

NCAA WATER POLO RULES CHANGES FOR 2008-2010

(References are to rule numbers and pages in the 2008-10 Rule Book)

Applicable interpretations added from 2007-08

7-21-08 (minor change in #9)

- 1. Pre-Game Inspection of Facilities (Rule 1-1, page 22)** 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 conference office and the assigning authority in order that these may be corrected (see also 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. Pool Dimensions (Rule 1-4, page 24)** Without changing any pool dimensions, the units used for the description of pool length, width, and depth are reversed so that the metric dimensions are listed first, with feet/yards in parentheses.

Rationale: In the current rules, metric units are the only units used for the markers on the side of pool, the exclusion area, the boundary of field of play behind the goal line, the team area, the location of players in inclement weather, the size of the desk flags and the dimensions of the ball. This change would bring the units used for pool dimensions more in alignment with all other measurements used in NCAA water polo, but the yard equivalents would still be retained for pool length, width and depth.
- 3. Side Lines (Rule 1-6, page 25)** Correctly colored side lines 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 referees must check before the game that all markings on the side of the pool (side lines, cones, deck markings) agree with each other marking or correct this problem before the game begins.

Rationale: The requirement for use of side lines and correct markings is restated in this rule book as many pools are still not in compliance. If there are multiple markings on the side of the pool, the referee must make sure they agree with each other.
- 4. Dimensions of Goal (Rule 2-1, Rule 2-2, and Rule 2-3, page 27)** 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. This requirement for the use of goals conforming to metric dimensions applies only to new goals manufactured and used in NCAA competition after that date.

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 would ensure that all goals will be exactly the same size, the size used in international rules.
- 5. Description of Ball (Rule 3-1, page 28)** The ball shall be round, predominantly yellow or gold in color, and may have colored panels.

Rationale: The term “panels” instead of “stripes” is a more accurate description of the actual ball design.
- 6. Cap Design (Rule 4-1, Rule 4-3, pages 29-30)** The caps of the home team field players must be either a solid dark color or may be divided into thirds or alternating colored panels. The caps of the home goalkeeper must be divided into red and dark thirds or alternating colored panels. The caps of the visiting goalkeeper must be divided into red and white

thirds or alternating colored panels. The remainder of the description of the caps is unchanged (colors used, etc.).

Rationale: This description (the elimination of quartered caps as a cap design) is in agreement with modern cap design.

7. **Piping on Caps (Rule 4-1, page 29)** Caps may have piping of any color not to exceed a width of 1 centimeter around the cap.

Rationale: The elimination of the inch equivalent for the piping is in agreement with the method of expression for the height of cap numbers (8-10 cm).

8. **Cap Numbers (Rule 4-4, page 31)** 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, the announcer, and the SID, as well as assists the spectators if a cap is lost or damaged during the game. Note: for this reason FINA requires that each team have two sets of caps for FINA competition.

9. **Entrance of a Player with Three Personal Fouls into Play Who was Not Red-Flagged by the Desk (Rule 5-1, pages 32-33, and Rule 7-9-a, pages 46-47)** 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 and the offended team may elect to either: reset the game clock to the time the player with the third personal foul entered the water, reset the shot clock, and any goals scored (with the exception that an extramural goal scored before the player with the three personal fouls or that player's substitute enters the pool shall be counted) and fouls assessed during this time period shall not count except that the following cards and fouls shall remain as issued: any issuance of a yellow or red card; misconduct (excluding a minor act of misconduct), and any instance of brutality, including fighting or (2) the offended team may elect to not reset the clocks, keeping all goals scored and fouls assessed during this period of time as recorded. The player with three personal fouls is replaced with a substitute and play continued.

This same rule will also be applied to the opposite error (if the desk signaled that a player has three personal 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, after consideration of which decision would be most advantageous for the offended team.

10. **Team Benches (Rule 5-2, page 34)** The referee shall award the assistant coach 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 against the assistant coach does not apply during a timeout or after a goal or during a lengthy stoppage of play, times when both coaches may stand and coach.

Interpretation: The assistant coach may move behind the bench to take care of or speak to a player behind the bench.

Rationale: Current rules provide that a referee may issue a warning, then award a yellow card, followed by a red card if the assistant coach stands, but there is no penalty described for this more serious violation where the assistant coach stands, walks, **and** coaches.

