

Adopted NFHS Rules for 2008-09  
(References are to Rule Numbers and Pages in the 2008-09 Rule Book)  
7-1-08 (minor change in #6 9-1-08)

1. **Required Facilities/Equipment Inspection Prior to Game (Rule 1-1, p. 83)** Before the game, the referees shall ensure that the field of play, game equipment, suits and caps comply with the rules, make any corrections possible at that time, and report any deficiencies to the administrator in charge and afterwards to the state association office, unless determined otherwise by state association policy, in order that these may be corrected (see Rule 7-7).

**Rationale:** This inspection must be made prior to the game in order that any possible corrections can be made prior to the game as well as being reported to prevent the occurrence of the same problems in future games.

2. **Changes in measurement and equipment:**

- a. **Pool Dimensions (Rule 1-4, p. 83)** Without changing any pool dimensions, the units used for the description of pool length, width, and depth are reversed so that metric dimensions are listed first.

**Rationale.** This brings the description of pool dimensions more in alignment with the metric units used in other NFHS water polo rules but still references standard measurements.

- b. **Pool Markings (Rule 1-6, 1-7, p. 84)** The 2-meter line and the re-entry area (2 meters from the corner of the field of play on the side opposite the official table) are now described only in metric units. This is recommended for immediate implementation and required as of July 1, 2009. The metric units for the 2-meter line and for the re-entry area will be used throughout the remainder of these rules.

**Rationale:** This brings the units for measurement of these pool markings in agreement with the sole use of metric measurements already in effect for the 5-meter line, the distance from the goal line to the boundary of the field of play, the minimum distance from the goal line to the pool wall, the size of the desk flags, and the area in which players may be in the water during inclement weather.

- c. **Side Lines (Rule 1-6, p. 84)** Correctly colored sidelines must be used if the pool width is greater than 20 meters (66 feet). The requirement for the correct marking of the pool course was effective July 1, 2007. Note: The referee must check before the game that all markings on the pool (sidelines, cones, deck markings) agree with each other or correct this before the game begins.

**Rationale:** The requirement for use of sidelines and correct markings is restated in the rule book as many pools are still not in compliance.

- d. **Dimensions of Goal (Rules 2-1 and 2- 2, p. 85)** The dimensions of the goal will be described only in metric units, effective July 1, 2011. Both metric and standard units will be used until that time, with metric listed first. Goals purchased after that date must conform to the metric dimensions.

**Rationale:** Most water polo goals are already produced using metric dimensions. Since the two units currently used for goal dimensions are not exactly the same, this change will ensure that all goals will be exactly the same size.

- e. **Ball Size and Description (Rules 3-1, 3-3, 3-4, p. 86)** The description of the optional use of color on the ball is changed from stripes to panels, but the ball must

still be predominantly yellow or gold. The circumferences of the men's ball (68-71 cm) and the women's ball (65-71 cm) are now expressed only in metric units.

**Rationale:** Balls are usually ordered by number (#5 or #4, for example, or by catalog number, not by circumference). This does not change the circumference of the ball; it merely describes the circumference in the units commonly used for.

- f. **Cap measurements (Rules 4-1, 4-4, p. 87)** The height of the cap numbers (8-10 cm), and the width of any cap piping (1 cm) are now expressed only in metric units.

**Rationale:** These are the units commonly used in description of size of cap numbers and piping.

3. **Use of Video (Rule 1-12, p. 85)** 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.

**Rationale:** This incorporates the 2007-08 interpretation as to the use of video into the rule book.

4. **Cap Description (Rules 4-1, 4-3, p. 87)** The caps of the home team field players may be divided into thirds or alternating panels with colors as described in current rules. The caps of the home team goalkeeper must be divided into red and dark thirds or alternating panels, the caps of visiting goalkeeper must be divided into red and white thirds or alternating panels.

**Rationale:** This eliminates the use of the word quartered in the description of caps since quartered caps are no longer used.

5. **Sets of Caps (Rule 4-4, p. 88)** Note: It is recommended that each team have a replacement set of caps readily available so that a cap with the same number can be used for replacement if a cap is lost or damaged during the game.

**Rationale:** This facilitates the job of the scorekeeper and announcer, and assists spectators if the players always use the same cap number in a game.

