

<b>1-4</b> What is distance between the goal lines with floating goals?	Not more than 30m nor less than 20m for games played by men; not more than 25m nor less than 20m for games played by women.	Not more than 30m (100 feet) nor less than 22.9m (75 feet) for games played by men; not more than 25m (82 feet) nor less than 22.9m (75 feet) for games played by women.
<b>1-4</b> What is the distance wall to wall in pools with wall goals?	Not described.	For men: wall to wall must not exceed 100 feet (30m) nor less than 75 feet (22.9m). For women: length must not exceed 92 ft(25m) nor less than 75 feet (22.9m)
<b>1-4</b> What is the width of the field of play?	Not more than 20m nor less than 10m	Not more than 20m (66 feet) nor less than 13m (45 feet).
<b>1-6</b> What is the color of the side of pool (deck and/or sideline) between 5m and half-distance line?	Green	Green or color other than yellow or red
<b>1-6</b> May cones be used?	Not specified but may be used on deck	Can be used. Colors: white (goal line), red (2m line); yellow (5m line), white (half)
<b>1-8</b> Where are team benches located?	Side opposite official table (in practice same as NCAA)	Side opposite official table unless permanent structural restrictions prevent that; (then team and reentry area must be on desk side)
<b>1-10</b> What color desk flags must be provided on separate staffs?	Red, white, blue and yellow (for brutality) desk flags	Red, white and blue desk flags
<b>1-11</b> Is there a rule prohibiting megaphone or whistling by coach	No	Yes
<b>1-12</b> Is there a rule concerning videotaping of games?	Not stated	There is no NCAA rule against this; can't use video review during game.
<b>2.1</b> Are wall goals permitted?	Not allowed; therefore, no description of them or position of goalkeeper in penalty throw	Wall goals are described and goalie must have hips on goal line in penalty throw
<b>3.1</b> What color balls are allowed?	No color specified. May be different colors or striped.	Balls must be predominantly yellow or gold and may have stripes.
<b>3.5</b> How many balls must be provided for a game?	Not specified.	At least 5 balls required, 2 at each bench, 1 with referee; if ball goes out of bounds over end line, coach must have player from bench retrieve it (warning, then yellow card if not).
<b>4-1</b> What must be the color of the field players' caps?	Caps shall be of contrasting color (one does not have to be white), other than solid red, and must contrast with the color of the ball. A team may be required by the referees to wear white or blue caps if caps are not sufficiently different from those of the other team and from the ball. Each team must have a replacement set of caps.	Home team caps may be any dark color (including red) that contrasts with the color of the ball (caps may not be yellow, gold, orange, powder blue, light gray, pale green, or similar light colors); visiting team caps must be entirely white. No requirement for replacement set of caps.
<b>4-1</b> May the caps of field players be divided into thirds, quarters, or panels?	Not addressed	The caps of the home team field players may be divided into thirds, quarters, or alternating panels with the panels consisting of two dark colors, such as medium blue and navy blue.
<b>4-2</b> Ear guards may be what color?	Ear guards must be the same color as the team's caps except that the goalkeeper may have red ear guards.	The color of the ear guards must match the color of caps as closely as possible (dark earguards on dark caps, white earguards on white caps). The earguards on caps of the home goalkeeper may be red only if the home team caps are red.
<b>4-3</b> What is the color of the goalkeeper caps?	The goalkeeper must wear red caps.	Goalkeepers' caps must be divided into thirds, quarters or other comparable division, red and white for the visiting goalkeeper and red and dark for the home goalkeeper.
<b>4-4</b> How are caps numbered?	Numbered from 1 to 13, with red 13 reserved for the substitute goalkeeper (note: team needs also white and dark #13 if #13 is a field player).	Field players' caps are numbered beginning with #2; alternate goalies use 1A, 1B, etc.

<b>4-4</b> What are the colors specified for the cap numbers on the field players caps?	Not specified but must be easily, clearly, and visibly different from the background or from a pattern when wet or dry. In practice they are white on the dark field players' caps and dark on the white field players' caps.	Numbers on dark caps must be white or yellow, those on white caps must be a contrasting dark color (may not be powder blue, light gray, pale green, orange or similar light colors. Numbers on both type caps must be a single solid color with no border.
