

SUMMARY OF NEW FINA RULES - for coaches and players

Please note that 31 pages of the new rule book have been summarized to 7 - so not all rules are included. New rules are in **bold type**.

Game times as mentioned in the FINA rules will not apply to NSWWPI games. The 30 second possession time will be played as set of clocks are adjusted.

Summary of 2006 NEW RULES OF WATER POLO

WP 1 FIELD OF PLAY & EQUIPMENT

WP 1.3 In a game officiated by only one referee, the referee shall officiate on the same side as the official table. Goal Judges should be on the opposite side.

WP 1.4 The distance between goal lines 20m-30m for Men and **20m-25m for Women**. The width for all games should be 10m –20m.

WP 1.6 Distinctive markings shall be provided as follows;

White cones – Goal line & Half way

Red cones – 2m lines

Yellow cones – 5m lines

Lanes shall be Red from Goal Line to 2m, **Yellow from 2m to 5m** and Green from 5m to Half way.

WP 1.7 A red mark shall be placed 2m from each end opposite the table to denote the re-entry area.

WP 2 GOALS

WP 2.2 The inner sides of the posts shall be 3 metres apart. When the water is deep ie 1.5m deep or more then the underside of the crossbar shall be 0.9m from the surface. If the water is shallower then it shall be 2-40m from the surface.

WP 3 THE BALL

WP 3.2 The weight of the ball shall be 400 grammes – 450 grammes.

WP 3.3 Mens Ball: Circumference 0.68m – 0.71m: Pressure 90-97kPa

WP 3.4 Womens Ball: Circumference 0.65m-0.67m: Pressure 83-90kPa

WP 4 CAPS

WP 4.1 Caps shall be of contrasting colour, other than solid red, but also to contrast the colour of the ball. The referee may require teams to wear white or blue.

WP 5 TEAMS & SUBSTITUTES

WP 5.1 Each team shall consist of 7 players one of whom shall be the goalkeeper and not more than 6 reserves. A team playing with less than 7 players shall not be required to have a goalkeeper.

WP 5.2 All players not in the game, together with all officials except the head coach shall sit on the bench and not move away during play. The head coach of the attacking team shall be allowed to move to the 5m at any time. Teams change ends at half time and before the 2nd period of any extra time. Team benches are situated opposite the official table.

WP 5.5 Players shall not have grease, oil or any similar substance on the body. If the referees detect the use before the game they shall order it to be removed. The start of play will not be delayed. If it is detected after play has started the offending player shall be excluded for the remainder of the game with a substitute permitted immediately.

WP 5.6 At any time in the game a player may be substituted by leaving the field at the re-entry area nearest their bench. The substitute may enter from the same area as soon as the player has visibly risen within that area. If a goalkeeper is substituted then the replacement must be wearing a goalkeeper's cap. No substitution can be made between the awarding of a penalty throw and the taking of the throw, except at a timeout.

WP 5.7 A substitute may enter the field 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 6 OFFICIALS

WP 6.1 Officials shall consist of two referees, two goal judges, timekeepers and secretaries.

WP 7 REFEREES

WP 7.1 The referee 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 presumptions 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 A referee may alter a decision provided it is done before the ball is put back into play.

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

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 when 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.

WP 7.6 The referees shall have the power to abandon the game at any point, if in their opinion, the behaviour of the players or spectators, or other circumstances prevent it from being brought to a proper conclusion.

WP 8 GOAL JUDGES

WP 9 TIMEKEEPERS

WP 10 SECRETARIES

WP 11 DURATION OF GAME

WP 11.1 **Four periods each of 8 minutes actual play.** Time commences as the first player touches the ball at each period. At all signals for stoppages, the watch shall be stopped until the ball is put back into play.

WP 11.2 **There shall be a 2 minute break after the 1st and 3rd periods and a 5 minute break after the 2nd when teams shall change ends.**

WP 12 TIMEOUTS

WP 12.1 Each team may be entitled to 3 timeouts, the 3rd only in extra time. The duration shall be 1 minute. A timeout can be called at any time by the coach of the team in possession of the ball. Once called the players shall immediately return to their respective halves of the field.

WP 12.2 Play shall be restarted by the team in possession putting the ball into play on or behind half way except if a penalty throw or corner throw needs to be taken.

WP 12.3 If the coach in possession requests an additional timeout to which the team is entitled then the opposing team shall receive a free throw on half way.

WP 12.4 If the coach of the team not in possession requests a time out then the opposing team shall be awarded a penalty throw.

WP 13 START OF PLAY

WP 14 METHOD OF SCORING

WP 14.1 A goal shall be scored when the entire ball has passed fully over the goal line, between the goal posts and under the crossbar.

WP 14.2 A goal may be scored from anywhere within the field of play. However the goalkeepers shall not be allowed outside their own half of the field.

WP 14.3 A goal may be scored by any part of the body except the clenched fist. A goal may be scored by dribbling the ball over the goal line. At the start or restart of play, the ball must be intentionally played at by at least 2 players (except the defending goalkeeper) except;

- (a) A penalty throw
- (b) A free throw thrown into an own goal
- (c) An immediate shot from a Goal Throw
- (d) An immediate shot from a Free Throw awarded outside 5 metres**

A goal may not be scored under this rule direct from a restart following;

- (a) A timeout
- (b) A goal
- (c) An injury break
- (d) Any other delay

WP 14.4 A goal shall be scored if at the expiration of the **30 seconds** or at the end of a period the ball is in flight and enters the goal. Only if the ball is intentionally touched

by another attacking player during this time is the goal not allowed. If it enters the goal after hitting the posts, defensive players or bouncing off the water a goal is allowed.

