

## **SUMMARY OF EXPERIMENTAL RULES**

Effective for the VIII Junior World Water Polo Championships.

1. Fix field of play at 25m
2. Reduce team from 7 to 6 players
3. Men use small ball
4. No referees' flags
5. Immediate shot on goal allowed on goal throw or free throw awarded and taken outside 7m
6. Immediate re-entry on exclusion
7. Substitution at any time from re-entry area
8. 2 time-outs per game with substitution during timeouts

**NOTE: The following Water Polo Rules have been proposed by the TWPC for experimental purpose during 1994-96. The Technical Water Polo Congress in Rome, August 1994, decided that they shall be applied at the VIII Junior World Water Polo Championships 1995. It is however advisable that any Continental Organization, Federation or Group of Federation used these experimental Rules in friendly Tournaments in order to evaluate them for the development of Water Polo.**

## WATER POLO RULES

### WP 1 FIELD OF PLAY & 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 the following diagram. *(Add in the Layout and markings of the field of play: 7 metres line).*

**WP 1.4** The distance between the respective goal Lines shall be no less than 20.0 metres and no greater than 25.0 metres, preferably 25.0 metres. The width of the field shall be no less than 16 metres and no greater than 20 metres. The boundary of the field of play at each end shall be 0.30 metres behind the goal line.

For FINA Events, the distance between the respective goal line shall be 25.0 metres and the width of the field of play shall be 20.0 metres. The depth of the water shall no where be less than 1.8 metres, and preferably 2.0 metres.

**WP 1.6** Distinctive marks shall be provided on both sides of the field of play to denote the following:

white marks	-	goal line and half distance line
red marks	-	2 metres from goal lines
yellow marks	-	4 metres from goal lines
green marks	-	7 metres from goal lines

### WP 3 THE BALL

**WP 3.3** 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 83-90 kPa (kilo Pascals) (12-13 pounds per square inch atmospheric).

*(Note. Delete existing Rules WP 3.3 and WP 3.4).*

### WP 4 FLAGS

**WP 4.1** Flags, each to be 0.35 metres x 0.20 metres, shall be provided:

- a) To the goal judges, separate red and white flags; and
- b) To the secretary, a red flag.

*(Note. Delete existing Rules WP 4.1, WP 4.2, WP 4.3 and WP 4.4).*

### WP 6 TEAMS

**WP 6.1** Each team shall consist of six players, one of whom shall be the goalkeeper and who shall wear the goalkeeper's cap, and not more than seven reserves who may be used as substitutes. A team playing with less than six players shall not be required to have a goalkeeper.

### WP 7 SUBSTITUTES

**WP 7.1** Except as otherwise provided by the Rules, a player may only be substituted:

- (a) during the interval between periods of play, including any periods of extra time;

- (b) after a goal has been scored;
- (c) during a time-out.

In the circumstances of WP 7.1, a player may enter the field of play from any place.

**WP 7.2** At any time during the game, a player may be substituted by leaving the field of play at the re-entry area nearest to his own goal line. The substitute may enter the field of play from the re-entry area as soon as the player has visibly risen to the surface of the water within the re-entry area.

**WP 7.3** A substitute shall be ready to replace a player without delay by entering from the re-entry area nearest to his own goal line when ready. If he is not ready, the game shall continue without him, and, at any time, he may enter from the re-entry area nearest to his own goal line.

**WP 7.4** A goalkeeper who has been replaced by a substitute may, if he returns to the game, play in any position.

**WP 7.5** Should a goalkeeper retire from the game through any medical reason, the referees shall allow an immediate substitute, subject to one of the players taking the goalkeeper's cap.

## **WP 8 OFFICIALS**

**WP 8.1** For FINA events the officials shall consist of two referees, two goal judges, timekeepers and secretaries, each with the following powers and duties. Such officials shall also be provided wherever possible for other events, except that in a game refereed by two referees and no goal judges, the referees shall assume the powers and duties (but without making the specified flag signals) allocated to the goal judges in WP 10.2.