<b>4-3 and 4-4</b> What are the colors specified for the cap numbers on the goalkeepers caps?	Not specified but in practice the color of the numbers often match color of the numbers on field players caps.	Numbers on the cap of the home goalkeeper shall be white or yellow; numbers on the cap of the visiting goalkeeper shall be dark.
<b>4-4</b> What height is specified for the numbers on caps?	10 cm in height	At least 8 cm, preferably 10cm, in height
<b>4-5</b> What color is specified for swim caps?	No rule	Must match water polo cap as closely as possible, white with white caps, dark with dark caps, red or white with visiting goalkeeper, red or dark with home goalie.
<b>4-6</b> What is the penalty if a team's caps do not meet the requirements?	Teams may be required to wear white or blue caps	The team will be required to change caps unless there is mutual agreement of both teams that the game will be played with non-conforming caps, as long as cap numbers are clearly visible. Otherwise, the game will be declared a forfeit and the incident reported to the competent authorities. Referee also must notify conference of the offense even if there was not a forfeit.
<b>5-1</b> What team size is specified?	13	No maximum number except in certain tournaments (such as conference and NCAA championships)
<b>5-1</b> Do goals and fouls count if there is a player with 3 personal fouls in the pool who was not visibly red-flagged by the desk?	No. Exception: foul of misconduct, brutality or red card during the part to be replayed are not removed from the record of the game. Clocks reset.	No. Exception: foul of misconduct, brutality, red or yellow card during the part to be replayed are not removed from the record of the game. Clocks reset.
<b>5-2</b> Where must substitutes be located?	On the team bench. Can't move away except between periods and during a timeout.	Same, but in inclement weather, with the mutual consent of both coaches, substitute players may be in the water behind goal line outside exclusion area, at least 2m from goal.
<b>5-2 and 11-2</b> When do teams change ends?	At half time and at the end of the first overtime period.	Same, but if requested by one coach, teams change ends after each period and OT period.
<b>5-2</b> What is definition of a shallow-deep pool?	Not described	If any part of water polo course is less than 6'6" in depth (2.0m)
<b>5-2, Appendix A-2</b> When do referees change sides?	Appendix A-2: referees change sides before start of any period when teams do not change ends.	The referees change sides before start of a period when teams do not change ends, unless coach has requested that teams change ends each period. In that case, the referees do not change sides during game. If the pool is shallow-deep, if requested by one coach that the teams change ends each period, the referees change sides at the end of the first period, third period, before the first overtime and before the first sudden-death overtime.
<b>5-2</b> What is the penalty if an assistant coach stands while the team is on offense?	Warning or red card (head coach is the only individual person who can receive a yellow card)	Warning, followed by a yellow card and a red card for violation of this rule
<b>5-2</b> What if the assistant coach stands, moves up to 5-meter line and coaches?	Red card	Yellow or red card (warning usually omitted)

<b>5-4</b> What articles are listed as likely to cause injury?	Not listed, but rules prohibit any article which can cause injury	Including but not limited to jewelry, watches, sport or prescription swim goggles, protective helmets, sharp finger or toe nails.
<b>5.4</b> Is the handling of zippers described?	No	Yes. Zipper should be zipped up at next appropriate stoppage (as in cap replacement rule). If broken, remove player; can return after problem corrected.
<b>5-5</b> What is the penalty if grease or oil or article likely to cause injury such as nails is discovered on the body after the game has started?	Articles likely to cause injury not listed; but are handled same way as grease or oil (if found after game has started player out rest of game with immediate substitution from reentry area).	Should an offense be discovered after the game has started, the referee removes player to correct offense, substitute enters, and game resumed. That player can be subbed in later.
<b>5-5</b> Is there a pre-game meeting?	No such meeting specified; referees not required to check nails although they often do once in a tournament.	Meeting specified with captains to discuss ground rules and then inspect all players for articles possibly causing injury, sharp nails, oil or grease and proper colored swim cap.
<b>5-6</b> May players be substituted during a temporary stoppage of play?	Yes, players can be substituted from reentry area during the NCAA list of temporary stoppages of play.. Only time live time substitution is not allowed is between the time a referee awards a penalty throw and the taking of the penalty throw, except at a timeout..	No. Players cannot be substituted from side of pool or from reentry area) during a temporary stoppage of play such as while a player retrieves a cap, while referee is checking on an injury or resetting clock. Live-time substitution also not allowed between time a penalty throw is awarded and taken except at a timeout.
