WORLD AQUATICS

COMPETITION REGULATIONS

In force as from February 2026



WORLD AQUATICS



WATER POLO

COMPETITION REGULATIONS

TABLE OF CONTENTS

PART SIX: WATER POLO RULES

PART SIX: WATER POLO RULES 214

1 GENERAL PROVISIONS 214
2 TEAMS AND PLAYERS 214
3 TECHNICAL OFFICIALS 216
4 DURATION AND OUTCOME OF A MATCH 222
5 TIMEOUTS 223
6 START AND RESTART OF PLAY 224
7 METHOD OF SCORING 225
8 ORDINARY FOULS 227
9 TEAM POSSESSION AND THE SHOT CLOCK 228
10 EXCLUSION FOULS 229
11 PENALTY FOULS 233
12 FREE THROWS 234
13 GOAL THROWS 235
14 CORNER THROWS 235
15 NEUTRAL THROWS 236
16 PENALTY THROWS 236
17 PERSONAL FOULS 237
18 YELLOW AND RED CARDS 238
19 ACCIDENT, INJURY, ILLNESS, AND SAFETY REQUIREMENTS 240
20 THE FIELD OF PLAY 241
21 FACILITIES AND EQUIPMENT 242
22 APPENDICES 245
22.1 APPENDIX 1 – DIAGRAM OF WATER POLO FACILITIES (NOT AT THE WORLD AQUATICS CHAMPIONSHIPS OR OLYMPIC GAMES) 246
22.2 APPENDIX 2 – SIGNALS TO BE USED BY TECHNICAL OFFICIALS 247
22.3 APPENDIX 3 – PENALTY SHOOTOUTS 253
22.4 APPENDIX 4 – VIDEO ASSISTANT REFEREE PROTOCOL 257
22.5 APPENDIX 5 – COACH'S CHALLENGE PROTOCOL 262
22.6 APPENDIX 6 - AGE GROUP RULES AND ELIGIBILITY 264
22.7 APPENDIX 7: REGISTRATION AND SPORT ENTRIES 265
22.8 APPENDIX 8: POINTS AND TIE-BREAKING 265
22.9 APPENDIX 9: WATER POLO 4S 267
22.10 APPENDIX 10 – DEFINED TERMS IN PART SIX (WATER POLO) 292

PART SIX: WATER POLO RULES

1 GENERAL PROVISIONS

1.1 These Regulations will apply to Water Polo events at the Olympic Games and at World Aquatics Events and any other events held under the rules of World Aquatics (specifically, these Competition Regulations).

1.2 The defined terms in this Part Six (denoted by initial capital letters) have the meaning given to them in Part Nine and in Appendix 10 of this Part Six.

2 TEAMS AND PLAYERS

2.1 Each match will be contested by two (2) teams.

2.2 **Team Start Lists:**

2.2.1 Each team must submit a Start List prior to the start of each match and in accordance with any deadline set by World Aquatics and/or the Management Committee.

2.2.2 Subject to Appendix 7 of this Part Six each team's Start List must include a minimum of seven (7) and a maximum of fourteen (14) Players who may participate in that match. Each Start List must include:

2.2.2.1 a maximum of twelve (12) Players must be designated as Field Players;

2.2.2.2 a minimum of one (1) and a maximum of two (2) Players must be designated as Goalkeeper(s). For the avoidance of doubt, even if a team has only one (1) designated Goalkeeper on its Start List, the maximum number of Field Players on its Start List remains at twelve (12); and

2.2.2.3 one Player designated as captain. Captains, together with a team's Head Coach, will promote the good conduct and discipline of the team.

2.2.3 A team's Start List may also include:

2.2.3.1 a maximum of three (3) Team Officials which, if listed, must specify a Head Coach; and

2.2.3.2 a maximum of two (2) members of medical staff.

2.3 **Team composition during play:**

2.3.1 Each team must start the match with seven (7) Players on the Field of Play, one (1) of which must be a Goalkeeper.

2.3.2 Each team must only have a maximum of one (1) Goalkeeper on the Field of Play at any point during Play.

2.3.3 After the start of the match, a team is not obliged to have a Goalkeeper on the Field of Play and may instead choose to have only Field Players on the Field of Play.

2.3.4 A Player designated as a Goalkeeper on a team's Start List:

2.3.4.1 subject to Article 2.3.4.2 of this Part Six, must only play as a Goalkeeper during that match, including after replacement of a Goalkeeper by a Substitute.

2.3.4.2 may only play as a Field Player if, at that point in the match, their team has fewer than six eligible and available Field Players (including Substitutes).

2.3.5 If during a match a team has no remaining eligible or available Goalkeepers, a Field Player from its Start List may play as a Goalkeeper, subject to the rules applying to Goalkeepers in this Part Six.

2.3.6 If during a match a team does not have seven (7) available Players, for example due to injury or exclusion, the team must continue the match with its available Players. The minimum number of Players for a team during a match is two (2). If during a match, a team has fewer than two (2) available Players, that team will forfeit the match, the match will end, and the consequences will be determined by the Disciplinary Panel.

2.3.7 Where a Player changes role from Field Player to Goalkeeper or vice versa, the Player must complete the required cap-change prior to entering the Field of Play.

2.3.8 **Substitutes and any Player not on the Field of Play must be positioned:**

2.3.8.1 At the start of each Period: on their team bench, except that an excluded Player may be positioned in the Exclusion Re-Entry Area at the start of a Period where their period of exclusion is ongoing.

2.3.8.2 During play:

2.3.8.2.1 seated on their team bench throughout the match unless moving to enter or leave the Field of Play, the Exclusion Re-Entry Area, or the Flying Substitution Area where permitted in accordance with this Part Six; except that

2.3.8.2.2 during the intervals between Periods and during Timeouts, Substitutes and/or Players on their team bench may stand and move along the side of the pool between their team bench and the Halfway Line.

2.4 **Team Officials:**

2.4.1 In accordance with Article 2.2.3 of this Part Six, a team may have up to three (3) Team Officials (but is not required to have any). If a team has any Team Officials, one (1) must be designated as Head Coach.

2.4.2 A Head Coach may remain seated on their team bench, or may stand or move along the side of the pool that is in front of their team bench, but not beyond their team's defensive Goal Line, except:

2.4.2.1 during their team's Possession, a Head Coach is permitted to stand or move along the side of the pool in front of their team bench but not beyond their team's defensive 6 Metre Line; and

2.4.2.2 during the intervals between Periods or before the restart of play after a Goal or during Timeouts, a Head Coach may stand and move in the side of the pool between their team bench and the Halfway Line.

2.4.3 Team Officials other than Head Coach must be seated on the team bench, except that during the intervals between Periods and during a Timeout they may stand and move along the side of the pool between their team bench and the Halfway Line.

2.4.4 Team medical staff must be seated on the team bench, except when required to attend to a Player or other medical needs.

2.5 **Substitution procedure:**

2.5.1 Subject to this Article 2.5 and as set out elsewhere in this Part Six, a team may replace a Player (whether a Field Player or a Goalkeeper) on the Field of Play by way of substitution at any time during play, via their team's:

2.5.1.1 Exclusion Re-Entry Area; or

2.5.1.2 Flying Substitution Area.

2.5.2 Subject to Article 2.5.8 of this Part Six, Players on the Field of Play may be substituted at any time during play via their team's Exclusion Re-Entry Area, as follows:

2.5.2.1 The Player leaving the Field of Play must swim into the Exclusion Re-Entry Area closest to the Goal that they are defending, after which they may remain in that Exclusion Re-Entry Area or may move to their team bench.

2.5.2.2 The Substitute may then enter the Field of Play from the Exclusion Re-Entry Area, only after the Player leaving the Field of Play has visibly risen to the surface of the water within the Exclusion Re-Entry Area.

2.5.3 Subject to Article 2.5.8 of this Part Six, Players on the Field of Play may be substituted at any time during play via their team's Flying Substitution Area, as follows:

2.5.3.1 The Player leaving the Field of Play must swim into their team's Flying Substitution Area.

2.5.3.2 **The Substitute must:**

2.5.3.2.1 enter their team's Flying Substitution Area from behind the Goal Line;

2.5.3.2.2 enter the Field of Play from their team's Flying Substitution Area, only after both Players have touched hands above the water.

2.5.4 Players leaving the Field of Play and Substitutes replacing them must be ready to leave and join the Field of Play without causing undue delay to a match (including when substitutions are made before the restart of play after any Stoppage).

2.5.5 If Player involved in a substitution is not ready to or does not leave or enter the Field of Play without undue delay, the Referee may, at their discretion, continue or restart the match without the Substitute entering the Field of Play. At any time thereafter, the Substitute may enter the Field of Play from the relevant area in accordance with the procedures set out in this Article 2.5.

2.5.6 **Replacement of excluded Players:**

2.5.6.1 Where under this Part Six an excluded Player may be replaced immediately on the Field of Play by another Player, that replacement Player may enter the Field of Play from any place before the restart of play.

2.5.6.2 Where a Player has been excluded and cannot be replaced immediately by a Substitute, a Substitute replacing them may (when permitted to do so in accordance with this Part Six) enter the Field of Play from the Exclusion Re-Entry Area in accordance with the procedure for substitution via the Exclusion Re-Entry Area set out in Article 2.5.2 of this Part Six.

2.5.7 Unless during a Timeout, substitutions cannot be made between the time a Referee awards a Penalty Throw and the taking of that Penalty Throw.

2.5.8 Players leaving and entering the Field of Play by substitution may do so from any place at any of the following times:

2.5.8.1 During the intervals between Periods.

2.5.8.2 Immediately after a Goal has been scored.

2.5.8.3 During a Timeout.

2.5.8.4 At any time, to replace a Player who has left the Field of Play due to bleeding or injury in accordance with Article 19 of this Part Six.

2.5.9 Players are permitted to leave the Field of Play without having been excluded and without being replaced immediately by a Substitute. Where this occurs:

2.5.9.1 a Player is permitted to leave the Field of Play from any location (including, but not limited to, the Exclusion Re-Entry area or Flying Substitution Area);

2.5.9.2 that Player, or a Substitute replacing them, will be permitted to re-enter the Field of Play:

2.5.9.2.1 at any time from the Exclusion Re-Entry Area, with the permission of the Referee; or

2.5.9.2.2 from any location during a Timeout, during intervals between Periods, or immediately after a Goal has been scored (without the permission of the Referee).

3 TECHNICAL OFFICIALS

3.1 **Water Polo matches held under these Competition Regulations must be officiated by:**

3.1.1 two (2) Referees;

3.1.2 two (2) Assistant Referees;

3.1.3 two (2) Timekeepers;

3.1.4 two (2) Secretaries; and

3.1.5 Video Assistant Referee(s).

3.2 At all World Aquatics Events, each match will also be officiated by a TWPC Delegate, who will oversee and assist with the proper functioning of and compliance with these Competition Regulations, including:

3.2.1 the correct and efficient officiating of each match and event;

3.2.2 the process of and decisions made by Technical Officials during Coach's Challenges and VAR Reviews; and

3.2.3 the use of equipment that is used to officiate the match, including VAR Monitors.

3.3 Technical Officials will in each case be appointed by World Aquatics or its designee.

3.4 World Aquatics may in addition to the Technical Officials required in Articles 3.1 and 3.2 of this Part Six, appoint any one (1) or more of the following additional Technical Officials to assist in the conduct of any competition, namely: TWPC Delegates, World Aquatics TWPC Evaluator(s) and/or Timeout Officials.

3.5 **Referees' overall authority:**

3.5.1 Referees have the overall responsibility and authority to officiate a match and have full authority to direct Players, Team Officials, Technical Officials, spectators and other persons at the Venue in order to enforce these Competition Regulations during a match or event.

3.5.2 All decisions of a Referee are authoritative and final, unless otherwise stated.

3.5.3 Where these Competition Regulations provide that Referees may or will take a specified action or decision, the Referee has full discretion as to whether and/or how to take that decision or action in order to enforce these Competition Regulations. Where that requires the judgment, view or discretion of the Referees, the Referees have absolute authority to exercise such judgment, view or discretion.

3.5.4 Referees will not make any presumption as to the facts of any situation during the match but will interpret what they observe to the best of their ability, taking into account the evidence provided by a VAR Review and/or information from other Technical Officials where appropriate and as provided for by these Competition Regulations.

3.5.5 Players, Team Officials, Technical Officials who are not Referees, and all other attendees at a match must follow the decisions and instructions of the Referees throughout a match.

3.5.6 Where necessary or appropriate to do so to comply with these Competition Regulations, the Referee may order a match or part of a match to be replayed, including where the Referee discovers or considers (after a VAR Review, or otherwise) that a mistaken decision or omission has been made by any Technical Official.

3.5.6.1 If a TWPC Delegate has been appointed, the Referee will consult with the TWPC Delegate as to whether to replay a match or part of it, but the final decision remains with the Referee.

3.5.6.2 No match or part of a match may be replayed as the result of a mistake or other circumstance discovered after the match ends.

3.5.6.3 In accordance with Article 12.6 of Part One, decisions in Water Polo are not subject to appeal and, in accordance with Article 1.5 of Appendix 4 of this Part Six, the result or score of a match will not be invalidated or otherwise affected by any decision (whether involving a VAR Review or otherwise) which is considered to be incorrect (except as addressed by the Referee during a Match pursuant to this Part Six).

3.5.7 Generally, in addition to the specific powers and duties set out in these Competition Regulations, Referees may:

3.5.7.1 Award or not award any Ordinary Foul, Exclusion Foul or Penalty Foul.

3.5.7.2 Refrain from awarding any Ordinary Foul, Exclusion Foul or Penalty Foul if awarding it would deny the team being fouled an Advantage or would otherwise be an advantage to the offending Player's team.

3.5.7.3 Order the removal from the Field of Play or the Competition Area any Player, Team Official, spectator, Technical Official or other attendee at a match whose behaviour prevents the proper continuance of the match or prevents the Referees, other Technical Officials from carrying out their duties in a proper and impartial manner, or if otherwise necessary to do so in order to enforce these Competition Regulations.

3.5.7.4 Abandon or pause a match at any time if the behaviour of Players, Team Officials, spectators or other individuals, or any other circumstance:

3.5.7.4.1 prevents the proper continuance of a match, or prevents the match from being brought to a proper conclusion; or

3.5.7.4.2 if necessary to do so to ensure the safety of individuals in attendance at the match (including Players, Team Officials, Technical Officials and/or spectators).

3.5.7.5 Abandon a match if a Player or a Team Official refuses to leave the Field of Play or the Competition Area when ordered to.

3.5.8 If a match is abandoned, the outcome of the match will be decided by World Aquatics or its designee.

3.6 **Decision-making between two Referees:**

3.6.1 The Referees are jointly in absolute control of the match.

3.6.2 The Referees each, independently or jointly, have full, equal and overriding authority to officiate the match, including to declare Fouls, award sanctions, and make decisions in order to enforce these Competition Regulations.

3.6.3 Any reference to a decision, action, discretion or otherwise to a "Referee" or to "Referees", or to any Article applying to a Referee or Referees in this Part Six, may apply to a single Referee or to Referees jointly (unless the context requires otherwise).

3.6.4 Each Referee will observe and officiate the match as a whole. Each Referee may make any award or decision relating to play or circumstances in any part of the Field of Play or Competition Area (irrespective of whether they are the Referee closest to play or that circumstance at the time of the decision).

3.6.5 The Referees may consult and discuss decisions with each other, or with any other Technical Official, if they consider it necessary or appropriate to do so (including, for example, if the other Referee or another Technical Official may have had a different or better view of play or the relevant circumstance). For the avoidance of doubt, however, a Referee is not (unless otherwise specified under these Competition Regulations) required to consult any person in order to make a decision under these Competition Regulations.