[Note. Depending on the degree of importance, games can be controlled by teams of four to eight 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 21.17. The secretary shall record the exact periods of actual play, time-outs and the intervals between periods and shall also maintain the record of the game as set out in WP 12.1

With two timekeepers and one secretary: Timekeeper No. 1 shall record the exact periods of actual play, time-outs 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 21.17. The secretary shall maintain the record of the game as set out in WP 12.1.

With two timekeepers and two secretaries: Timekeeper No. 1 shall record the exact periods of actual play, time outs 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 21.17. Secretary No.1 shall maintain the record of the game as set out in WP 12.1(a). Secretary No. 2 shall carry out the duties set out in WP 12.1(b) relating to the improper re-entry of excluded players and improper entry of substitutes, and WP 12.1 (c) relating to the third personal foul.]

**VP 11 TIMEKEEPERS**

**WP 11.1** The duties of the timekeepers 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 signal by whistle the end of each time-out;
- (d) to audibly announce the start of the last minute of the game and of the last minute of the second period of any extra time.

**VP 12 SECRETARIES**

**WP 12.1** The duties of the secretaries shall be:

- (a) to maintain the record of the game, including the players, the score, time outs, exclusion fouls, penalty fouls, and personal fouls awarded against each player;
- (b) to signal with the red flag and by whistle for any improper re-entry of an excluded player or improper entry of a substitute (including after a flag signal by a goal judge to indicate an improper re-entry or entry), which signal shall stop play immediately;
- (c) to signal, without delay, the award of a third personal foul against any player as follows:
  - (i) with the red flag if the third personal foul is an exclusion foul;
  - (ii) with the red flag and a whistle if the third personal foul is a penalty foul.

**WP 13 DURATION OF THE GAME**

**WP 13.4** Each team shall be entitled to two timeouts in any game, including extra time, but not more than one in any period. The duration of the timeout shall be one minute. A timeout may be requested at any time by the coach of the team in possession of the ball by calling timeout and by signalling with the hands forming a T-shape. If requested during actual play, play shall be restarted by the team in possession of the ball taking a goal throw. If requested at a stoppage, play shall be restarted from the appropriate place as if the timeout had not been called. Following a timeout, the referee shall signal by whistle to restart play.

[Note: The possession clock continues from the commencement of the play after the time-out.]

**WP 15 METHOD OF SCORING**

**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 by a defender;
- (c) an immediate shot from a goal throw; or
- (d) an immediate shot from a free throw awarded outside 7 metres

[Note: A goal may be scored by a player immediately shooting from outside 7 metres after his team has been awarded a free throw outside 7 metres. The player may not score after putting the ball into play unless the ball has been intentionally touched by another player, other than the defending goalkeeper.

**/P 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 played or touched by a player of the attacking team;
- (b) when the entire ball has passed fully over the goal line between the goal post and underneath the crossbar or strikes the goal posts, crossbar or the defending goalkeeper other than on an immediate shot from a goal throw or an immediate shot from a free throw awarded outside 7 metres, without having been intentionally played or touched by another player.

**/P 20 FREE THROWS**

**WP 20.1** The referee shall blow his whistle to declare fouls.

**/P 22 EXCLUSION FOULS**

**WP 22.1** It shall be an exclusion foul to commit any of the following offences (WP 22.3 to WP 22.16), 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 without delay to the reentry area nearest to his own goal line without leaving the water or interfering with play.

When the excluded player has reached the re-entry area and has visibly risen to the surface of the water, he or a substitute may enter the field of play from the re-entry area unless he has been excluded from the remainder of the game without substitution in accordance with the Rules. The substitute, or the excluded player himself, shall enter the field of play from the re-entry area and shall not jump or push

off from the side or wall of the pool or field of play, or affect the alignment of the goal.

