referee has absolute jurisdiction over the game, from the time the teams enter the playing area until they leave. All decisions are final and have to be accepted by all players and coaches. The referee may alter a decision, as long as this is done before the ball is back in play.

BWP 7.2 The referee shall whistle to start the game and to declare goals, goal throws, corner throws, neutral throws, and infringements of the rules.

BWP 7.3 The referee can apply the advantage rule so as not to favor the team that has committed the offence and should not stop play unless it is absolutely necessary.

BWP 7.4 The referee has the power to order any player from the water in accordance with the rules. If a player refuses to obey the referee's instructions, the match shall be abandoned and the game awarded five (5) goals to zero (0) to the opposing team.

BWP 7.5 The referee shall have the power to order the removal from the precincts of the pool any player, substitute, spectator or official whose behavior prevents the referee from carrying out his or her duties in an impartial manner.

BWP 7.6 The referee shall have the power to abandon the game at any time if the referee believes that behavior of players or spectators, or any other circumstances, prevent the match from

taking place in a fair and correct manner. If the game has to be abandoned, the referee shall report their actions to the competent authority.

BWP 8 DURATION OF THE GAME

BWP 8.1 The duration of the game shall be two periods each of ten (10) minutes actual play. Time shall commence at the start of each period when a player touches the ball. At all signals for stoppages, the recording watch shall be stopped until the ball is put back into play by the ball leaving the hand of the player taking the appropriate throw or when the ball is touched by a player following a neutral throw.

BWP 8.2 There shall be a five (5) minute interval between two periods. The teams, including the players, coaches and officials, shall change ends in the interval time.

BWP 8.3 Should the scores be level at full time in any game for which a definite result is required, there shall be a penalty shoot out to determine the result.

(a) the three players nominated will required to be listed in order and that order will determine the sequence, which cannot be changed.

(b) no players excluded for remainder of the game are eligible to be listed among those players to shoot.

(c) shots will be taken alternately at either end of the pool, unless conditions at one end of the field of play advantage or disadvantage a team, in which case all shots may be taken at the same end. All players taking the shots will remain in the water in front of their pontoon and the other players will be required to be seated on the team's pontoon. If the goalkeeper is excluded during the penalty shoot-out, a player from the nominated three players may substitute for the goalkeeper but without the privileges of the goalkeeper. Following the taking of the penalty shot, the player may be substituted by another player or goalkeeper. If a field player is excluded during the penalty shoot-out, the player's position is removed from the list of the three players participating in the penalty shoot-out, and a substitute player is placed in the last position of the list.

(d) the team to shoot first will be determined by toss of a coin.

(e) should teams still be tied following the completion of the initial three penalty shots, the same three players shall then take alternate shots until one team misses and the other scores.

BWP 8.4 Any visible clock shall show the time in descending manner.

BWP 8.5 If a game (or part of a game) must be replayed, then goals, personal fouls and time outs that occurred during the time to be replayed are deleted from the game score sheet, however brutality, misconduct, and any red card exclusions are recorded on the game score sheet.

BWP 9 TIME OUTS

BWP 9.1 Each team may request one time out in each period of play. The duration of the time out shall be one minute.

BWP 9.2 A time out may be requested at any time by the coach of the team in possession of the ball calling time out and signaling to the referee or secretary with hands forming a T–shape. If a time out is requested, the secretary or referee shall immediately stop the game by whistle and players shall return to their respective halves of the field of play.

BWP 9.3 Play shall be restarted upon the whistle of the referee by the team in possession of the ball putting the ball into play on or behind the half distance line, except that if a time out is requested before the taking of penalty throw or corner throw, that throw shall be maintained.

The possession clock continues from the recommencement of play after the time out.

BWP 9.4 If the coach in the possession of the ball requests an additional time out to which the team is not entitled, the game shall be stopped and play shall then be restarted by a player of opposing team putting the ball into play at the half distance line.

If the coach of the team not in possession of the ball requests a time out, the game shall be stopped and a penalty throw awarded to the opposing team.

BWP 10 THE START OF PLAY

BWP 10.1 The first team listed in the official program will wear white caps or the caps reflecting the colour of their country and will start the game to the left of the official table. The other team will wear blue caps or caps of a contrasting colour and will start the game to the right of the official table.

BWP 10.2 At the start of each period, both teams will line up on their side of the playing area. When the referee is satisfied both teams are ready the referee shall blow the whistle to start and then throw the ball into play on the half distance line.

BWP 10.3 If the ball is thrown giving one team a definite advantage, the referee shall call for the ball and award a neutral throw on the half distance line.

BWP 11 SCORING

BWP 11.1 A goal shall be scored when the entire ball has passed fully over the goal line, between the goal posts and underneath the crossbar.

BWP 11.2 A goal can be scored with any part of the body except the clenched fist.

BWP 11.3 A goal can be scored from inside 5 meters only if two players from either team intentionally play or touch the ball after the start of play.

BWP 11.4 A goal may be scored by a player by a shot from a free throw awarded and taken outside the 5 meters area after fake or dribble or putting the ball on the water.
[Note: when the player is not shooting directly, the ball must be put in play as described in the rules before faking and dribbling]

BWP 11.5 A goal may be scored by a player after visibly putting the ball into play or directly from a corner throw, goal throw, penalty throw or a free throw thrown by a player into the player's own goal.

BWP 11.6 A goal shall be scored if, at the expiration of 20 seconds possession or at the end of a period, the ball is in flight and enters the goal.

BWP 11.7 A goal may be scored by dribbling the ball into the goal.

BWP 12 RESTARTING AFTER A GOAL

BWP 12.1 The goalkeeper shall put the ball into play from the two meter line or behind immediately after a goal has been scored.

BWP 13 GOAL THROW

BWP 13.1 A goal throw shall be awarded when the entire ball passes over the goal line, having last been touched by any player other than the defending goalkeeper.
BWP 13.2 The goal throw shall be taken by any player of the team from anywhere within the 2 meter area.

BWP 14 CORNER THROW

BWP 14.1 A corner throw shall be awarded when the entire ball leaves the field of play over the goal lines, having last been touched by the goalkeeper of the defending team or when a defending player deliberately sends the ball over the goal line.

BWP 14.2 A corner throw shall be taken by a player of the attacking team from the buoy marking the 2 metre area on the side nearest to which the ball crossed the goal line.