3.6.6 A Referee may alter a decision, award or sanction, either:

3.6.6.1 if such alteration is made before the ball is put back into play or before play (where stopped) has been restarted; or

3.6.6.2 in accordance with these Competition Regulations (including in the case of a VAR Review).

3.6.7 If the Referees make conflicting decisions other than in the circumstances of Article 3.8.6 of this Part Six, the Referees will consult and issue a joint decision, having consulted other Technical Officials if the Referees consider it necessary or appropriate to do so.

3.6.8 Differences of opinion or decision-making between the Referees at any stage of the match or a decision will not serve as a basis for protest or appeal.

3.7 **Position of the Referees:**

3.7.1 At the start of the match and at the start of each Period, the Referees will be positioned:

3.7.1.1 one on each side of the pool;

3.7.1.2 on the 6 Metre Line which is to the right-hand side as they face the Field of Play (unless a ball-release device is not available and a Referee is therefore required to start the match by releasing the ball in accordance with Article 6.5.2 of this Part Six, in which case that Referee will release the ball and then proceed to their position); and

3.7.1.3 the Referee listed first in the official program or schedule of the competition will start the match on the same side of the pool as the Officials Table.

3.7.2 **During a match:**

3.7.2.1 During play, Referees will remain on the same side of the Pool that they started that Period, but will be free to move without restriction along that side of the Pool in order to take the position which they consider best in order to view and officiate the match as they see fit.

3.7.2.2 At the start of any Period where the teams have not changed ends (the start of the second and fourth periods), the Referees will switch positions (sides of the Pool and 6 Metre Lines).

3.7.2.3 During any Stoppage and in intervals between Periods, Referees may move freely to any part of the Venue.

3.8 **Responsibilities of the Referees during a match:**

3.8.1 In accordance with Article 3.5 of this Part Six, the Referees have absolute authority and responsibility to direct and officiate the match. The responsibilities of the Referee are set out throughout this Part Six and include, but are not limited to those set out in this Article 3.8.

3.8.2 To start a match, the Referee on the same side of the Officials Table will blow a whistle.

3.8.3 Thereafter, Referees will blow a whistle to:

3.8.3.1 start and restart play (including at the start of a Period) if the Referee deems necessary;

3.8.3.2 restart play after a Goal;

3.8.3.3 award Goals, Goal Throws, Corner Throws or Neutral Throws;

3.8.3.4 signal infringements of this Part Six, including the award of a Foul;

3.8.3.5 signal that a Timeout has been called in accordance with Article 5 of this Part Six;

3.8.3.6 signal any other Stoppage in play; and/or

3.8.3.7 as otherwise required by this Part Six.

3.8.4 Subject to the obligation of Players to be prepared for substitutions without delaying the match in accordance with Article 2.5.4 of this Part Six, where there is a Stoppage, Referees will allow substitutions to be completed before restarting play.

3.8.5 When awarding a Free Throw, Goal Throw, Corner Throw or Penalty Throw, the Referee making that award will blow a whistle and make the relevant signal (as set out in Appendix 2). Both Referees will signal the direction of the Goal that the team awarded the throw is attacking, if applicable.

3.8.6 If the Referees award Fouls simultaneously for opposing teams, the Referees will either consult in order to reach a joint decision on which Foul should apply in accordance with Article 3.6.7 of this Part Six. If no joint decision is reached:

3.8.6.1 In the event of simultaneous awards of Ordinary Fouls for opposing teams, the award will be a Neutral Throw, conducted by the Referee.

3.8.6.2 In the event of simultaneous awards of an Ordinary Foul and an Exclusion Foul or a Penalty Foul for opposing teams, the Exclusion Foul or Penalty Foul will be awarded.

3.8.6.3 In the event of simultaneous awards of an Exclusion Foul and a Penalty Foul for opposing teams, the Penalty Foul will be awarded.

3.8.6.4 In the event of simultaneous awards for opposing teams where one is for a Goal Throw and the other is for a Corner Throw, the Corner Throw will be awarded.

3.8.6.5 In the event of simultaneous awards for Exclusion Fouls for opposing teams:

3.8.6.5.1 Each Exclusion Foul will be applied.

3.8.6.5.2 The Referees will inform the Secretaries as to which Players are to be excluded and to ensure that those Players leave the Field of Play. The Referees will, if deemed necessary, order the removal of the ball from the water while this occurs.

3.8.6.5.3 Play will be restarted with a Free Throw to the team that had Possession of the ball prior to the award of the Exclusion Fouls, without resetting the Shot Clock.

3.8.6.5.4 If neither team had Possession of the ball when the simultaneous Exclusion Fouls were awarded, play will be restarted with a Neutral Throw and the Shot Clock will be restarted.

3.8.6.6 In the event of simultaneous awards of Penalty Throws for opposing teams:

3.8.6.6.1 A Penalty Throw will be taken by each team.

3.8.6.6.2 The first Penalty Throw will be taken by the team in Possession or most recently in Possession of the ball before the awards were made.

3.8.6.6.3 After the second Penalty Throw has been taken, the match will restart with a Free Throw on or behind the Halfway Line, given to the team who took the first Penalty Throw, with the Shot Clock reset to 28 seconds.

3.8.6.7 In the event of any other simultaneous awards of Fouls or throws simultaneously but for opposing teams (i.e., where not specified in this Article 3.8), the Referees will determine the appropriate award.

3.8.7 If the Referees award Fouls simultaneously for the same team, the Referees will consult in order to reach a joint decision on which Foul should apply in accordance with Article 3.6.7 of this Part Six. If no joint decision is reached:

3.8.7.1 In the event of simultaneous awards of Ordinary Fouls for the same team, a Free Throw will be taken from the position of the ball in the usual manner.

3.8.7.2 In the event of simultaneous awards of an Ordinary Foul and an Exclusion Foul or a Penalty Foul for the same team, the Exclusion Foul or Penalty Foul will be awarded.

3.8.7.3 In the event of simultaneous awards of an Exclusion Foul and a Penalty Foul for the same team, the Penalty Foul will be awarded.

3.8.7.4 In the event of simultaneous awards of a Goal Throw a Corner Throw for the same team, the Corner Throw will be awarded.

3.8.8 Referees' and Technical Officials' audio equipment:

3.8.8.1 During a match, each Referee will have an audio headset in order to communicate with the other Referee, the Officials Table and the Video Assistant Referee as required.

3.8.8.2 The TWPC Delegate and the Video Assistant Referee will have an audio headset, in order to:

3.8.8.2.1 receive information for the Officials' Table; and

3.8.8.2.2 assist the Referees when requested to do or as set out in this Part Six.

3.9 **Assistant Referees:**

3.9.1 Assistant Referees will be positioned at the end of the Side Line, alongside each Goal Line, on the same side of the pool as the Officials' Table.

3.9.2 The powers and responsibilities of Assistant Referees are set out throughout this Part Six and include (but are not limited to) signalling:

3.9.2.1 at the start of a Period when the Players are correctly positioned on their respective Goal Lines, by raising one arm vertically;

3.9.2.2 for the award of a Goal, by raising and crossing both arms;

3.9.2.3 for the award of a Goal Throw, by pointing with the arm in the direction that the team being awarded the Goal Throw is attacking;

3.9.2.4 for the award of a Corner Throw, by pointing with the arm in the direction that the team being awarded the Goal Throw is attacking;

3.9.2.5 for a False Start, by raising both arms vertically; and

3.9.2.6 for an Improper Entry by an excluded Player or a Substitute, by raising both arms vertically.

3.9.3 The Assistant Referee's signal is advisory and subject to the award of the Referee.

3.9.4 Notwithstanding the responsibilities of Assistant Referees set out in this Article 3.9, the Referees retain overall authority at all times to officiate the match and to make decisions within it. If at any point a decision of a Referee conflicts with that of an Assistant Referees, the decision of the Referee (subject to any consultation the Referee deems necessary or appropriate) will prevail.

3.9.5 Each Assistant Referee will be provided with a supply of balls, which may be kept in a basket or other container. When a ball leaves the Field of Play, the Assistant Referee will as soon as possible throw a new ball onto the Field of Play:

3.9.5.1 for a Goal Throw, to the Goalkeeper of the team that is entitled to restart Play;

3.9.5.2 for a Corner Throw, to the offensive Player nearest to the Assistant Referee; or

3.9.5.3 as otherwise appropriate in the view of the Assistant Referee, or as directed by the Referee or this Part Six.

3.10 **Timekeepers:**

3.10.1 Two (2) Timekeepers will be located at the Officials' Table:

3.10.2 The Timekeepers will record the timings of:

3.10.2.1 Actual Play;

3.10.2.2 Timeouts;

3.10.2.3 the intervals between the Periods;

3.10.2.4 continuous Possession of the ball by each team; and

3.10.2.5 the exclusions of Players, together with the re-entry times of excluded Players and/or the Substitutes replacing them.

3.10.3 One (1) Timekeeper will record the exact periods of Actual Play, Timeouts and the intervals between Periods, the other Timekeeper will record the periods of continuous Possession of the ball by each team.

3.10.4 Timekeepers will operate the Shot Clock as set out in this Part Six, including to set and reset the Shot Clock following the start or change of the team in Possession. For the avoidance of doubt, the Referees maintain authority and overall responsibility to officiate the match, including to determine matters relevant to Possession and to direct the Timekeepers in respect of timings and/or the Shot Clock as necessary.

3.10.5 Timekeepers will audibly announce the start of the last minute of the match, and will signal by whistle (or, if necessary, by any other audible and distinctive means):

3.10.5.1 Once forty-five (45) seconds of a Timeout has passed.

3.10.5.2 The end of each Timeout.

3.10.5.3 The end of each Period, which will take immediate effect to end the Period, except:

3.10.5.3.1 in the case of the award by a Referee of a Penalty Throw simultaneously with the end of the Period, in which case the Penalty Throw will be taken before the Period ends; or

3.10.5.3.2 if Article 7.7 of this Part Six applies.

3.10.5.4 In each case under Articles 3.10.5.3.1 and 3.10.5.3.2 of this Part Six, the Period will end immediately after the taking of the Penalty Throw or the award of the Goal, as applicable.

3.11 **Secretaries:**

3.11.1 Two (2) Secretaries will be located at the Officials' Table.

3.11.2 The Secretaries will:

3.11.2.1 Maintain the Record of the Game.

3.11.2.2 Where a Timeout is called in accordance with Article 5 of this Part Six, signal the Timeout and Stoppage of the match by whistle.

3.11.2.3 Administer the periods of exclusion of Players specified by this Part Six, including by:

3.11.2.3.1 Where a period of exclusion expires (as opposed to, for example, ending due to a change in possession), signalling the expiration of that period of exclusion of a Player by raising the appropriate flag or by another approved method of signalling; and

3.11.2.3.2 Signalling when four (4) minutes of Actual Play has passed following the exclusion of a Player for Violent Action in accordance with Article 10 of this Part Six, at which point, the excluded Player may be replaced by a Substitute. The Secretary should signal that four (4) minutes of Actual Play have passed by raising the yellow flag along with the appropriate coloured flag (white or blue, depending on the cap colour of that team) or by another approved method of signalling.

3.11.2.4 Signal with a red flag, or by another approved method of signalling, for:

3.11.2.4.1 any Improper Entry of an excluded Player or Improper Entry of a Substitute (including, but not necessarily, after a signal by an Assistant Referee to indicate an Improper Entry), such signal will stop play immediately; and

3.11.2.4.2 the award by the Referee of a third Personal Foul by a Player.

3.11.3 One (1) Secretary will maintain the Record of the Game. The other will carry out the duties relating to the Improper Entry of excluded Players or Substitutes, exclusion of Players and third Personal Fouls.

3.11.4 For the avoidance of doubt, the Secretaries' role is to record and/or signal events in the match and decisions taken by the Referees and/or other Technical Officials, rather than to make those decisions.

3.12 **Video Assistant Referees:**

3.12.1 Video Assistant Referees will be located next to the VAR Monitor.

3.12.2 Video Assistant Referees will follow the procedure specified in Appendix 4 (VAR Review Protocol), including but not limited to:

3.12.2.1 Alert the Referees if a VAR Review may assist the Referee, for example in the case of a possible Goal or Violent Action (or as otherwise specified in Appendix 4).

3.12.2.2 Provide a Referee with video footage if requested to do so by a Referee.

3.13 **Competitions that are not World Aquatics Events:**

3.13.1 Matches in events that are not World Aquatics Events should, if possible, have the numbers and allocation of Technical Officials set out in Article 3.1 of this Part Six.

3.13.2 If the numbers of Technical Officials set out in Article 3.1 of this Part Six are not available, matches must be officiated by a minimum of four (4) Technical Officials, not including any Video Assistant Referee.

3.13.3 If there is a discrepancy in the number of Technical Officials available between events or matches at one competition, consideration should be given to the degree of importance and/or any special requirements of the respective events or matches. Where matches are of equal importance, either an equal number of Technical Officials will be used, or any discrepancy in the number of Technical Officials used for each match will be decided randomly by the event organisers.

3.14 If, in events that are not World Aquatic Events, a match is officiated by between four (4) and (8) Technical Officials:

3.14.1 There must be a minimum of two (2) Referees or Assistant Referees (when combined), which in any case must meet one of the following minimum requirements:

3.14.1.1 two (2) Referees and two (2) Assistant Referees;

3.14.1.2 one (1) Referee and two (2) Assistant Referees; or

3.14.1.3 two (2) Referees and zero (0) Assistant Referees.

3.14.2 Where a match is officiated by two (2) Referees and zero (0) Assistant Referees, the Referees will assume the duties of the Assistant Referees (but without being required strictly to make the signals required of Assistant Referees).

3.14.3 Where a match is officiated by one (1) Referee, that Referee will officiate the match from the same side of the pool as the Officials' Table, with the Assistant Referees positioned on the opposite side of the pool.

3.14.4 There must be a minimum of one (1) Timekeeper and (1) Secretary:

3.14.4.1 if there are two (2) Timekeepers and two (2) Secretaries, their responsibilities will be split as set out in Articles 3.10 and 3.11 of this Part Six.

3.14.4.2 if there are two (2) Timekeepers and one (1) Secretary:

3.14.4.2.1 one (1) Timekeeper will record the exact periods of Actual Play, Timeouts and the intervals between Periods, the other Timekeeper will record the periods of continuous Possession of the ball by each team, in accordance with Article 8.12 of this Part Six; and

3.14.4.2.2 the Secretary will maintain the Record of the match and perform all other duties of a Secretary set out in Article 3.11 of Part Six;

3.14.4.3 if there is one (1) Timekeeper and one (1) Secretary:

3.14.4.3.1 the Timekeeper will record the periods of continuous Possession of the ball by each team, in accordance with Article 8.12 of this Part Six;

3.14.4.3.2 the Secretary will record the exact periods of Actual Play, Timeouts and the intervals between Periods, maintain the Record of the match as set out in Article 20.5.5 of Appendix 4 of this Part Six and will also record the respective periods of exclusion of Players ordered from the water.

3.14.5 Where available, a Video Assistant Referee will assist the Referee(s) as set out in Article 3.12 of this Part Six. For the avoidance of doubt and in accordance with Article 3.13.2 of this Part Six, the Video Assistant Referee will not count towards the minimum of four (4) Technical Officials.

4 DURATION AND OUTCOME OF A MATCH

4.1 **Each match will have four Periods, each of eight (8) minutes of Actual Play.**

4.2 **Actual Play:**

4.2.1 Commences at the start of each Period when a Player first touches the ball.

4.2.2 Stops at the end of each Period, as indicated by the Referee.

4.2.3 During play in each Period, stops at any Stoppage, for example as a result of a Foul or VAR Review.

4.2.4 Once stopped, remain stopped until the ball is put back into play by the ball leaving the hand of the Player taking the appropriate throw or until the ball is touched by a Player following a Neutral Throw.