WP 15 RESTARTING AFTER A GOAL
WP 16 GOAL THROWS

WP 16.1 A goal throw shall be awarded when the entire ball passes fully over the goal line outside of the goals having last been touched by any player other than the defending goalkeeper, or deliberately played over by a defender.

WP 16.2 A goal throw shall be awarded if the ball goes into the goal after a free throw taken immediately inside 5 metres, a free throw awarded outside 5 metres not taken correctly or a goal throw not taken immediately.

WP 16.3 A goal throw shall be taken by the player closest to the ball anywhere within the 2 metre area.

WP 17 CORNER THROWS

WP 17.1 A corner throw shall be awarded when the entire ball has passed fully over the goal line outside of the goals having last been touched by the defending goalkeeper or when a defending player deliberately sends the ball over the line.

WP 17.2 The corner throw shall be taken by a member of the attacking team on the 2 metre line on the side closest to where the ball went out. The throw need not be taken by the closest player but must be taken without undue delay.

WP 18 NEUTRAL THROWS

WP 19 FREE THROWS

WP 19.1 A free throw shall be taken at the place where the foul occurred except;

(a) if the ball is further from the defending team's goal, then the throw shall be taken from the location of the ball

(b) if the foul is committed by the defending team inside the 2 metres, then the throw must taken on or outside the 2m line.

WP 19.2 The time allowed for a free throw to be taken is at the discretion of the referee but must be taken without undue delay.

WP 19.4 The free throw shall be taken in a manner to enable the players and referees to observe the ball leaving the hand of the player taking the throw.

WP 20 ORDINARY FOULS

WP 20.1 A free throw shall be awarded in the following circumstances taking into account WP 7.3 and the Advantage Rule.

- (a) To advance beyond the goal line at the swim off (sprint) at the start of a period.
- (b) To assist a player at the start or any other time.
- (c) To hold on to or push off the goal posts or sides of the pool.
- (d) To use the bottom of the pool to advantage.
- (e) To take or hold the entire ball under the water when tackled.
- (f) To strike at the ball with a clenched fist (except goalkeeper)
- (g) To play or touch the ball with two hands at same time. (except goalie)
- (h) To impede or prevent the free movement of an opponent who is not holding the ball.**
- (i) To push or push off from an opponent who is not holding the ball.
- (j) To be within 2 metres of the opponents goal line except when behind the line of the ball.
- (k) To delay unduly taking a free throw, goal throw or corner throw.
- (l) For a goalkeeper to go beyond half way.
- (m) To send the ball out of play on the sides of the pool.
- (n) For a team to retain possession for more than 30 seconds with a shot at goal.**
- (o) To deliberately waste time especially in the last minute of play.

WP 21 EXCLUSION FOULS

- (a) To leave the water during play except after being substituted.
- (b) To interfere with the taking of a free throw, goal throw or corner throw.
- (c) To attempt to play or block a shot with two hands outside 5 metres.**
- (d) To splash the face of an opponent intentionally.
- (e) To hold, sink or pull back an opponent who is not holding the ball.**
- (f) To kick or strike an opponent intentionally (or attempt to).

WP 21.2 The excluded player shall move to the re-entry area at the goal line without leaving the water. If the excluded player leaves the water other than after being substituted they shall be guilty of disrespect.

WP 21.3 The excluded player or substitute shall be permitted to re-enter after the earliest occurrence of one of the following;

- (a) After 20 seconds of actual play have elapsed the secretary will indicate with the appropriate flag provided the player has reached the re-entry area.
- (b) When a goal has been scored.
- (c) When the excluded player's team has retaken possession the defensive referee will indicate by 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.

WP 21.10 To be guilty of misconduct. Unacceptable language, violent or persistent foul play, refusing obedience or showing disrespect. The offending player shall be excluded from the remainder of the game, with substitute as 21.3.

WP 21.11 To commit an act of brutality (including kicking or striking or attempting to with malicious intent) whether during play or at intervals or during timeouts. The offending player shall be excluded from the remainder of the game and a penalty throw awarded. A substitution is permitted when 4 minutes of actual play have elapsed.

WP 21.12 If a player from each team commit offences simultaneously before a free throw, goal throw or corner throw (dead time) then both shall be excluded but the team in attack shall maintain possession. Both can re-enter at the next earliest occurrence or at the next change of possession.

WP 21.14 For an excluded player or substitute to re-enter incorrectly. If it is a member of the team not in possession the player shall be excluded and a penalty throw awarded to the opposition. If it is a member of the team in possession then the player shall be excluded and a free throw awarded to the opposition.

WP 21.15 To interfere with the taking of a penalty throw. The offending player shall be excluded from the remainder of the game with substitution and the penalty throw shall be maintained or retaken as appropriate.

WP 21.18 If an excluded player intentionally interferes with play a penalty throw shall be awarded and a further personal foul awarded against the excluded player.

WP 22 PENALTY FOULS

WP 22.2 For a defending player to commit any foul within the 5 metres but for which a goal would probably have resulted. As well as ordinary fouls, fouls such as holding, sinking and pulling back which would normally result in exclusions become penalty fouls if committed within the 5 metres by a defender.

WP 22.8 If in the last minute of the game a penalty throw is awarded the coach may elect to maintain possession of the ball and be awarded a free throw. The possession clock shall be reset.

WP 23 PENALTY THROWS

WP 23.1 A penalty throw shall be taken by anyone on the team except the goalkeeper from any point on the 5 metre line.

WP 24 PERSONAL FOULS

WP 24.1 A personal foul shall be recorded against any player who commits an exclusion foul or penalty foul. Upon receiving a third personal foul the player shall be excluded for the remainder of the game with substitution when appropriate.