

## 2007-08 NCAA Water Polo Rules Changes (7-6-07)

(References are to Rules and Pages in the 2007-08 NCAA Rules Book)

**1. Pool Markers (Rule 1-6, page 23)**—The half-distance mark on the side lines and on the pool deck shall be white. If cones are used on the pool deck, cones shall be placed on the goal line, 2-meter line, 5-meter line, and half-distance line and shall be colored white, red, yellow and white, respectively. The cones shall be of adequate size and weight so that they are visible and remain at the correct location. The distances shall be measured from the center of one cone to the center of the next cone.

**Rationale:** Refer to pages 22-23 for the complete pool markings that are effective July 1, 2007.

**2. Use of Video (Rule 1-12, page 24)**—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 post-game suspension, to determine if brutality occurred that was not detected during the game, or to further penalize a participant for unsportsmanlike conduct.

**Rationale:** Video rules were not included in the past in the rule book.

**3. Balls (Rule 3-5, page 26)**—At least five, game-quality balls must be available for all games. If there are goal judges, one ball shall be with the referee and at least two with each goal judge. If there are not goal judges, one ball shall be with the referee and two at each bench. If there are not ball boys/girls, the coach must have a team member from the bench immediately retrieve the ball if it goes out of bounds over the end line. If the coach does not do this, the referee shall warn the coach and, at the next occurrence, give the coach a yellow card. A player in the field of play may retrieve the ball only if the player does not have to leave the field of play or with the permission of the referee. The use of goal judges is encouraged.

**Rationale:** This rule change will ensure that balls will be available for play. Appropriate changes were also made in Rule 8-3.

**4. Goalkeeper Swim Cap (Rule 4-5, page 29)**—The swim cap worn by a goalkeeper must be red or a color which matches the color of the water polo cap of the goalkeeper as closely as possible (that is, red or dark for the home goalkeeper, red or white for the visiting goalkeeper).

**Rationale:** Since the goalkeeper caps must be paneled (red and dark or red and white), this change means that all members of a team may use swim caps of one color (all dark or all white).

**5. Position of Coach after Goal (Rule 5-2, page 31)**—The head coach may freely advance along the pool side when making substitutions after a goal has been scored and must return to the correct position (either behind the goal line if on defense or behind the 5-meter line if on offense) before play is restarted.

**Rationale:** Although this is the current practice, it was not described in the rules.

**6. Classification of Pool as Shallow-Deep (Rule 5-2, page 32)**—A pool is considered to be shallow-deep if any portion of the water polo course is less than 6 feet, 6 inches (2.0m) in depth.

**Rationale:** This provides an objective standard for determining if the water polo course is classified as shallow-deep. If it is so classified and one coach requests to change ends each period, the referees shall change sides before the second period, the fourth period, before the first period of overtime and before the first sudden-death overtime period.

**7. Addition of Items to List of Articles That May Cause Injury (Rule 5-4, page 33)**—

Before taking part in a game, players shall remove any articles likely to cause injury, including, but not limited to, the following: jewelry, watches, sport or prescription swim goggles, protective helmets and sharp fingernails or toenails.

**Rationale:** These items were already included in other parts of the rules or in interpretations, but are now listed in one place in the rules.

**8. Unzipped or Broken Suit Zipper-(Rule 5-4, page 33)**—Interpretation: A zipper which is not fully zipped or is broken is considered to be an article likely to cause injury to either that player or to another player. If the zipper becomes unzipped, the player should zip up the suit at the next appropriate stoppage of the game when that player's team is in possession of the ball, just as in the cap replacement rule (Rule 4-1). If the zipper cannot be fixed, the referee must remove the player, allow the immediate entrance of a substitute, and the original player may be substituted in later after the problem is corrected. No foul is charged to that player.

**Rationale:** This includes in the rules the procedure for handling zipper problems.

**9. Referee Check for Correct Color of Swim Cap (Rule 5-5, page 33)**—The referees shall check for the correct color of the swim caps during the pregame meeting.

**Rationale:** Since swim caps are visible on the heads of many players, this rule requires the referee to ensure that the swim caps are of the correct color to match the water polo caps.

**10. Observers, Desk Officials (Rule 6-1, page 36)**—All desk officials must act in a neutral, professional manner during the game.