4.3 **There will be an interval between each Period of:**

4.3.1 Two (2) minutes between the first and second Periods and between the third and fourth Periods.

4.3.2 Five (5) minutes between the second and third Periods (i.e., at the half-way point of the match).

4.4 Each match will have a winner and a loser at the conclusion of the match:

4.4.1 The winner of a Water Polo match is the team that has scored the most Goals at the end of the fourth Period.

4.4.2 If both teams have scored the same number of Goals at the end of the fourth Period, the winner of the match will be determined by a Penalty Shootout, conducted in accordance with Appendix 3 of this Part Six.

4.5 If a match or part of a match must be replayed for any reason, any Goals, Personal Fouls, and Timeouts that occurred during the part of the match to be replayed are deleted from the Record of the match along with any consequences resulting from them. However, exclusions for Violent Action, Misconduct and/or any Red Card will remain on the Record of the match even if they occurred during a part of a match that is being replayed, and any consequences for future matches arising from those events will continue to apply.

5 TIMEOUTS

5.1 **Each team may request up to two (2) Timeouts in each match.**

5.2 The duration of a Timeout is (1) minute.

5.3 **A Timeout may be requested:**

5.3.1 during play, by the team in Possession of the ball; or

5.3.2 during any Stoppage, by the team that is due to have possession of the ball at the restart after the Stoppage (including, for example, after a Goal or after the award of a Penalty Throw).

5.3.3 **A Timeout may not be called:**

5.3.3.1 during a VAR Review (including as a result of a Coach's Challenge); or

5.3.3.2 between Periods.

5.4 **A Timeout must be requested by:**

5.4.1 the Head Coach of a team (or another Team Official acting as Head Coach in accordance with this Part Six, or any Team Official or Player of the team if no other Team Official is acting as Head Coach); or

5.4.2 any Team Official or Player of the team using any device authorised for the calling of a Timeout by the Management Committee from the team bench; and

5.4.3 in any case, by calling "*Timeout*" audibly and signalling, to the Officials Table or to a Referee, with their hands forming the shape of a capital 'T' (one hand held horizontally on top of one hand held vertically).

5.5 **If a Timeout is requested in accordance with this Article 5:**

5.5.1 A Secretary or Referee hearing or seeing the request will immediately signal the Timeout and the immediate Stoppage of play by whistle. The match will remain stopped for the duration of the Timeout.

5.5.2 Players on the Field of Play must without delay position themselves in the half of the Field of Play which they are defending at the time of the Timeout.

5.6 In accordance with Article 3.10 of this Part Six, the Timekeepers will by whistle or other audible method announce:

5.6.1 once forty-five (45) seconds of a Timeout has passed, at which point the Players of both teams are permitted to move anywhere in the Field of Play; and

5.6.2 the end of each Timeout.

5.7 **After a Timeout has ended, play will be restarted on the Referee blowing a whistle, as follows:**

5.7.1 If the Timeout was requested during play, the team that was in Possession at the time the Timeout was requested will restart play with a Free Throw taken on or behind the Halfway Line.

5.7.2 Subject to Article 5.7.3 of this Part Six, if the Timeout was requested during a Stoppage, play will be restarted with a Free Throw taken on or behind the Halfway Line, taken by the team that would have had Possession after that Stoppage.

5.7.3 If the Timeout was requested between the award of a Penalty Throw and the taking of that Penalty Throw, play will be resumed by the Penalty Throw being taken by the team to which it was awarded.

5.8 Timeouts may only be called in accordance with this Article 5. Requests for Timeouts that do not comply with this Article 5 (or otherwise breach this Part Six) are invalid and will not result in a Timeout. Accordingly:

5.8.1 If a Timeout is requested during play by the team that is not in Possession:

5.8.1.1 play will be stopped and a Penalty Throw will be awarded to the opposing team (the team that is in Possession); and

5.8.1.2 the team that made the invalid request will lose the right to request one (1) of its (valid) Timeouts if the team still had one (1).

5.8.2 If a Timeout is requested by a team that has already called two (2) Timeouts in that match or otherwise has no Timeout requests remaining:

5.8.2.1 If the Timeout is called during play by the team in Possession, but with no Timeout requests remaining, play will be stopped and will be restarted with a Free Throw taken by the opposing team on or behind the Halfway Line.

5.8.2.2 If the Timeout is called during play by the team that is not in Possession and has no remaining Timeout requests, play will be stopped and a Penalty Throw will be awarded to the opposing team (the team that is in Possession).

5.8.2.3 If the Timeout is called during a Stoppage by a team that has no remaining Timeout requests, no Timeout will be awarded.

6 START AND RESTART OF PLAY

6.1 At the start of each Period, including the start of the match, the Players on the Field of Play for each team must:

6.1.1 each position themselves with at least some part of their head in line with their defensive Goal Line;

6.1.2 each be positioned approximately one (1) metre apart from any other Player;

6.1.3 each be positioned not less than one (1) metre away from Goal posts; and

6.1.4 accordingly, a maximum of two (2) Players will be permitted between the Goal posts at the start of a Period.

6.2 The team listed first in the official program or schedule of the competition for that match will start the match on the side of the Field of Play that is to the right of the Officials' Table, when viewed from the Side Line opposite to the Officials' Table. The opposing team will start on the other side of the Field of Play.

6.3 The teams, including the Players and Team Officials, will change ends before starting the third Period.

6.4 Each team will, for the duration of a match, occupy the team bench on the same side of the Field of Play which that team is defending during that Period. Teams will change team benches when changing ends.

6.5 When the Referees are satisfied that the teams are ready and in position, a Referee will blow a whistle to start the Period, after which:

6.5.1 if a ball release device is available, it will be used to release the ball at the Halfway Line; or

6.5.2 if a ball release device is not available, the Referee will release or throw the ball into play on the Halfway Line (aiming to release the ball as close to the Halfway Line as possible).

6.6 Following the release of the ball at the start of a Period, the Referee is of the opinion that the ball has fallen in a position to the definite advantage of one team, the Referee will award a Neutral Throw from the Halfway Line, in accordance with Article 15 of this Part Six.

6.7 After a Goal has been scored:

6.7.1 Players will take up positions anywhere within their respective defensive halves of the Field of Play. No part of a Player's head may be beyond the Halfway Line.

6.7.2 When all Players are in the correct position, the Referee will blow a whistle to indicate the restart of play.

6.7.3 Without delay after the Referee's whistle, play will be restarted with a Free Throw taken on or behind the Halfway Line by the team that conceded the Goal. Play resumes when the ball leaves the hand of the Player taking the Free Throw.

6.8 Following a Timeout, subject to the rules in this Part Six relating to the taking of Corner Throws, Penalty Throws or any other circumstance specified in this Part Six:

6.8.1 Players may take up any position in the Field of Play.

6.8.2 Play will be restarted with a Free Throw on the whistle of a Referee, in accordance with Article 5.7 of this Part Six.

6.9 A start or restart of play not conducted in accordance with this Article 6 may, at the discretion of the Referees, be retaken.

7 METHOD OF SCORING

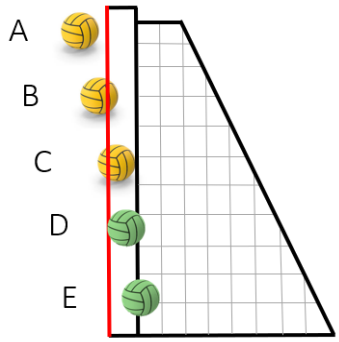
7.1 **A Goal is scored when the ball passes into the Goal, meaning that:**

7.1.1 the ball has passed the front edge of the Goal posts (specifically, the Goal Line), such that no part of the ball is visible in front of the Goal Line;

7.1.2 between the Goal posts; and

7.1.3 underneath the crossbar,

as demonstrated by the balls marked "D" and "E" in the image immediately below, with the front edge of the Goal Line marked in red.



7.2 When a Goal is scored, it is scored for the team who is attacking that Goal, regardless of the Player that last touched the ball or otherwise caused the Goal to be scored.

7.3 **Accordingly, a Goal may be scored, unless specified otherwise in this Article 7 or elsewhere in this Part Six:**

7.3.1 **intentionally or unintentionally;**

7.3.2 by a Player into the opponent's Goal or their own team's Goal (i.e., the latter case often being referred to as an 'own Goal'), even when (for example) taking a Free Throw;

7.3.3 from anywhere within the Field of Play; and

7.3.4 by any part of a Player's body, except that an attacking Player may not score a Goal with a clenched fist (for the avoidance of doubt, a defensive Player may score a Goal for the opposing team (an 'own Goal') with a clenched fist).

7.4 Except in the circumstances set out in Article 7.5 of this Part Six, a Goal may only be scored, following the most recent start or restart of play at the beginning of a Period or after any Stoppage, after at least two (2) Players (of either team, including the Player that Visibly Puts The Ball Into Play and the Player who scores the Goal, but excluding the defending Goalkeeper) intentionally play or touch the ball.

7.5 A Goal may be scored without two (2) Players intentionally playing or touching the ball in the following circumstances:

7.5.1 **A Goal may be scored by a Direct Shot, or after the ball is Visibly Put Into Play, without the need or for any other Player to touch the ball, from:**

7.5.1.1 a Penalty Throw;

7.5.1.2 a Free Throw taken behind the offensive 6 Metre Line taken without delay; or

7.5.1.3 a Goal Throw or a Corner Throw.

7.5.2 **A Goal may be scored by a Player who Visibly Puts The Ball Into Play, without any other Player being required to touch the ball, but not from a Direct Shot:**

7.5.2.1 from a Corner Throw; or

7.5.2.2 from behind their offensive 6 Metre Line:

7.5.2.2.1 from a Goal Throw;

7.5.2.2.2 from a Neutral Throw at the start of a Period;

7.5.2.2.3 from a Free Throw;

7.5.2.2.4 following the start of a match or Period;

7.5.2.2.5 following a Timeout;

7.5.2.2.6 following a Goal;

7.5.2.2.7 following a Stoppage for an injury, or the replacement of a cap;

7.5.2.2.8 following the ball leaving the side of the Field of Play; or

7.5.2.2.9 following any other Stoppage.

7.5.3 A Goal may also be scored by a Player who Visibly Puts the Ball Into Play inside their offensive 6 Metre Line, and then swims behind their offensive 6 Metre Line (without any other Player being required to touch the ball):

7.5.3.1 following a Stoppage for an injury, or the replacement of a cap or any other reason;

7.5.3.2 from a Neutral Throw;

7.5.3.3 from a Free Throw; or

7.5.3.4 following the ball leaving the side of the Field of Play.

7.6 For the avoidance of doubt, in accordance with the definitions in Appendix 10:

7.6.1 A Free Throw is considered taken 'behind' the offensive 6 Metre Line if, when the Free Throw is taken, both the head of the Player taking the Free Throw and the ball are behind the offensive 6 Metre Line.

7.6.2 A Player is considered 'behind' the offensive 6 Metre Line when both their head and the ball are behind the offensive 6 Metre Line.

7.7 A Goal may only be scored during play. In accordance with Article 3.10.5 of this Part Six, a Goal will be awarded if, at the expiration of the time at the end of a Period:

7.7.1 the ball is in flight and without any other Player then gaining Possession of the ball, or any offensive Player intentionally playing or touching the ball, crosses the Goal Line, in which case the Goal will be awarded (notwithstanding that the ball will have been scored by crossing the Goal Line after the signal for the end of the Period);

7.7.2 therefore, without prejudice to the generality of Article 7.7.1 of this Part Six, a Goal will be awarded where the ball enters the Goal after bouncing off the water, after touching or being played by the defensive Goalkeeper or any other defensive Player (so long as they do not gain Possession of the ball), or after being touched or played unintentionally by an offensive Player (so long as they do not gain Possession of the ball), or any combination thereof.

7.8 If the ball is in flight at the end of a Period and a Goal is not scored in accordance with Article 7.7 of this Part Six, the Period will end.

8 ORDINARY FOULS

8.1 If an Ordinary Foul is committed, a Free Throw will be awarded to the opposing team, unless otherwise specified in this Part Six.

8.2 **An Ordinary Foul is committed if a Player:**

8.2.1 commits a False Start;

8.2.2 deliberately affects the alignment of the Goal before the start of a Period;

8.2.3 holds on to or Pushes-Off from the Goal posts or their fixtures, from sides or ends of the pool during play or at the start of a period;

8.2.4 gives up Possession intentionally (whether resulting in the other team gaining Possession, or otherwise);

8.2.5 commits Simulation;

8.2.6 receives any physical assistance from any member of their team during play;

8.2.7 pushes or Pushes-Off from an opponent who is:

8.2.7.1 Dribbling the ball; or

8.2.7.2 not holding, lifting or carrying the ball;

8.2.8 is positioned anywhere in their offensive Goal Area, unless behind the line of the ball (seen horizontally across the Field of Play). For the avoidance of doubt, therefore:

8.2.8.1 it will not be a Foul if a Player is beyond the opposing team's 2 Metre Line but outside the Goal Area;

8.2.8.2 a Player who is behind the line of the ball may enter the Goal Area to receive the ball so long as they remain behind the line of the ball;

8.2.8.3 a Player with Possession inside the Goal Area who then passes or shoots the ball, or otherwise passes the ball to another Player on their team (backwards) must leave the Goal Area without delay to avoid being sanctioned under this Article 8.2.8;

8.2.9 takes a Free Throw, Goal Throw, Corner Throw or a Penalty Throw other than in the prescribed manner except under the circumstances provided by Article 13.4 and 14.4 of this Part Six; or

8.2.10 takes or holds the whole of the ball under the surface of the water when Tackled or with the intention of hiding or shielding it from the opposing team or otherwise preventing the opposing team from being able to Tackle or attempt to gain Possession of the ball;

8.2.11 except for a Goalkeeper in their defensive 6 Metre Area:

8.2.11.1 strikes or attempts to strike the ball with a clenched fist;

8.2.11.2 touches (intentionally or otherwise) the ball with two (2) hands at the same time, unless by the Goalkeeper while within the 6 Metre Area; or

8.2.11.3 touches the floor of the pool during play with one (1) or both legs, including but not limited to:

8.2.11.3.1 walking on the floor of the pool during Play; and/or

8.2.11.3.2 jumping from the floor of the pool in order to play the ball or to Tackle or block an opponent; or

8.2.12 swims or otherwise moves the whole of their body under the surface of the water in order to gain a positional advantage.

8.3 An Ordinary Foul is also committed if a team retains Possession at the expiry of the Shot Clock, as set out in Article 9 of this Part Six.

9 TEAM POSSESSION AND THE SHOT CLOCK

9.1 **A team may retain Possession without shooting at the opponent's Goal for no more than 28 seconds of Actual Play.**

9.2 If a team retains Possession for longer than 28 seconds of Actual Play, or otherwise for longer than the time specified in this Article 9 of this Part Six, without shooting at the opposing team's Goal, an Ordinary Foul will be awarded in accordance with Article 8.3 of this Part Six.

9.3 The time remaining for a team in Possession will be kept by the Timekeepers, using any reliable time-keeping device, and displayed on a Shot Clock visible to Technical Officials and Players in accordance with Article 21.12 of this Part Six.

9.4 **A team's period of Possession commences when a Player for that team gains Possession, including at the start or restart of Actual Play.**

9.5 **A team's period of Possession ends, and the Shot Clock will be reset, when:**

9.5.1 a Player from the opposing team gains Possession of the ball, at which point the Shot Clock will be reset and the opposing team's possession will begin; or

9.5.2 a Player from that team shoots the ball at the opposing team's Goal.

