

Major Differences Between 2007-08 NCAA and 2007-08 NFHS Water Polo Rules 9-3-07

1. Risk management warning above Rule 1-1
NCAA – There is no risk management warning concerning diving into pool.
NFHS – Risk management warning: Point of Emphasis: Players shall enter the water feet first at all times. See NFHS Instructions to Referees and Points of Emphasis for Coaches and Referees #25 for enforcement method.
2. Length of course (Rule 1-4)
NCAA - Maximum length of course in pools with floating goals from goal line to goal line men 30 meters, women 25 meters; maximum length of course in pools with wall goals from wall to wall men 30 meters, women 25 meters; 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 yards (25m) for both men and women, as measured from goal line to goal line; length of pool in pools with wall goals shall be 25 yards (25m) for both men and women, as measured from wall to wall. State Associations may require maximum course length with floating goals for championships.
3. Course markings (Rules 1-6, 1-7)
NCAA - All markings must be in meters: 2-meter line and 5-meter line; reentry area 2 meters from corner of course.
NFHS - The two-yard line can be measured in yards or meters; the 5-meter line must be in meters; the marker for the boundary of the reentry area is 2 yards (2m) from the corner of the course.
4. Video (NCAA Rule 1-12 and NFHS Instructions to Referees and Points of Emphasis for Coaches and Referees #26)
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.
5. Balls (Rule 3-5)
NCAA: At least five, game-quality balls must be available for all games.
NFHS: Five game-quality balls must be available for all championship games and are recommended for all games.
6. 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 (colors permitted listed). (Rule 4-6 stresses numbers must be clearly visible.)

7. Apparel (Rule 5-4)

NCAA - Players shall wear non-transparent one-piece costumes. Remainder of suit description listed in NFHS rules not included. Medical and religious medals not specifically included as articles likely to cause injury; remainder the same.

NFHS - Swim suits must be non-transparent, of one-piece construction and shall completely cover the buttocks and breasts. Jewelry, medical or religious medals, watches, sport or prescription swim goggles, protective helmets and sharp fingernails and toenails included in rule book on list of articles likely to cause injury. A referee needs to judge each article for its potential to cause injury. NFHS has issued a ruling that, in the case of sports goggles, the state association may issue written permission in special cases. The letter is to be provided to the referee prior to competition.

8. Pregame meeting (Rule 5-5)

NCAA – Pregame meeting is for captain and referees (coaches may attend).

NFHS – Pregame meeting is for captain, head coaches and referees.

9. Foreign substances (Rule 5-5)

NCAA – If nails, grease, oil, etc. discovered after game starts, player removed until violation is corrected. Player can reenter pool later in the game as a substitute. No exclusion foul charged.

NFHS – Nails portion of rule is the same as NCAA rule; however, if grease, oil, etc. discovered after game starts, player is removed for remainder of the game with immediate substitution (same as FINA rule).

10. Tournament committee (Rule 6-3) and tournament variations (Rule 11-5)

NCAA – No description of tournament committee, although in practice there is one; however usually it is not comprised of coaches in the tournament. No tournament variations are allowed.

NFHS – It is recommended that the coaches of the teams and/or the officials in the tournament comprise a committee that will make immediate decisions not covered by the rules. There may be variations in the length of game periods, length of overtime periods, type of overtime, requirement for overtime (for example, in a tournament with the group system of play, games may end in a tie), and number, type and duration of time-outs in a tournament.

11. Time of beginning of jurisdiction of referee (Rule 7-1) (Both end 5 minutes after end or until any protest filing procedure complete)

NCAA – Begins 30 minutes before game.

NFHS – Begins 15 minutes before game.

12. Time of giving 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 time specifically stated. However, rules do not preclude a referee from giving a red card to an individual (coach, other team official, or player) who accosts a referee after a game.

13. Location of player, coach or team official receiving a red card during the remainder of the game in which the red card was received (Rule 7-4)
NCAA – The player, coach, or team official must leave the bench and may sit in bleachers during rest of game but can not communicate with team or referees during the remainder of the game until after the jurisdiction of the referees.
NFHS – The player must leave the bench and must sit in the bleachers, under supervision, but coach or team official must leave pool facility. Coach or team official must have no visual or electronic contact (player no electronic or voice contact) with team in game in which red card was received until after the jurisdiction of the referees after the game.

14. Location of player, coach, or team official receiving a red card during the subsequent game in which the suspension is being served (Rule 7-4)
NCAA – The person receiving the red card (coach, other team official, player) 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 - Athlete or coach or other team official may be in the stands during that game but may not communicate with the team, team officials or referees; however Associations may have specific rules governing if athlete or coach or team official may be in audience or pool area during the next game in which the game suspension is being served. There are no specific rules regulating type of game in which the-game suspension may be served. Associations may have specific rules.

15. Protest (Rule 7-10)
NCAA - Protests may be lodged only for misapplication of rules, equipment malfunction, and errors in recording information or other desk errors.
NFHS - Protests may be lodged only for misapplication of rules, equipment malfunction and errors in recording information.

16. 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.

17. Interval at half-time (Rule 11-2)
NCAA – Interval can be longer than 5 minutes with agreement of both coaches.
NFHS – Interval can not be longer than 5 minutes.

18. Name for sudden-death overtime (Rule 11-3)
NCAA – Called sudden-death overtime.
NFHS – Called sudden-victory overtime.

19. Tournament variations (Rule 11-5):
NCAA – Are no tournament variations; each game must be standard (including overtime).
NFHS – Can be tournament variations as long as are announced ahead of time; these include length of periods, period breaks, number, type and length of timeouts, type of overtime.

20. 20-second timeout (Rule 12-7)
NCAA – One per game.
NFHS – No 20-second timeout except as a tournament variation (see Rule 11-5).
21. Television timeouts (Rule 12-8)
NCAA - Description included
NFHS - Description not included
22. Wasting time (Rule 20-18)
NCAA – 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.
NFHS – Same as above with the addition that the team is not required to make a bad pass to advance the ball from the back court to the front court.
23. Penalty for simultaneous award of penalty foul and exclusion foul (Rule 21-18-c and Appendix A-10)
NCAA – Both the offending players are excluded and a neutral throw awarded
NFHS – Both players receive personal fouls, neither is excluded, and the penalty throw is conducted.