BWP 14.3 At the taking of a corner throw, no players of attacking team can be within the 2 metre area.

BWP 14.4 A goal can be scored by a direct shot from a corner throw or by a shot after the ball is put into play and the player swims with the ball and/or fakes before taking the shot.

BWP 15 NEUTRAL THROW

BWP 15.1 A neutral throw shall be awarded:
a) when at the start of a period, the referee had not thrown the ball fairly at the swim up
b) when two players commit a foul simultaneously
b) when the ball touches some obstacle within the field of play

BWP 16 FREE THROW

BWP 16.1 A free throw shall indicate that a foul has been committed. The free throw shall be taken from 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 on the 2 meter line opposite to where the foul was committed and b) where otherwise provided for in the Rules.

BWP 16.2 The free throw shall be taken from the location of the ball by the player of the team who is the nearest to the ball.

BWP 16.3 The free throw must be taken in such manner so as to enable all the other players to see that the throw has been taken. The player can either throw the ball up into the air or let it fall on to the water.

BWP 16.4 The time allowed for a player to take a free throw shall be at the discretion of the referee. It shall be reasonable and without undue delay but does not have to be immediate. It shall be an offence if a player who is clearly is in a position most readily to take a free throw does not do so.

BWP 17 ORDINARY FOULS

BWP 17.1 The penalty for an ordinary foul shall be a free throw awarded to the opposing team.

BWP 17.2 The referee must award ordinary fouls in accordance with the rules to enable the attacking team to develop an advantage situation.

BWP 17.3 It shall be an ordinary foul to commit any of the following offences:

a) to start the swim off before the referee's whistle is blown;

b) to assist or push a player at the start of a period or at any time during the game;

c) to hold on or push off equipment or structures around the field of play or the goal posts;

d) to take the entire ball underwater when tackled by an opponent, even if the action of taking the ball underwater was indirectly caused by the opponent's action;

e) to touch the ball with two hands at the same time, except for the goalkeeper within the team's own 5 metre area;

f) to pull or push or obstruct an opponent while the player is not in possession of the ball;

g) to push off an opponent:

h) for another member of the team in whose favor a free throw has been awarded to commit another ordinary foul before the free throw is taken;

i) to receive the ball in the 2 metre area of the opponents' goal line except when behind the line of the ball;

j) to take a penalty throw in an irregular manner;

k) to send the ball over the buoys delineating the sides of the field of play (the ball remains in play if it just touches the sides of the field of play);

l) for a goalkeeper to touch the ball with two hands at the same time outside the goalkeeper's 5 meter area;

m) for a team to retain possession of the ball for more than 20 seconds of actual play without shooting at their opponent's goal. The timekeeper recording the possession time shall reset the clock:

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

(ii) when the ball comes into the possession of the opposing team. Possession shall not include merely being touched in flight by an opposing player;

(iii) 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 (show the possession time remaining).

BWP 18 EXCLUSION FOULS

BWP 18.1 It shall be an exclusion foul to commit any of the following offences which shall be punished (except in the case of penalty throw) by the award of a free throw to the opposing team. The excluded player shall touch that part of the goal line indicated by red buoy and rejoin play immediately. A penalty will be awarded against the team of that player who, when leaving the playing area after being excluded, interferes with play.

BWP 18.2 For a player to leave the water during play, except in the case of accident, and injury, or with the permission of the referee.

BWP 18.3 To interfere with the taking of a free throw, goal throw or corner throw:

a) intentionally pushing the ball away to delay the throw

b) any attempt to play the ball before it leaves the hand of the player taking the throw

BWP 18.4 To intentionally splash water in the face of an opponent.

The punishment for intentionally splashing an opponent is exclusion under BWP 18.1.

BWP 18.5 To hold, sink or pull back an opponent who is not holding the ball.

BWP 18.6 To impede an opponent's movement who is not in possession of the ball.

BWP 18.7 To kick or strike an opponent intentionally or make disproportionate movement with that intent.

BWP 18.8 Upon a change of possession, for a defending player to commit a foul on any player of the team in possession of the ball, anywhere in the field of play with the objective of stopping an advantage situation of the attacking team.

BWP 18.9 To be guilty of misconduct, including the use of unacceptable language, violent or persistent foul play, to refuse obedience or show disrespect to the referee or official, or behavior against the spirit of the rules and likely to bring the game into disrepute. The offending player shall be excluded from the remainder of the game, with immediate substitution.

BWP 18.10 To commit an act of brutality against an opponent or official, during the game. The offending player shall be excluded from the remainder of the game with substitution after 3 minutes and a penalty throw awarded to the opposing team.

BWP 18.11 For an excluded player to re-enter or a substitute to enter the playing area improperly, including:

a) from any place other than the player's own re–entry area
b) by affecting the alignment of the goal
c) entering the field of play before the player who is being substituted leaves the field of play

BWP 18.12 To interfere with the taking of a penalty throw, in which case the player excluded can only re–enter the field of play after the penalty throw has been taken. Players have to be at least 2 meters away from the player taking the penalty throw.

BWP 18.13 The defending goalkeeper, after having been warned by the referee, for not positioning correctly on the goal line before the taking of a penalty throw. Another defending player may take the position of the goalkeeper but without the privileges of the goalkeeper.

BWP 18.14 If two players from opposing sides commit simultaneous exclusion fouls, both players will be excluded, and the ball possession will be maintained with the referee restarting the game with a free throw awarded to the team having possession of the ball at the moment of the exclusion foul. Possession time shall be maintained and shall not be reset.

BWP 19 PENALTY FOULS

BWP 19.1 It shall be a penalty foul to commit any of the following offences which shall be punished by award of a penalty throw to the opposing team. The referee will indicate that a penalty throw has been awarded by blowing the whistle and raising the arm with five fingers.

BWP 19.2 For a defending player to commit any foul within the 5 metre area but for which a goal would probably have resulted, including:

a) sink or displace the goals
b) for a defending player to play the ball with clenched fist
c) for the goalkeeper or another player to take the ball under the water when tackled

BWP 19.3 For a defending player within the 5 meter area to kick or strike an opponent or to commit an act of brutality. In the case of brutality, the offending player shall also be excluded from the remainder of the game with substitution after 3 minutes.