9.6 For the avoidance of doubt, therefore, a team's period of Possession will be deemed to continue:

9.6.1 while the ball is being passed or transferred between Players on that team, including by way of deflection off the surface of the water or another Player (whether intentionally or otherwise), without the other team gaining Possession; and

9.6.2 once Actual Play resumes following the Referee's having awarded a Foul or following any other Stoppage in play (except for the end of a Period), unless that Stoppage results in a change of the team in Possession or as otherwise provided by this Part Six.

9.7 A Player will be deemed to have shot the ball at the opposing team's Goal once the ball has left the hand of that Player with the intention of shooting and scoring at the opponent's Goal, whether or not the shot is accurate (i.e., whether or not the ball actually travels towards the Goal).

9.8 Following a shot:

9.8.1 If a Goal is scored, the match will be restarted in the usual manner following a Goal, as set out in Article 6.7 of this Part Six, and the Shot Clock will be reset to 28 seconds.

9.8.2 If the ball rebounds or deflects into the Field of Play after hitting the Goal posts or crossbar, or any other Player(s) (including a Goalkeeper and/or including a Player on the same team) or any combination thereof, without any other Player gaining Possession of the ball:

9.8.2.1 the Shot Clock will be reset and will not restart until the ball comes into a Player's Possession;

9.8.2.2 if the team that shot the ball regains Possession, that team is then able to maintain Possession without shooting at the opponent's Goal for a maximum of 18 seconds of Actual Play;

9.8.2.3 if the opposing team gains Possession after a shot by the other team, that team's period of Possession will begin with the Shot Clock reset to 28 seconds.

9.8.3 If the ball exits the Side Line of the Field of Play (including after deflection, but without another Player gaining Possession of the ball):

9.8.3.1 play will be restarted in the usual manner set out in Article 12.3.1 of this Part Six; and

9.8.3.2 the Shot Clock will be reset to 28 seconds, except under the circumstances set out at Article 9.10.3 of this Part Six.

9.9 **If play is restarted following the award of an Exclusion Foul which does not result in a change of the team in Possession, upon restart that team may retain Possession without shooting at the opponent's Goal for the greater of:**

9.9.1 18 seconds of Actual Play; or

9.9.2 the time remaining on the Shot Clock, if at the time the Exclusion Foul was committed there was more than 18 seconds remaining on the Shot Clock.

9.10 In the following circumstances, a team may retain Possession without shooting at the opponent's Goal for a maximum of 18 seconds (irrespective of the time previously remaining on the Shot Clock):

9.10.1 following the taking of a Penalty Throw not resulting in a change of Possession;

9.10.2 following the taking of a Corner Throw; or

9.10.3 a Free Throw awarded when the ball leaves the Field of Play through the Side Lines as a result of either:

9.10.3.1 an intentional action (a Player intending to play or otherwise touch the ball, whether or not they intended for the ball to leave the Field of Play) by a Player on the team without Possession; or

9.10.3.2 the blocking of a shot by the defending Goalkeeper (whether intentional or otherwise).

9.11 When a match is restarted with a change of Possession following the award of a Penalty Throw, a Goal Throw or a Neutral Throw, a team may then retain Possession subject to the usual 28 second time limit.

10 EXCLUSION FOULS

10.1 **An Exclusion Foul is committed if a Player:**

10.1.1 Interferes with the taking of a Free Throw, Goal Throw or Corner Throw by the opposing team, including, but not limited to:

10.1.1.1 intentionally touching the opponent or pushing or failing to release the ball;

10.1.1.2 attempting to play the ball before it has left the hand of the thrower; or

10.1.1.3 once a Free Throw is awarded, failing to move to a position at least one (1) metre away from the ball and/or raising an arm to block a pass or a shot before being at least one (1) metre away from the ball.

10.1.2 Blocks, or attempts to block, a pass or shot with two (2) hands outside of their defensive 6 Metre Area.

10.1.3 Intentionally splashes water in the face of an opponent.

10.1.4 Impedes or otherwise prevents the free movement of an opponent who:

10.1.4.1 is Dribbling the ball; or

10.1.4.2 is not holding, lifting or carrying the ball.

10.1.4.3 'Impeding' an opponent under this Article 10.1.4 includes, but is not limited to:

10.1.4.3.1 swimming or climbing on the opponent's shoulders, back or legs;

10.1.4.3.2 a defensive Player swimming or otherwise moving the whole of their body under the surface of the water in order to gain a positional advantage;

10.1.4.3.3 holding, sinking or pulling-back an opponent; or

10.1.4.3.4 using one (1) or two (2) hands to hold an opponent who is not holding the ball.

10.1.5 Commits a Foul (any Ordinary Foul or Exclusion Foul) tactically, meaning a Foul committed with the sole or primary purpose of impeding or stopping the flow of the opposing team's attack. For the avoidance of doubt, a Foul will not be deemed to have been committed tactically if a Player intends to Tackle, block or otherwise validly defend the attack, but in doing so impedes or stops the flow of the opposing team's attack.

10.1.6 Makes any disproportionate movement (meaning any movement with intent to kick or strike another Player, whether or not it results in such contact with another Player), including Kicking and Striking.

10.1.7 Interferes with the taking of a Penalty Throw, after the whistle of the Referee, in which case:

10.1.7.1 the Penalty Throw will still be taken by the opposing team (a Free Throw will not be awarded); and

10.1.7.2 that Player will be excluded for the remainder of the match in accordance with Article 10.7 of this Part Six.

10.2 **An Exclusion Foul will also be committed if:**

10.2.1 a Player commits Violent Action;

10.2.2 a Player commits Misconduct, meaning:

10.2.2.1 the use of unacceptable language;

10.2.2.2 Aggressive Play;

10.2.2.3 refusing to follow the orders of the Referee;

10.2.2.4 showing disrespect for a Referee or another Technical Official;

10.2.2.5 leaving the pool (including to sit or stand on the side of the pool or the steps or other exit of the pool), except:

10.2.2.5.1 in the case of substitution (including following exclusion) in accordance with this Part Six;

10.2.2.5.2 in the case of accident, injury, illness; or

10.2.2.5.3 with the permission of the Referee or as otherwise permitted by this Part Six; or

10.2.2.6 otherwise behaves in a manner which is against the Spirit of the Game or likely to bring the match, event or competition into disrepute; or

10.2.3 if at the taking of a Penalty Throw:

10.2.3.1 the defending Goalkeeper or any other Player fails to take up or moves away from the correct position, having been ordered to take up the correct position by the Referee. If a Goalkeeper is excluded under this Article 10.2.3.1, another defensive Player may take the position of the Goalkeeper for the taking of the Penalty Throw, but without the Goalkeeper's privilege (i.e., they must play as Goalkeeper but for that Penalty Throw they will not, for example, be permitted to use two (2) hands or a clenched fist to block the ball); or

10.2.3.2 the defending Goalkeeper moves forward before the Referee blows the whistle, and the Player then takes the shot and Goal is not scored. If this occurs, the Goalkeeper will be excluded according to Article 10.2.3.1 of this Part Six and the Penalty Throw will be retaken.

10.3 **Unless otherwise provided in this Article 10 or elsewhere in this Part Six, if an Exclusion Foul is committed:**

10.3.1 the Referee will order the exclusion of the Player who committed the Exclusion Foul; and

10.3.2 the Referee will award a Free Throw to the opposing team.

10.4 **If a Player is excluded under this Article 10, unless otherwise specified:**

10.4.1 the excluded Player must leave the Field of Play at the nearest location to them;

10.4.2 the excluded Player must then, without leaving the pool, move to the Exclusion Re-Entry Area behind their team's defensive Goal Line, visibly rising to the surface of the water without interfering with the play.

10.4.3 an excluded Player or a Substitute replacing an excluded Player must not enter the Field of Play or otherwise interfere with the play for the entire period of exclusion;

10.4.4 the excluded Player or a Substitute replacing them will, when permitted to enter/re-enter the match, only be permitted to enter the Field of Play through the Exclusion Re-Entry Area nearest to their team's defensive Goal Line, unless such entry/re-entry occurs between Periods, after a Goal has been awarded or during a Timeout;

10.4.5 if the excluded Player is replaced by a Substitute, the excluded Player must return to the team bench;

10.4.6 if the excluded Player is excluded for the remainder of the match, they must leave the pool via the Exclusion Re-Entry Area and then leave the Competition Area, except under the circumstances of Article 17.3 of this Part Six where the excluded Player is permitted to sit on their team bench.

10.4.7 if the excluded Player is a Goalkeeper:

10.4.7.1 a Substitute Goalkeeper may replace another Field Player at any time through substitution in accordance with Article 2.5 of this Part Six; and

10.4.7.2 a further Player, to replace the excluded Player and restore that team to the full number of Players, may only enter in accordance with Articles 10.7 to 10.9 of this Part Six; and

10.4.8 a Player entering the Field of Play must not do so by jumping or Pushing-Off from the side or wall of the pool or the Field of Play.

10.5 **When an Exclusion Foul is committed, other than for Misconduct, Violent Action or interference with the taking of a Penalty Throw, the Player:**

10.5.1 will not be excluded for the remainder of the match; and

10.5.2 will instead be permitted to re-enter the Field of Play, or be replaced by a Substitute, from the Exclusion Re-Entry Area nearest to that Player's own Goal Line after the earliest of:

10.5.2.1 18 seconds of Actual Play having elapsed since the Exclusion Foul was awarded. The Secretaries will signal that 18 seconds of Actual Play have elapsed since an Exclusion Foul using the appropriate flag or with the use of any device authorised for signalling at that match;

10.5.2.2 a Goal having been awarded, in which case the excluded Player or Substitute may enter/re-enter the Field of Play from any place (such Player may, but is not required to, enter from the relevant Exclusion Re-Entry Area);

10.5.2.3 the excluded Player's team having retaken Possession of the ball, at which time the Referees will signal re-entry by a hand signal; or

10.5.2.4 the excluded Player's team being awarded a Free Throw, a Goal Throw or a Penalty Throw.

10.6 If an Exclusion Foul is awarded for Misconduct:

10.6.1 The excluded Player will be shown a Red Card and will be excluded for the remainder of the match with immediate effect.

10.6.2 The excluded Player must leave the Field of Play in accordance with Article 10.4 of this Part Six.

10.6.3 The excluded Player may be replaced by a Substitute:

10.6.3.1 If the Exclusion Foul was awarded during play:

10.6.3.1.1 the Referee will award a Free Throw to the opposing team; and

10.6.3.1.2 a Substitute may replace the excluded Player at the earliest occurrence of any of the circumstances set out in Article 10.5.2 of this Part Six, and in accordance with Article 10.4 of this Part Six.

10.6.3.2 If the Exclusion Foul for Misconduct is awarded during any Stoppage (including between Periods, during a Timeout, or after a Goal has been awarded):

10.6.3.2.1 the match will restart in the normal manner (the manner in which play would have restarted irrespective of the Foul; no throw will be awarded); and

10.6.3.2.2 a Substitute replacing the excluded Player will be permitted to enter immediately prior to the restart of the match.

10.6.3.3 If the excluded Player is a Goalkeeper:

10.6.3.3.1 a Substitute Goalkeeper may replace another Field Player at any time through substitution in accordance with Article 2.5 of this Part Six; and

10.6.3.3.2 a further Player, to replace the excluded Player and restore that team to the full number of Players, may enter at the earliest occurrence of any of the circumstances set out in Article 10.5.2 of this Part Six, and in accordance with Article 10.4 of this Part Six.

10.7 **If an Exclusion Foul is awarded for interference with a Penalty Throw:**

10.7.1 The excluded Player will be shown a Red Card and excluded for the remainder of the match.

10.7.2 The excluded Player must leave the Field of Play in accordance with Article 10.3 of this Part Six.

10.7.3 The Penalty Throw will be maintained (including that if it had already been taken and scored, that team will score a Goal) or retaken if deemed appropriate by the Referee.

10.7.4 A Substitute may replace the excluded Player at the earliest occurrence of any of the circumstances set out in Article 10.5.2 of this Part Six, and in accordance with Article 10.4 of this Part Six.

10.8 **If an Exclusion Foul is awarded for Violent Action:**

10.8.1 The excluded Player will be excluded for the remainder of the match and must leave the Field of Play in accordance with Article 10.4 of this Part Six.

10.8.2 If awarded during play:

10.8.2.1 A Penalty Throw will be awarded to the opposing team.

10.8.2.2 Play will resume on the taking of the Penalty Throw, taken in accordance with Article 16 of Part Six.

10.8.2.3 A Substitute may replace the excluded Player when four (4) minutes of Actual Play have elapsed following the award of the Exclusion Foul.

10.8.2.4 If the excluded Player is a Goalkeeper:

10.8.2.4.1 a Substitute Goalkeeper may replace another Field Player at any time through a Flying Substitution in accordance with Article 2.5 of this Part Six; and

10.8.2.4.2 a further Player, to replace the excluded Player and restore that team to the full number of Players, may enter at the earliest occurrence of any of the circumstances set out in Article 10.5.2 of this Part Six, and in accordance with Article 10.4.3 of this Part Six.

10.8.3 If awarded during any Stoppage (including a Timeout, after a Goal has been awarded or between Periods):

10.8.3.1 Play will restart in the normal manner (the manner in which play would have restarted irrespective of the Foul; no throw will be awarded).

10.8.3.2 A Substitute may replace the excluded Player when four minutes of Actual Play have elapsed following the award of the Exclusion Foul.

10.9 **The Referee may award Exclusion Fouls against any number of Players, from either or both teams, simultaneously or otherwise. If Exclusion Fouls are awarded simultaneously against both teams:**

10.9.1 Play will restart with a Free Throw, taken by the team that had Possession of the ball at the time the Exclusion Fouls were awarded. The Shot Clock will not be reset.

10.9.2 If neither team had Possession when the simultaneous Exclusion Fouls were awarded, the Shot Clock will be reset to 28 seconds and play will be restarted with a Neutral Throw.

10.9.3 Where Players are excluded simultaneously, all excluded Players will be excluded until the earliest of:

10.9.3.1 18 seconds of Actual Play having elapsed since the Exclusion Foul was awarded;

10.9.3.2 a Goal having been awarded, in which case the excluded Players or Substitutes may re-enter/enter the Field of Play from any place (such Players may, but are not required to, enter from the relevant Exclusion Re-Entry Area); or

10.9.3.3 the next change of team in Possession after the Free Throw or Neutral Throw (as applicable).

10.10 **Where Exclusion Fouls for Violent Action are awarded against multiple Players of opposing teams during Play:**

10.10.1 Each excluded Player will be excluded for the remainder of the match.

10.10.2 A Substitute may replace each excluded Player when four (4) minutes of Actual Play have elapsed following the award of the Exclusion Foul.

10.10.3 Each team will shoot a Penalty Throw:

10.10.3.1 The team that last had Possession of the ball before the Exclusion Fouls were awarded will shoot the first Penalty Throw, followed by the opposing team.

10.10.3.2 After the second Penalty Throw, the team which last had Possession of the ball before the Exclusion Fouls were awarded will restart play with a Free Throw on or behind the Halfway Line.

10.11 **Where Exclusion Fouls are awarded simultaneously against multiple Players of the same team:**

10.11.1 Each Player will be excluded and may re-enter and/or be replaced by a Substitute, if applicable, as if they had each separately committed Exclusion Fouls.

10.11.2 If one (1) or more of the Exclusion Fouls are as a result of Violent Action, the opposing team will take one (1) Penalty Throw, even if more than one (1) Player was excluded for Violent Action.

10.11.3 Play will restart with a Free Throw to the opposing team, except if a Penalty Throw has been awarded, in which case it will resume with the taking of the Penalty Throw.

10.12 If a Referee, Video Assistant Referee, or TWPC Delegate suspects (including upon receiving information from another Technical Official) that Violent Action may have occurred, the Referees may conduct a VAR Review.