If a goal is scored, or the end of the period signalled, before the substitution has taken place, the excluded player may continue in the play at the restart.

An excluded player who removes himself from the water (other than following the entry of a substitute) shall be deemed guilty of an offence under WP 22.10 (Disrespect).

[Notes: An excluded player, including any player excluded from the remainder of the game in accordance with the Rules, shall remain in the water and move to the re-entry area nearest to his own goal line without interfering with the play. He may swim from the field of play at any point on the goal line and may swim behind the goal to reach the re-entry area provided he does not interfere with the alignment of the goal. He may swim underwater.

In the event of the excluded player failing to return to the reentry area, a substitute shall not be permitted to enter until a goal has been scored or at the end of a period.

The referee may temporarily stop the excluded player from moving to the re-entry area if any opponent's cap is off. The referee may call for the ball and as soon as the opponent has replaced the cap, may signal the ball to be put into play and allow the excluded player to move toward the re-entry area].

**WP 22.8** To be guilty of misconduct, including the use of foul language, violent or persistent foul play, etc. The offending player shall be excluded from the remainder of the game with substitution in accordance with WP 22.2.

[Note. Persistent foul play refers to play which is unacceptable within the spirit of the Rules and which is likely to bring the game into disrepute. Persistent foul play is entirely different and unrelated to 'persisting in an ordinary foul'.]

**WP 22.10** To refuse obedience to or show disrespect for a referee or official. The offending player shall be excluded from the remainder of the game, with substitution in accordance with WP 22.2.

[**Note:** If a member of a team commits an act of disrespect prior to the restart of play after the opposing team has scored a goal or during the interval between periods, he shall be excluded from the remainder of the game and his team shall be permitted to restart the game with six players.]

**WP 22.12** For a player of each team to commit any of the following offences simultaneously before a free throw, goal throw, corner throw, penalty throw or neutral throw is taken:

- WP 21.9 - to impede an opponent
- WP 21.10 - to push or push off from an opponent
- WP 22.3 to WP 22.10 - to commit an exclusion foul

Both players shall be excluded and a neutral throw awarded; except that if the offences are committed simultaneously at the taking of the penalty throw, the penalty throw shall be maintained. Players shall be excluded from the remainder of the game where the Rules so provide.

**WP 22.14** For an excluded player to re-enter or a substitute to enter the field of play improperly, including:

- (a) a substitute entering before the excluded player has reached the re-entry area in accordance with the Rules;
- (b) from any place other than his own re-entry area, except where the Rules provide for immediate substitution;
- (c) by jumping or pushing off from the side or wall of the pool or field of play;
- (d) by affecting the alignment of the goal.

If this offence occurs in the last minute of the game, of the second period of extra time, or at any time during the third period of extra time, the offending player shall be excluded from the remainder of the game, without substitution, and a penalty throw awarded to the opposing team.

**WP 22.15** To interfere with the taking of a penalty throw. The offending player shall be excluded from the remainder of the game with substitution in accordance with WP 22.2 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 from taking place. On each side of the player taking the throw, one player of the defending team shall have the first right to take position.]

**WP 22.17** When a player of each team commits an exclusion foul or a penalty foul simultaneously during actual play, both players shall be excluded and a neutral throw awarded.

## **WP 23 PENALTY FOULS**

**WP 23.6** For an excluded player to re-enter, or a substitute to enter the field of play improperly with the object of preventing a goal.

**WP 23.8** For a player or a 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, where appropriate, in accordance with WP 22.2. This Rule shall not apply to a substitute who enters the field of play before the excluded player has reached the re-entry area in accordance with WP 22.2.

**24 PENALTY THROWS**

**WP 24.3** When the referee controlling the taking of the throw is satisfied that the players are in their correct positions he shall signal for the throw to be taken, by whistle and by simultaneously lowering his arm from a vertical to a horizontal position.