<b>5-7</b> Does an excluded player have to go to reentry area before being substituted for during timeout or between periods or after goal?	Excluded player does not have to go to reentry area before being substituted if goal is scored or between periods, but must in case of timeout.	Excluded player does not have to go to reentry area before being substituted if timeout called, if a goal is scored or between periods.
<b>6-1</b> May there be observers from visiting team at desk?	No	Yes – may have a minimum of one observer and up to two additional. All desk officials must act in a neutral, professional manner.
<b>6-2-b, 9-1-e</b> Who times the timeouts?	Desk timer blows horn to award timeout, times the timeout and signals the warning and the end of the timeout.	Referee usually times timeouts. Desk timer may time timeouts and signal end of timeout, but not <u>award</u> the timeout.
<b>7.1</b> At what time is the referee expected to arrive before the game?	One hour before game, must be on deck 30 minutes before game	30 minutes
<b>7-1</b> During what time does the referee authority extend?	Authority during whole time referees and players are within the precincts of the pool. Referee stays for 30 minutes after game (until end of protest time).	Referee authority extends during the entire time referees, coaches, team officials and players are within the precincts of the pool, from 30 minutes before game to five minutes after the conclusion of the game or until any protest procedure has been completed.
<b>7-4</b> Who may address the referee during the game??	No one can address referee during game	After the pregame meeting, the captain and the head coach are the only individuals authorized to address the referees and only at intervals between periods and during timeouts or with the permission of the referee or, in the case of the head coach, when filing a protest. The head coach and captain may discuss rule clarifications and misapplication of rules at these times but may not comment to or address referee during actual play of the game. Judgment calls are not an appropriate topic of discussion at any time.

7-4 If the coach is issued a red card, may the assistant coach then walk up to the 5m line on offense?	No, except when making substitutions or during a timeout.	Yes.
7-4, 21-10 Can a referee issue a red card to a player in the water?	Yes. Not specifically stated, but if the player is no longer entitled to participate in the game (such as if he has three fouls and refuses to leave or committed disrespect after the third), then he may be given a red card if he refuses to leave the water.	Yes, if a player refuses to leave the water when so ordered for disrespect or misconduct. The referee has the power to abandon the game if the player continues to refuse to leave the water when so ordered.
7-4 Can a referee give a red card before or after the game?	Not specified, but not done. If a coach argues with a referee after a game, the delegate may suspend the coach for the next game.	Yes, for disruptive behavior of coach or player, anytime from 30 minutes before the game to 5 minutes after or until any protest procedure is completed.
7-4 Can a referee give more than one warning to a team?	No	Yes
7-4 Can a referee give more than one yellow card to a team?	No It is given only to head coach	Yes; a yellow card may be given to the players on the bench, coach, and assistant coach, for example.
7-4 What is punishment for receipt of a red card?	Person must leave precincts of pool for remainder of game but may sit in spectator stands but not communicate with team. If this occurs in a tournament the player is suspended for the next game. Penalty also carries over to next tournament of same type.	Coach, team official or player receiving a red card must leave the precincts of pool, but may sit in spectator stands but not communicate with team. The person is also suspended from next game from time starting 30 minutes before game to 5 minutes after (or 15 minutes after if protest is being filed).
7-5 If a referee removes a player, substitute, spectator, coach or other team official whose behavior prevents the referees from carrying out their duties from the remainder of the game, does that individual receive a red card?	Not specified but in practice the same, with exception of spectator.	With exception of spectator, others receive a red card. Host institution should take appropriate action with disruptive spectator.
7-6 Are there lightning guidelines for stopping a game?	No	Yes (Appendix D)
7-7 Does the referee report issues with field of play, caps, red cards, abandonment and forfeit of games?	Not stated. However, delegate includes items such as these in his report to FINA.	Yes, to conference office(s) and assigning authority. Report any issues which require a game suspension plus others listed.
7-Is referee recommended to check score after each period?	No	Yes – score and timeouts
7-9 What type of errors must referee correct in interest of fairness?	Not listed in one place but procedure would be same for each	Rule contains non-inclusive list of errors which must be corrected in interest of fairness. If several occur at once, referees must decide which to correct in interest of fairness.