11 PENALTY FOULS

11.1 **A Penalty Foul is committed if:**

11.1.1 A Goalkeeper or a Field Player within their defensive 6 Metre Area:

11.1.1.1 commits any Foul (including any Ordinary Foul, Exclusion Foul or Penalty Foul listed in this Article 11) if, without their action, a Goal would, in the view of the Referees, have been likely to result;

11.1.1.2 takes the ball under the water when Tackled if a Goal would have been likely to result if they had not done so;

11.1.1.3 pulls over, pulls down or otherwise displaces the Goal that they are defending;

11.1.1.4 impedes an attacking Player from behind within the 6 Metre Area, when that attacking Player is facing the Goal and is making a shooting action. However, under this Article 11.1.1.4:

11.1.1.4.1 a defensive Player will not be impeding an attacking Player if they make contact only with the ball and not the Player;

11.1.1.4.2 the Referee will delay the award of a Penalty Foul until the shot has been attempted. If the shot results in a Goal, no Penalty Foul will be awarded. If the shot does not result in a Goal, the resultant Penalty Throw will be awarded.

11.1.2 A Field Player within their defensive 6 Metre Area:

11.1.2.1 blocks or attempts to block a pass or shot of the opposing team with two (2) hands; or

11.1.2.2 plays the ball with a clenched fist.

11.1.3 An excluded Player intentionally interferes with play, including but not limited to affecting the alignment of the Goal. If an excluded Player does not commence leaving the Field of Play without delay, the Referee may award a Penalty Foul for intentional interference under this Article 11.1.3.

11.1.4 A Head Coach, or any Team Official, of the team not in Possession of the ball requests a Timeout, as set out in Articles 5.8.1 and 5.8.2.2 of this Part Six. Where a Penalty Foul is awarded because a Timeout was called by a team not in Possession of the ball, no Personal Foul will be recorded.

11.1.5 A Head Coach, or any Team Official or Player, takes any action not in the usual course of play with the sole or primary intent (in the view of the Referee) to prevent a probable Goal or to delay the match, including but not limited to:

11.1.5.1 a Player deliberately throwing the ball away before a Player on the opposing team can take a Free Throw;

11.1.5.2 a defensive Player, after a Free Throw outside the 6 Metre Line, deliberately pushing the ball inside 6 Metre Line, to avoid a Direct Shot.

11.1.5.3 In the case of a Penalty Foul arising out of this Article 1.1.5, no Personal Foul will be recorded if the Penalty Foul was committed by the Head Coach or any Team Official.

11.1.6 A Player, including any excluded Player or Substitute, commits Improper Entry:

11.1.6.1 the resulting Penalty Throw will be taken after removing the offending Player from the Field of Play, including by an immediate substitution if necessary;

11.1.6.2 if Improper Entry is committed by a Player after that Player has committed a Foul, the offending Player receives only one Personal Foul, marked by the Secretary;

11.1.6.3 if an excluded Player or Substitute commits Improper Entry because the relevant period of exclusion has not expired, the offending Player must leave the Field of Play before the Penalty Throw is taken by the opposing team and will be permitted to enter the Field of Play at the earliest occurrence, after the Penalty Throw has been taken, of:

11.1.6.3.1 the expiry of the period of the exclusion; or

11.1.6.3.2 when that Player's team retakes Possession of the ball, or is awarded a Free Throw, Goal Throw or Penalty Throw, except where the excluded Player was excluded for Violent Action in which case the Substitute replacing them will only be permitted to enter at the expiry of the period of exclusion.

11.2 **If a Penalty Foul is committed:**

11.2.1 The Referee will, subject to Article 11.2.2 of this Part Six, award a Penalty Throw to the opposing team.

11.2.2 The Referee may at their discretion (and will, in the case of a Penalty Foul committed under Article 11.1.1.4.2) delay the award of a Penalty Foul in order to wait to see if the attacking Player scores a Goal in the same action.

11.2.2.1 If the Player does not score a Goal, the Referee will then award a Penalty Throw.

11.2.2.2 If the Player does score a Goal, no Penalty Throw will be awarded and the match will restart in the usual manner following the award of a Goal.

11.2.2.3 While delaying the award in accordance with this Article 11.2.2, the Referee should if possible raise one arm to indicate that a Penalty Throw may be awarded (failure to do so will not, however, affect the decision made by the Referee).

12 FREE THROWS

12.1 The award of a Free Throw gives Possession and the restart of play to the team to which it is awarded.

12.2 **Free Throws are awarded:**

12.2.1 where the entire ball leaves the Field of Play crossing a Side Line;

12.2.2 as a result of certain Fouls, as set out in this Part Six; or

12.2.3 as otherwise set out in this Part Six.

12.2.4 A Free Throw is not awarded where the ball touches the Side Line but does not leave the Field of Play.

12.3 **Where a Free Throw is awarded:**

12.3.1 As a result of the ball leaving the Field of Play crossing a Side Line, the Free Throw will be awarded to the opposing team from the team that last touched the ball, except that:

12.3.1.1 where the ball leaves the Field of Play from a Side Line when the ball was last touched by a Field Player blocking a shot, a Free Throw will be awarded to the team that blocked the shot.

12.3.2 As a result of a Foul or other circumstance, the Free Throw will be taken by the team that did not commit the Foul or as otherwise set out in the relevant Article of this Part Six.

12.4 **A Free Throw must be taken:**

12.4.1 without undue delay;

12.4.2 by either:

12.4.2.1 the Player who is closest or equal closest to the ball, or otherwise most ready (or equally ready as any Player on that team) to take the Free Throw; or

12.4.2.2 only where there is an attack or Counterattack in progress such that it may hinder the offensive team for the Player closest to the ball to take the Free Throw (for example, if that Player would have to swim away from the Goal that they are attacking in order to take the Free Throw), by a Player who is second or equal second closest to the ball, so long as the Free Throw is still taken without undue delay;

12.4.3 by a Player Visibly Putting the Ball Into Play.

12.5 **A Free Throw will be taken from the location of the ball at the time of the award of the Free Throw, except that:**

12.5.1 If a Foul is committed by a defensive Player while the ball is inside the Goal Area, the resulting Free Throw will be taken from the 2 Metre Line at the closest point to the position of the ball at the time the Free Throw is awarded.

12.5.2 If a False Start is committed:

12.5.2.1 if the ball has already been released, the Free Throw will be taken from the location of the ball once the team taking the Free Throw has reached it (which it will do without undue delay); or

12.5.2.2 if the ball has not already been released, the Free Throw will be taken from any location on the Halfway Line.

12.6 Actual Play will resume immediately when the ball is Visibly Put Into Play.

12.7 When a Free Throw is awarded, each defensive Player must:

12.7.1 position themselves not less than one (1) metre away from the ball; and

12.7.2 not raise any arm to block (for example a pass or a shot) until they are at least (1) metre away from the ball; except that

12.7.2.1 for the avoidance of doubt, it will not be a Foul if a Free Throw is taken by the offensive team while a defensive Player is in the process, without delay and without raising an arm to block, of moving away from the ball.

12.8 In accordance with Articles 8 and 9:

12.8.1 it will be an Ordinary Foul if a Free Throw is taken in a manner not according with this Article 12, including but not limited to a Free Throw taken with undue delay or taken by a Player who is not in a position most or equally as readily as another Player on that team to take the Free Throw; and

12.8.2 it will be an Exclusion Foul for interference pursuant to Article 10.1 of this Part Six if a defensive Player fails to move to a position at least one (1) metre away from the ball once a Free Throw is awarded and/or raises an arm to block a pass or shot before being at least one (1) metre away from the ball.

13 GOAL THROWS

13.1 **A Goal Throw will be awarded when:**

13.1.1 the entire ball leaves the Field of Play having passed fully over the Goal Line, but not into the Goal; and

13.1.2 the ball was last touched by any Player other than:

13.1.2.1 a Goalkeeper on the defensive team; or

13.1.2.2 any Player on the defensive team who:

13.1.2.2.1 takes Possession and throws the ball over the Goal Line, but not into the Goal; or

13.1.2.2.2 intentionally diverts, deflects or otherwise intentionally touches or plays the ball in any intended manner or direction after a pass or while an attacking Player was Dribbling the ball or holding, lifting or carrying the ball, and the ball then crosses over the Goal Line, but not into the Goal;

13.1.2.2.3 therefore, for the avoidance of doubt, a Goal Throw will be awarded if a Player on the defensive team diverts or deflects (intentionally or otherwise) a shot, and the ball then crosses over the Goal Line, but not into the Goal.

13.2 **A Goal Throw will be taken by the defensive team, and must be taken:**

13.2.1 without undue delay;

13.2.2 once the ball has been positioned in accordance with Article 13.3 of this Part Six, by the Player on the defensive team who is closest or equal closest to the ball, or otherwise most ready (or equally ready as any Player on that team) to take the Goal Throw;

13.2.3 by a Player Visibly Putting the Ball Into Play.

13.3 **A Goal Throw must be taken from:**

13.3.1 anywhere within the 2 Metre Area if the ball is inside the 2 Metre Area at the moment when the Goal Throw was awarded; or

13.3.2 from the location of the ball, if the ball is outside the 2 Metre Area at the moment when the Goal Throw was awarded.

13.4 In accordance with Article 8.2.9 of Part Six, it will be an Ordinary Foul if a Goal Throw is taken in a manner not according with this Article 13, except that a Goal Throw not taken in the correct position in accordance with Article 13.3 of Part Six will not result in an Ordinary Foul and will instead be retaken in the correct position.

14 CORNER THROWS

14.1 **A Corner Throw will be awarded if the ball leaves the Field of Play having passed fully over the Goal Line, but not into the Goal, having last been touched by:**

14.1.1 the Goalkeeper of the defensive team (intentionally or otherwise); or

14.1.2 any Player on the defensive team where that Player:

14.1.2.1 takes Possession and throws the ball over the Goal Line, but not into the Goal; or

14.1.2.2 intentionally diverts, deflects or otherwise intentionally makes contact with the ball (in any intended manner or direction) after a pass from either team or while the attacking Player was Dribbling the ball or holding, lifting or carrying the ball, and the ball then crosses over the Goal Line, but not into the Goal.

14.2 **A Corner Throw will be taken by the offensive team, and must be taken:**

14.2.1 without undue delay (for the avoidance of doubt, however, a Corner Throw does not need to be taken by the Player closest to the ball);

14.2.2 only once no Players on the offensive team are located in the Goal Area;

14.2.3 by a Player Visibly Putting the Ball Into Play.

14.3 **A Corner Throw must be taken from:**

14.3.1 the Side Line at the 2 Metre Line;

14.3.2 on the side of the pool closest to the location at which the ball crossed the Goal Line.

14.4 In accordance with Article 8.2.9 of this Part Six, it will be an Ordinary Foul if a Corner Throw is taken in a manner not according with this Article 14, except that a Corner Throw will be retaken (not resulting in an Ordinary Foul) where it is:

14.4.1 not taken in the correct position in accordance with Article 14.3 of this Part Six; or

14.4.2 taken before all attacking Players have left the Goal Area in accordance with Article 14.2.2 of this Part Six.

15 NEUTRAL THROWS

15.1 **A Neutral Throw will be awarded if:**

15.1.1 at the start of a Period, a Referee is of the opinion that the ball has fallen in a position to the definite advantage of one team;

15.1.2 one (1) or more Players of opposing teams commit Ordinary Fouls simultaneously;

15.1.3 both Referees blow their whistles at the same moment to award Ordinary Fouls to opposing teams;

15.1.4 neither team has Possession and one (1) or more Players of each team commit Exclusion Fouls simultaneously;

15.1.5 the ball strikes, or lodges in, an overhead obstruction; or

15.1.6 if otherwise required by this Part Six or in the view of the Referee.

15.2 **A Neutral Throw will be taken, and play restarted, by the Referee throwing the ball:**

15.2.1 into the Field of Play from approximately the same lateral position as it was when play was stopped (subject to Article 15.3 of this Part Six);

15.2.2 in a lateral manner (i.e., parallel to the Goal Lines);

15.2.3 in such a manner as to allow Players of both teams to have an approximately equal opportunity to reach the ball first.

15.3 A Neutral Throw awarded anywhere within the Goal Area will be taken in line with the 2 Metre Line.

15.4 If a Neutral Throw follows an Exclusion Foul, the Neutral Throw will be taken after the excluded Players have left the Field of Play.

15.5 If from a Neutral Throw the Referee considers that the ball has fallen in a position to the definite advantage of one team, the Referee will stop the match, call for the ball and retake the Neutral Throw.

16 PENALTY THROWS

16.1 A Penalty Throw will be awarded as set out in this Part Six, including in the case of a Penalty Foul in accordance with Article 11 of this Part Six.

16.2 **A Penalty Throw must be taken:**

16.2.1 and released from any point on the opponents' defensive 5 Metre Line;

16.2.2 by any Player of the team to which it is awarded;

16.2.3 upon the Referee's signal, without undue delay, by throwing the ball in one uninterrupted movement, with the intention of shooting the ball directly at the Goal.

16.2.4 For the avoidance of doubt, in accordance with this Article 16.2, a Player may:

16.2.4.1 take a Penalty Throw by lifting the ball from the water and then throwing it in one continuous movement; or

16.2.4.2 take a Penalty Throw, starting with the ball held in a hand raised out of the water; and

16.2.4.3 in any case, a Player may take the ball backwards from the direction of the Goal in their hand in preparation for the shot, provided that the Penalty Throw is taken (i.e., leaves the Player's hand) without undue delay and in one uninterrupted movement.

16.3 **Before a Penalty Throw is taken:**

16.3.1 No Player, except for the Player taking the Penalty Throw and the Goalkeeper of the opposing side, is permitted within the 6 Metre Area within which the Penalty Throw is being taken.

16.3.2 All Players must be positioned (such position determined by the position of each Player's head) at least three (3) metres from the Player taking the Penalty Throw.

16.3.3 The defensive Goalkeeper must be positioned between Goal posts, with some part of their head level with or behind the Goal Line.

16.3.4 The Player taking the Penalty Throw must be positioned with their head not beyond the opponents' defensive 5 Metre Line.

16.3.5 Subject to Article 16.2 and Articles 16.3.1 to 16.3.4 of this Part Six, Players (both offensive and defensive) may position themselves on the 6 Metre Line (or otherwise behind that line). If numerous Players choose to position themselves on the 6 Metre Line, one (1) Player on the defensive team will have the right to their first choice of position on each side of the Penalty Throw taker on the 6 Metre Line.

16.4 **The signal for a Penalty Throw to be taken will be given:**

16.4.1 by the Referee on the right-hand side of the Player as they face the Goal, except that if a Player wishes to take a Penalty Throw with their left hand, the Referee on the left-hand side of the Player as they face the Goal will move to the 5 Metre Line alongside that Player and will signal for the Penalty Throw to be taken;

16.4.2 once the Referee signalling for the Penalty Throw to be taken is satisfied that all Players are in the correct positions;

16.4.3 by the Referee blowing a whistle and simultaneously lowering the arm from a vertical to a horizontal position.

16.5 **If any Player, including a Goalkeeper, fails to take up the correct position in accordance with Article 16.3 of this Part Six, the Referee will:**

16.5.1 give one warning to the relevant Player, with instruction to take up a correct position; and

16.5.2 if after that warning the Player does not do so, exclude the Player in accordance with Article 10.2.3.1 of this Part Six.

16.6 If the defensive Goalkeeper moves forward before the Referee blows the whistle, and the Player then takes the shot and Goal is not scored, the Goalkeeper will be excluded according to Article 10.2.3.1 of this Part Six and the Penalty Throw will be retaken.