6. **Entrance of a Player with Three Personal Fouls into Play Who was Not Red-Flagged by the Desk (Rule 5-1 and Rule 7-9-a, p. 88 and 96-97)** Note: If a player has three personal fouls but was not visibly red-flagged by the desk, the player shall be removed from the water as soon as the error is discovered. The offended team may elect to either (1) reset the game clock to the time the illegal player with the third personal foul re-entered the water; reset the shot clock; any goals scored and fouls assessed during this time period shall not count and the illegal player is removed from the game except that the following cards and fouls shall remain as issued: a yellow or red card, misconduct (excluding minor acts of misconduct (Rule 21-10) and flagrant misconduct (Rule 21-11). or (2) the offended team may elect to not reset the game clock, keeping all goals scored and fouls assessed during this period of time as recorded. The player with three personal fouls would be replaced with a substitute and play continued from that point. This same rule will also be applied to the opposite error (if the desk signaled that a player had three fouls when the player actually had only two and the player was removed from the game at that time).

**Rationale:** This change gives the offended team the right to choose whether to go back to the time of the desk error or to leave the time at the current time, after consideration of which decision would be most advantageous for the offended team.

7. **Team Benches (Rule 5-2-2, p. 89)** The referee shall award the assistant coach a warning, followed by a yellow card and then a red card if the assistant coach stands. The referee shall issue a red card immediately if the assistant coach stands, moves up to the 5-meter line and coaches.  
Interpretation: This yellow or red card penalty awarded against the assistant coach does not apply during a time-out or after a goal or during a lengthy stoppage of play, times when both coaches may stand and coach. In addition, the assistant coach may move behind the bench to take care of or speak to a player behind the bench.)  
**Rationale:** Currently there is no penalty described for the serious violation where the assistant coach stands, walks, **and** coaches. This new interpretation also makes it clear at what times an assistant coach may stand.
8. **Change of Ends in Shallow-Deep Pool (Rule 5-2-3, p. 90, and Appendix A, Point 2, p. 135)** If requested by one coach, the teams must change ends and benches after each period (and overtime period). In this instance, the referees do not change sides during the game. This rule applies to all types of pools (all deep or shallow-deep).  
**Rationale:** With this change the referee will not call the same team's front court or back court in a shallow-deep pool for two consecutive periods. Referees will change sides at the same time in all types of pools. The definition of a shallow-deep pool is eliminated.
9. **Apparel (Rule 5-4-1, p. 90)** The women's suit must have a high back with broad straps (style optional for the goalkeeper).  
Interpretation: In women's competition, a defender shall be excluded for 20 seconds after grabbing an offensive player's suit and causing breast exposure. Likewise, when an offensive player grabs the defender and causes exposure, the player shall be excluded for 20 seconds. If a player grabs her own suit and exposes a breast, a minor act of misconduct with a 20-second exclusion shall be called.  
**Rationale:** This change in suit style is made to decrease the incidence of exposure and is in accordance with current practice. The 2007-08 interpretation on exposure is added into the rules.
10. **Memorial Patch (Rule 5-4-2, p. 90)** A commemorative or memorial patch, not to exceed four square inches and with written state association approval, may be worn on each item of the uniform (suit/cap) provided the patch does not interfere with the visibility of the cap numbers. The preferred location of the patch is on the swim suit.  
**Rationale:** There was no regulation permitting or prohibiting a memorial patch.
11. **Articles Likely to Cause Injury (Rule 5-4-3, p. 90)** Before taking part in a game, players shall remove any articles likely to cause injury, including, but not limited to, the following: jewelry, watches, medical or religious medals, swim goggles, protective helmets and sharp fingernails or toenails.  
Interpretation: The referees shall order the removal of any item they consider likely to cause injury, either to the player wearing the item or to the opposing players in the game.  
NOTE: The state association should be contacted by the school representative should an item be prohibited by a referee which is designed for an injury or accommodation for a disability, should there be a question on permission to wear the article..  
Interpretation: This list is not meant to be all-inclusive. A referee needs to judge each article for its potential to cause injury. A referee should not allow a finger splint or a padded cast, for example, as these are regarded as likely to cause injury, either to the player wearing the item or to the opposing player.

Interpretation: A player will be permitted to wear prescription goggles of the type designed specifically for contact sports to withstand impact and to decrease the likelihood of injury to the eye, if the player has a form signed by the athlete and parent(s) or guardian releasing the state association, the conference and the referees from any liability in connection with the use of this article, with the form signed by the trainer/physician or athletic director reviewing the device to ensure it is not likely to cause injury, and with the form faxed to the state association prior to competition. This written release must be provided to the referees before each game. This interpretation also applies to the use of a protective face mask prescribed by a physician that closely adheres to the upper face and to a similar nose guard.