**Rationale:** This addition is needed to improve the quality of the desk.

**11. Red Cards (Rule 7-4, page 40)**—Red cards are usually not issued to players in the water unless otherwise specified in the rules. Exclusion from the game for misconduct is the typical penalty for disruptive behavior of a player in the water who is still eligible to play. A referee can issue a red card to a head coach for taunting the referee as this can be considered to be disruptive behavior. If a player in the water taunts another player, the player is excluded for the remainder of the game for misconduct.

**Rationale:** This clarifies that exclusion from the game for misconduct is the typical for disruptive behavior of a player in the water who is still eligible to play.

**12. Duration of Removal of Player or Coach from Pool Deck for Red Card (Rule 7-4, page 40)**—A coach or other team official or player receiving a red card in a game may

not communicate with the team, team officials or referees by any means until after the duration of jurisdiction of the referees.

**Rationale:** This clarifies that a player or coach who has received a red card during a game may not rejoin the team on the pool deck until after the time of jurisdiction of the referees.

**13. Removal from Pool Area (Rule 7-5, page 42)**—If a referee removes a player, substitute player, coach, other team official, or spectator whose behavior prevents the referees from carrying out their duties from the precincts of the pool, the referee will also award a red card to that individual (with the exception of a disruptive spectator). The host institution shall take the appropriate action with regard to the disruptive spectator.

**Rationale:** This change ensures that a red card is issued for this serious offense, that the incident is reportable and that the individual is suspended from the next traditional season game, in addition to removal from the premises. In the current rules no red card is listed as issued in this situation. In addition, the host institution is now clearly responsible for taking action against the spectator.

**14. Referee Reporting Responsibility (Rule 7-7, page 42)**—The referees shall report conduct that requires a game suspension (brutality, fighting, issuance of a red card), and any issues related to the field of play, nonconforming caps, abandonment of game, forfeit of game, etc., committed by a competing institution, to the conference office(s) and to the assigning authority. Note: The conference shall report these violations, including issues with field of play and nonconforming caps, to the athletics director of the appropriate institution.

**Rationale:** This ensures that all events which require a game suspension will be reported to the appropriate authorities, as well as issues with the water polo course and caps.

**15. Checking and Signing Scoresheet (Rule 7-8, page 42)**—It is recommended that one of the referees check the score sheet after each period, particularly for score and number of timeouts taken.

**Rationale:** This should be done in order to discover any errors in a timely fashion.

**16. Correctable Errors (Rule 7-9, page 43)**—Note: If several errors are made at once, the referees must determine to the best of their ability which error(s) shall be corrected in the interest of fairness.

**Rationale:** This addition gives the referee the authority to determine which error(s) to correct, if multiple errors occur.

**17. Error in Time of Signal for Reentry of Excluded Player (Rule 7-9-b, page 44)**—Note: the error in the time of the signal for the entry of an excluded player must be of such magnitude that it affects play. The referee has the authority to determine if the error was significant.

**Rationale:** This note is needed to emphasize that every small timing error (such as raising a re-entry flag one second late) will not be reversed and a goal removed.

**18. Example of Correctable Error during Extraman Situation (Rule 7-9-k, page 45)**—During an extraman situation, if a warmup ball enters play, if a goal becomes

unfastened and moves, if the game is stopped for lightning or malfunction of a game clock or if a similar event occurs which affects play, the game shall be stopped. The game clock shall be reset to the time of the exclusion and the shot clock reset.

**Rationale:** This type of incident should not affect the outcome of the extraman situation.

**19. Protests (Rule 7-10, page 45)**—A protest may be filed during a game and at any time up to five minutes after the conclusion of the game. If the event is not protested at the time it occurs during the game, it may still be protested at the conclusion of the game, within the time limits described in the rule. Protests may be filed for misapplication of the rules, equipment malfunction and errors in recording information or other desk errors but not for judgment call.

Note: Examples of misapplication of rules, which may be protested, include:

- a. A player of the team not in possession of the ball is excluded for 20 seconds and enters illegally during the extraman play. The referee excludes the player for 20 seconds and continues play. This is protestable as Rule 21-15 requires a penalty shot in this situation in addition to the exclusion.
- b. A player interferes with the taking of a penalty shot. The referee excludes the player for 20 seconds and calls for the retaking of the penalty shot if missed. This is protestable as the player should have been excluded for the remainder of the game (Rule 21-16).
- c. The desk waves in an excluded player who has not reached the exclusion area. The referee awards a penalty foul. This is protestable as the referee should have corrected the error (Rule 7-9-j).