11. **Change of Ends After Each Period (Rule 5-2, page 34, and Appendix A-2, page 121)** If requested by one coach, the teams must change ends and benches after each period (and overtime period). If one coach requests that the teams change ends and benches after each

period and overtime period, 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 call either the shallow end or the deep end throughout the game but that referee will not call that same team's front court or back court for two consecutive periods. The same method for change of sides by referees will be used for an all-deep pool as for a shallow-deep pool.

12. **Apparel (Rule 5-4, page 34)** Players shall wear non-transparent, one-piece swim suits. The women's suit must have a high back with broad straps.

Rationale: This change in suit style is made to decrease the incidence of exposure. Although the suit was not previously required, it is in common use. The interpretation on exposure was moved from the Points of Emphasis to the actual rule. Non-conforming suits were added to Rule 1-1 and Rule 7-7 as part of the reporting responsibility of the referees.

13. **Memorial Patch (Rule 5-4, page 35)** Note: A memorial patch may be worn on a suit or cap. The size of the patch may not exceed the maximum size of a manufacturer's logo/trademark/reference, that is, 2¼ square inches. The preferred location of the patch is on the swim suit. If placed on a cap, the color and placement of the patch should not interfere in any way with the referee's ability to distinguish the cap numbers.

Rationale: There is no current regulation permitting or prohibiting a memorial patch. This establishes the right to wear a memorial patch on the uniform.

14. **Articles Likely to Cause Injury (Rule 5-4 page 35)** Before taking part in a game, players shall remove any articles likely to cause injury, including, but not limited to, the following: jewelry, watches, 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.

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: The use of a mouth guard (mouth protector) is permitted. It is not regarded as an article likely to cause injury.

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 these are prescribed by a physician, the institution has a form signed releasing the NCAA, the conference and the referees from any liability in connection with the use of this article and with written acknowledgement from the conference. This written acknowledgement from the conference 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.

15. **Zippers (Rule 5-4, page 36)** A zipper, including the zipper of the goalkeeper, 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 during the game, the player must zip up the suit at the next appropriate stoppage of the game, when that player's team is in possession of the ball, without taking away the advantage (Rule 7-3), just as in the cap replacement rule (Rule 4-1). If the zipper cannot be zipped up at that time or if the

zipper is broken or the suit torn, the referee shall 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 search for and replacement of a cap.

- 16. Pregame Inspection (Rule 5-5, page 36)** The referees shall inspect all players for articles likely to cause injury; toenails and fingernails that are sharp/dangerous; the presence of oil, grease or similar substances on the body, the presence of goggles, as well as the color of the swim cap and conformance with the rules on suits. The referee must order an offending player to correct the violation immediately.

Rationale: This rule change adds inspection of suits to the duties of the referee in the pregame meeting.

- 17. Desk Officials (Rule 6-1, page 39)** 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 the observers as well as any personnel running the desk from cheering for their team or acting in any other unprofessional manner.

- 18. The Timing of Timeouts (Rule 6-2, Rule 9-1, Rule 12-1, pages 39-40, 53, 61)** The game timer shall time regular timeouts and give the warning signal (provided that equipment is available at the desk to do so). Note: The referees must determine prior to the game if the referees or if the game timer shall time the regular timeouts. The referees shall time the 30-second timeouts and give the proper warning signal unless there is a timeout secretary at the scoring table.

Rationale: With the increasing use of scoreboards with regular timeouts programmed in, the game timer is usually able to time the timeouts, giving the warning signal and signal for the completion of the timeout at the proper time.

- 19. Authority of Referees (Rule 7-1, page 41)** 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 the referees, players, coaches and team officials 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, page 41)** Note: Uniform and equipment for referees consist of a whistle used to start and stop play, a watch, red and yellow cards, a coin, white shirt or jacket, white trousers, white shoes or uniform supplied by or authorized by a tournament or conference.

Interpretation: Shorts and sandals are not permitted. A tournament director, however, may authorize shorts if required by weather conditions.

Rationale: This clarifies that sandals and shorts are not acceptable attire.

- 21. Earplugs (Rule 7-1, page 41)** Interpretation: A referee may wear 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 timeout, or a question from the desk.

Rationale: To decrease the incidence of hearing loss by referees, referees are permitted to wear earplugs.