**Rationale:** This change provides a method for the athlete to use protective devices designed to prevent further injury.

- 12. Mouth Protector (Rule 5-4-3, p. 90)** The use of a mouth protector is permitted.

**Rationale:** This statement makes it clear to referees and players that the use of a mouth protector is allowed because it is not regarded as an article likely to cause injury. No release is needed for the use of a mouth protector.

- 13. Zippers (Rule 5-4-3, p. 90)** A zipper, including the zipper, if present, on the goalkeeper's suit, which is not fully zipped or is broken is considered to be an article which is likely to cause injury either to 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.

Note: If a replacement suit is readily available at the team bench, the player may immediately put the suit on over the original suit and continue play. The coach must notify the referees before the game that replacement suits are immediately available at the bench.

**Rationale:** This allows a player to put on a replacement suit over a defective one and to continue play. The time for this replacement is usually less than the time for the replacement of a cap, which is already allowed by the rules.

- 14. Pre-game meeting (Rule 5-5-1, p. 91)** A pre-game meeting of captains and referees shall be held prior to the game. It is recommended that the head coach of each team attend this meeting.

Note: By state association adoption, the head coach of each team may be required to attend this meeting.

**Rationale:** This rule change makes this rule agree with the common practice, but gives an association the option to require attendance of the head coach.

- 15. Foreign substances on body (Rule 5-5-2, p. 91)** If the presence of an article likely to cause injury, such as sharp nails, or the presence of oil or grease is detected after play has started, the player is removed from play and must trim the nails or remove the oil and/or grease before returning later in the game as a substitute.

Note: Players needing to wear sun screen should use a product that is not oily or greasy in its final form when applied to the body.

Note: By individual 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.

**Rationale:** This change recognizes that players in the outdoor setting may need to wear sunscreen and that the wearing is not for unsporting purpose.

16. **Method of Substitution (Rule 5-6, p. 91)** Note: In making a live-time substitution of a goalkeeper, the substituting goalkeeper must not enter from the re-entry area until the goalkeeper leaving the field of play arrives in the re-entry area. The penalty for this improper substitution is exclusion from the remainder of the game for the goalkeeper who entered the field of play before the player left the field of play and a penalty throw. A player must be in the re-entry area for the taking of the penalty shot. (See Rule 22-6.)  
**Rationale:** This clarifies the penalty for the incorrect live-time substitution.
17. **Desk Officials (Rule 6-1, p. 92)** All desk officials, including the observers from the opposing team at the desk, must act in a neutral, professional manner during the game.  
**Rationale:** This change prohibits observers as well as any personnel running the desk from cheering for their team or acting in any other unprofessional manner.
18. **Timing of Time-outs (Rule 6-2, Rule 9-1, Rule 11-5, Rule 12-1, p. 93, 100 and 103)**  
Note: The game timer shall time regular time-outs instead of the referees, provided that equipment is available at the desk to do so. The referees must determine before the game if it is the referee or the game timer who will time the regular time-outs and gives the warning signal. The referees will time the 30-second time-out and give the warning signal if the 30-second time-out is used as an option in a tournament to replace a regular time-out.  
**Rationale:** With the increasing use of scoreboards with regular time-outs programmed in, the game timer is usually able to time the time-outs and give the warning signal and the signal for the completion of the time-out at the proper time.
19. **Authority of Referees (Rule 7-1, p. 93)** The referees shall be in absolute control of the game. The authority of referees over the players, coaches, team officials, goal judges and desk officials shall be effective during the entire time they are within the precincts of the pool.  
**Rationale:** This clarifies that a referee may overrule a goal judge and a desk official.
20. **Referee Uniform (Rule 7-1, p. 93-4)** Note: Uniform and equipment for referees consist of a white shirt or jacket, white trousers, white shoes, a whistle used to start and stop play, a watch, red and yellow cards, and a coin.  
Interpretation: Shorts and sandals are not permitted. The tournament director or game administrator must report violations of this rule to the state association so that this may be corrected for subsequent games.  
Interpretation: When a state association must deal with extreme heat and humidity and concern for the officials working in these conditions, the individual state association may make a temporary adjustment and permit the wearing of white shorts to address heat-related issues.  
Note: A referee may wear protective ear plugs during a game. However, the referee must exert care not to miss, for example, the sound of a tip, a call for a time-out, or a question from the desk.  
**Rationale:** This clarifies that sandals and shorts are not acceptable attire and that ear plugs may be used.
21. **Advantage Rule (Rule 7-3, p. 94)** Interpretation: The referee must consider the advantage rule when issuing a red or yellow card and must delay issuing the card until the advantage of the non-offending team is lost.  
**Rationale:** This clarifies that the referee must consider the timing of the issuance of a card in relation to the advantage rule.
22. **Referee Reporting Responsibilities (Rule 7-7, p. 96)** The referee shall report any conduct that requires a game suspension (flagrant misconduct or issuance of a red card), as well as

