

**Major Differences Between 2011-12 NFHS and 2010-12 NCAA Water Polo Rules
(including interpretations)
8-27-11 (new differences shaded)**

1. Risk management warnings
NCAA – There are no risk management warnings concerning diving into pool or emergency procedures.
NFHS – Risk management warning located above Rule 1-1. Players shall enter the water feet first at all times and there are general directions for referees related to summoning emergency assistance.
2. Length of course (Rule 1-4)
NCAA - Length of course in pools with floating goals from goal line to goal line for men not to exceed 30 meters nor less than 22.9 meters, for women not to exceed 25 meters nor be less than 22.9 meters; maximum length of course in pools with wall goals from wall to wall for men not to exceed 30 meters nor less than 22.9 meters, for women not to exceed 25 meters nor be less than 22.9 meters. It is the responsibility of host institution to provide a field of play that meets as closely as possible the maximum measurements for length and width and equals or exceeds the minimum depth required.
NFHS – Length of course in pools with floating goals shall be 25 meters (25 yards) for men and women, as measured from goal line to goal line; length of course in pools with wall goals shall be 25 meters (25 yards) for men and women, as measured from wall to wall. State associations may require maximum course length with floating goals for championships.
3. Video (Rule 1-12)
NCAA – There is no playing rule that prohibits a non-participating institution from videotaping games. Conference or local rules may prohibit this action. Video review is not permitted during the course of a game. However, conferences may have rules allowing the conference to utilize video after a game to determine if an incorrect student-athlete is serving a postgame suspension, etc.
NFHS – The use of electronic equipment to visually record games competition is not prohibited by the rules. Individual state associations may develop policy regarding the electronic recording of games and uses. However, it is considered unsporting to use electronic equipment for visual replay for coaching purposes during the game or any intermission. Further, the use of replay, television monitoring or any electronic equipment by the officials to make decisions related to the game is prohibited.
4. Description of balls (Rule 3-1, Rule 3-6)
NCAA – The ball may have colored panels. The ball must be predominantly yellow or gold.
NFHS – The ball may have colored areas such as panels, pentagons or circles provided that the ball is predominantly yellow or gold in color. The ball must have the NFHS authenticating mark.
5. Number of balls (Rule 3-5)
NCAA - At least five game-quality balls must be available for all games.
NFHS - At least five game-quality balls must be available for all championship games and are recommended for all games.
6. Description of piping on caps (Rule 4-1)
NCAA – Piping, if used, may be of any color around edges of cap or on seams of the cap, not to exceed one centimeter in width.

NFHS – Piping, if used, must be a single solid color on the edges or seams of the caps, not to exceed one centimeter in width. The piping may not cross a cap number. It must be solid, not dashed or double.

7. Position of manufacturer's logo/trademark/reference logo on caps (Rule 4-1)
NCAA – No position specified for manufacturer's logo/trademark/reference logo.
NFHS – Must be located on either the front or the back of the middle portion of the cap. No logos may be in the panels with the cap numbers.
8. Number and position of team identification on cap (Rule 4-1)
NCAA – No number, size or position specified
NFHS – Recommended now and required effective July 1, 2013, that there may be only two team logos on caps, each not to exceed a size of six square inches, located on the front and/or the back of the central panel of the cap, not extending across top of cap.
9. Description of caps numbers (Rule 4-4)
NCAA - Must be a single solid color with no border.
NFHS - Numbers may have a very narrow inconspicuous border, such as light grey. The large central part of the number on the dark cap must be white or yellow. The large central part of the number on the white cap must be a dark color.
10. Goalkeeper cap numbers (Rule 4-4)
NCAA – If there are additional goalkeeper, the additional goalkeepers shall have numbers 1A, 1B, etc.
NFHS - If there are additional goalkeepers, it is recommended that the additional goalkeepers have numbers 1A, 1B, etc
11. Additional cap numbers (Rule 4-4)
NCAA – No additional cap numbers specified for other panels on the caps
NFHS – There may be additional cap numbers located on the middle panel of the cap, one on the front and one on the back, a minimum of 4 inches in height (required as of July 1, 2013)
12. Description of women's goalkeeper suits (Rule 5-4)
NCAA – Suit must have a solid high back with broad straps or a competitive one-piece suit with straps at least one inch in width.
NFHS – Suit must be a competitive one-piece suit; there is no requirement for straps of a particular width on the suits of the goalkeepers.
13. Non-Conforming Suits (Rule 5-4)
NCAA – Rule 7-7-1 states that referees report non-conforming suits to the commissioner, but does not state a penalty. Assume apply Rule 4-6 and still play the game.
NFHS – If the suits do not meet specifications for suits as described in the rules, the player will be required, if possible, to change suits. If this is not possible and if the game is played with non-conforming suits, the referee must notify the state or district association of the offending team of the nature of the offense so that this deficiency will be corrected in the future. The state association will also assess the appropriate penalty.