7-10 By what time must a coach inform the referee that he is filing a protest? When must the protest procedure be completed by?	The protest must be filed in writing by 30 minutes after the end of the game. Can not protest during game.	Coach must inform referee at time of incident or within 5 minutes after the conclusion of game; written protest filing procedure must be completed within 15 minutes after game.
7-10 What may a protest be awarded for?	Not for judgment calls; can for misapplication of rules, etc.	For misapplication of rules, equipment malfunction, errors in recording information or other desk errors. Not for judgment calls.
7-11 How long must team wait for late team before forfeit declared?	No rule – up to delegate	30 minutes unless by mutual consent they agreed to wait additional time
7-11 Can the guilty team advance by means of a forfeit?	Not specified. Up to delegate	No

<b>8-2</b> Does the goal judge signal an improper entry of an excluded player or a substitute?	Yes. Goal judge raises both arms vertically for improper reentry of an excluded player or improper entry of a substitute	No.
<b>9-2</b> When is the possession clock turned off at end of period?	It may be turned off when less than 30 seconds remain in a period and a new 30-second period of possession is awarded or the shot clock might assume the same time as the game clock.	Is turned off when less than 35 seconds remain in a period and a new 35-second period of possession is awarded
<b>10-1-c</b> Does the secretary inform the referee after the substitution that a player has 3 personal fouls?	No	Yes, so referee will know that the player is an illegal player if player reenters game later.
<b>10-1-d</b> Are brutality and misconduct recorded on score sheet?	Not specified, but such fouls and any game exclusion are recorded in "progress of game".	Yes, in "progress of game" Also minor acts of disrespect (MAD) recorded.
<b>11-2</b> Can the interval at half-time be shortened or lengthened?	No	Yes, shortened with agreement of both coaches; only lengthened for TV or promotion with agreement of both coaches.
<b>11-3</b> Can game end in a tie?	Yes	No
<b>11-3</b> Is there a coin toss for ends before sudden death overtime or for deciding ends for the penalty shots?	No sudden death overtime. There is a coin toss to determine which team shoots penalty shots first but not for ends.	Yes, is a coin toss for ends before 1st sudden death overtime period – then teams alternate ends after each sudden death OT period
<b>11-3</b> How is winner of the game decided if score still tied after the two three-minute overtime periods?	A penalty shoot out is conducted with no change of benches by teams after the two regular overtime periods.	Successive 3 minute sudden-death overtime periods until goal is scored, with 2 minutes after each overtime period for change of ends
<b>12-1</b> How many timeouts are permitted?	Three timeouts per game but third allowed only in overtime (all three can be taken during overtime)	Three during regular play and one in overtime (timeouts not used in regulation time can not be carried over to overtime).
<b>12-1</b> What is duration of a timeout?	One minute	Up to 2 minutes in length.
<b>12-1</b> Who can call a timeout?	Coach	Coach or any player in the water
<b>12-1</b> How does the coach signal the referee that he/she wishes a timeout?	The coach calls timeout and signals to the secretary or referee with the hands forming a T-shape (or uses an airhorn). The timeout secretary or referee blows the whistle to stop play and start the timeout.	The coach or any player in the water calls timeout and signals to the referee with the hands forming a T-shape or the coach may signal with an air horn if both coaches agree to use. The referee then blows whistle to stop play and start the timeout. The timeout secretary does not signal the award of a TO.
<b>12-1, 12-5, 12-7</b> When can the defensive team call a timeout?	Defensive team can't call a timeout. If the coach on defense does call a timeout, the referee awards a penalty throw to the opposing team and this is charged as a timeout to the defensive team.	Referee shall not award a timeout to team not in possession of the ball above number permitted and at times not permitted. Defensive team can call timeout after offensive team has called timeout but before the ball has been put into play after the timeout; either team may call a timeout after a goal or before a penalty shot is taken before the referee starts play. At other times, referee ignores request for timeout called by defense.
<b>12-1</b> Who times a timeout?	Desk timer	Referee or desk timer (if available)
<b>12-2</b> When is warning signal given for end of timeout?	At :45	At 1:45 or if team shortens timeout before that time, at the time of the notification.