any issues with the field of play, non-conforming caps or suits, abandonment of game, forfeit of game, etc. committed by a competing school to the state association office, school athletic director, and the assigning authority in order that these may be corrected. The state association shall report these violations, including issues with the field of play and non-conforming caps and suits to the high school athletic director or appropriate institutional designee or to the tournament host administrator.

**Rationale:** The referees must report any violations in field of play, equipment, or attire so that these deficiencies may be corrected for future games.

23. **Correctable Errors (Rule 7-9-a and 7-9-l, p. 97)** Additional examples of correctable errors: If the desk signaled that a player had three fouls when the player actually had only two and the player was removed from the game by mistake; if the referees due to noise or other conditions do not hear the first call of a coach for a time-out, they must, when aware of the call, stop play, award the time-out, and make the appropriate changes in the clocks.

**Rationale:** A desk error should not affect the outcome of a game, just as a delay in stopping play for a time-out should not disadvantage the team calling the time-out.

24. **Protest During Game (Rule 7-10, p. 98)** Protests are handled by the tournament games committee. In the absence of a tournament games committee, protests may be handled by the referees or by the state association.

If a coach wishes to protest during the course of the game, the coach should approach the referee as soon as possible after the event occurred at the next normal stoppage of play, without taking the advantage away from either team, and inform the referee of the rule or event the coach is protesting. If the referees agree that the protest is not for a judgment call and that they can handle the protest at that time, the referees will rule on the protest immediately. If it is upheld, the game will be replayed with the clocks reset to the point of the event protested. The coach must file a brief written description of the protest after the game, signed by the referees, in order to have a written record of the protest.

**Rationale:** The current rules allow for a protest during the game but do not include the procedure. The state association determines which governing body handles the protest.

25. **30-Second Time-out (Rule 11-5, p. 103)** Tournament Variations: The tournament host may decide to have a 30-second time-out replace one of the regular time-outs. The teams do not move to their half of the pool for this time-out. The 30-second time-out is to be used for substitutions and/or to improve the location of the players in the pool. The players may swim to the side to receive instructions from the coach.

**Rationale:** This change increases the length of the tournament option of a 20-second time-out to 30 seconds to allow more time for instruction and positioning.

26. **Calling of Time-outs by the Team on Defense (Rule 12-1-3, p. 104)** The team on defense may call a time-out after the team on offense has called a time-out and after a goal is scored. Only the team on offense may call a time-out before a penalty throw is taken.

**Rationale:** This change removes the advantage that the defense would have in this situation to make a substitution before a penalty shot.

27. **Defensive Team – Additional Time-out (Rule 12-5, p. 105)** If a team on defense calls a time-out more than the number permitted or at times not permitted, the referee shall blow the whistle and award a penalty throw to the opposing team.

**Rationale:** With this change, the referee can no longer ignore a call for a time-out. If the team on defense calls for the time-out at an improper time with either an air horn or by voice, a penalty throw is awarded as this act by the defense takes away offensive advantage and this standardizes the action of the referee in this situation.