BWP 19.4 For an excluded player intentionally to interfere with play, including affecting the alignment of the goal.

BWP 19.5 For a player or substitute, of the team not in possession of the ball, to enter the field of play improperly.

BWP 19.6 If, in the last minute of the game a penalty throw is awarded to a team, the coach may elect to maintain possession of the ball and be awarded a free throw. The timekeeper recording possession time shall reset the clock.

BWP 19.7 Inside the 5m area, when a player, in a “probable goal situation”, is swimming with and/or is holding the ball and is impeded (attacked) from behind during an attempt to shoot, a penalty foul must be awarded.
[Note: unless only the ball is touched by the defender]

BWP 20 PENALTY THROWS

BWP 20.1 A penalty throw can be taken by any player of the team in favor of which the throw has been awarded. The penalty throw is taken from 5 metre line.

BWP 20.2 The defending goalkeeper shall be positioned between the goalposts with no part of the body beyond the goal line at water level.

BWP 20.3 All players shall leave the 5 metre area and shall be at least 2 metres from the player taking the penalty throw.

BWP 20.4 The referee, after seeing that all the players are in correct position, will order the taking of the penalty throw in the following manner:

The raised arm will mean ready to shoot and by bringing the referee’s arm from vertical to horizontal position and blowing the whistle simultaneously. The lowering of the arm at the same time as the signal by whistle makes it possible under any conditions to execute the penalty throw in accordance with the rules.

BWP 20.5 The player taking the penalty throw shall have possession of the ball and shall throw it with an uninterrupted movement immediately on the signal of the referee.

BWP 20.6 If the ball rebounds from the goalpost 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.

BWP 20.7 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 penalty 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 the field of play.

BWP 21 ACCIDENT AND INJURY

BWP 21.1 A player shall only be allowed to leave the water during play in the case of accident or injury or with the permission of the referee. A player who has left the water legitimately may re-enter from the re–entry area nearest the player's own goal line at an appropriate stoppage and with the permission of the referee.

BWP 21.2 If a player is bleeding, the referee shall immediately order the player out of the water with the immediate entry of a substitute. After the bleeding has stopped, the player is permitted to be a substitute in the ordinary course of the game.

BWP 21.3 If accident or injury, other than bleeding, occurs, the referee, at the referee's discretion, may suspend the game for not more than three minutes, in which case the referee shall instruct the timekeeper as to when the stoppage period is to commence. Except in the circumstances of BWP21-2 (bleeding), the player shall not be allowed to take further part in the game if a substitute has entered.

9.7 MEDICAL RULES

PREAMBLE

1. FINA, in accomplishing its mission, should take care that sport is practised without danger to the health of the athletes and with respect for fair play and sports ethics. To that end, it takes the measures necessary to preserve the health of athletes and to minimise the risks of physical injury and psychological harm. It also protects the athletes in their relationships with physicians and other health care providers.

2. This objective can be achieved only through an ongoing education based on the ethical values of sport and on each individual's responsibility in protecting his or her health and the health of others.

3. The present Code recalls the basic rules regarding best medical practices in the domain of sport and the safeguarding of the rights and health of the athletes. It supports and encourages the adoption of specific measures to achieve that objective. It complements and reinforces the World Anti-Doping Code and reflects the general principles recognised in the international codes of medical ethics.

Scope

4.1 The Code applies to all athletes in the sports activities governed by FINA, in competition as well as out of competition.

4.2 FINA is free to grant wider protection to their athletes.

4.3 The Code applies without prejudice to the national and international ethical, legal and regulatory requirements that are more favourable to the protection of the health, rights and interests of the athletes.

Chapter I: Relationships between Athletes and Health Care Providers

1. General Principles

1.1 Athletes are entitled to the same fundamental rights as all patients in their relationships with physicians and health care providers, in particular the right to respect for:

a. their human dignity;
b. their physical and mental integrity
c. the protection of their health and safety;
d. their self-determination; and
e. their privacy and confidentiality.

1.2 The relationship between athletes, their personal physician, the team physician and other health care providers must be protected and subject to mutual respect. The health and the welfare of athletes must prevail over the sole interest of competition and other economic, legal or political considerations.

2. Information

Athletes have the right to be informed in a clear and appropriate way about their health status and their diagnosis; preventive measures; proposed medical interventions, together with the risks and benefits of each intervention; alternatives to proposed interventions, including the consequences of non-treatment for their health and for their return to sports practice; and the prognosis and progress of treatment and rehabilitation measures.

3. Consent

3.1 The voluntary and informed consent of the athletes is required for any medical intervention. This consent can be made verbally or by a written document.

3.2 Particular care should be taken to avoid pressures from the entourage (e.g. coach, management, family, etc.) and other athletes, so that athletes can make fully informed decisions, taking into account the risks associated with practising a sport with a diagnosed injury or disease.

3.3 Athletes have the right to refuse or to interrupt a medical intervention. The consequences of such a decision must be carefully explained to them.

3.4 Athletes are encouraged to designate a person who can act on their behalf in the event of incapacity. They can also define in writing the way they wish to be treated and give any other instruction they deem necessary.

3.5 With the exception of emergency situations, when athletes are unable to consent personally to a medical intervention, the authorisation of their legal representative or of the person designated by the athletes for this purpose is required, after they have received the necessary information.
When the legal representative has to give authorisation, athletes, whether minors or adults, must nevertheless assent to the medical intervention to the fullest extent of their capacity.

3.6 The consent of the athletes is required for the collection, preservation, analysis and use of any biological sample.

3.7 Refusal to consent to provide a biological sample for doping control purposes is a doping offence subject to punishment in accordance with the FINA Rule DC 2.3 and DC 10.4.1.

4. Confidentiality and Privacy

4.1 All information about an athlete's health status, diagnosis, prognosis, treatment, rehabilitation measures and all other personal information must be kept confidential, even after the death of the athlete.

4.2 Confidential information may be disclosed only if the athlete gives explicit consent thereto, or if the law expressly provides for this. Consent may be presumed when, to the extent necessary for the athlete's treatment, information is disclosed to other health care providers directly involved in his or her health care.

4.3 All identifiable medical data on athletes must be protected. The protection of the data must be appropriate to the manner of their storage. Likewise, biological samples from which identifiable data can be derived must be protected.