22. **Advantage Rule (Rule 7-3, page 42)** Interpretation: The referee must consider the advantage rule when issuing a red or a yellow card and must delay issuing the card until the advantage of the non-offending team is lost.
Rationale: This clarifies that the referee should delay the issuance of a card until there is no advantage and then whistle to stop play, call the ball out of the pool, and issue the appropriate card.
23. **Referee Reporting Responsibility (Rule 7-7, page 45)** The referees shall report conduct that requires a game suspension (brutality, fighting, issuance of a red card) and any issues with the field of play, nonconforming caps, nonconforming suits, abandonment of game, forfeit of game, etc., committed by a competing institution to the conference office(s) and assigning authority. Note: The conference shall report these violations, including issues with field of play and nonconforming caps and suits to the athletics director of the appropriate institution.
24. **Correctable Errors (Rule 7-9-a, page 47)** Additional example of a correctable error: If the exclusion secretary signals that a player has three personal fouls with a red flag and the player is removed, but later it is discovered that the player really had only two personal fouls, the game shall be stopped, the offended team may elect **either** to have that player return to play and keep the current clock time with all goals scored and fouls assessed during this period of time before the time of discovery of the error **or** the offended team may elect to reset the game clock to the point of the error. With this choice, any goals scored and fouls assessed during this time period shall not count except that the following cards and fouls shall remain as issued: any issuance of a yellow or red card (Rule 7-4), any instance of misconduct (excluding minor acts of misconduct) (Rule 21-10), and any instance of brutality, including fighting (Rule 21-11).
Rationale: A desk error should not influence the outcome of the game. The correctable error list includes errors by desk officials, equipment malfunction, and certain referee errors. Note that the list of correctable errors does not include errors made by players. For example, if a substitute player enters early during an extraman situation without being signaled from the desk or by the referee, a penalty foul must be awarded for a violation of Rule 21-15.
25. **Correctable Error (Rule 7-9-1, page 48)** Additional example of correctable error: If the referees due to noise or other conditions do not hear the first call of a coach for a timeout, the referees, when they are aware of the call for the timeout, must stop play, award the timeout, and make the appropriate changes in the clocks.
Rationale: A delay in stopping play for a timeout should not disadvantage the team calling the timeout.
26. **Protest During Game (Rule 7-10, page 49)** If a coach wishes to protest during a 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 the protest 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, to have a written record of the protest. This may be done on the score sheet or on a separate sheet.

Rationale: The previous rule book does not include the procedure for filing a protest during the game.

27. **Calling of Timeouts by the Team on Defense (Rule 12-1, page 61)** The team on defense may call a regular timeout after the team on offense has called a regular timeout and after a goal is scored by either team. Only the team on offense may call a timeout before a penalty throw is taken.

Rationale: This change makes this part of the rule agree with the international rules and removes the advantage that the defense would have in this situation to make a substitution before a penalty shot.

28. **Defensive Team – Additional Timeout (Rule 12-5, page 63-64)** If the team on defense calls a timeout 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 disregard a call for a timeout called by the team on defense at an improper time. If the team on defense calls for the timeout 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.

29. **Timeout Called When Neither Team has Possession of the Ball (Rule 12-6, page 64)** If a team calls for a timeout 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 timeout. Interpretation: The referee blows the whistle for a timeout 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 timeout, the team with white caps in this example.

Rationale: If a team calls a timeout when neither team has possession of the ball, the referee must blow the whistle and then turn the ball over to the other team. The referee can no longer disregard this call.

30. **30-Second Timeout (Rule 12-7, page 64)** The 20-second timeout is replaced by a 30-second timeout. The 30-second timeout is to be used strategically for substitutions and/or to improve the location of a team in the pool. The teams do not move to their half of the pool for this timeout. The coach calling the 30-second timeout may move along the side line to the half-distance line during a 30-second timeout to meet with the players and the players may swim to the side to receive instructions from the coach.

Rationale: This change increases the length of the 20-second timeout to 30 seconds to allow more time for instruction and positioning. The elimination of the prohibition of the huddle means that the team has 30 seconds for the timeout and can move over to the side of the pool, but the team must start to move to starting positions at the first warning signal at 20 seconds and be ready to start at 30 seconds.

31. **Television Timeouts (Rule 12-8, page 64-65)** The television timeout may be called once each period after four minutes of playing time have elapsed after a goal, before a neutral throw, before a corner throw or during a period of equipment failure such as of the game clock or shot clock or if there is an injured player or if a cap or suit replacement is required, provided that in each case there is a complete stoppage of play with the ball out of the pool, with no advantage. If the television timeout is called during a period of equipment failure or if there is an injured player or cap or suit replacement, the ball will be put into play in the usual manner as if the timeout had not been called.