<b>12-2</b> Can the timeout be shorter than the designated time (2 minutes in NCAA, 1 minute in FINA/USWP)?	No	Yes. The coach or captain of the team that called the timeout may inform the referee when that team is ready to resume play. The referee blows the whistle as a signal that play will start in 15 seconds and verbally notifies the other team that play will start in 15 sec. Referee may not shorten TO on his own.

<b>12-2</b> When is excluded player not required to go to reentry area before substitute may enter?	After a goal or between periods	During timeout or between periods or after a goal
<b>12-3</b> How is ball put in play after timeouts?	Desk blows whistle when 15 seconds remain of the timeout and when time is up. Referee blows whistle and starts play immediately when timeout period is ended at or behind the half distance line; players can take any position in field of play which they deem to be most advantageous. The referee is not obligated to wait until there is no advantage to either team before putting the ball into play.	Referee or timekeeper blows whistle when 15 seconds remain and for end of TO. If the team calling the TO does not come out from the TO after the referee blows the whistle, the referee shall throw the ball to the offensive player closest to and behind the half-distance line and start play. If the team calling the TO is ready to resume play at the conclusion of the TO, but the other team is not and is still at the side of the pool, the referee must warn the coach on the first offense, ask the coach to call a TO or receive the appropriate card on the second offense; ask the coach to call a TO or receive the appropriate card on subsequent offenses.
<b>12-5</b> What happens if a timeout is called by a team when neither team has possession of the ball?	Penalty throw awarded; and counts as a timeout for team which called the timeout.	If the referee blows his whistle by mistake to award the timeout, the referee must award the ball to the team that did not call the timeout; this does not count as a timeout for team calling it.
<b>12-7</b> Are there 20-second timeouts?	No	Yes – one per game, only called by offense
<b>12-7</b> What may be the position of the coach and team during a 20-second timeout?	No 20-second timeouts	Coach may move up to half-distance line. Team does not go back to defensive end during 20-second timeout.
<b>12-8</b> What is maximum length of television timeout?	Not described.	Ten minutes (only called after goal, before neutral throw or corner throw).
<b>13-1</b> When is the coin toss performed before the game and by whom?	No time specified. Captain performs toss. Team in white caps usually just (without toss) starts to table's left.	The referee performs the coin toss at least 10 minutes before the start of the game, the winning captain to have the choice of ends.
<b>13-2</b> Where do players line up for start of period?	On goal line. If false start, start shall be retaken, just as in case of an extra player. (very rare)	Heads on goal line; if both can push off from end, start by grasping end no higher than water level; if both can't grasp ends, both start with heads on goal lines or 2-meter line.
<b>14-3</b> What is the definition of "immediate" in the rule permitting an immediate shot on goal from a free throw awarded outside 5m?	No definition. Use same criteria as for taking of a penalty throw. Must be without delay. Player can look briefly around.	Player may look in the general direction of the goal and then take an immediate shot at the goal.
<b>14-3</b> A goal may not be scored on a direct shot on goal outside 5 meters directly from the restart following any other delay in the game (in addition to the ones listed). What are examples of other game delays?	None listed but they are the same	Examples are during the issuance of a yellow or red card, and when correcting a clock error.
<b>20-6</b> Is there a definition of tackling?	No, as meaning understood	A definition of tackling was added in ball under.