Note: Examples of judgment calls of the referees, which may not be protested, include:

- a. The referee signals that a direct shot on goal scores. The decision of the referee that the shot was taken correctly cannot be protested.
- b. A player initiates a drive. The referee calls no foul on the defense. The coach can not protest later than the player was held or sunk at that time.
- c. The goalkeeper is excluded and a field player enters the goal and blocks a shot. The referee allows play to continue. The coach can not protest later stating that the player really had two hands up, even though blocking the ball with only one hand.

**Rationale:** Settling a protest at the time of the disputed event could be beneficial as this would prevent replaying the game from the time of the event protested. Although protests can be filed during a game at the present time, the language in the current rules was not clear. The examples included will assist the referee to determine if an event is protestable or not.

**20. Recording Minor Act of Disrespect (Rule 10-1-d, page 52)**—The scorekeeper must note on the scoresheet E-MAD for the exclusion foul of a minor act of disrespect.

**Rationale:** This is needed to distinguish between the fouls of disrespect and a minor act of disrespect. A minor act of disrespect is not a game exclusion.

**21. Position of Ball During a Timeout (Rule 12-1, page 57)**—The ball is removed from the field of play during the timeout by the defensive referee, but either referee may perform this task.

**Rationale:** Although this is the current practice, it was not previously described in the rules.

**22. Shortening a Timeout (Rule 12-2, page 58)**—The referee may not shorten a timeout unless instructed by the team calling the timeout. At that time, the referee must give the warning whistle and also verbally inform the other team that play will restart in 15 seconds.

**Rationale:** Currently referees often stop a timeout when the players on the team calling the timeout swim out to their positions even though that team did not inform the referee that it is shortening the timeout. This change will ensure that the team that did not call the timeout will have adequate notice of the termination of the timeout and that the team calling the timeout has the entire time of the timeout unless that team signals that it is shortening the timeout.

**23. Offensive Team-Additional Timeout (Rule 12-4, page 59)**—If the coach of the team in possession of the ball requests a 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 in play at or behind the half-distance line as after a timeout.

**Rationale:** Although this is the current practice, it was not described in the rules.

**24. Position of Players After Regular Timeout (Rule 12-6, page 59)**—Before the timeout warning signal, the players must stay on their side of half. After the timeout warning signal, players may take any position in the field of play, subject to the rules relating to the taking of penalty throws and corner throws.

**Rationale:** Although this is the current practice, it was not described in the rules.

**25. Television Halftime (Rule 12-8, page 60)**—The maximum halftime for televised games shall be 10 minutes.

**Rationale:** This change is to conform with current practice in televised games.

**26. Referee Signal for 5-Meter Line (Rule 14-3, page 64)**—Note: The referees shall not use any signal, such as raising an arm or showing five fingers, to indicate that a player is eligible to shoot a direct shot on goal after that player's team has been awarded a free throw for a foul committed outside 5 meters.

**Rationale:** The markings on the deck and on the side lines plainly indicate the 5-meter line. There is no referee signal specified in the rules and, if the referee were to use an arm signal, that would be an advantage to the shooter as it is a signal to that player that he/she is eligible to take a direct shot.

**27. Direct Shot on Goal (Rule 14-3, page 65)**—A player is fouled outside the 5-meter line. The player must pick the ball up with the hand with which he/she intends to shoot. Transferring the ball from one hand to the other is putting the ball into play. However, if the foul is awarded outside 5 meters with the ball inside 5 meters and if the player must get the ball and move back to the line of the foul, the player may transfer the ball to the other hand while getting back to the correct position to take the free throw. The player taking a direct shot may take a lob shot, as long as it is without delay and without faking; Defensive

players may not interfere with a 5-meter direct shot on goal by continuing to hold the offensive player after the foul or by moving into the player with the free throw.

**Rationale:** The direct shot on goal must be taken without delay. The defensive player may not interfere with the direct shot

**28. Example Added of When a Direct Shot May Not Be Taken (Rule 14-3-d, page 65)**—A goal may not be scored under this rule direct from the restart after the replacement of a cap or while zipping up a suit.

**Rationale:** The referee removes the ball from the field of play in these instances so any direct shot would be an illegal shot.

**29. Examples of When a Direct Shot on Goal May Not be Taken (Rule 14-3, page 66)**—A direct shot on goal taken after a free throw has been awarded inside the 5-meter line is an ordinary foul and the referee awards a free throw to the opposing team, even if the shot has entered the goal or the ball has been diverted outside the field of play by a defender. If a defending field player tips a shot over the side line and the ball is given to the goalkeeper to put into play, the goalkeeper may not take a direct shot on goal because the ball left the side of the field of play.