- 28. Time-out Called When Neither Team has Possession of the Ball (Rule 12-6, p. 105)**  
 If a team calls for a time-out when neither team has possession of the ball, the referee shall blow the whistle and award the ball to the team that did not call the time-out.  
Interpretation: The referee blows the whistle for a time-out called by the team with blue caps when neither team has possession of the ball. The referee must award the ball to the team that did not call the time-out, the team with white caps in this example.  
**Rationale:** If a team calls a time-out when neither team has possession, the referee must blow the whistle and then turn the ball over to the other team.
- 29. The Start (Rule 13-2, p. 105)** At the start of each period, the players shall take up positions with their heads on their respective goal lines....  
**Rationale:** This position of the heads on the goal line is the customary method of start, but it was not stated clearly in the rules.
- 30. The Start (Rule 13-3, p. 106) Note:** If there are not competent goal judges, the two referees shall take up a position opposite one another on the half distance line. The starting referee shall wait with one arm raised in a vertical position for the signal from the second referee that both teams are correctly positioned on the goal line. This signal shall be made by the second referee raising one arm above the head when both teams are positioned correctly. The starting referee shall then signal immediately for the start by blowing the whistle and lowering the arm to a horizontal position.  
Interpretation: The referees started a period with eight players in the water. One player immediately left the field of play under the end line. The referee should restart the period. The referee should not award a penalty foul against that player or exclude the player for the remainder of the game as this was a referee correctable error (see Rule 7-9-c).  
**Rationale:** This method of start is the current practice, but was not described correctly in the rules. The interpretation assists the referee to determine what action the referee should take in this situation.
- 31. Direct Shot Interpretation (Rule 14-3, p. 107)** A player may take a direct shot on goal in the following manner if the ball is near the non-dominant hand: the player, without hesitation, sweeps (pushes) the ball with the non-dominant hand over the surface of the water (without picking the ball up with the non-dominant hand) to the dominant hand, raises the arm, and shoots with one continuous motion. The resultant goal would be allowed provided that the action is in one continuous motion and that the ball was not picked up with the non-dominant hand.  
**Rationale:** This allows a method for a player to move the ball to the shooting arm without putting the ball into play.
- 32. Direct Shot Interpretation (Rule 14-3, p. 107)** Interpretation: When taking a direct shot a player may pick up the ball on top using the ball for leverage to get up and out of the water, as long as it is done in one motion.  
Interpretation: A foul is awarded outside five meters with the ball behind the player (that is, farther from the goal). The player may turn, pick up the ball, turn 180 degrees to face the goal and take a direct shot on goal, as long as the action is in one continuous motion.  
**Rationale:** These interpretations further describe permissible actions in a direct shot.
- 33. Goal Throws (Rule 16-2, p. 109)** Interpretation: The goal throw may be taken by any player of the team from anywhere within the 2-meter area. Even though a rule may state that the goalkeeper takes the goal throw, it shall be understood to mean that the goal throw should be taken by the player nearest to the ball from anywhere within the 2-meter area. In most cases this is the goalkeeper.

Interpretation: If the ball goes out of the field of play, then the coach or goal judge throws the ball to the goalkeeper to put into play. If the ball goes behind the goal line but is still in the field of play, then the closest player to the ball puts the ball into play.

**Rationale:** These interpretations explain how it is determined which player takes the goal throw.

34. **Ordinary Fouls (Rule 20-1, p. 112)** Note: The location of a player in the context of Rule 20 (Ordinary Fouls) is determined by the position of the head relative to the 2-meter, 5-meter, half distance and goal lines.

Interpretation: An ordinary foul committed by the defensive team should only be called if it will give the advantage to the attack or if it will assist in controlling the physical play of the game.

**Rationale:** This note defines what part of a player's body defines the location of the player. The interpretation relates the calling of an ordinary foul to the advantage rule.

35. **Using the Bottom (Rule 20-5, p. 112)** Interpretation: A field player pushes off the bottom to play the ball or tackle an opponent at approximately seven meters. This is an ordinary foul even if it occurred during a man-down situation.

**Rationale:** This clarifies that the foul is an ordinary foul rather than an exclusion or penalty foul outside the 5-meter line.

36. **Taking the Ball Under (Rule 20-6, p. 113)** Interpretation: "Challenged" refers to the situation where the goalkeeper takes the ball under water if the opponent goes after, chases, approaches, etc., the goalkeeper. This also applies to other field players in addition to the goalkeeper. A player can not take the ball under to keep an opponent from getting the ball.

**Rationale:** A definition of challenged is needed to define ball-under with regard to the goalkeeper or other players.

37. **Inside the 2-Meter Area (Rule 20-12, p. 115)** It is an ordinary foul to be within two meters of the opponent's goal, except when behind the line of the ball.

Interpretation: Referees should not penalize an attacking player who momentarily enters the 2-meter area without interfering with the play. If the player continues to stay there, the player is affecting play by his/her very presence there, as that player is forcing a change in how or where the defense plays, so the foul should be called.