<b>20-8, 14-4, 22-2</b> How is foul described to play or touch the ball with two hands?	14-4 two hands or arms; 20-8 two hands; 22-2 two hands	For consistency, wording changed in all three places to two hands or two arms
<b>20-17</b> What is the length of the possession time?	30 seconds	35 seconds

<p><b>20-18</b> How should wasting time be called throughout the game?</p>	<p>In the last minute, the referees must be certain that there is intentional wasting of time before applying this rule</p>	<p>Wasting time should be called consistently throughout the game. It is the responsibility of the team on offense to advance the ball towards the offensive end; it is not necessary for the team to pass or shoot the ball. Ball can be passed back to goalkeeper if at least one other offensive player is in that end but must still advance the ball.</p>
<p><b>20-19</b> Is it an ordinary foul to fail to be ready at the beginning of the period?</p>	<p>Not stated but would be treated as ordinary foul and ball is awarded to the opposing team at the half-distance line.</p>	<p>Yes. Ball is awarded to the opposing team at the half-distance line.</p>
<p><b>21-2</b> What happens if no player or an incorrect player leaves the field of play after an exclusion foul is called?</p>	<p>If two players leave, the wrong one can enter at any time from reentry area. If correct one did not leave, referee could call penalty foul for interference with play or could just straighten out the error and reset clocks.</p>	<p>Referee should stop play quickly, allow incorrect player(s) to reenter, exclude correct, instruct both timers to reset both clocks and commence play. Incorrect player does not have to reenter from exclusion area.</p>
<p><b>21-10</b> What is penalty for a player committing misconduct after a third personal foul?</p>	<p>Not specified. Referee could ignore it, warn player, award a penalty shot (for interference) or a red card.</p>	<p>Penalty throw</p>
<p><b>21-10</b> What is the punishment for a minor act of disrespect?</p>	<p>There is no foul described as a minor act of disrespect.</p>	<p>A 20-second period of exclusion will be awarded for minor acts of disrespect as defined that are not sufficient to warrant exclusion for the remainder of the game. Signal added and abbreviation (MAD).</p>
<p><b>21-10</b> What is the penalty if a player commits a minor act of disrespect immediately after his first or second exclusion foul?</p>	<p>Player would be removed for remainder of game for misconduct if he says something to referee after an exclusion foul.</p>	<p>Player receives another exclusion foul, his third, so would be removed for remainder of game.</p>
<p><b>21-10</b> What is punishment if player commits a minor act of disrespect as leaves pool after a third personal foul?</p>	<p>No minor act of disrespect. Referee could ignore any disrespect, warn player, award a penalty shot (for interference) or a red card.</p>	<p>Penalty throw. If player commits this after penalty foul is called, two penalty throws are awarded. If third was an exclusion foul, sub can't enter for 20 seconds and penalty throw.</p>
<p><b>21-10</b> How do you restart the game after a minor act of disrespect committed during interval between periods, a timeout, or prior to restart after a goal?</p>	<p>No such foul as minor act of disrespect</p>	<p>The player is excluded for 20 seconds, the substitute enters immediately, and the teams start even up with the sprint if it is committed in the interval between periods, with a free throw as after a timeout by the team that requested the timeout if occurred during a timeout, or, after a goal, with a free throw by team which was defending before the goal was scored. The excluded player can return later to the game.</p>
<p><b>21-10</b> Must a player excluded from the remainder of the game for misconduct leave the team bench for the bleachers?</p>	<p>Yes, player must leave, just as for brutality and receipt of a red card.</p>	<p>No. The player must remain on the bench with the cap on.</p>
<p><b>21.11</b> Is biting included in brutality?</p>	<p>Not specifically mentioned.</p>	<p>Is now included in the definition of brutality</p>

<p><b>21-11</b> What is the penalty for brutality committed during dead time or live time?</p>	<p>Player excluded for remainder of game, must leave bench area (can sit in bleachers), live time penalty shot awarded, substitute can not enter for 4 minutes actual play, even if penalty shot scored, (doesn't have to stay in corner entire time). If penalty shot scores, start play as after a goal. If penalty shot missed, play continues as after a missed penalty shot. Exclusion secretary waves player in with yellow flag and flag corresponding to cap color. Player suspended from next game in this or next tournament</p>	<p>Player excluded for remainder of game, must leave bench area (can sit in bleachers), a dead-time penalty throw awarded, that team gets ball back at half if made or missed, start as after a timeout, and substitute still out for 20 seconds or until earliest occurrence of 21-3. The player is also suspended for the next game (can sit in bleachers) in all brutality and fighting calls.</p>