Rationale: This change increases the opportunity for calling a television timeout so that it is more probable that one could be called per period.

- 32. Position at Start (Rule 13-2, page 66)** At the start of each period the players shall take positions with their heads on the respective goal lines.
Rationale: This is the usual method of starting the period, but it was not described clearly in the previous rules.
- 33. The Start (Rule 13-3, page 67) 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.
- 34. Direct Shot Interpretation (Rule 14-3, page 69)** 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.
- 35. Direct Shot Interpretation (Rule 14-3, page 69)** 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.
- 36. Goal Throw (Rule 16-2, page 75)** 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 shall 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, as well explaining apparent contradictions in the wording of some rules pertaining to the goal throw.

37. **Ordinary Fouls (Rule 20-1, page 81)** Note: The location of a player in the context of Rule 20 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 relates the calling of an ordinary foul to the advantage rule.
38. **Holding or Pushing Off From Pool (Rule 20-4, page 81)** It is an ordinary foul to hold on to or push off from the goal posts or their fixtures, to hold on to or push off from the sides or ends of the pool during actual play, or to hold on to the gutter except at the start.
Rationale: The term “rails” is no longer used.
39. **Using the Bottom (Rule 20-5, page 82)** 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 if using the bottom occurs outside the 5-meter line.
40. **Taking the Ball Under (Rule 20-6, page 82)** Interpretation: “Challenged” refers to the situation where the goalkeeper takes the ball under water if the defense 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.
41. **Inside the 2-Meter Area (Rule 20-12, page 86)** 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 as that player is forcing a change in how or where the defense plays and the foul should be called.
Rationale: This clarifies when the foul of inside the 2-meter area is called.
42. **Sending Ball Out of Bounds Over Side Line (Rule 20-16-f, page 87)** A free throw is awarded to a defending player if the offensive player shoots and the ball rebounds off the goal over the side line untouched by any player.
Rationale: This is the same logic as in other parts of this rule, i.e., a free throw is awarded to the defending player if the offense sends the ball out of the side of the field of play by a shot or bad pass.
43. **Wasting Time (Rule 20-18, page 88)** Note: 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 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 statement implied that a player can only pass the ball to the goalkeeper from the other end of the field of play.
44. **Excluded Player Leaving Water (Rule 21-2, page 89)** An excluded player who leaves the water, other than after the entry of a substitute, shall be deemed guilty of an offense under Rule 21-10 (Misconduct) and is excluded for the remainder of the game. An excluded player may swim from the field of play at any point on the goal line and may swim behind

the goal to reach the reentry area. (The field of play is defined as the area between the end (boundary) lines and the side lines.)

Rationale: This change clarifies the difference between leaving the water (or pool) and leaving the field of play.

- 45. Failure of Excluded Player to Reach Reentry Area Before Return to Play (Rule 21-3, page 90, and Rule 21-20, page 108)** Note: If a player has not yet reached the reentry area when the referee signals a change in possession, the player must still exit the field of play into the reentry area before coming back in and participating in the play. If the excluded player does not go to the reentry area before returning to play, a penalty throw is awarded and an additional personal foul awarded against the excluded player (see Rule 21-20). The excluded player must be in the reentry area for the taking of the penalty throw.

Rationale: This clarifies the penalty for this action.

- 46. Interference with Free Throw (Rule 21-5, page 94)** Interpretation: The defensive player puts one arm straight up while too close to the player. The referee should call interference with the free 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 can be straight up or behind a defending player's head when guarding a player taking a free throw provided that the player does not interfere with the player taking the free throw.

- 47. Misconduct After Misconduct (Rule 21-10, page 98)** Interpretation: A player commits misconduct, that player's first personal foul. The player is excluded for the remainder of the game. If the player continues to be disrespectful to the referee or commits any other act of misconduct, a penalty throw is awarded and is taken with the substitute for that player in the reentry area. 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.

Rationale: This change standardizes the penalty for a player committing two acts of misconduct in a row.

- 48. Misconduct after Third Personal Foul (Rule 21-10, page 98)** If a player commits a foul of misconduct while exiting the pool after committing that player's third personal foul, a penalty foul, the player is removed for the remainder of the game with immediate substitution, and a second penalty foul is awarded. The first penalty throw is a dead-time penalty throw, the second one a live-time penalty throw.