**Rationale:** Additional examples are provided as to when a direct shot may not be taken.

**30. Additional Example Added of When a Goal is not Counted (Rule 14-6, page 67)**—A goal does not count if the ball is shot illegally (for example, shot directly outside the 5-meter line with delay).

**Rationale:** An additional example is added to the list as to when a direct shot may not be taken.

**31. Interpretation Added as to Where Free Throw Can Be Taken (Rule 19-1-g, page 74)**—If the ball goes out of the field of play in a lateral position, often the ball falls just outside the line of the field of play within easy reach of the player. If the player can reach the ball (without leaving the field of play) the player can take the free throw from this point.

**Rationale:** If a player can reach over the side line and pick up the ball, the player may take the free throw with the ball at that site.

**32. Interpretation if Ball is Sent Over Side Line (Rule 20-16-c, page 81)**—If the defending goalkeeper tips a shot over the side line or if the goalkeeper tips the ball so that it flies off the goal and over the side line, a free throw is awarded to the offense at or behind the point where the ball went over the side line.

**Rationale:** This follows the logic that if the defending field player tips a shot over the side line, the defense keeps the ball, but if the defending goalkeeper does this, the offense keeps the ball.

**33. Wasting Time (Rule 20-18, page 82)**—If the goalkeeper is the only player of that team in the goalkeeper's half of the field of play, it shall be deemed wasting time for the goalkeeper to receive the ball from another member of the goalkeeper's team who is in the other half of the field of play. However, the ball may be passed to the goalkeeper if other

players from the offensive team are in the back court, but the team must still work to advance the ball from the back court to the front court.

**Rationale:** This clarifies that this action of a team is permissible, but it still requires that a team must advance the ball in order to prevent a stalling call.

**34. Substitution for an Excluded Player (Rule 21-3, page 85)**—Note: A team that has seven or more players eligible to participate in the game (any player awaiting reentry after an exclusion is considered eligible to participate) must play with a goalkeeper unless the goalkeeper has been excluded and is in the reentry area. Therefore, an excluded goalkeeper's substitute may only be another goalkeeper; an excluded field player's substitute may only be another field player. As a result, if a goalkeeper is excluded, a substitute wearing a goalkeeper's cap may not be substituted for an exiting field player during that exclusion period.

**Rationale:** This change was made to align with the international interpretation.

**35. Leaving the Field of Play to Retrieve a Ball (Rule 21-4, page 87)**—It is an exclusion foul if a player leaves the field of play to retrieve a ball without the permission of the referee.

**Rationale:** This clarifies that the referee will exclude the player for 20 seconds for this offense.

**36. Description of Interference with Free Throw and Actions of Passer Which are not Allowed (Rule 21-5, page 87)**—The defensive player cannot interfere with the free throw. If the defending player with raised hand behind the head is so close that the offensive player cannot make a throwing motion without hitting the defensive player, the defender has to back away or be called for interfering with the free throw. However, the offensive player may not unnecessarily lean or make some extraordinary arm motion into the defender to create this contact; that is, the free throw should be a normal throwing motion.

**Rationale:** A new interpretation describes actions not permitted by the shooter or defender.

**37. Permissible Use of Two Hands (Rule 21-6, page 88)**—An interpretation was added: A player may put two hands up to show that the player is not fouling the attacking player. However, the player must immediately lower one hand if the player attempts to shoot (or attempts to pass which could lead to a probable goal if inside the 5-meter area). A player may put up two hands to show he/she is not fouling or if guarding a player who is in no position to shoot, but must be prepared to immediately drop one hand if the situation changes.

**Rationale:** This describes allowable use of two hands.

**38. Misconduct (Rule 21-10, page 91)**—The penalty for showing disrespect to a referee or any other act of misconduct is exclusion from the remainder of the game with substitution after the earliest occurrence referred to in Rule 21-3. If the player commits a foul of misconduct while exiting the pool after committing that player's third personal foul, the player is removed for the remainder of the game for misconduct, the substitute

may not enter for 20 seconds, and a penalty throw is awarded. The substitute enters immediately if the penalty throw is scored.

**Rationale:** No penalty for committing this offense of misconduct, particularly disrespect to a referee, after a third foul is currently described in the rules. Referees have been awarding a variety of penalties for this offense, ranging from ignoring it to a warning to a penalty throw to a red card. This standardizes the penalty for the player who commits misconduct (disrespect) after a third personal foul.