**Rationale:** This clarifies when the foul of inside the 2-meter area is called.

38. **Possession Time (Rule 20-17, p. 116)** It is an ordinary foul for a team to retain possession of the ball for more than 30 seconds of actual play without shooting at its opponent's goal.

**Rationale:** The reduction in possession time from 35 to 30 was introduced by FINA in 2005 to decrease the time available for rough play at the 2-meter position. The reduced length of the high school pool (25 meters/yards) as compared with 30 meters in college and international competition allows the high school players to compete with this possession time. In addition, high school players use a 30-second shot clock during the remainder of the year in USWP competition, including all summer competition.

39. **Wasting Time (Rule 20-18, p. 116)** Note: The ball may be passed to the goalkeeper or to another offensive player in the back court, if at least one other player from the offensive team in addition to the goalkeeper is in the back court, but the team must still work to advance the ball from the back court to the front court.

**Rationale:** The current wording implies that a player can only pass the ball to the goalkeeper from the other end of the field of play, which was not the intent of the rule.

40. **Excluded Player Leaving the Field of Play (Rule 21-2, p. 117)** Interpretation: The excluded player may swim from the field of play at any point on the goal line or side line

and may swim behind the goal to reach the re-entry area provided the player does not interfere with the alignment of the goal. (The field of play is defined as the area between the end (boundary) lines and the sidelines.)

**Rationale:** This clarifies that the excluded player may leave the field of play under the sideline as well as the under the end line to reach the re-entry area. This will assist the player take the shortest route to the re-entry area and decrease interference calls on the way to the re-entry area.

- 41. Failure of Excluded Player to Reach Re-entry Area Before Return to Play (Rule 21-3-1, p. 118)** If a player has not yet reached the re-entry area when the referee signals a change in possession, the player must still exit the field of play under the sideline or goal line and swim to the re-entry area before coming back in and participating in the play. If the player does not go to the re-entry area in this situation, a penalty throw shall be awarded the opposing team and an additional personal foul awarded against the excluded player (Rule 21-20).

**Rationale:** This situation clarifies the penalty for this action.

- 42. Interfering With Free Throw (Rule 21-5, p. 119)** Interpretation: The defensive player puts one arm straight up while too close to the player. The referee should call interference with the throw. The arm can be straight up or behind the player's head, provided that the player does not interfere with the free throw.

**Rationale:** This clarifies that the arm does not have to be behind the player's head.

- 43. Misconduct (Rule 21-10-1, p. 122)** A player's third personal foul is a penalty foul. The player commits an act of misconduct while exiting the pool after committing that foul. Another penalty throw is awarded. The substitute for the player with three personal fouls enters the pool immediately, before the penalty throw. The first penalty foul is a dead-time penalty foul, the second one a live-time penalty foul.

**Rationale:** Since the third foul was a penalty foul, the substitute for that player would enter the pool before either penalty throw is taken.

- 44. Misconduct (Rule 21-10-1, p. 122)** If a player commits a foul of misconduct while exiting the pool after being excluded from the remainder of the game for misconduct, a penalty throw is awarded. If the player continues to be disrespectful to the referee, the referees may also award a red card to the player. The substitute may enter after the earliest occurrence of an event described in Rule 21-3. Note: The substitute is in the re-entry area for the taking of the penalty throw.

**Rationale:** This change standardizes the penalty for this foul.

- 45. Minor Act of Misconduct (Rule 21-10-2, p. 123)** The exclusion foul of a minor act of disrespect against a referee is broadened to include a minor act of misconduct against a player, such as a player making minor comments (minor taunting) or gestures to a member of the opposing team or to a member of the same team, as, for example, after a goal or personal foul.

Note: The use of profanity is a game exclusion for misconduct.

**Rationale:** Since the foul of misconduct is defined as acts against both a player and referee, the name for this foul is changed from minor act of disrespect to the broader name of minor act of misconduct (MAM). Until this rule change, the referee could only exclude the player from the remainder of the game for a minor act of misconduct against a player or give a warning or ignore it. This allows the referee to award an intermediate punishment, that of a 20-second exclusion, for a minor act of misconduct.