16.7 If a Penalty Throw is taken and the ball rebounds into the Field of Play having touched a Goal post or crossbar or the Goalkeeper (whether intentionally or not), or any combination thereof, Actual Play will resume immediately and it will not be necessary for a Player other than the Player who took the Penalty Throw to touch the ball before a Goal may be scored.

16.8 If the Referee awards a Penalty Throw as, simultaneously, a Timekeeper signals for the end of a Period:

16.8.1 All Players except the Player taking the Penalty Throw and the Goalkeeper of the opposing team will leave the Field of Play, entering the Flying Substitution Area, before the Penalty Throw is taken.

16.8.2 Play will cease and the ball will be deemed 'dead' once the Penalty Throw has been taken.

16.8.3 For the avoidance of doubt, a Penalty Throw is deemed to have been taken under Article 16.8.2 of this Part Six once it has left the hand of the Penalty Throw taker and then, whether directly or after touching the Goal post, crossbar, the surface of the water or the Goalkeeper (whether intentionally or otherwise), or any combination thereof:

16.8.3.1 enters the Goal, in which case a Goal will be awarded;

16.8.3.2 misses the Goal and exits the Field of Play; or

16.8.3.3 rebounds into the Field of Play.

16.9 If a Penalty Throw is awarded within the last minute of a match, the Head Coach (or any person acting as Head Coach) of the team to which the Penalty Throw is awarded may elect to be awarded a Free Throw instead of a Penalty Throw. In this circumstance:

16.9.1 play will be restarted by that team with a Free Throw on or behind the Halfway Line;

16.9.2 the Shot Clock will be reset to 28 seconds of Actual Play; and

16.9.3 it is the responsibility of that Head Coach to give a clear signal to the Referees, without delay, if the team elects to take a Free Throw and therefore maintain Possession in accordance with this Article 16.9.

17 PERSONAL FOULS

17.1 A Personal Foul will be recorded against any Player who commits an Exclusion Foul or a Penalty Foul.

17.2 If a Personal Foul is recorded against a Player, the Referee will indicate the offending Player's Cap Number to the Secretary, for the Secretary to record.

17.3 If three (3) Personal Fouls are awarded against a Player in a match, that Player will be excluded for the remainder of the match and must leave the Field of Play without delay in accordance with Article 10.4 of this Part Six.

17.4 If a Player is excluded as a result of this Article 17:

17.4.1 if the third Personal Foul is a Penalty Foul, a Substitute may replace the excluded Player immediately;

17.4.2 otherwise, a Substitute may replace the excluded Player at the earliest occurrence of any of the circumstances set out in 10.5.2 of this Part Six, and in accordance with Article 10.4 of this Part Six.

18 YELLOW AND RED CARDS

18.1 The Referee may issue a Yellow Card or a Red Card in order to enforce this Part Six including, as appropriate, as the result of acts or omissions of Team Officials or Players, as described in this Article 18.

18.2 **Yellow Cards:**

18.2.1 A Yellow Card may be issued by the Referee to either the Head Coach of a team, or to a team as a whole.

18.2.2 A Yellow Card constitutes an official warning, effective for the remainder of the match, to the Head Coach or team to which it was issued.

18.2.3 A Referee will issue a Yellow Card to a Head Coach, if that Head Coach:

18.2.3.1 acts in an unsporting manner (including through, but not requiring, persistent acts);

18.2.3.2 protests the decisions of Referees or Technical Officials, without using unacceptable language;

18.2.3.3 is positioned not complying with Article 2.4.2 or otherwise in accordance with this Part Six; or

18.2.3.4 makes a Coach's Challenge that is not permitted, as set out in Article 1.3.3 of Appendix 5.

18.2.4 A Referee may at their discretion issue a Yellow Card to a team if a Player on that team, including a Substitute and whether on the Field of Play or otherwise:

18.2.4.1 commits repeated or persistent Fouls (other than Violent Action or Misconduct) during a match;

18.2.4.2 commits Simulation;

18.2.4.3 acts in an unsporting manner (including through, but not requiring, persistent acts); or

18.2.4.4 protests the decisions of Referees or Technical Officials without using unacceptable language.

18.3 **Red Cards:**

18.3.1 A Red Card may be issued by the Referee to a Player, a Head Coach or another Team Official.

18.3.2 A Red Card will be issued to a Player if either:

18.3.2.1 that Player is excluded in accordance with Article 10, Article 17 or otherwise in accordance with this Part Six; or

18.3.2.2 a Yellow Card has previously been shown to their team in the match in accordance with Article 18.2.4 of this Part Six, and that Player thereafter commits conduct requiring or deserving the issue of a Yellow Card as described in Article 18.2.4 of this Part Six.

18.3.3 A Red Card will be issued to a Head Coach if either:

18.3.3.1 that Head Coach has received a Yellow Card in the match pursuant to Articles 18.2 of this Part Six and that Head Coach thereafter commits conduct requiring or deserving the issue of a Yellow Card as described in Article 18.2.3 of this Part Six; or

18.3.3.2 the Referee deems that the conduct in question is sufficiently serious and/or unsporting such that the award of a Red Card is appropriate, irrespective of whether that person has already received a Yellow Card in the match (for similar or other conduct). A Red Card will be issued under this Article 18.3.3.2 if a Head Coach uses unacceptable language towards a Technical Official.

18.3.4 A Red Card may be issued to a Team Official, other than Head Coach, who:

18.3.4.1 acts in an unsporting manner (including through persistent acts), including the use of unacceptable language towards a Technical Official;

18.3.4.2 protests the decisions of Referees or Technical Officials in a manner deemed unacceptable by the Referee;

18.3.4.3 is positioned incorrectly; or

18.3.4.4 makes a Coach's Challenge that is not permitted, as set out in Article 1.3 of Appendix 5 of this Part Six (where the Coach's Challenge is made by a Team Official other than a Head Coach).

18.3.5 For the avoidance of doubt:

18.3.5.1 the Referee may issue a person with a Red Card at any time without that person having first received a Yellow Card in the match;

18.3.5.2 a Red Card may be issued pursuant to Article 18.3.2.2 or 18.3.3.1 of this Part Six whether or not the action(s) or conduct in question is the same as that which caused the initial Yellow Card to be issued; and

18.3.5.3 a Red Card may be issued pursuant to Article 18.3.2.2 of this Part Six whether or not the Player receiving the Red Card caused or contributed towards the issuance of the initial Yellow Card.

18.3.6 When a Red Card is issued to a Head Coach or another Team Official, that person must leave the team bench and the Competition Area without delay and for the remainder of the match.

18.3.7 When a Head Coach is given a Red Card, and therefore excluded from the match in accordance with this Article 18.3, another Team Official may act as that team's Head Coach for the remainder of the match:

18.3.7.1 assuming the rights and responsibilities attributed to a Head Coach under this Part Six;

18.3.7.2 except that they must sit on the team bench, unless during intervals between Periods (where they may move away from the team bench), during a Timeout, or before the restart of the match after a Goal has been awarded.

18.4 **Where in a match one (1) or more Players of the same team persist in repeated Fouls, including but not limited to protesting decisions of the Referees or Technical Officials without the use of unacceptable language, the Referee:**

18.4.1 will award the relevant Fouls and order the relevant consequences for each individual Foul, as appropriate;

18.4.2 may, in respect of the team's persistent Fouls, issue a Yellow Card to the offending team, effective as a warning to the entire team; and

18.4.3 for the remainder of the match, if any Player(s) on that team engage in repeated Fouls, including but not limited to protesting the decisions of Referees or other Technical Officials not using unacceptable language, the Referee will issue that Player(s) with a Red Card, excluding the Player(s) for the remainder of the match.

18.5 **When issuing a Yellow Card or Red Card, the Referee will:**

18.5.1 show the card visibly to the recipient; and

18.5.2 show the card visibly to the Officials' Table, indicating the recipient's Cap Number (if a Player) or identity, which will be recorded by the Secretary.

18.6 If a Player or a Team Official has or may have committed conduct that could have led to them being excluded for the remainder of the match, regardless of whether the conduct was addressed or sanctioned by the Referee during the match, World Aquatics (including the Aquatics Integrity Unit), the Management Committee or its designee may:

18.6.1 Assess and decide, with regard to the nature and circumstances and the severity of the conduct in question, whether the Player or the Team Official should be excluded from future matches in the event (up to and including all further matches in the event).

18.6.2 Review video footage, if available, and/or any other reliable evidence available in order to make that assessment.

18.6.3 If a decision is made to exclude a Player or Team Official from future matches at the event, the Management Committee will, within 24 hours of the end of the match in which the relevant conduct occurred, notify the relevant Player or Team Official and their team of the exclusion.

18.6.4 Where necessary or appropriate to do so, with regard to the rules and regulations of World Aquatics, refer the matter to the Aquatics Integrity Unit.

18.7 If a Team Official is excluded in advance from any match in an event pursuant to Article 18.6 of this Part Six, the relevant team will have their maximum number of Team Officials for that match reduced accordingly, except that a team will always be permitted to have at least one (1) Team Official for each match.

18.8 If a Player is excluded in advance from any match in an event pursuant to Article 18.6 of this Part Six, that Player's team will, notwithstanding such exclusion, be permitted to have fourteen (14) Players listed for each match (or the full number of Players permitted on a Start List for that event). A team may therefore in that circumstance replace the excluded Player on their Start List with another Player. The replacement Player may participate for the Team at that event, provided that all Players on the Start List remain free of any suspension or exclusion that prevents them from participating in that match or event.

19 ACCIDENT, INJURY, ILLNESS, AND SAFETY REQUIREMENTS

19.1 **A Player is not permitted to leave the pool (including sitting or standing on the side of the pool or the steps or other exit of the pool), during play, except:**

19.1.1 in the case of substitution or replacement permitted by this Part Six;

19.1.2 where necessary in the case of accident, injury, illness; or

19.1.3 with the permission of a Referee.

19.2 The Referee may at any time stop play to order the immediate substitution of any ill or injured Player, or on account of any accident, if they consider it appropriate to do so.

19.3 **If a Player is bleeding:**

19.3.1 Play will continue without interruption unless the Referee deems it necessary or appropriate to stop the match pursuant to Article 19.2 of this Part Six.

19.3.2 The bleeding Player must leave the pool immediately from the nearest location to them. The Referee will order any Player they observe to be bleeding to leave the pool (however, for the avoidance of doubt, a Player who is bleeding must leave the pool whether observed by and/or ordered to do so by the Referees or otherwise).

19.3.3 A Substitute will be permitted to replace a bleeding Player who has left the pool (whether voluntarily or having been ordered to do so by the Referee), with immediate effect. The Substitute may enter the Field of Play:

19.3.3.1 where the Referee has stopped the game as a result of such injury, from any place; or

19.3.3.2 where the match has not been stopped, from either the Exclusion Re-Entry Area or the Flying Substitution Area.

19.3.4 A Player must not re-enter the Field of Play while bleeding. Once the Player has stopped bleeding, the Player may re-enter the Field of Play by way of substitution in accordance with this Part Six.

19.4 **Subject to Article 19.3 of this Part Six, a Player who has left the Field of Play in in the case of accident, injury or illness, or with the permission of a Referee:**

19.4.1 may re-enter the Field of Play from the Exclusion Re-Entry Area during a Stoppage, with the permission of a Referee; or

19.4.2 may be replaced by a Substitute in accordance with Article 2 of this Part Six.

19.5 **If play has been stopped as a result of accident, injury, illness or through any other unforeseen reason not provided for by this Part Six, play will be restarted:**

19.5.1 at the location of the ball when play was stopped;

19.5.2 by the team that was in Possession at the time of the Stoppage;

19.5.3 by a Player on that team Visibly Putting the Ball Into Play; or

19.5.4 if no team was in Possession at that time, with a Neutral Throw in accordance with Article 15 of this Part Six.

19.6 World Aquatics seeks to minimise the occurrence of injuries, including through issuing the provisions of this Part Six. However, Water Polo is a contact sport and there is therefore an inherent risk of traumatic injuries in Water Polo. The incidence of such injuries in Water Polo is the highest of any Aquatic sport. Therefore, the Management Committee must ensure that at every competition there are:

19.6.1 a medical team, trained in trauma recognition and in water extractions;

19.6.2 a Chief Medical Officer and a Venue Medical Officer, one (1) or both of which must have a proper medical kit in order to respond to traumatic injuries, including suture material and/or skin glue to treat bleeding Players;

19.6.3 ice packs available for use during matches; and

19.6.4 an appropriate number of lifeguards, who must practice water retrieval on a daily basis during the duration of competition, taking into account lane ropes which may restrict access to Players during water rescue.

19.7 While dental services are not mandatory, the Management Committee at World Aquatics Events, the Olympic Games, and wherever possible any other competition should consider providing dental services including:

19.7.1 to, where appropriate, treat and stabilise Players with oro-facial injuries, prior to referral elsewhere;

19.7.2 to provide treatment that will enable Players with oro-facial injuries to return to a match, where medically appropriate; and

19.7.3 the Management Committee may consider whether to ensure a dentist is 'on call' during the competition if one is not present.

20 THE FIELD OF PLAY

20.1 The Management Committee of a competition is responsible for ensuring the correct measurements and markings for the Field of Play are used.

20.2 **General requirements for the Field of Play:**

20.2.1 The limits of the Field of Play are the inner edges of the two (2) Goal Lines and the two (2) Side Lines.

20.2.2 The dimensions of the Field of Play must be:

20.2.2.1 Length: the distance between the inner edge of the two (2) Goal Lines must be 25.00 metres.

20.2.2.2 Width: the distance between the inner edge of the two (2) Side Lines must be 20.00 metres.

20.2.3 The dimensions of the Field of Play are also set out in the diagram at Appendix 1 to this Part Six. However, in the case of any conflict between that Appendix and this Article 20, this Article 20 will prevail.

20.2.4 The depth of the water inside the Field of Play will at no point be less than 2.00 metres.

20.2.5 The water temperature must be between 25.0°C and 27.0°C.

20.2.6 The light intensity must not be less than 600 lux in any part of the Field of Play.

20.2.7 There is no minimum ceiling height, however the ceiling should not be so low as to interfere with reasonable movement of the ball or Players during a match.

20.3 **Two Goals will be located, one in the centre of each the Goal Line (an equal distance from each Side Line).**

20.4 **The Goal Area is the rectangular area at each end of the Field of Play:**

20.4.1 the width of which is 2 metres from the outer edge of each of the Goal posts (meaning the Goal Area is 7.16 metres wide); and

20.4.2 the length of which is 2 metres (from the Goal Line to the 2 Metre Line).

20.5 The 6 Metre Area is the rectangular area at each end of the Field of Play between the Goal Line and the 6 Metre Line (within the Side Lines).

20.6 **The Flying Substitution Area will be:**

20.6.1 Located in the pool, directly behind the Side Line which is on the same side as the team benches (the opposite side from the Officials' Table).

20.6.2 The width of the Flying Substitution Area must be at least 0.5 metres.

20.6.3 Each team may use only the part of the Flying Substitution Area between the Goal Line that is on the same side as their team bench and the Halfway Line.

20.7 **The Exclusion Re-Entry Areas will be:**

20.7.1 Located behind each Goal Line, within the width of the Field of Play, on the same side of the pool as the team benches; and

20.7.2 2.0 metres wide (extending 2.0 metres alongside the Goal Line) and 1.0 – 1.1 metres long (extending 1.0 – 1.1 metres alongside the Side Line).

20.8 **The Field of Play at the Olympic Games and the World Aquatics Championships:**

20.8.1 Unless specified otherwise, the Field of Play at the Olympic Games and the World Aquatics Championships is the same as set out in Articles 20.2 to 20.7 and elsewhere in this Part Six.