**39. Minor Act of Disrespect (Rule 21-10, page 92)**—If the player commits a minor act of disrespect immediately after receiving an exclusion foul, the player is excluded for only 20 seconds or until the earliest occurrence of an event referred to in Rule 21-3, and an additional personal foul is awarded to the player. If the minor act of disrespect is committed on that player’s way out after committing a second exclusion foul, the player is awarded another exclusion foul, which makes that player’s third personal foul. The substitute for the player enters after 20 seconds or the earliest occurrence of an event described in Rule 21-3. Interpretation: A player commits a minor act of disrespect immediately after that player is charged with a penalty foul, that player’s first personal foul. The player is charged with an additional foul (an exclusion foul), is excluded for 20 seconds or until the earliest occurrence of an event described in Rule 21-3 and the penalty throw is taken.

**Rationale:** A minor act of disrespect is considered to be an exclusion foul.

**40. Minor Act of Disrespect after a Third Personal Foul (Rule 21-10, page 92)**—If the player commits a minor act of disrespect on the way out after committing a third personal foul which is an exclusion foul, a penalty throw is awarded. The substitute may not enter until after the earliest occurrence of an event referred to in Rule 21-3. If a player commits a minor act of disrespect immediately after committing a third personal foul which is a penalty foul, an additional penalty foul is awarded. The first penalty shot is a dead-time penalty shot. The substitute enters if either penalty shot is scored.

**Rationale:** This change eliminates the inequity where the penalty for a minor act of disrespect may be greater than the penalty for an act of disrespect, even though the later is the more severe foul. This change also standardizes the penalty for committing either disrespect or a minor act of disrespect after a third personal foul.

**41 Penalty for Double Brutality between Periods (Rule 21-11, page 95)**—If double brutality occurs between periods, the offending players are removed for the remainder of the game; with their substitutes in the reentry areas and the next period begins with a sprint. After one team gains possession, the referee will stop the game and award a penalty throw to the team that gained possession. The second penalty throw will be taken by the defensive team, which will result in a goal or no goal. The referee will then award a free throw on or behind the half-distance line to the team that gained possession of the ball on the sprint, as after a timeout. The substitutes still remain in the exclusion areas until the earliest occurrence of one of the events described in Rule 21-3.

**Rationale:** The penalty for a double brutality between periods was not previously described in the rules. It is the same penalty as for a fight between periods.

**42. Penalty Awarded for Simultaneous Award of Penalty Foul and Exclusion Foul (Rule 21-18-c, page 101, and Appendix A-10, page 113)**—When one referee awards an exclusion foul and at the same time the other referee awards a penalty foul but for opposing teams during actual play or during dead time, both the offending players are excluded and a neutral throw awarded.

**Rationale:** This change was made to align with international rules.

**43. Blocking a Pass Within the 5-meter Area (Rule 22-2-c, page 102)**—It is a penalty foul for a defending player to commit any foul within the 5-meter area but for which a goal would probably have resulted. Therefore, if a defending player intentionally blocks or attempts to block a pass within the 5-meter area which prevents a probable goal with two hands, a penalty foul is awarded. It is not a penalty foul if the ball is being passed to a player who was in such a position that the pass would not have led to a probable goal.

**Rationale:** This clarifies when a player can attempt to block a pass with two hands within the 5-meter area.

**44. Award of Penalty Throw in Last Minute (Rule 22-8, page 105)**—It is the responsibility of the coach to give a clear signal by crossing the arms up across the chest (Appendix B, Fig. Z) if the team wishes to maintain possession of the ball or by showing five fingers to request a penalty throw, without delay. The referee must take the ball from the pool, verify the decision of the coach if no clear signal is given, and then restart play either with the penalty throw or by the team on offense restarting play by taking a free throw on or behind the half-distance line as after a timeout. Players may take any position in the pool for the taking of the free throw. Substitutions are not permitted during this temporary stoppage unless a timeout is called. If the team on offense declines the penalty throw, the player taking the free throw may not take a direct shot on goal.

**Rationale:** If the coach does not give a clear signal, the referee must ask the coach for his preference as to taking the penalty throw or keeping possession of the ball.

**45. Signal for Penalty Throw and Position of Referee (Rule 23-3, page 106)**—When the referee controlling the taking of the throw is satisfied that the field players and the goalkeeper 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:** This lack of specificity in designating the position of the referee when the whistle is blown, allows the referee controlling the taking of the throw to determine the most advantageous position for that referee to watch the shooter, the defensive players and the goalkeeper. The other referee will watch the back court for interference.