4.4 Athletes have the right of access to, and a copy of, their complete medical record. Such access excludes data concerning or provided by third parties.

4.5 Athletes have the right to demand the rectification of erroneous medical data.

4.6 An intrusion into the private life of an athlete is permissible only if it is necessary for diagnosis, treatment and care, and the athlete consents to it, or if it is legally required. Such intrusion is also permissible pursuant to the provisions of the World Anti-Doping Code.

4.7 Any medical intervention must respect privacy. This means that a given intervention may be carried out in the presence of only those persons who are necessary for the intervention, unless the athlete expressly consents or requests otherwise.

5. Care and Treatment

5.1 Athletes have the right to receive such health care as is appropriate to their needs, including preventive care, activities aimed at health promotion and rehabilitation measures. Services should be continuously available and accessible to all equitably, without discrimination and according to the financial, human and material resources available for such purpose.

5.2 Athletes have the right to a quality of care marked both by high technical standards and by the professional and respectful attitude of health care providers. They have the right to continuity of care, including cooperation between all health care providers and establishments which are involved in their diagnosis, treatment and care.

5.3 During training and competition abroad, athletes have the right to the necessary health care, which if possible should be provided by their personal physician or the team physician. They also have the right to receive emergency care prior to returning home.

5.4 Athletes have the right to choose and change their own physician, health care provider or health care establishment, provided that this is compatible with the functioning of the health care system. They have the right to request a second medical opinion.

5.5 Athletes have the right to be treated with dignity in relation to their diagnosis, treatment, care and rehabilitation, in accordance with their culture, tradition and values. They have the right to enjoy support from family, relatives and friends during the course of care and treatment, and to receive spiritual support and guidance.

5.6 Athletes have the right to relief of their suffering according to the latest recognised medical knowledge. Treatments with an analgesic effect, which allow an athlete to practise a sport with an injury or illness, should be carried out only after careful consideration and consultation with the athlete and other health care providers. If there is a long-term risk to the athlete's health, such treatment should not be given.

Procedures that are solely for the purpose of masking pain or other protective symptoms in order to enable the athlete to practise a sport with an injury or illness should not be administered if, in the absence of such procedures, his or her participation would be medically inadvisable or impossible.

6. Rights and Duties of Health Care Providers

6.1 The same ethical principles that apply to the current practice of medicine apply to sports medicine. The principal duties of the physicians and other health care providers include:

a. making the health of the athletes a priority;
b doing no harm.

6.2 Health care providers who care for athletes must have the necessary education, training and experience in sports medicine, and must keep their knowledge up to date. They have a duty to understand the physical and emotional demands placed upon athletes during training and competition, as well as the commitment and necessary capacity to support the extraordinary physical and emotional endurance that sport requires.

6.3 Athletes' health care providers must act in accordance with the latest recognised medical knowledge and, when available, evidence-based medicine. They must refrain from performing any intervention that is not medically indicated, even at the request of the athletes, their entourage or another health care provider. Health care providers must also refuse to provide a false medical certificate concerning the fitness of an athlete to participate in training or competition.

6.4 When the health of athletes is at risk, health care providers must strongly discourage them from continuing training or competition and inform them of the risks.
In the case of serious danger to the athlete, or when there is a risk to third parties (players of the same team, opponents, family, the public, etc.), health care providers may also inform the competent persons or authorities, even against the will of the athletes, about their unfitness to participate in training or competition.

6.5 Health care providers must oppose any sports or physical activity that is not appropriate to the stage of growth, development, general condition of health, and level of training of children. They must act in the best interest of the health of the children or adolescents, without regard to any other interests or pressures from the entourage (e.g. coach, management, family, etc.) or other athletes.

6.6 Health care providers must disclose when they are acting on behalf of third parties (e.g. club, federation, organiser, NOC, etc.). They must personally explain to the athletes the reasons for the examination and its outcome, as well as the nature of the information provided to third parties. In principle, the athlete's physician should be informed.

6.7 When acting on behalf of third parties, health care providers must limit the transfer of information to what is essential. In principle, they may indicate only the athlete's fitness or unfitness to participate in training or competition. With the athlete's consent, the health care providers may provide other information concerning the athlete's participation in sport in a way compatible with his or her health status.

6.8 At sports venues, it is the responsibility of the team or competition physician to determine whether an injured athlete may continue in or return to the competition. This decision may not be delegated to other professionals or personnel. In the absence of the competent physician, these individuals must adhere strictly to the instructions that he or she has provided. At all times, the priority must be to safeguard the health and safety of athletes. The outcome of the competition must never influence such decisions.

6.9 When necessary, the team or competition physician must ensure that injured athletes have access to specialised care, by organising medical follow-up by recognised specialists.

Chapter II: Protection and Promotion of the Athlete's Health during Training and Competition

7. General Principles

7.1 No practice constituting any form of physical injury or psychological harm to athletes is permissible. The members of the Olympic Movement ensure that the athletes' conditions of safety, well-being and medical care are favourable to their physical and mental equilibrium. They must adopt the necessary measures to achieve this end and to minimise the risk of injuries and illness. The participation of sports physicians is desirable in the drafting of such measures.

7.2 In each sports discipline, minimal safety requirements must be defined and applied with a view to protecting the health of the athletes and the public during training and competition. Depending on the sport and the level of competition, specific rules are adopted regarding the sports venues, the safe environmental conditions, the sports equipment authorised or prohibited, and the training and competition programmes. The specific needs of each athlete category must be respected.

7.3 For the benefit of all concerned, measures to safeguard the health of the athletes and to minimise the risks of physical injury and psychological harm must be publicised in order to benefit all those concerned.

7.4 The measures for the protection and the promotion of the athletes' health must be based on the latest recognised medical knowledge.

7.5 Research in sports medicine and sports sciences is encouraged. It must be conducted in accordance with the recognised principles of research ethics, in particular the Helsinki Declaration adopted by the World Medical Association (Edinburgh, 2000), and the applicable law. It must never be conducted in a manner which could harm an athlete's health or jeopardise his or her performance. The voluntary and informed consent of the athletes to participate in such research is required.

7.6 Advances in sports medicine and sports science must not be withheld, and must be published and widely disseminated.

8. Fitness to Practise a Sport

8.1 Except when there are symptoms or a significant family medical history, the practice of sport for all does not require undergoing a fitness test. The choice to undergo such a test is the responsibility of the personal physician.