- 46. Minor Act of Misconduct After a Third Personal Which is a Penalty Foul (Rule 21-10-2, p. 123)** If a player commits a minor act of misconduct immediately after committing a third personal foul which is a penalty foul, an additional penalty foul is awarded. A substitute enters immediately as the third foul was a penalty foul. The first penalty shot is a dead-time penalty throw, the second is a live-time penalty throw.  
**Rationale:** This clarifies that if the third personal foul is a penalty foul, the substitute enters immediately.
- 47. Minor Act of Misconduct During a Time-out (Rule 21-10-2, p. 123)** Interpretation: The goalkeeper commits a minor act of misconduct during a timeout. The player is excluded for 20 seconds, a substitute goalkeeper enters immediately, and the teams start even up with a free throw by the team in possession of the ball. The excluded goalkeeper can return after 20 seconds as a live-time substitute for the other goalkeeper. The exclusion secretary does not raise the flag to indicate the expiration of the 20-second exclusion period as the team has the full complement of players in the field of play. However, the excluded goalkeeper may remain in the re-entry area until the opportunity for a live-time substitution occurs after 20 seconds have elapsed or change in possession or goal.
- 48. Flagrant Misconduct (Rule 21-11, p. 124)** The term brutality (including fighting) is replaced by flagrant misconduct throughout the text.  
**Rationale:** The term “flagrant misconduct” is a more appropriate term to use in educational athletics for the various types of misbehavior included under this foul.
- 49. Double Flagrant Misconduct Fouls during Time-Out or After a Goal (Rule 21-11-5, p. 125)** If a double flagrant misconduct foul occurs during a time-out or after a goal, both players are excluded for the remainder of the game with their substitutes in the re-entry areas. The first dead-time penalty shot is taken by the team which would normally have possession of the ball, followed by the second. The referee will then award a free throw on or behind the half distance line as after a time-out to the team that would have had possession of the ball after the time-out or after the goal. Both substitutes must remain in the exclusion areas until the earliest occurrence of one of the events described in Rule 21-3.  
**Rationale:** This situation was not previously described in the rules.
- 50. Simultaneous Personal Fouls (Rule 21-18-3 and Appendix A, Point 10, p. 128, 135)** When one referee awards an exclusion foul and at the same time the other referee awards a penalty foul but for opposing teams during dead time or live time, both the offending players receive personal fouls. The player awarded the exclusion foul is excluded for 20 seconds, the player charged with the penalty foul remains in the water and a dead-time penalty throw is conducted. After the penalty throw is conducted, whether the goal was scored or missed, the shot clock is reset and play is restarted by the other team putting the ball into play at or behind the half distance line as after a time-out, with the excluded player in the exclusion area. The players may take any position in the field of play. The excluded player may enter after the earliest occurrence of an event described in Rule 21-3.  
**Rationale:** Although this set of events rarely occurs, the principle to be applied is that both fouls should be penalized. It is most probable in this case that the excluded player would be from the team on offense and the penalty foul would be awarded against the team on defense.
- 51. Within the 5-Meter Area to Prevent Goal (Rule 22-2-b, p. 128)** It is a penalty foul for a defending player to intentionally play or attempt to play the ball or block a shot with two hands or two arms within the 5-meter area. Interpretation: If the defending player attempts to block a shot with two hands inside the 5-meter area, a penalty foul is awarded. The

defending player does not have to touch the ball nor does a shot have to be taken nor does the shot have to be a probable goal.

**Rationale:** The general heading for this section is within the 5-meter area to prevent a probable goal. However, in the case of a shot, it does not have to be a probable goal.

52. **Player Not Entitled to Participate (Rule 22-6, p. 129)** Notes: Examples of a player not entitled to participate include the entrance of a player with three personal fouls during play, the entrance of an eighth player while the ball is in play, and the entrance of a substitute player before the excluded player has left the field of play.

**Rationale:** The substitute (the eighth player) is considered to be a player not entitled to participate and is the player penalized.

53. **Improper Time-Out or Team Official Preventing Goal (Rule 22-7, p. 130)** It is a penalty foul for the coach of the team on defense to call for a time-out more than the number permitted or at times not permitted or for a coach or other team official to take any action to prevent a probable goal, except that no personal foul shall be recorded for this offense.

**Rationale:** This change is required to agree with the changed penalty for the defense calling a time-out at a time not allowed in Rule 12-5.