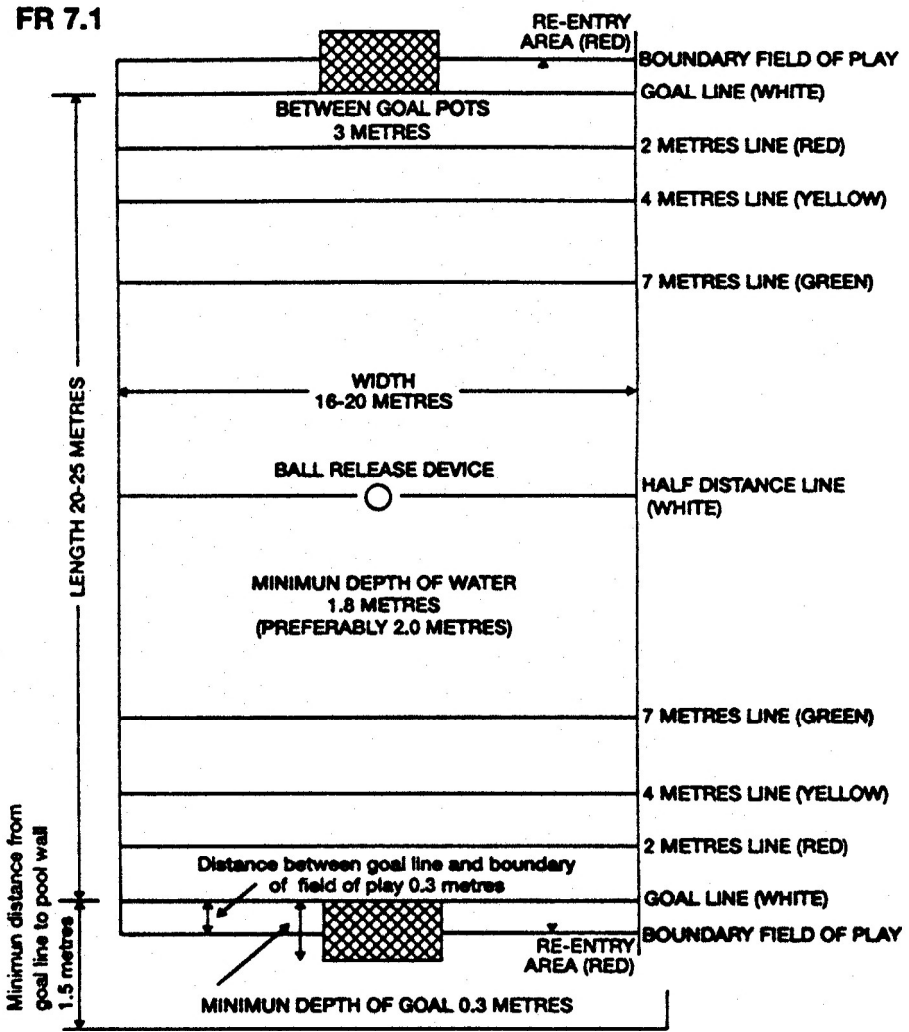
[Note. The lowering of the arm at the same time as the signal by whistle makes it possible under any conditions, even amidst noise by spectators, to execute the throw in accordance with the Rules. As the arm is lifted, the player taking the throw will concentrate, for he knows that the signal will follow immediately.]

**25 PERSONAL FOULS**

**WP 25.2** Upon receiving a third personal foul, a player shall be excluded from the remainder of the game with substitution in accordance with WP 22.2. If the third personal foul is a penalty foul, the entry of the substitute shall be immediate.

**FACILITIES RULES**

**FR 7 POOLS FOR WATER POLO**



**FR 7.2 Field of play:**

The distance between the respective goal Lines shall be no less than 20.0 metres and no greater than 25.0 metres, preferably 25.0 metres. The width of the field shall be no less than 16 metres and no greater than 20 metres.

For FINA events, the distance between the respective goal lines shall be 25.0 metres and the width of the field of play shall be 20.0 metres. The depth of the water shall nowhere be less than 1.8 metres, preferably 2.0 metres.