20.8.2 The Field of Play at the Olympic Games and World Aquatics Championships must:

20.8.2.1 be the same size as set out in this Article 20 and in Appendix 1 to this Part Six and the same depth (no less than 2.0 metres);

20.8.2.2 have light intensity of not less than 1500 lux in any part of the Field of Play; and

20.8.2.3 have a minimum ceiling height, or minimum height of any arial structure directly above the Field of Play, of not be less than 7.00 metres (measured from the surface of the water).

21 FACILITIES AND EQUIPMENT

21.1 The Management Committee of a competition is responsible for ensuring that the facilities and equipment used accord with the requirements of this Part Six.

21.2 **Balls must:**

21.2.1 be round and waterproof without external strapping or any covering of grease or similar substance;

21.2.2 weigh between 400 grams and 450 grams;

21.2.3 have an air chamber with a self-closing valve;

21.2.4 **in men's matches, have:**

21.2.4.1 a circumference of between 0.68 metres and 0.71 metres; and

21.2.4.2 an air pressure of between 7.5 and 8.5 pounds per square inch atmospheric; and

21.2.5 **in women's matches, must have:**

21.2.5.1 a circumference of between 0.65 metres and 0.67 metres; and

21.2.5.2 an air pressure of between 6.5 and 7.5 pounds per square inch atmospheric.

21.3 Any number of balls may be used during a match. Balls available for a match will be managed by the Assistant Referees (or Referees, where Assistant Referees are not available).

21.4 **Caps:**

21.4.1 Players must wear caps at all times while on the Field of Play or in the Flying Substitute Area or Exclusion Re-Entry Area.

21.4.2 Caps in Water Polo must comply with Part One (including Article 7.9 of Part One), except that caps:

21.4.2.1 must be fitted with malleable ear protectors of the same colour as the rest of the cap;

21.4.2.2 will be fastened under the chin; and

21.4.2.3 may be thicker than 2 mm.

21.4.3 Field Players for each team must wear caps of the same colour, as follows:

21.4.3.1 Field Players of the team listed first for that match in the official program or schedule of the event will wear either white caps, or caps reflecting the colour of their country, team or flag.

21.4.3.2 Field Players of the team listed second for that match in the official program or schedule of the event will wear either blue caps, or caps reflecting the colour of their country, team or flag.

21.4.3.3 Notwithstanding Articles 21.3.2.1 and 21.3.2.2 of this Part Six, the caps worn by Field Players of one (1) team must be different in colour and easy to distinguish from the caps worn by Field Players of the other team. Accordingly:

21.4.3.3.1 the Management Committee and/or Referees may order a team to wear different coloured caps than the colour a team would otherwise have worn pursuant to Article 21.4.3.1 or Article 21.4.3.2 of this Part Six; and

21.4.3.3.2 in the first instance, subject to the discretion of the Management Committee and/or Referees, the team listed second for the match in the official program or schedule of the event will be the team ordered to change the colour of its caps.

21.4.3.4 Notwithstanding the provisions of this Article 21.4 of this Part Six, Field Players in a team may, in order to ensure caps are easily distinguishable and/or available, wear caps of any colour, subject to the approval of the Referee prior to the match, if the Referee is satisfied that each team's caps can be easily distinguished from the other team's caps.

21.4.4 Goalkeepers, including any Substitute or other Player replacing a Goalkeeper (whether listed as a Goalkeeper in a team's Start List or otherwise), must wear red caps.

21.4.5 In matches between nations (international matches), caps:

21.4.5.1 must display the three-letter abbreviation of that nation on the front of the cap, 40 mm in height;

21.4.5.2 may display that nation's flag, with a maximum height of 40 mm.

21.4.6 Caps will be numbered on both sides:

21.4.6.1 Numbers must be 10 mm in height.

21.4.6.2 The Goalkeepers starting the match for each team will wear Cap Number 1. Substitute Goalkeepers may wear any Cap Number between 2 and 14.

21.4.6.3 The Field Players will wear caps numbered between 2 and 14.

21.4.6.4 In the case of a third Goalkeeper at a specific tournament where fifteen (15) Players (or more) are permitted on a team's Start List, such as the World Aquatics Championships, the third Goalkeeper will wear Cap Number 15.

21.4.6.5 Players are not permitted to change Cap Number during a match, except with the permission of a Referee, who will notify the Secretaries of the change.

21.4.7 A Player who enters the Field of Play during play without wearing the correct cap will be deemed to have entered or re-entered improperly, resulting in the award of a Penalty Throw in accordance with Article 11.1.6 of this Part Six.

21.5 Swimwear:

21.5.1 Players must:

21.5.1.1 Wear swimwear that complies with Article 6 of Part 1 and will, for the avoidance of doubt, remove any articles that could cause injury or obstruction to any other Player, themselves or any Technical Official.

21.5.1.2 Have their fingernails properly cut in a manner that will mitigate the risk of injury.

21.5.1.3 Not have grease, oil or any similar or foreign substance on the body or hands. If the Referee ascertains before the start of play that such a substance has been used, they will order it to be removed immediately. If the offence is detected after the play has started, the offending Player will be excluded for remainder of the match with immediate substitution.

21.6 Goals:

21.6.1 Each Goal is comprised of:

21.6.1.1 two (2) vertical posts, joined at their top by one (1) horizontal crossbar;

21.6.1.2 fixtures necessary to fix the position of the Goal; and

21.6.1.3 a net, fastened securely to the Goal's posts and crossbar (and (where necessary) other fixtures) to enclose the entire Goal space behind the Goal Line (away from the Field of Play), as one netted space behind the posts and beneath the crossbar.

21.6.2 Each Goal post and crossbar must be:

21.6.2.1 made of wood, metal or plastic;

21.6.2.2 rectangular in shape (cross-section) with a width (Goal posts) or height (cross bar) of between 75 mm and 80 mm;

21.6.2.3 fixed and rigid;

21.6.2.4 white; and

21.6.2.5 Free from any obstruction (in view or object) from the Field of Play.

21.6.3 Goal posts must be:

21.6.3.1 perpendicular to the surface of the water and the crossbar, and parallel to the other post;

21.6.3.2 3.0 metres apart, measured from the inside of each post; and

21.6.3.3 level at their front edge with the front edge of the Goal Line.

21.6.4 The crossbar must be:

21.6.4.1 parallel to the surface of the water and perpendicular to the Goal posts;

21.6.4.2 0.9 metres above the surface of the water, measured from the underside of the crossbar; and

21.6.4.3 level at its front edge with the front edge of the Goal Line.

21.6.5 The depth of the Goal must not be less than 0.3 metres, measured from the Goal Line to the rear part of the Goal's net.

21.7 Markers and lane ropes:

21.7.1 Distinctive markers, clearly visible to Players and Technical Officials during the match, must be placed on both Side Lines as follows:

21.7.1.1 At each Goal Line a white marker, the front edge of which is level with each Goal Line.

21.7.1.2 At each 2 Metre Line (2.0 metres towards the Halfway Line from each Goal Line), a red marker level with the 2 Metre Line.

21.7.1.3 At each 5 Metre Line (5.0 metres towards the Halfway Line from each Goal Line), a red marker level with the 5 Metre Line.

21.7.1.4 At each 6 Metre Line (6.0 metres towards the Halfway Line from each Goal Line), a yellow marker level with the 26 Metre Line.

21.7.1.5 At the Halfway Line (half the distance between the two (2) Goal Lines), a white marker level with the Halfway Line.

21.7.2 **Lane ropes must be used as follows:**

21.7.2.1 A lane rope must be used 0.3 m behind each Goal Line. That lane rope must be white lane rope, except that:

21.7.2.1.1 the part of the Goal Line forming part of the boundary of the Exclusion Re-Entry Area will be red; and

21.7.2.1.2 the 2 metres either side of the outer edge of each Goal Post (forming the width of the Goal Area) will be red.

21.7.2.2 A lane rope must be used to mark each Side Line, as follows:

21.7.2.2.1 between the Goal Line and the 2 Metre Line must be marked with a red lane rope;

21.7.2.2.2 between the 2 Metre Line and the 6 Metre Line must be marked with a yellow lane rope; and

21.7.2.2.3 between each 6 Metre Line (the middle section of the Field of Play) must be marked with a green lane rope.

21.7.2.3 The Exclusion Re-entry Area will be marked with red lane ropes.

21.7.3 Variations of the colour schemes set out in this Article 21.7 for markers and lane ropes may be used with the approval of World Aquatics.

21.7.4 **Each lane rope must:**

21.7.4.1 lay on the surface of the water;

21.7.4.2 have a minimum diameter of 60 mm and a maximum diameter of 120 mm, except that lane ropes at the Olympic Games and the World Aquatics Championships must have a have a diameter of at least 100 mm;

21.7.4.3 be equipped with a tension spring, absorbing sudden high point loads and a wire withstanding a tensile force of 12kN; and

21.7.4.4 be secured to an anchor.

21.8 **Anchors:**

21.8.1 Each lane rope must be secured to an anchor.

21.8.2 Where possible, lane ropes should be secured at each wall to anchor brackets recessed into the walls of the pool. If anchors are instead placed on the pool deck, an extender (which must be firm and non-elastic) must be in place.

21.8.3 Anchors, including any extender, must not extend more than 10 mm into the pool. The anchor will not influence the length of the lane rope by more than ± 10 mm at each end of the rope.

21.8.4 Anchors should be installed to withstand 20kN.

21.8.5 The anchor point at each end of the Field of Play will be placed 30 cm behind the front of the Goal Line.

21.9 **Referee platforms:**

21.9.1 Referee platforms will be placed behind each Side Line to enable:

21.9.1.1 Referees to have free movement and vision alongside the Field of Play.

21.9.1.2 Assistant Referees to have sufficient space and vision alongside each Goal Line.

21.9.2 No Player or Team Official is permitted on the Referee platforms.

21.9.3 Referee platforms must be:

21.9.3.1 provided on both sides of the Field of Play, alongside each Side Line;

21.9.3.2 1 metre in width and 70 cm in height above the water level; and

21.9.3.3 on their top surface, the same colour as the lane rope at each section of the Side Line (i.e., following the colour scheme specified in Article 21.7 of this Part Six, or other colours of the lane ropes if changed pursuant to Article 21.7.3 of this Part Six).

21.9.4 A basket containing balls (other than the ball currently being used in a match) may be placed at each end of the Referee's platform, on the same side as the Officials' Table.

21.10 **Officials' Table:**

21.10.1 The Officials Table will be placed behind the Referee platform on the same side of the pool as the Assistant Referees, but may, at the discretion of the Management Committee, be placed any distance away from the pool to assist the efficient management of the match, event or competition.

21.10.2 The Officials Table must, subject to the free movement of the Referees, have a clear view of the Field of Play.

21.11 Two (2) team benches, one (1) for each team, will be located outside of the pool at the two (2) corners on the opposite side of the pool to the Officials Table and in each case behind the Goal Line.

21.12 **Shot Clock:**

21.12.1 In accordance with Article 9.2 of this Part Six, the time remaining for a team in Possession will be kept by the Timekeepers, using any reliable time-keeping device.

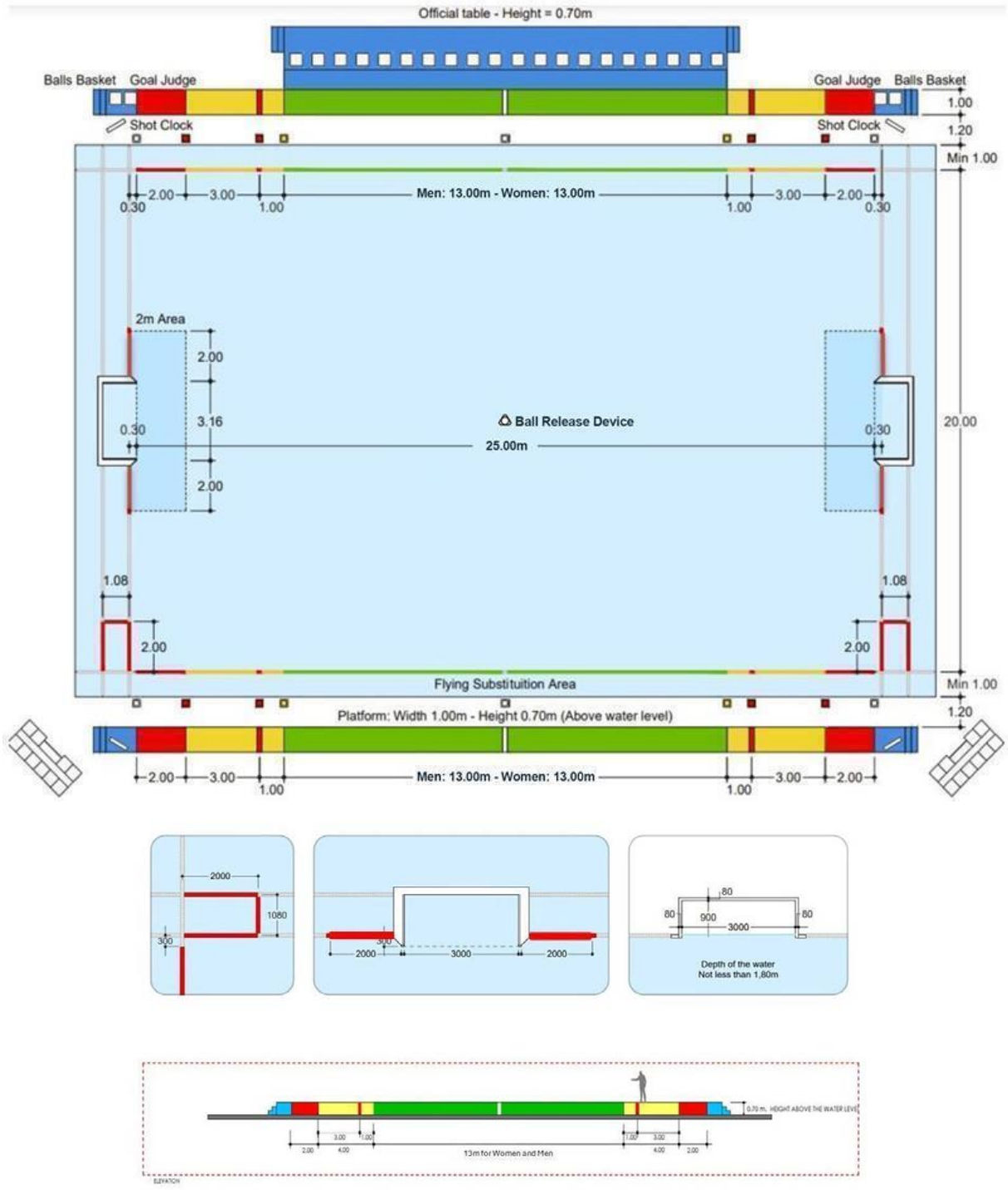
21.12.2 One (1) or more clocks displaying the time remaining on the Shot Clock should be placed in location(s) visible to Technical Officials and Players.

22 APPENDICES

22.1 APPENDIX 1 – DIAGRAM OF WATER POLO FACILITIES (NOT AT THE WORLD AQUATICS CHAMPIONSHIPS OR OLYMPIC GAMES) 246
22.2 APPENDIX 2 – SIGNALS TO BE USED BY TECHNICAL OFFICIALS 247
22.3 APPENDIX 3 – PENALTY SHOOTOUTS 253
22.4 APPENDIX 4 – VIDEO ASSISTANT REFEREE PROTOCOL 257
22.5 APPENDIX 5 – COACH'S CHALLENGE PROTOCOL 262
22.6 APPENDIX 6 - AGE GROUP RULES AND ELIGIBILITY 264
22.7 APPENDIX 7: REGISTRATION AND SPORT ENTRIES 265
22.8 APPENDIX 8: POINTS AND TIE-BREAKING 265
22.9 APPENDIX 9: WATER POLO 4S 267
22.10 APPENDIX 10 – DEFINED TERMS IN PART SIX (WATER POLO) 292

22.1 APPENDIX 1 – DIAGRAM OF WATER POLO FACILITIES (NOT AT THE WORLD AQUATICS CHAMPIONSHIPS OR OLYMPIC GAMES)

22.1 The following diagram is indicative of the facilities required for Water Polo, not including requirements for Water Polo at the World Aquatics Championships or Olympic Games. In the event of any conflict between this diagram and the requirements set out in Part Six, the latter will apply.