14. Size of commemorative patch (Rule 5-4)
NCAA – Size not to exceed 2 1/4 square inches.
NFHS – Size on cap/suit not to exceed four square inches.
15. Articles likely to cause injury (Rule 5-4)
NCAA - Medical and religious medals not specifically included as articles likely to cause injury; remainder of list the same. Procedure established for use of prescription goggles of type designed for contact sports and for other similar items.
NFHS – Articles likely to cause injury include jewelry, medical or religious medals, watches, swim goggles, and sharp fingernails and toenails. Each state association may, in keeping with applicable laws, authorize exceptions to NFHS playing rules to provide reasonable accommodation to individual participants with disabilities and/or special needs as well as those individuals with unique and extenuating circumstances. The accommodations should not fundamentally alter the sport, allow an otherwise illegal piece of equipment, create risk to the athletes/others or place opponents at a disadvantage.
16. Pregame meeting (Rule 5-5)
NCAA – Meeting is specified for captains and referees.
NFHS – Meeting is specified for captains and referees. By state association adoption, the head coach of each team may be required to attend this meeting. Remainder of rule same as NCAA.
17. Discovery of oil or grease after game has started (Rule 5-5)
NCAA – If a player detected wearing oil or grease after play has started, the player must remove the foreign substance before the player can reenter the pool as a substitute.
NFHS – By individual state association adoption, a player detected wearing oil or grease after play has started shall be excluded from the remainder of the game with immediate substitution. Otherwise, the rule same as NCAA.
18. Live-Time Direct substitution (Rule 5-6-1)
NCAA – Rule the same but part is in casebook.
NFHS – Entire rule in rules book
19. Requirement for rules test (Rule 7-1)
NCAA – Referees required to take and pass the referee test yearly.
NFHS – No NFHS requirement for referees to take and pass the referee test yearly.
20. Time of jurisdiction of referee (Rule 7-1) (In both organization jurisdiction of referee ends 5 minutes after end of game or after any protest procedure is complete)
NCAA – Jurisdiction begins 30 minutes before game.
NFHS – Jurisdiction begins 15 minutes before game. Referees must arrive at pool at least 15 minutes before start of game. The referees retain clerical authority until the completion of any reports, including those imposing disqualifications that are in response to actions occurring while the referees had jurisdiction. State associations may intercede in the event of unusual incidents after the referees' jurisdiction has ended or in the event that a contest is terminated prior to the conclusion of regulation play.

21. Advertising on referee's shirt (Rule 7-1)
NCAA: Not described in rules, but prohibition of advertising is in casebook. If an alternate uniform is provided for a tournament, the referees should wear the tournament uniform only if the tournament provides enough uniforms so all referees can be dressed in the alternate uniform.
NFHS: Unless determined otherwise by state association policy, no advertising is permitted on the referees' attire. If a tournament shirt is provided, both referees must wear this or both must wear the white uniform.
22. NOTE: A coach may also be issued a warning if the coach, in the opinion of the referee, persistently takes too long to substitute after a goal or at other times. (Rule 7-4)
NCAA: Not specifically stated in rules, but is in casebook.
NFHS: Specifically stated that referee may issue a warning.
23. NOTE: A yellow card may be issued to the coach if, in the opinion of the referee, he/she persistently takes too long to substitute after a goal or at other times after a warning. (Rule 7-4)
NCAA: Not specifically stated in rules, but is in casebook.
NFHS: Specifically stated that referee may issue a yellow card.
24. Time of award of red card (Rule 7-4)
NCAA – Referee may award a red card to a coach, team official or player for disruptive behavior at any time from 30 minutes before the game to five minutes after the conclusion of the game or until any protest filing procedure has been completed.
NFHS – No specific time stated. However, rules do not preclude a referee from giving a red card to a coach, other team official, or player who accosts a referee after a game,
25. Location of player, coach, or team official receiving a red card or who was excluded for flagrant misconduct) (Rule 7-4-5)
NCAA – The person receiving the red card (coach, other team official, player) or who committed flagrant misconduct may be in the bleachers but may not communicate with the team, team officials or referees from 30 minutes before the game, during that game, and up to 5 minutes after the conclusion of the game or until any protest filing procedure has been completed. Rules regulate type of game in which next-game suspension may be served.
NFHS – A coach or other team official must leave the pool facility and have no visual or electronic contact with the team. Athlete may be in the stands during the game but may not communicate with the team, team officials or referees. A state association may have specific rules governing if coach or team official may be in audience or pool area during the next game in which the game suspension is being served.
26. Spectator whistling (Rule 7-5)
NCAA – Whistling by a spectator in the stands is not specifically discussed under this rule but is in the casebook. If the referee considers this behavior prevents the referees from carrying out their duties, the referee should ask event management staff to remove the spectator from the site.
NFHS – Referee can remove a spectator for persistently whistling during game as the whistle can be confused with that of referee. After a warning to stop, the referee should request the host institution to remove the spectator from the premises