<p><b>21-11</b> What is penalty if brutality occurs during timeout, after a goal or between periods?</p>	<p>Offending player excluded for remainder of game with substitution after 4 minutes. Play restarted by referee blowing whistle to start play in normal manner as after a timeout, goal, or period interval, then immediately stopping play to take the penalty throw. If penalty shot is scored, the defending team starts play with a free throw at half as after a goal. If missed, play continues in the usual manner.</p>	<p>If brutality occurs during a timeout or after a goal, player excluded for remainder of game, a dead-time penalty throw awarded, that team gets ball back at half if made or missed, start as after a timeout, and player still out for 20 seconds or until earliest occurrence of 21-3. If brutality occurs between periods, player excluded for remainder of game, a dead-time penalty throw awarded, that team gets ball back at half if made or missed, starting the period at that time (without sprint), as after a timeout, and player still out for 20 seconds or until earliest occurrence of 21-3.</p>
<p><b>21-11</b> What is the penalty if simultaneous brutalities occur during live time or dead time?</p>	<p>Both players excluded for remainder of game with substitution after 4 minutes. The first dead-time penalty throw shall be taken by the team last in possession of the ball. After the second penalty throw has been taken, the game shall be restarted with a free throw on or behind half by the team which last had possession of the ball. Players can be located any place in pool. as after a timeout.</p>	<p>Both players excluded for remainder of game (with substitution after 20 seconds). First dead-time penalty throw taken by team last in possession of the ball. After the 2<sup>nd</sup> penalty throw has been taken, the game restarted with free throw on or behind half by team which last had possession of the ball as after a timeout. Both substitutes out until earliest occurrence of 21-3</p>
<p><b>21-11</b> What happens if simultaneous brutalities or a fight are committed in the interval between periods?</p>	<p>Both players out with substitution after 4 minutes. Start with sprint. Once one team gains possession, game stopped. First shot taken by team which gained possession. Play stopped and 2<sup>nd</sup> penalty shot taken by other team, which results in goal or no goal. Then team which won the sprint is given a free throw at half as after a goal (players from each team on their own side of half)..</p>	<p>Both players out with substitution after 20 seconds. Start with sprint. Once one team gains possession, game stopped. Take dead-time penalty shots. First shot taken by team which gained possession. Play stopped and 2<sup>nd</sup> penalty shot taken by other team. Then team which won the sprint is given a free throw at half, start as after a timeout, with the substitutes out for 20 seconds out or until earliest occurrence of 21-3.</p>
<p><b>21-11</b> What happens if simultaneous brutalities are committed during a timeout or after a goal?</p>	<p>Both players out with substitution after 4 minutes. First penalty shot taken by team which would normally have possession of ball. Play stopped and 2<sup>nd</sup> penalty shot taken, which results in goal or no goal. Then referee awards a free throw on half to team that would normally have had possession after the timeout or after the goal. If after a timeout, players may be anywhere; if after a goal, players on their side of half.</p>	<p>Both players out with substitution after 20 seconds. Dead-time penalty shots. First penalty shot taken by the team in possession of the ball. If the penalty shots are made or missed, both subs still out until earliest occurrence in 21-3, and referee awards a free throw on half to team that would normally have had possession after the timeout or after the goal as after a timeout.</p>

<p><b>21-11</b> What if brutality is committed by a substitute not in water?</p>	<p>Substitute is out for game, one player removed from water by captain, penalty throw conducted, and game continues with one less player for 4 minutes playing time.</p>	<p>Substitute out for game, one player removed from water by captain, penalty throw, team retains possession of ball if made or missed, player removed or sub is out for 20 sec. or earliest occurrence of event in 21-3</p>
<p><b>21-11</b> Is there a fighting penalty?</p>	<p>No – fighting is an example of brutality so use procedure for double brutalities with a penalty throw awarded for each player involved. (questionable if more than one awarded to each team). There may be additional tournament penalties as well. Play restarts with team which had possession of ball with a free throw at half with excluded players’ substitutes out for 4 minutes , as after a goal or as after a timeout, whichever is appropriate.</p>	<p>Yes – penalty includes alternate penalty shots taken for each participant involved, starting with team last in possession of the ball. Subs out for 20 seconds, suspension from the remainder of the game and the next game. If any penalty throws scored, subs still out until change of possession; play restarts by team which last had possession as after a timeout.</p>