54. **Simultaneous Acts of Flagrant Misconduct in Last Minute (Rule 22-8, p. 130)**

Interpretation: If simultaneous acts of flagrant misconduct are committed during the last minute of the game, during the last minute of the second overtime period, or at any time during sudden-victory overtime, the coach whose team was in possession of the ball will decide whether each team will shoot a penalty shot or whether the team in possession of the ball will maintain possession of the ball and put the ball in play behind half as after a time-out with both substitutes in the re-entry areas.

**Rationale:** Direction is needed for this special situation in the last minute. This interpretation is to discourage a team a man down in the last minute from deliberately causing a double flagrant misconduct foul, in an effort to tie the score (assuming that team scored the penalty shot and the other missed).

55. **Field Player in the Goal (Rule 23-2, p. 131)** Interpretation: The goalkeeper is excluded and, on the way out, interfered with play, resulting in the award of a penalty throw. The defensive field player in the goal raised one arm and blocked the ball with one hand out of bounds over the goal line. The referee awarded a goal throw because that player in the goal was a field player.

**Rationale:** This interpretation illustrates the difference in the throw awarded if a field player or if a goalkeeper blocks a shot over the goal line.

56. **Method of Taking the Penalty Throw (Rule 23-4, p. 131)** Interpretation: The defensive players may not interfere with the taking of the penalty throw (shout, whistle, kick the shooter, hit the shooter's arm, etc.) When the whistle is blown but before the ball leaves the hand of the shooter, the defensive player on either side of the shooter may move forward at an angle towards the goal as long as the player does not interfere with the penalty shot. After the ball is released, the defensive players may move toward the shooter. The shooter may not move inside the 5-meter area until the ball leaves the hand.

**Rationale:** This describes more fully the permissive action of a defensive player.

57. **Care of Bleeding Player (Rule 25-2, p. 133)** If a player is bleeding, the referee shall immediately order the player out of the water with the immediate entrance of a substitute and the game shall continue without interruption. After the bleeding has stopped, the wound covered, the suit or body appropriately cleaned, and/or the suit is changed before

returning to competition, the player is permitted to be a substitute in the ordinary course of the game. Note: the player may return after the bleeding has stopped and appropriately treated.

- 58. Restart After a Goal (Appendix A, Point 4, p. 135)** After a goal, both referees take up a position on the half distance line. When both referees are satisfied that any substitutions have been completed, the referee who is to control the attacking play shall raise the hand and advance along the pool side to the right and the other referee (the referee who was controlling the attacking situation when the goal was scored) shall restart the play.

**Rationale:** This is a more detailed description of the restart and is in agreement with the international instruction.

- 59. Simultaneous Ordinary Fouls (Appendix A, Point 9, p. 135)** When simultaneous awards are made for ordinary fouls but for opposing teams, the award shall be a neutral throw, to be administered by the attack referee.

Note: A referee shall only change his/her decision under these circumstances if the referee realizes a mistake occurred.

**Rationale:** This wording is in agreement with current practice and is in agreement with the international instruction.

- 60. Taking of the Corner Throw (Appendix A, Point 20, p. 136)** At the taking of a corner throw on the side opposite to the attacking referee, the defensive referee shall ensure that the throw is taken from the correct position by moving toward the 2-meter line, pointing with one arm to where the ball is to be put into play, with the other arm the direction of the throw.

**Rationale:** This is current practice and is in agreement with the international instruction.

- 61. Signal for Exclusion of a Player from the Remainder of the Game with Substitution (Appendix B, Fig. F, p.137)** To signal the exclusion of a player from the remainder of the game with substitution...The referee also must notify the scorer of this ruling, including the general reason for the game exclusion, such as misconduct or entrance of a player not entitled to participate or interference with a penalty shot, for notation on the scoresheet.

Note: If an association assesses an additional penalty for a particular type of game exclusion, such as for misconduct, the secretary must note the reason for the game exclusion (E-game – misconduct) on the scoresheet. If there are no additional penalties associated with the game exclusion, it is sufficient for the secretary to write E-game under Progress of Game on the scoresheet.

**Rationale:** The notification of the reason to the game secretary enables the game secretary to clearly indicate the reason for the game exclusion.

- 62. Signal for a Minor Act of Misconduct (Appendix B, Fig. CC, p. 138)** The referee rotates one hand/forearm in a circular motion so that the signal is visible to the other players, coaches and scoring table.

**Rationale:** This is a more accurate description of the signal. The name for the signal is changed to agree with the new name for the foul.