**Note:** consequently, renumber FR 7.4, FR 7.5 and FR 7.6 as FR 7.3, FR 7.4 and FR 7.5.

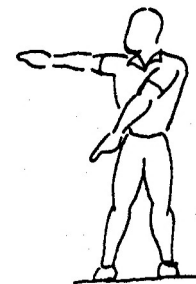
**FR 7.6** Renumber to FR 7.5 and change as follows:

For competitions not being FINA events exceptions from FR 7.2 are allowed.

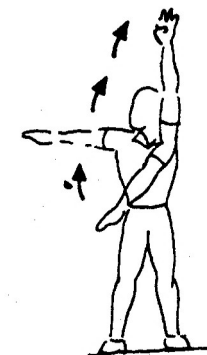
**APPENDIX B - SIGNALS TO BE USED BY OFFICIALS**



**A**



**B**



**C**



**D**



**E**



**F**



**G**



**H**



**I**

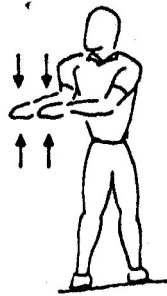
**R 8 WATER POLO POOLS FOR OLYMPIC GAMES AND WORLD CHAMPIONSHIPS**

**FR 8.1** Exceptions from the requirements in FR 7.2 are not allowed.

**R 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 4.0 metres and 7.0 metres from that line, and half distance between the goal lines. These markings shall be clearly visible throughout the game. As uniform colours the following are recommended for these markings: goal line and half distance line - white; 2.0 metres from goal line - red; 4.0 metres from goal line - yellow; 7.0 metres from goal line - green. A red or other visible coloured sign shall be placed on the end of the field of play 2.0 metres from the corner of the field of play on the side of the goal judge (or on the side opposite to the timekeeper if there are no goal judges). The boundary of the field of play at both ends is 0.3 metre behind the goal line. The minimum distance from the goal line to the pool wall shall be 1.5 metres.





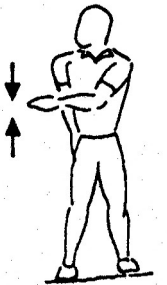
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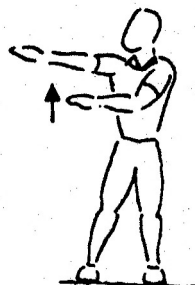
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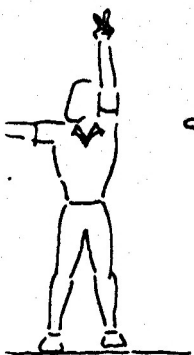
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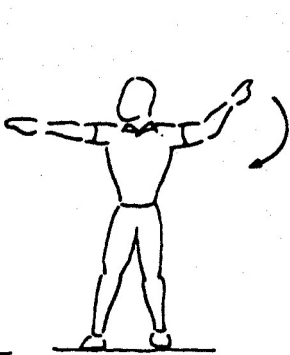
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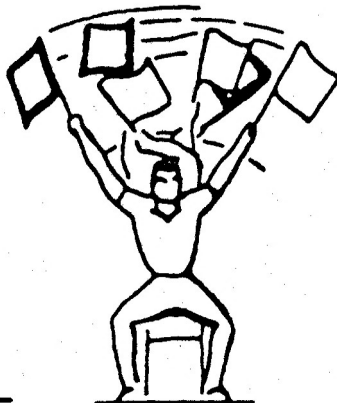
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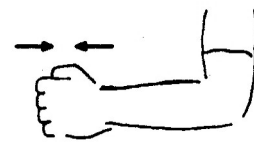
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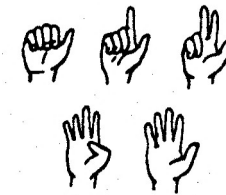
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V



W



X

Figure A The referee lowers his arm from a vertical position: i. to signal the start of the period (WP 14.2). ii. to restart after a goal (WP 16.1). iii. to signal the taking of a penalty throw (WP 24.3).