Rationale: This clarifies that if the third personal foul is a penalty foul and then a player commits misconduct on the way out, there is immediate substitution and the penalty shots are taken with the teams even-up. This is also true if the player commits a minor act of misconduct after committing that player's third personal foul, a penalty foul.

- 49. Minor Act of Misconduct (Rule 21-10, page 98)** 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 after a personal foul. Note that the use of obscene language is considered to be misconduct.

Rationale: Since the foul of misconduct is defined as acts against both a player and referee, the addition of minor acts against a player makes it logical to change the name from minor act of disrespect to the broader name of minor act of misconduct (MAM). This change gives the referee more discretion in calling misconduct. At the present time the referee may

only exclude the player from the remainder of the game for misconduct against a player or give a warning or ignore it. This allows the referee to award a 20-second exclusion for a minor act of misconduct.

- 50. Minor Act of Misconduct Committed by the Goalkeeper During a Timeout (Rule 21-10, p. 100)** 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 can remain in the reentry area until the opportunity for a live-time substitution occurs within the rules, such as after 20 seconds elapses or after a change of possession.

Rationale: This explains the procedure for the original goalkeeper to return to play as rapidly as possible after a minor act of misconduct committed during a timeout or other interval time.

- 51. Double Brutality During a Timeout or After a Goal (Rule 21-11, page 102)** If double brutality occurs during a timeout or after a goal, both players are excluded for the remainder of the game with their substitutes in the reentry area. 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 timeout to the team that would have had possession of the ball after the timeout or after the goal. Both substitutes still remain in the exclusion areas until the earliest occurrence of one of the events described in Rule 21-3.

Rationale: The description of simultaneous brutalities committed during a timeout or after a goal is added to the rules, with the same general procedure as when double brutality occurs between periods.

- 52. Simultaneous Personal Fouls (Rule 21-18-c, page 108, and Appendix A-10, page 122)** When a player of each team commits a personal foul simultaneously during actual play or during dead time:

c. When one referee awards an exclusion foul and at the same time the other referee awards a penalty foul but for opposing teams during actual play or during dead time, both 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 timeout, with the excluded player in the reentry area. 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 here is that you should never take away a penalty throw. It is most probable in this case that the excluded player would be from the team on offense and the penalty shot would be awarded against the team on defense.

- 53. Within the 5-Meter Area to Prevent Goal (Rule 22-2-b, page 110)** 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 inside 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: This clarifies the rule. The term “two hands” is used instead of “two hands or two arms” to be consistent with international terminology.

- 54. Player Not Entitled to Participate (Rule 22-6, page 112; Rule 5-6, page 37)** Note: 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.

Interpretation: In the direct substitution of a goalkeeper, the substitute goalkeeper entered the field of play before the departing goalkeeper reached the reentry area. The referee must stop play, remove the substitute goalkeeper for the remainder of the game and award a penalty throw. The original goalkeeper (or another substitute goalkeeper) must be in the reentry area for the taking of the penalty shot. In a similar situation with the direct substitution of a field player, a field player must be in the reentry area for the taking of the penalty shot.

Interpretation: A player was excluded. Immediately after the exclusion, the ball turned over after a missed direct shot. A substitute for the excluded player entered the field of play from the reentry area at this time while that team was counterattacking down the field of play before the excluded player reached the reentry area, making eight players on that team in the field of play. The substitute player is considered to be a player not entitled to participate in the play at that time and is excluded for the remainder of the game. The player originally excluded must exit and move to the reentry area. A penalty throw is awarded. The excluded player or a substitute may enter after the earliest occurrence of an event described in Rule 21-3. No additional foul is charged against the original player who was excluded.

Rationale: This describes the procedure to follow if a player not entitled to participate enters the game.

- 55. Improper Timeout or Team Official Preventing goal (Rule 22-7, page 113)** It is a penalty foul for the coach of the team on defense to call for a timeout 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.

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

- 56. Simultaneous Acts of Brutality in Last Minute (Rule 22-8, page 113)** If simultaneous acts of brutality are committed during the last minute of the game, during the last minute of the second overtime period, or at any time during sudden-death 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 the half-distance line as after a timeout with both substitutes in the reentry areas.