8.2 For competitive sport, athletes may be required to present a medical certificate confirming that there are no apparent contraindications. The fitness test should be based on the latest recognised medical knowledge and performed by a specially trained physician.

8.3 A pre-participation medical test is recommended for high level athletes. It should be performed under the responsibility of a specially trained physician.

8.4 Any genetic test that attempts to gauge a particular capacity to practise a sport constitutes a medical evaluation to be performed solely under the responsibility of a specially trained physician.

9. Medical Support

9.1 In each sports discipline, guidelines must be established regarding the necessary medical support depending on the nature of the sports activities and the level of competition.
These guidelines must define, but not be limited to, the following points:

- the medical coverage of training and competition venues and how this is organised;
- the necessary resources (supplies, premises, vehicles, etc.);
- the procedures in case of emergencies;
- the system of communication between the medical support services, the organisers and the competent health authorities.

9.2 In the case of a serious incident occurring during training or competition, there must be procedures to provide the necessary support to those injured, by evacuating them to the competent medical services when needed. The athletes, coaches and persons associated with the sports activity must be informed of those procedures and receive the necessary training for their implementation.

9.3 To reinforce safety in the practice of sports, a mechanism must exist to allow for data collection with regard to injuries sustained during training or competition. When identifiable, such data must be collected with the consent of those concerned, and be treated confidentially and in accordance with the recognised ethical principles of research.

9.8 DOPING CONTROL RULES

Please check the FINA Handbook 2017 – 2021 and the FINA Website (www.fina.org) for all Anti-Doping Rules. For you information, you will find in this guide the Therapeutic Use Exemptions Form.

For further information please contact the FINA Office: antidoping@fina.org

9.9 FACILITIES RULES

FR 1 General

FR 1.1 **FINA Olympic Standard Pools** All World Championships (except the Masters World Championships) and Olympic Games must be held in pools that comply with Rules FR 3, FR 6, FR 8, and FR 11.

FR 1.2 **FINA General Standard Pools** Other FINA events should be held in FINA Olympic Standard Pools, but the Bureau may waive certain standards for existing pools if they do not materially interfere with the competitions.

FR 1.3 **FINA Minimum Standard Pools** All other events held under FINA Rules should be conducted in pools that comply with all of the minimum standards contained within these Facilities Rules.

FR 1.4 In order to protect the health and safety of persons using swimming facilities for the purposes of recreation, training and competition, owners of public pools or pools restricted only to training and competition must comply with the requirements established by law and the health authorities in the country where the pool is situated.

FR 1.5 New competition equipment (e.g. Starting blocks, lane-ropes, etc.) must be available by 1st January in the year of the Olympic Games and FINA World Championships.

FR 7 Pools for Water Polo

FR 7.1 **General requirements:** Water Polo Dimensions and Equipment as detailed in Field of Play for Olympic Games and World Championships. *See Diagram P. 135.*

FR 7.2 **Field of Play**
The overall Field of Play will be 30.60m x 20.00m for men and 25.60m x 20.00m for women.

The distance between respective goal lines shall be 30.00 metres for games played by men and 25.00 metres for games played by women.

The anchor point at the edge of the Field of Play shall be placed 30cm behind the front of the goal line. The width of the Field of Play shall be 20.00 metres.
The depth of the water shall be consistently not less than 2.00 metres

FR 7.3 The water temperature shall not be less than 26° plus 1° minus 1° Centigrade.

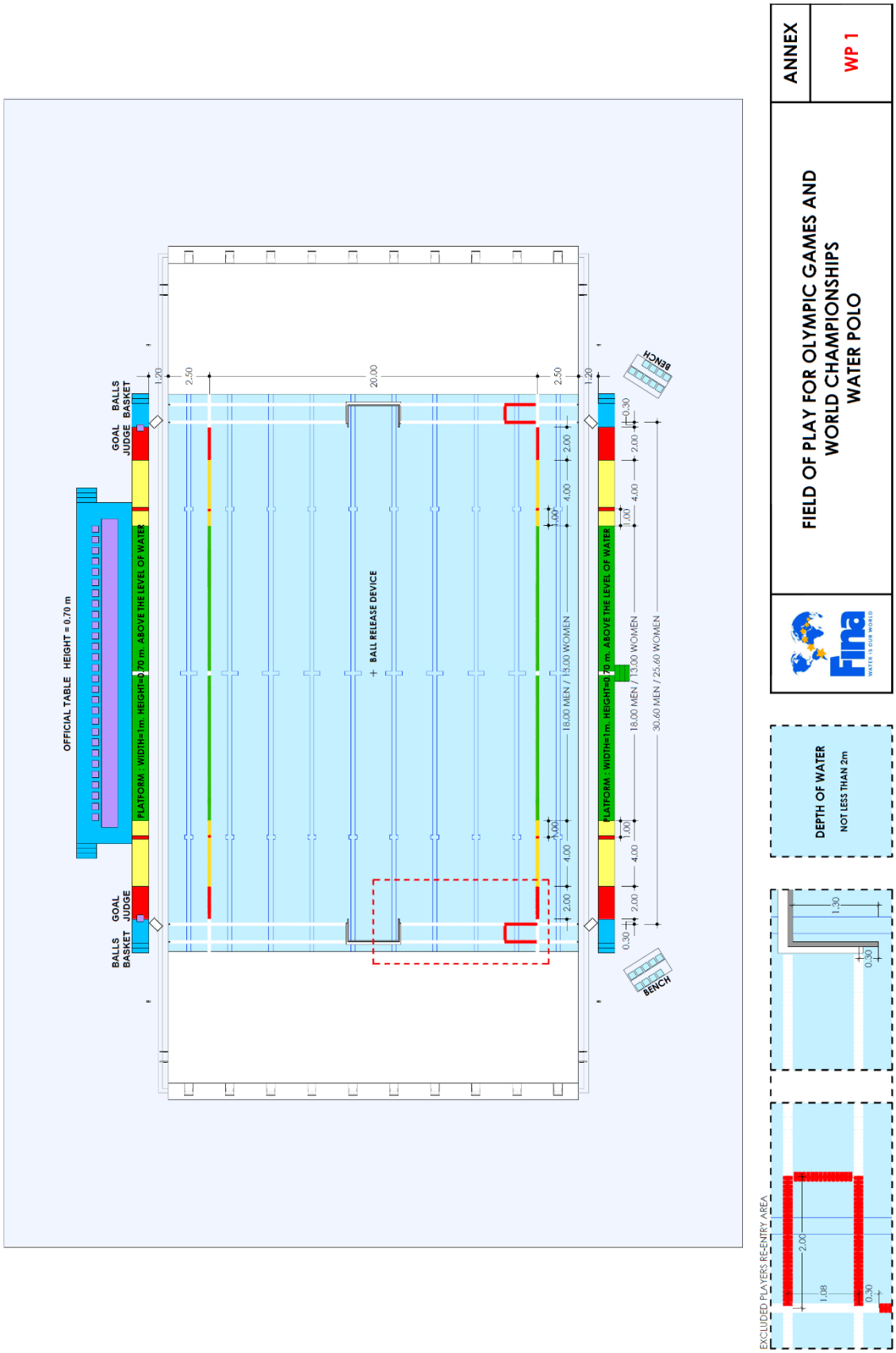
FR 7.4 The light intensity shall not be less than 600 lux.