<p><b>21-18-b, A-13</b> How is player restarted if there is simultaneous award of penalty throws to both teams?</p>	<p>The first penalty throw shall be taken by the team last in possession of the ball. After the second penalty throw has been taken, made or missed, the game shall be restarted by a neutral throw at half.</p>	<p>First penalty throw taken by team last in possession of ball. After the second penalty throw has been taken, made or missed, the game starts with a free throw on or behind the half-distance line by the team which last had possession of the ball as after a timeout.</p>
<p><b>21-20</b> What is the penalty for an excluded player intentionally interfering with play?</p>	<p>Player receives another personal foul, penalty throw taken with excluded player in exclusion area for 20 seconds. If penalty shot scored, then player can enter immediately.</p>	<p>Player receives another personal foul, penalty throw taken with excluded player in exclusion area for 20 seconds. If penalty shot scored, then player can enter. Rule also applied to substitute in water in inclement weather who interferes with play.</p>
<p><b>22-2-f</b> What is penalty if goalkeeper pushes off wall to block a shot?</p>	<p>Not described as no wall goals</p>	<p>Penalty throw</p>
<p><b>22-3</b> What is penalty for kicking or striking or for brutality or fighting committed within the 5-meter area?</p>	<p><u>Kicking or striking within 5-meter area:</u> penalty throw <u>Brutality or fighting:</u> Player excluded for remainder of game, substitute can not enter for 4 minutes, and penalty shot awarded. Even if this scored, substitute still out for 4 minutes actual time.</p>	<p><u>Kicking or striking within 5-meter area:</u> penalty throw <u>Brutality or fighting:</u> Player excluded for remainder of game, penalty shot awarded, offended team gets ball back at half as after a timeout, whether made or missed; substitute still out for 20 seconds or earliest occurrence of one of events described in Rule 21-3.</p>
<p><b>22-7</b> Is penalty shot awarded if the coach of the team not in possession of the ball requests a timeout or if a team official takes any action to prevent a probable goal?</p>	<p>Yes</p>	<p>No for timeout, as the call for a timeout is ignored by the referee.  Yes if team official takes any action to prevent a probable goal.</p>
<p><b>23-3</b> Does the second referee line up the goalkeeper during a penalty shot? The front court referee lines up shooter. Where does he stand?</p>	<p>No. No duties are specified for the second referee (who watches backcourt). Although rule does not specify, the front court referee stays on the 5m line as there are usually goal judges to line up goalkeeper.</p>	<p>No. No duties are specified for the second referee (who watches backcourt). The referee controlling the throw stays either at 5m line or at the position he determines most advantageous to watch shooter, defense and goalie.</p>
<p><b>25-3, -5</b> Is there an injury timeout and can the injured player return later to the game?</p>	<p>If a player is injured, play suspended for not more than 3 minutes; if the player is removed, the player can not return later to game. If bleeding, player removed immediately and can sub in later.</p>	<p>No injury timeout. Injured player is replaced immediately, just as with bleeding, and can return later to game</p>

<p><b>App. A, #19</b> Which referee has responsibility for determining if a 5-meter direct shot is taken properly?</p>	<p>Not included but same as NCAA</p>	<p>The referee who calls the foul should determine if that foul is outside the 5-meter line. The back court referee has the primary responsibility to determine if the shot is taken correctly (without delay and behind the 5m line)</p>
<p><b>App. B, Fig. D-I</b> Does referee call out cap numbers?</p>	<p>No – just uses hand signals visible to both player and table.</p>	<p>Uses hand signals visible to player and table. After ball put into play, the referee calls out color and number to the table.</p>
<p><b>App. B-Fig. AA</b> How do you signal cap numbers above ten?</p>	<p>Clenched fist with one hand; with other hand showing additional fingers to make up the sum of the player’s number (up through 15)</p>	<p>Same but signals added for cap numbers 16-19 (referee raises one clenched fist. With other hand referee first holds 5 fingers and then other digits as necessary)</p>
<p><b>App. B, Fig. BB</b> How do you signal cap numbers above 20?</p>	<p>No such signal as no cap numbers this high</p>	<p>Use 2 clenched fists for cap number 20 then fingers on one hand for 21-25; use other hand if 26-29</p>
<p><b>App. C</b> How is advancement determined in tournament when there is a tie in points?</p>	<p>If 3 teams tied in points, go to goal differences. Team with highest goal difference is 1<sup>st</sup>. Order of other two determined by who won game between them. If that is a tie, then other procedures specified.</p>	<p>If 3 teams tied in points, go to goal differences. Team with highest goal difference is 1<sup>st</sup>. Order of other two determined by who won game between them. Primary difference is there are no ties in games.</p>