Figure B By pointing with one arm in the direction of the attack and by using the other arm to point to the spot from where the ball is to be put into play in the case of: i. a free throw. ii. a goal throw. iii. a corner throw.

Figure C To indicate the exclusion of a player, by pointing to the player and then moving the arm quickly towards the boundary of the field of play immediately indicating the number of the excluded player so that it is visible to the field of play and the table.

Figure D For the simultaneous exclusion of two players, the referee shall point both hands at the two players. Indicate their exclusion in accordance with figure C and signal the numbers in accordance with figure C.

Figure E To signal a neutral throw. The referee shall point both hands simultaneously towards the spot where the neutral throw has been awarded and by asking for the ball.

Figure F For exclusion of a player with substitution, for either a third foul (WP 25.2), misconduct (WP 22.8), disrespect (WP 22.10), interfering with a penalty throw (WP 22.15) or similar, the referee shall indicate an exclusion in accordance with figure C (or if figure D is applicable and then rotate the hands around one another in accordance with figure F).

Figure G To indicate the exclusion of a player without substitution. The referee shall make the signal for exclusion in accordance with figure C (or figure D as applicable) and then cross his arms in a manner that is visible both to the field of play and to the table, providing the table with visible notification of the number.

Figure H To signal the award of a penalty throw, the referee shall raise his arm with four fingers in the air. He shall then notify the table of the number of the defending Player in accordance with...

## WATER POLO EXPERIMENTAL

- Figure I The referee shall indicate a goal by signalling with his whistle and immediately pointing to the centre of the field of play to where the ball is to be put into play after the goal.
- Figure J To indicate sinking an opponent (WP 22.6) the referee shall make a downward motion with both hands starting from a horizontal position.
- Figure K To indicate a major foul of kicking an opponent (WP 22.7). The referee shall make a kicking movement with one foot while standing on the other.
- Figure L To indicate the major foul of pulling back (WP 22.16), the referee shall make a pulling motion with both hands vertically extended and pulling towards the his body.
- Figure M To indicate the ball underwater (WP 21.6), the referee shall make a downward motion of his hand starting from a horizontal position.
- Figure N To indicate standing on the botton (WP 21.5), the referee shall indicate by raising and lowering one foot.
- Figure O To indicate undue delay in the taking of a free throw, goal throw or corner throw (WP 21.14), the referee shall raise his hand once or twice in a visible manner with the palm pointed upward.
- Figure P To indicate a violation of the twometre rule (WP 21.12), the referee shall indicate the number 2 by raising the fore and middle fingers in the air with the arm vertically extended.
- Figure Q To indicate wasting time (WP 21.16) or expiry of the thirty-five second possession clock (WP 21.17), the referee shall move his hand in a circular motion two or three times.
- Figure R By a goal judge for the start of play and for a goal throw or corner throw.
- Figure S By goal judge for a goal.
- Figure T To indicate the major foul of striking an opponent (WP 22.7), the referee shall make a striking motion with a closed fist starting from a horizontal position.
- Figure U To indicate the major foul of holding an opponent (WP 22.6), the referee shall make a motion holding the wrist of one hand with the other hand.
- Figure V To indicate pushing or pushing off an opponent (WP 21.10), with his arm the referee shall make a pushing motion away from his body, starting from a horizontal position.
- Figure W To indicate the ordinary foul of impeding or swimming across an opponent (WP 21.9), the referee shall make a crossing motion with one hand horizontally crossing the other.
- Figure X For indicating a player's cap number, by one hand. If the number exceeds five, first an open palm is shown with five fingers, followed by additional fingers to make up the sum of the player's number. For then, a clenched fist is shown. If the number exceeds ten, first a clenched fist is shown followed by additional fingers to make up the player's number.