FR 7.5 Exception from FR 7.2 may be allowed on the discretion of the federation controlling the match.

FR 7.6 The game secretariat shall be placed at a table behind the referees and at the same height.

FR 7.7 **Ceiling height for Indoor Pools**
Minimum Ceiling height is not required.

FR 8 WATER POLO POOLS FOR OLYMPIC GAMES AND WORLD CHAMPIONSHIPS



FR 8.1 Exceptions from the requirements in FR 7.2 are not allowed.

FR 8.2 The water temperature shall be as in FR 7.3.

FR 8.3 The light intensity shall not be less than 1500 lux.

FR 8.4 In Olympic Games, World Championships and FINA events fresh water shall be used.

FR 8.5 Ceiling height for Indoor Pools
In indoor swimming pools the minimum height of the Field of Play shall be not less than 7.00 meter.

FR 9 EQUIPMENT FOR WATER POLO POOLS

FR 9.1 Distinctive marks shall be provided on both sides of the field of play to denote the goal lines, lines 2.0 metres and 6.0 metres from that line and half the distance between the goal lines. These markings shall be clearly visible throughout the game. The white marker shall be measured from the anchor point and will be 0.3 metres to line up with the front of the edge of the goal line. This shall be consistent at both ends of the field. The 2 metre red marker shall be measured from the front end of the goal line extending into the field of play. This shall be consistent at both ends of the field of play. The yellow marker shall then extend 4 metres from the 2 metre marker into the field of play. There will be a red marker placed 5 meters from the front end of the goal line. This shall be consistent at both ends of the field of play. The middle section of the field of play will be green and should be 18 metres for the men's game and 13 metres for the women's game. There will be a white marker placed in the middle of the green area to denote the centre of the field. The exclusion zones shall be placed in the two corners on the opposite side of the pool to the official table. They shall be 2 metres in length and shall extend along the goal line.

FR 9.2 Platforms must be provided on both sides of the field of play, which shall be 1 metre in width and 70 cm in height above the water level. These platforms enable the referees to have free way from end to end of the field of play. Sufficient space shall also be provided at the goal lines for the Goal Judges. The platforms must be colour coded to meet the specification as shown in the diagram of the field of play (*see Water Polo Diagram WP2*)

FR 9.3 Goals: The goal posts and crossbar must be of wood, metal or synthetic (plastic) with rectangular sections of 80,0 millimetres, square with the goal line and painted white. The goal posts must be fixed, rigid and perpendicular at each end of the playing space, equal distances from the sides and at least 0.3 metre in front of the ends of the field of play or of any obstruction. Any standing or resting place for the goalkeeper other than the floor of the pool is not permitted.

FR 9.4 The inner sides of the goal posts must be 3.0 metres apart. The underside of the cross bar must be 0.9 metres above the water surface.

FR 9.5 The underside of the crossbar must be 0.9 metre above the water surface when the water is 1.5 metres or more in depth, and 2.4 metres above the bottom of the pool when the depth of the water is less than 1.5 metres.

FR 9.6 The rectangular excluded players' re-entry area shall have the following dimensions: 2.0 metres by 1.08 metres.

FR 9.7 Limp nets must be attached to the goal fixtures to enclose the entire pool space securely fastened to the goal posts and crossbar, allowing not less than 0.3m of clear space behind the goal line everywhere within the goal area.

FR 9.8 Automatic Officiating Equipment

FINA TEAM ENTRY FORM

EVENT: _____

TEAM: _____

No. CAP	FAMILY NAME Given Name	D.O.B.	PASSPORT NUMBER
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			

TEAM LEADER

COACH

ASSISTANT

TEAM LEADER SIGNATURE _____

FINA WATER POLO SCORESHEET

YOUR NF LOGO

MATCH DETAILS

GAME	<INSERT TEAM vs TEAM>		
GAME NO.	<INSERT GAME NO.>		
VENUE	<INSERT VENUE>		
DATE	<INSERT DATE>	START TIME:	<INSERT TIME>
		END OF MATCH:	<INSERT TIME>

GAME OFFICIALS

REFEREES	<INSERT NAMES>
	<INSERT NAMES>
GOAL JUDGES	<INSERT NAMES>
	<INSERT NAMES>
VAR	<INSERT NAMES>
SECRETARIES	<INSERT NAMES>
	<INSERT NAMES>
TIMEKEEPERS	<INSERT NAMES>
	<INSERT NAMES>
FINA DELEGATES	<INSERT NAMES>
	<INSERT NAMES>

Time	Player	Colour	Comment	Score	Time	Player	Colour	Comment	Score

White Caps

TEAM	<INSERT TEAM NAME>
1. Coach:	<INSERT COACH NAME>
2. Assistant Coach:	<INSERT COACH NAME>
3. Team Official	<INSERT COACH NAME>

No.	Player	Major Fouls			Goals by Quarter 1	2	3	4	PSO
01									
02									
03									
04									
05									
06									
07									
08									
09									
10									
11									
12									
13									
				TOTAL					

TIMEOUT (W)	
1	2
P: TIME:	P: TIME:

FINA Delegates

Blue Caps

TEAM	<INSERT TEAM NAME>
1. Coach:	<INSERT COACH NAME>
2. Assistant Coach:	<INSERT COACH NAME>
3. Team Official	<INSERT COACH NAME>

No.	Player	Major Fouls			Goals by Quarter 1	2	3	4	PSO
01									
02									
03									
04									
05									
06									
07									
08									
09									
10									
11									
12									
13									
				TOTAL					

TIMEOUT (B)	
1	2
P: TIME:	P: TIME:

Referees:

RESULT:	1	2	3	4	PSO	TOTAL
Comments						

ABBREVIATIONS: [#-Sprint Won] [G-Goal] [P-Penalty] [PG-Penalty Goal] [EG-Extra Man Goal] [E - Exclusion Foul] [ES-Exclusion with Substitution] [EB-Exclusion for Brutality] [TO-Timeout] [RC-Red Card] [YC-Yellow Card]

FINA
BEACH WATER POLO SCORESHEET

MATCH DETAILS

GAME		
GAME NO.		
VENUE		
DATE		TIME

GAME OFFICIALS

REFEREES	
SECRETARIES	
TIMEKEEPERS	
GOAL JUDGES	

White Caps

TEAM	
Coach:	
Teamleader	

No.	Player	Major Fouls			Goals by halftime		
					1	2	PSO
01							
02							
03							
04							
05							
06							
07							
				TOTAL	0	0	0

RESULT	1	2	PSO	TOTAL	TIMEOUT	
					1	2
W						
B						

Time	Player	Colour	Comment	Score	Time	Player	Colour	Comment	Score

ABBREVIATIONS: [#-Sprint Won] [E - Exclusion Foul] [EG-Extra Man Goal] (G-Goal] [P-Penalty] [PG-Penalty Goal] [R-Red Card] [S-Suspension] [SB - Suspension for Brutality] [SR - Suspension for Red Card] (TO-Timeout] (YC-Yellow Card]

Tournament Director:	FINA Delegate:

Blue Caps

TEAM	
Coach:	
Teamleader	

No.	Player	Major Fouls			Goals by Quarter		
					1	2	PSO
01							
02							
03							
04							
05							
06							
07							
				TOTAL	0	0	0

CONFIRMATION		TIMEOUT	
Referees:		1	2
Comments:			

APPLICATION FORM

FINA WATER POLO REFEREES LIST 20__

NATIONAL FEDERATION: _____ CODE: _____

Referees (3 per Federation, for more check Memorandum)		FINA Water Polo School for Referees		Date of Birth (dd/mm/yy)*
FAMILY NAME	Given Name	Place of last school attended	Date of last school attended	

BL 6: For Water Polo, the age limit shall be sixty (60) years during the year of competition → born 1958 or later

We will not consider incomplete/illegible applications or applications submitted without having entered the requested information (see memorandum) in the FINA GMS System (https://data.fina.org).

*The referee must be of the **same nationality** as the FINA Member Federation he/she is representing.*

Please note that Water Polo Clinics do not replace attendance at a FINA Water Polo School for Referees.

Signature of President or General Secretary of Federation: **Date: _____**

_____ **Name:_____**

CLOSING DATE: OCTOBER 31, 20__

SEND TO THE FINA OFFICE
BY E-MAIL: waterpolo@fina.org or BY FAX: +41-21-312 66 10

FINA WATER POLO DELEGATES' FORM

(version 2020)

EVENT: *DATE:* *PLACE:* *GAME No.:*

PERIODS [1]( )[2]( )[3]( ) [4]( ) PSO( ) *Result …… - …….*

Timeouts

1 ☐ 2 ☐

PERSONAL FAULTS "WHITE" TEAM "_____"

1	2	3	4	5	6	7	8	9	10	11	12	13

GOALS

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32

Timeouts

1 ☐ 2 ☐

PERSONAL FAULTS "BLUE" TEAM "_____"

1	2	3	4	5	6	7	8	9	10	11	12	13

GOALS

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32

A VALOR OF GAME

☐	Men's	☐	Women's	Olympic Games
☐	Men's	☐	Women's	World Championships
☐	Men's	☐	Women's	Olympic Games Qualification Tournament
☐	Men's	☐	Women's	World Cup
☐	Men's	☐	Women's	World League
☐	Men's	☐	Women's	Junior World Championships
☐	Men's	☐	Women's	Youth World Championships
☐	Men's	☐		Challenger's Cup

❑ Final ❑ Semi Final ❑ Quarter Final ❑ Preliminary

B **DIFFICULTY OF THE GAME**

❑ Very Difficult ❑ Difficult ❑ Medium ❑ Easy ❑ Very Easy

C Referee 1 _____( ) Referee 2 _____( )

Delegate _____

Yellow/Red Cards

White Team

Yellow Card			Red Card		
Cause	Period	Time	Period	Time	Sanctioned Person/Reason
Team/Coach Behavior					
Simulation					

Blue Team

Yellow Card			Red Card		
Cause	Period	Time	Period	Time	Sanctioned Person/Reason
Team/Coach Behavior					
Simulation					

Inter-Period Check List:

	1st to 2nd Period	2nd to 3rd Period	3rd to 4th Period
Excluded Player at the end of Period	Yes / No	Yes / No	Yes / No
Change of Ball Possession at the end of Period	Yes / No	Yes / No	Yes / No
Even Start or Player Down	Even / Down	Even / Down	Even / Down

Game Duration:

Match started at:	
Match ended at:	

FINA WATER POLO REFEREES
DAILY APPOINTMENTS FORM

TIME	GAME	REFEREES	30 TIMEKEEPER	GOAL JUDGES	TIMEOUT	DELEGATE EVALUATOR

FINA REFEREE APPOINTMENTS FORM

REFEREE	DAY 1	DAY 2	DAY 3	DAY 4	DAY 5	DAY 6	DAY 7	DAY 8

FINA DELEGATES GAME SUMMARY SHEET
GOALS, PERSONAL FOULS AND TIMEOUTS

TEAM WHITE .....

CAP NO	PERSONAL FAULTS			GOALS				
	1	2	3	1	2	3	4	PSO
1	/	/	/					
2	/	/	/					
3	/	/	/					
4	/	/	/					
5	/	/	/					
6	/	/	/					
7	/	/	/					
8	/	/	/					
9	/	/	/					
10	/	/	/					
11	/	/	/					
12	/	/	/					
13	/	/	/					

TEAM BLUE .....