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

- 57. Field Player in the Goal (Rule 23-2, page 115)** 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 it is a field player or if it is a goalkeeper who blocks a shot over the goal line.
- 58. Method of Taking the Penalty Throw (Rule 23-4, page 116)** Interpretation: The defensive players may not interfere with the taking of the penalty throw (shout, whistle, hit the shooter's arm, kick the shooter, etc. When the whistle is blown, 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 of the shooter.
Rationale: This describes more fully the permissive action of a defensive player.
- 59. Restart After a Goal (Appendix A-4, page 121)** 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.
- 60. Simultaneous Ordinary Fouls (Appendix A-9, page 122)** 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 agrees with the international instruction.
- 61. Taking of the Corner Throw (Appendix A-20, page 124)** 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 and with the other arm the direction of the throw.
Rationale: This describes the role of the defensive referee in taking a corner throw on this side of the pool and is current practice.
- 62. Signal for Exclusion of a Player from the Remainder of the Game with Substitution (Appendix B, Fig. F, page 126)** 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, interference with a penalty shot, or entrance of a player not entitled to participate.
Rationale: The signal for a game exclusion is the same for misconduct, for interference with a penalty throw, and for a player who is not entitled under the rules to participate in the play at that time to enter. Since in some conferences there may be additional penalties for the game exclusion of misconduct; the scorekeeper must note the reason for the game exclusion when it is misconduct, such as E-game-Misconduct, in the progress of game section of the score sheet. If there are no additional penalties with the game exclusion (such

as with the penalty for interference with a penalty throw), it is sufficient for the game secretary to write E-game under progress of game.

- 63. Signal for a Minor Act of Misconduct (Appendix B, Fig. DD, page 132)** Signal for a minor act of misconduct: 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 this foul.

- 64. Breaking Ties (Appendix C-3-c-(1), page 134)** Note: The ties may not necessarily be broken in the order described in both C-3-c-(1) and (2). For example, when calculating goal difference between three teams, if the top two teams are tied in goal difference, the team with the lowest goal difference would be placed third, the team that won the game between the top two teams shall be placed first and the other team second.

Rationale: This clarifies the tie-breaking method.

- 65. Use of Penalty Shots as a Tiebreaker (Appendix C-3-c-(3), page 134)** Replace the old penalty shot procedure with the following: In the event of further equality among all three teams to determine advancement or the winner of a tournament, the tie shall be resolved by each team shooting five penalty shots at each opponent's goal. The penalty shoot out will occur 30 minutes following the completion of the final game of that round or at the first practical opportunity. The referees involved in the most recent game of that round will be used.

(a) Each team will name in writing five team members in the order in which they will shoot and a goalkeeper (six different players). No players excluded for the remainder of the game in the games against either of these two teams are eligible to be listed among those players to shoot or to be used as the goalkeeper or as a substitute goalkeeper. The goalkeeper may be changed at any time provided the substitute was listed on the roster for those games. If the goalkeeper is excluded during the penalty shoot out, a player from the nominated five players may substitute for the goalkeeper for that shot but without the privileges of the goalkeeper; following the taking of the penalty shot, the player may be substituted by another player or alternate goalkeeper. That order listed will determine the sequence in which those players will shoot at their opponent's goal; the sequence cannot be changed.

(b) All players with the exception of the five players shooting and the defending goalkeeper will be required to be seated on the team bench.

(c) The order in which the three teams shoot will be decided by a draw. If the order of the teams drawn is A, C, B, team A and team C will be involved in the first set of five penalty shots, teams C and B in the second, and teams A and B in the third.

(d) All teams will shoot at the same goal, with the referee selecting the end, based on sun and wind. The team benches will be located on each side of the pool at that end. The team that won the game between the first two teams shooting will be given the option of shooting first or second. This penalty shot process shall continue until each team has shot against each other team (10 penalty shots per team). The total penalty shots scored shall be totaled. The team scoring the highest number of penalty shots shall be placed first, and the winner of the game between the other two teams placed second. If two teams tie for first in the number of penalty shots scored, the winner of the game between them shall be placed first, the other second, with the team scoring the least goals third.

(e) Should teams still be tied following the completion of the initial five penalty shots against each team, the first listed player from each team will take two penalty shots, one against each team. If two teams each missed one shot, the winner of the original game between the two of them will be placed second and the other third, with the team that did not miss a shot placed first. If one team missed one shot and the other two each scored both shots, the team that missed is placed third and the winner of the original game between the other two is placed first and the loser second. If all three players have the same result, the process will continue using the second listed player from each team.