27. Length of each period of play (Rule 11-1)
NCAA – Eight minutes actual play.
NFHS – Seven minutes actual play for varsity; recommended 6-minute periods for junior varsity, 5-minute periods for freshman-sophomore games.
28. Interval at half-time (Rule 11-2)
NCAA – Interval cannot be longer than 5 minutes unless for promotional considerations with agreement of both coaches.
NFHS – Interval can not be longer than 5 minutes.
29. Name for sudden-death overtime (Rule 11-3)
NCAA – Called sudden-death overtime.
NFHS – Called sudden-victory overtime.
30. Tournament variations (NFHS Rule 11-5-1):
NCAA – There are no tournament variations; each game must be standard (including overtime).
NFHS – There can be tournament variations as long as are announced ahead of time; these include length of periods, duration of period breaks, number, type and length of timeouts, type and duration of overtime, and requirement for overtime (for example, in a tournament with the group system of play, games may end in a tie).
31. Tournament committee (NFHS Rule 11-5-2)
NCAA – No description of tournament committee, although in practice there is one at major tournaments; however, it is usually not composed of tournament coaches.
NFHS – It is recommended that the coaches of the teams and/or the referees in the tournament compose a committee that will make immediate decisions not covered by the rules.
32. Display of timeouts remaining (Rule 12-1)
NCAA – Number of timeouts remaining shall be visible to both teams.
NFHS – No such requirement
33. 30-second timeout (Rule 12-7)
NCAA – One per game.
NFHS – No 30-second timeout except as a tournament variation (see Rule 11-5).
34. Coach calls a timeout when none remain of that particular type (Rule 12-4, Rule 12-7)
NCAA – Same interpretation is in casebook.
NFHS – If a team calls for a regular timeout when only a 30-second timeout remains, the referee shall award a 30-second timeout, the only timeout remaining. The reverse is also true.
35. Direct shot after removal of ball from field of play to correct a clock error (Rule 14-3)
NCAA – A direct shot may not be taken after removal of ball from field of play to correct a clock error.
NFHS – A direct shot may be taken from the restart after correcting a clock error following the return of the ball to the player fouled outside the 5-meter line.

- 36 Possession time (Rule 20-16)
NCAA - 35 seconds
NFHS - 30 seconds
37. Penalty for misconduct (Rule 7-7, Rule 21-10)
NCAA – Exclusion for remainder of game.
NFHS – Exclusion for remainder of game: However each association may decide if an additional game suspension is required for the foul of misconduct.
38. Penalty for flagrant misconduct (Rule 21-11)
NCAA - exclusion from remainder of the game and suspension from next game for 1st offense; automatic 2-game suspension for second incident; automatic 3-game suspension with conference review for third incident in that season
NFHS – removal from remainder of game and next game; state association may add additional penalties
39. Penalty for fighting (Rule 21-11)
NCAA - exclusion from remainder of the game and suspension from next two games for 1st offense; automatic suspension from 3 games with conference review for 2nd offense, exclusion for remainder of season with conference review for 3rd offense
NFHS – removal from remainder of game and next game; state association may add additional penalties.
40. Bleeding (Rule 25-2)
NCAA – After the bleeding has stopped, the player is permitted to be a substitute in the ordinary course of the game.
NFHS – After the bleeding has stopped, the wound covered, the suit or body appropriately cleaned and/or the suit is changed, the player may return to competition as a substitute.
- 41 Loss of consciousness (Rule 25-4)
NCAA – If a player leaves the game for being rendered unconscious or for displaying concussion-like symptoms, the player must be cleared by team physician or designee. Player shall not return to activity or play the same day.
NFHS – Any player who exhibits signs, symptoms or behaviors consistent with a conclusion (such as loss of consciousness, headache, dizziness, confusion or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate health-care professional.