CAP NO	PERSONAL FAULTS			GOALS				
	1	2	3	1	2	3	4	PSO
1	/	/	/					
2	/	/	/					
3	/	/	/					
4	/	/	/					
5	/	/	/					
6	/	/	/					
7	/	/	/					
8	/	/	/					
9	/	/	/					
10	/	/	/					
11	/	/	/					
12	/	/	/					
13	/	/	/					

TIMEOUT			
1	2	3	4

SCORES		
	WHITE	BLUE
1		
2		
3		
4		
PSO		

TIMEOUT			
1	2	3	4

LEGEND E = EXCLUSION FOUL S = SUSPENSION FOUL TO = TIMEOUT G = GOAL PG = PENALTY GOAL EG=EXTRA MAN GOAL SB=SUSPENSION FOR BRUTALITY

FINA PENALTY SHOOT OUT FORM

TEAM……CAP COLOUR ……

GOALKEEPER ……

	CAP NO	PLAYER	GOALS	TOTAL

TEAM…… CAP COLOUR ……

GOALKEEPER ……

	CAP NO	PLAYER	GOALS	TOTAL

Application No.:

Therapeutic Use Exemptions

APPLICATION FORM

Please complete all sections in capital letters or typing. Illegible or incomplete forms will be returned immediately.

1. Athlete Information

Last Name: ..... **First Name:** .....

Female ❑ Male ❑ . Date of Birth (dd/mm/yy):.....

Address: .....

Post Code: ..... City: ..... Country: .....

Tel.:..... E-mail: .....
(with international code)

Sport: ..... Discipline: .....

International Sport Organization: **FINA**

2. Medical information

Diagnosis with sufficient medical information (see note 1)**:**

.....
.....
.....
.....
.....
.....

If a permitted medication can be used to treat the medical condition, provide clinical justification for the requested use of the prohibited medication

.....
.....
.....
.....
.....
.....

Note 1	Diagnosis *Evidence confirming the diagnosis must be attached and forwarded with this application. The medical evidence should include a comprehensive medical history and the results of all relevant examinations, laboratory investigations and imaging studies. Copies of the original reports or letters should be included when possible. Evidence should be as objective as possible in the clinical circumstances; in the case of non-demonstrable conditions independent, supporting medical opinion will assist this application.* *WADA maintains a series of guidelines to assist physicians in the preparation of complete and thorough TUE applications. These TUE Physician Guidelines can be accessed by entering the search term "Medical Information" on the WADA website: https://www.wada-ama.org. The guidelines address the diagnosis and treatment of a number of medical conditions commonly affecting athletes, and requiring treatment with prohibited substances.*

Application No.:

3. Medication details

Prohibited Substance (s): Generic Name	Dose	Route of Administratio	Frequency	Duration of treatment
1.				
2.				
3.				

4. Medical practitioner's declaration

I certify that the above-mentioned treatment is medically appropriate and that the use of alternative medication not on the prohibited list would be unsatisfactory for this condition.

Name: ……

Medical specialty: ……

Address:……

……

……

Tel.: …… Fax.: ……

Email: ……

Signature of the Medical Practitioner: Date:

5. Retroactive Applications

Is this a retroactive application?	**Please indicate reason:**
Yes: ☐ **No:** ☐ If yes, on what date was treatment started? ……	Emergency treatment or treatment of an acute medical condition was necessary ☐ Due to other exceptional circumstances, there was insufficient time or opportunity to submit an application prior to sample collection ☐ Advance application not required under applicable rules ☐ Other ☐ Please explain: …… …… ……

6. Previous applications

Have you submitted any previous TUE application: yes ❑ no ❑

For which substance/method?……

To whom?……When?……

Decision: Approved ❑ Not approved ❑

Application No.:

7. Athlete's declaration

I, _____, certify that the information set out at sections 1, 5 and 6 is accurate. I authorize the release of personal medical information to FINA as well as to WADA authorized staff, to the WADA TUEC (Therapeutic Use Exemption Committee) and to other ADO TUECs and authorized staff that may have a right to this information under the World Anti-Doping Code ("Code") and/or the International Standard for Therapeutic Use Exemptions.

I consent to my physician(s) releasing to the above persons any health information that they deem necessary in order to consider and determine my application.

I understand that my information will only be used for evaluating my TUE request and in the context of potential anti-doping rule violation investigations and procedures. I understand that if I ever wish to (1) obtain more information about the use of my health information; (2) exercise my right of access and correction; or (3) revoke the right of these organizations to obtain my health information, I must notify my medical practitioner and FINA in writing of that fact. I understand and agree that it may be necessary for TUE-related information submitted prior to revoking my consent to be retained for the sole purpose of establishing a possible anti-doping rule violation, where this is required by the Code.

I consent to the decision on this application being made available to all ADOs, or other organizations, with Testing authority and/or results management authority over me.

I understand and accept that the recipients of my information and of the decision on this application may be located outside the country where I reside. In some of these countries data protection and privacy laws may not be equivalent to those in my country of residence.

I understand that if I believe that my Personal Information is not used in conformity with this consent and the International Standard for the Protection of Privacy and Personal Information, I can file a complaint to WADA or CAS.

RELEASE

I hereby release WADA as well as ADOs and TUE Committees from all claims, demands, liabilities, damages, costs and expenses that I may have arising in connection with the processing of my TUE related data through ADAMS.

WITHDRAWAL OF CONSENT

If I have decided to use ADAMS, I understand that I may at any time revoke my consent for the processing of my TUE related data through ADAMS. I also understand that as a consequence of such withdrawal of consent, I will not receive approval for a TUE or a renewal of an existing TUE.

Athlete's signature: Date:

Parent's/Guardian's signature: Date:

(if the athlete is a minor or has a disability preventing him/her to sign this form, a parent or guardian shall sign together with, or on behalf of, the athlete)

Incomplete Applications will be returned immediately and will need to be resubmitted. Please submit the completed form to FINA (antidoping@fina.org) and keep a copy for your records.

FAIR PLAY

FÉDÉRATION
INTERNATIONALE
DE NATATION

WATER IS OUR WORLD

FINA Office
Chemin de Bellevue 24a / 24b
1005 Lausanne - Switzerland
www.fina.org

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