**Rationale:** This description enables the referee to determine the optimum position for the referee to administer the penalty throw.

**46. Method of Taking Penalty Throw (Rule 23-4, page 107)**—Interpretation: A penalty throw is awarded. Before the whistle, the player may pick up the ball with the left hand and immediately transfer the ball to the right hand and then wait for the referee's signal for the penalty throw. If the player transfers the ball from one hand to the other after the referee signals for the penalty throw to be taken, then the throw will be disallowed and the ball turned over.

Interpretation: The defensive players may not interfere with the taking of the penalty throw (shout, whistle, splash, hit the shooter’s arm, etc.) until the ball leaves the shooter’s hand. When the whistle is blown, the defensive players on each side of the shooter may only move forward towards the goal, not towards the shooter. After the ball is released, the defensive players may move towards the shooter. The shooter may not move inside the 5-meter line until the ball leaves the hand.

**Rationale:** These interpretations provide clarification of the method of taking the penalty throw and of interference with the penalty throw.

**47. Five-Meter Determination (Appendix A-19, page 114)**—The referee who calls a foul should determine if that foul is inside or outside the 5-meter line in order to determine whether a direct shot on goal can be taken. The back-court referee has the primary responsibility to determine if the shot is taken correctly (without delay and behind the 5-meter line).

**Rationale:** The responsibility of the back court referee was not previously covered.

**48. Cap Number Signals for Caps 16-19 (App. B-Fig. AA, page 121)**—For cap numbers 16 through 19, the referee holds up one clenched fist. With the other hand, the referee first holds up five fingers and then raises the other digits as necessary for the cap numbers. The referee also must call out the cap number to the players in the field and to the scoring table. Note: the referee shows the higher number of fingers on the right hand. For example, to show number 16, the referee will clench the right fist and then show 5 fingers with the left hand, followed by the thumb on the left hand.

**Rationale:** New signals are needed for numbers 16-19 as these are commonly used numbers and the referees, although required to do so, often do not call out the numbers to the scoring table. In order to standardize the signals, the higher number should be shown on the right hand.

**49. Cap Number Signals for Caps 20 and Higher (App. B, Fig. BB, page 121)**—To indicate cap number 20, the referee raises and clenches both fists. To indicate cap numbers above 20, the referee clenches both fists and then raises the correct number of fingers on the right hand to indicate cap numbers 21-25 or uses two hands if the cap number is above 25. The referee must also call out the cap number to the players in the field and to the scoring table.

**Rationale:** New signals are needed for cap numbers above 20 as the referees currently do not use a standard method of indicating these and the referees, although required to do so, often do not call out the numbers to the scoring table.

**50. Signal for a Minor Act of Disrespect (App. B, new Fig. DD, page 122)**—The referee uses a half-rolling motion with one arm so that it is visible to the other players, coaches and scoring table. The referee must signal the offending player’s cap number to the players in the water and to the scoring table. After the ball is put in play, the referee must also call out the cap color and number and the nature of the offense to the scoring table.

**Rationale:** The addition of this signal will make it clear to the desk, players, and coach that the player is excluded for 20 seconds for this minor act of disrespect instead of for the remainder of the game for disrespect.

**51. Tournament Advancement (Appendix C-3-c-(1) and (2), page 123-4)**—In a three-team bracket, if the three teams are tied in points, the goal differences between these three teams shall be calculated. If the tie is broken, the team with the greatest goal difference advances first. The second and third places are determined by which team won the game between the remaining two teams. In the event of goal difference being equal between all three teams, the team having scored the highest number of goals shall be given precedence. The second and third places are determined by which team won the game between the remaining two teams.

**Rationale:** This new method is considered to be a more way of determining placement of the teams. Similar changes will also be made in Appendix C-3-c-(2).

**52. Tournament Advancement (Appendix C-3-d-(1), page 124)**—In a bracket containing four or more teams, if more than two teams are tied in points, advancement and/or the winner of the tournament shall be determined in the following manner: goal difference shall be calculated between games involving only the teams tied in points. If the tie is broken, the team with the greatest goal difference advances first. If two teams are tied for first with the same goal difference, the winner of the game between them is placed first, the loser second. If three of the four teams have identical points, the fourth team is placed first or fourth, as appropriate. If the three teams remain tied in points in the games between them, then the order of the other three teams is determined by calculating the goal difference, followed by total goals, if necessary, in the games between the three tied teams.

**Rationale:** This describes advancement in a four-team bracket.