22.2 APPENDIX 2 – SIGNALS TO BE USED BY TECHNICAL OFFICIALS

22.2 The following signals are indicative of the signals to be used by Technical Officials during a Water Polo match. In the event of any conflict between this Appendix 2 and the requirements set out in Part Six, the latter will apply.

A. The Referee lowers the arm from a vertical position to signal (i) the start of the period (ii) to restart after a Goal (iii) the taking of a Penalty Throw.	
B. To point with one arm in the direction of the attack and, if necessary, to use the other arm to indicate the place where the ball is to be put into play at a Free Throw, Goal Throw or Corner Throw.	
C. To signal a Neutral Throw. The Referee points to the place where the Neutral Throw has been awarded, points both thumbs up and calls for the ball.	
D. To signal the exclusion of a Player, the Referee points to the Player and then moves the arm quickly towards the boundary of the Field of Play. The Referee then signals the excluded Player's Cap Number so that it is visible to the Field of Play and the Officials Table.	
E. To signal the simultaneous exclusion of two (2) Players, the Referee points with both hands to the two (2) Players, signals their exclusion in accordance with Fig. D, and then immediately signals the Players' Cap Numbers.	

F. To signal the exclusion of a Player for Misconduct, the Referee signals exclusion in accordance with Fig. D (or Fig. E if appropriate) and then rotates the hands round one another in such a way that is visible to both the Field of Play and the Officials Table in addition to issuing the Player with a Red Card. The Referee then signals the excluded Player's Cap Number to the Officials Table.	
G. To signal the exclusion of a Player with substitution after four (4) minutes, the Referee signals exclusion in accordance with Fig D (or Fig. E if appropriate) and then crosses the arms in such a way that is visible to both the Field of Play and the Officials Table in addition to issuing the Player with a Red Card. The Referee then signals the excluded Player's Cap Number to the Officials Table.	
H. To signal the award of a Penalty Throw, the Referee raises an arm with five fingers in the air. The Referee then signals the offending Player's Cap Number to the table.	
I. To signal that a Goal has been scored, the Referee signals by whistle and by immediately pointing to the centre of the Field of Play.	

J. To indicate the Exclusion Foul of holding an opponent, the Referee makes a motion holding the wrist of one hand with the other hand.	

K. To indicate the Exclusion Foul of sinking an opponent, the Referee makes a downward motion with both hands starting from a horizontal position.	
L. To indicate the Exclusion Foul of pulling back an opponent, the Referee makes a pulling motion with both hands vertically extended and pulling towards their body.	
M. To indicate the Exclusion Foul of Kicking an opponent, the Referee makes a Kicking movement.	
N. To indicate the Exclusion Foul of Striking an opponent, the Referee makes a Striking motion with a closed fist starting from a horizontal position.	

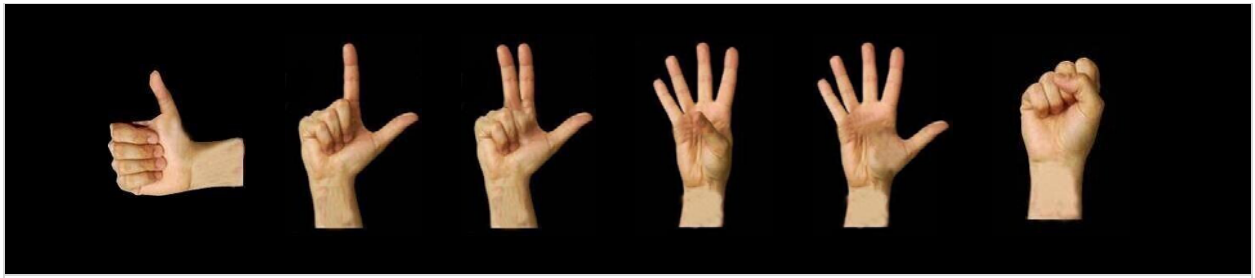
O. To indicate the Ordinary Foul of pushing or pushing off from an opponent, the Referee makes a pushing motion away from the body starting from a horizontal position.	
P. To indicate the Exclusion Foul of impeding an opponent, the Referee makes a crossing motion with one hand horizontally crossing the other.	

Q. To indicate the Ordinary Foul of taking the ball under the water, the Referee makes a downward motion with a hand starting from a horizontal position.	
R. To indicate the Ordinary Foul of standing on the bottom of the pool, the Referee raises and lowers one foot.	
S. To indicate the Ordinary Foul of undue delay in the taking of a Free Throw, Goal Throw or corner throw, the Referee raises a hand once or twice with the palm turned.	

T. To indicate the Ordinary Foul of a violation of the two-metre rule, the Referee indicates the number 2 by raising the fore and middle fingers in the air with the arm vertically extended.	
U. To indicate the Ordinary Foul of expiry of Possession time, the Referee moves a hand in a circular motion two or three times.	

V. To indicate that a shot from outside the 6 Metre Area is permitted, the Referee makes the motion in Fig. V (raising one hand in the air).	
V1. To indicate a team that is sanctioned with a Yellow Card, the Referee raises up the Yellow Card and points with one arm parallel to the Side Line in the direction of the location of the sanctioned team's team bench.	
V2. To indicate a Head Coach that is sanctioned with a Yellow Card, the Referee raises up the Yellow Card and points with one arm in the direction of that Head Coach.	
V3. To indicate that a Red Card has been issued, or as an additional signal when a Player has been excluded to indicate that they are excluded for the remainder of the Match, the Referee will raise up the red card and point with one arm in the direction of the relevant Player, Head Coach or other Team Official.	
W. To indicate a change of Possession, the Referee will extend one arm horizontally as shown in Fig. W.	

X. To signal for the start of a Period, an Assistant Referee will raise one arm vertically as shown in Fig. X.	
Y. To signal for an improper start, restart or Improper Entry of an excluded Player or Substitute, an Assistant Referee will raise both arms vertically as shown in Fig Y.	
Z. To signal for a Goal Throw or Corner Throw, an Assistant Referee will raise one arm horizontally as shown in Fig. Z.	
AA. To signal for a Goal, an Assistant Referee will raise both arms and cross them in the air, above their head, as shown in Fig. AA.	



Technical Officials may use their hands, as shown above, to indicate a Player's Cap Number when communicating with Players, the Secretary or other Technical Officials. For Cap Numbers between 1 and 10, the number of fingers shown indicates the Cap Number. A clenched fist indicates Cap Number 10. If the Cap Number is above 10, one hand will show a clenched fist (counting as 10), and the other hand will show the remainder of the Player's Cap Number (for example, a clenched fist and three fingers indicated Cap Number 13).

22.3 APPENDIX 3 – PENALTY SHOOTOUTS

1 PENALTY SHOOTOUTS

1.1 As set out in Article 4.4.2 of Part Six, if both teams have scored the same number of Goals at the end of the fourth Period, a Penalty Shootout will take place to determine the winner of the match.

1.2 Preparation for a Penalty Shootout:

1.2.1 If a Penalty Shootout occurs, immediately after the end of the fourth Period, there will be a three (3) minute break, timed by the Timekeepers with three (3) minutes shown on the Shot Clock, during which:

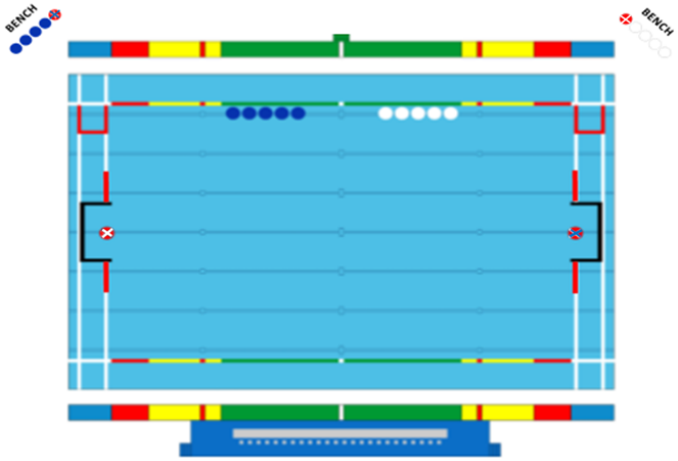
1.2.1.1 five (5) Players from each team will remain on the Field of Play, all other Players will leave the pool and sit on their team bench; and

1.2.1.2 the five (5) Field Players who remain on the Field of Play will position themselves:

1.2.1.2.1 in the half that their team was defending at the end of the fourth Period;

1.2.1.2.2 next to the Side Line that is on the same side as the team benches; and

1.2.1.2.3 between the 6 Metre Line and the Halfway Line, (as shown in the diagram below).



1.2.1.3 Each team's Goalkeeper will before the start of the Penalty Shootout:

1.2.1.3.1 change ends (moving to the half of the Field of Play their team was attacking during the fourth Period); and

1.2.1.3.2 position themselves in the Goal in that half of the Field of Play.

1.2.1.3.3 This Article 1.2.1.3 of this Appendix 3 is subject to the team's right to substitute a Goalkeeper prior to or at any time during a Penalty Shootout, as set out in Article 1.6 of this Appendix 3.

1.2.1.4 Prior to and during a Penalty Shootout, a Substitute Goalkeepers may either:

1.2.1.4.1 remain on the team bench; or

1.2.1.4.2 before the start of the Penalty Shootout, position themselves on the opposite side of the Field of Play to the team benches, outside of the pool, alongside to the Side Line, between their team's defensive 6 Metre Line and the Halfway Line.

1.2.1.5 Players are not permitted to hang on to or rest on the lane ropes during the Penalty Shootout.

1.2.1.6 During the three (3) minute break, the Referee that officiated the fourth Period on the same side as the team benches will call each team's captain towards them and will conduct a coin-toss, whereby:

1.2.1.6.1 the Referee will ask one of the team's captains to predict which side of the coin will land facing upwards;

1.2.1.6.2 the Referee will then toss the coin such that it rotates visibly multiple times in the air (that number of times not within the strict control of the Referee), before landing on the floor or the Referee's hand;

1.2.1.6.3 if the team captain who made the prediction, predicts correctly, their team will win the coin-toss. If that team captain predicted incorrectly, the opposing team will win the coin-toss; and

1.2.1.6.4 the team captain of the team that wins the coin-toss will choose which team shoots first in the Penalty Shootout.

1.2.2 After the end of the three (3) minute break, the Penalty Shootout will start immediately, however:

1.2.2.1 If both teams are ready before the three (3) minute break expires, the Referees may instruct the Timekeeper to stop the Shot Clock and may start the Penalty Shootout earlier.

1.2.2.2 If a team is not ready to start the Penalty Shootout at the time the three (3) minute break ends:

1.2.2.2.1 That team's Head Coach will be shown a Yellow Card, for delaying the start of the Penalty Shootout.

1.2.2.2.2 If, prior to end of the three (3) minute break, that team's Head Coach has already been excluded, any other Team Official may receive a Yellow Card for delaying the Penalty Shootout.

1.2.2.2.3 If that Head Coach (or person acting as Head Coach) has already been shown a Yellow Card, the Head Coach will be shown a Red Card, in accordance with Article 18 of Part Six.

1.3 The procedure during a Penalty Shootout:

1.3.1 Teams will take alternating Penalty Throws:

1.3.1.1 shooting into the Goal in the half they were defending during the fourth Period, against the opposing team's Goalkeeper;

1.3.1.2 taken alternately at each end of the Field of Play, unless, in the view of the Referee, conditions at one end of the Field of Play would advantage and/or disadvantage one team, in which case the Referee may decide that all Penalty Throws will be taken at the same end.

1.3.2 The order of Penalty Throw takers:

1.3.2.1 Each team may choose the order in which its Players take its first five (5) Penalty Throws.

1.3.2.2 If the Penalty Shootout progresses beyond five (5) Penalty Throws for each team in accordance with Article 1.4.1.2 of this Appendix 3, the order of Players taking Penalty Throws for each team will repeat the order of that team's first five (5) Penalty Throws.

1.3.3 When the Referee is satisfied that the Player and Goalkeeper are in the correct position, the Referee will signal for the Penalty Throw to be taken in accordance with Article 16 of Part Six.

1.3.4 The Penalty Throw in a Penalty Shootout will be deemed complete once either:

1.3.4.1 a Goal is scored, including having touched the Goal's posts, crossbar, water or Goalkeeper on the route into the Goal (or any combination thereof, but, for the avoidance of doubt, without any further touch from the Player taking the Penalty Throw);

1.3.4.2 the ball misses or does not reach the Goal; or

1.3.4.3 the ball rebounds off the water, the Goal's posts or crossbar or the Goalkeeper (or any combination thereof) and does not enter the Goal.

1.3.5 Where multiple balls are available, multiple balls will be used for the Penalty Shootout. Each side will use their own ball or set of balls for the Penalty Shootout (the ball will not be thrown from one end of the field to the other).

1.4 The winner of a Penalty Shootout:

1.4.1 Subject to Article 1.4.2 of this Appendix 3, each team will:

1.4.1.1 take five (5) Penalty Throws, one taken by each Field Player on the Field of Play for that team; and

1.4.1.2 if the teams have scored an equal number of Goals after having taken five (5) Penalty Throws each, the teams will continue to take alternate Penalty Throws in a 'sudden death' format: meaning that in any one set of alternate Penalty Throws (i.e., each team's sixth (6th) Penalty Throw, each team's seventh (7th) Penalty Throw, etc.), one team scores a Goal and the other team does not.

1.4.2 The winner of a Penalty Shootout, and therefore the match, is:

1.4.2.1 a team which, within the first five (5) Penalty Throws for each team, reaches a total of Goals that cannot be equalled or exceeded by the other team within the taking of five (5) Penalty Throws each;

1.4.2.1.1 for example, if the first team scores a Goal with each of its first three (3) Penalty Throws and the opposing team does not score any of its first three (3) Penalty Throws, the second team can no longer equal or exceed the first team's score. The first team will therefore be declared the winner after three (3) Penalty Throws each and the Penalty Shootout ends;

1.4.2.2 after each team has taken five (5) Penalty Throws, the team that has scored more Goals than the other; or

1.4.2.3 where each team has scored an equal number of Goals after five (5) Penalty Throws and the teams continue to take alternate Penalty Throws in accordance with Article 1.4.1.2 of this Appendix 3, the team that wins in 'sudden death' format, as explained in Article 1.4.1.2 of this Appendix 3.

1.5 The role of Technical Officials in a Penalty Shootout:

1.5.1 Each Penalty Throw will be officiated by one Referee:

1.5.1.1 A Referee will be positioned on each Side Line and on each 5 Metre Line. However:

1.5.1.1.1 if a Player is taking a Penalty Throw with their right hand, the Referee should position themselves on the Side Line, at the 5 Metre Line, on the right-hand side of a Player as the Player faces the Goal;

1.5.1.1.2 if a Player is taking a Penalty Throw with their left hand, the Referee should position themselves on the Side Line, at the 5 Metre Line, on the left-hand side of a Player as the Player faces the Goal; and

1.5.1.1.3 as such, Referee(s) may be required to walk between each 5 Metre Line on their side of the Field of Play during a Penalty Shootout, in order to ensure the Penalty Throw is officiated by a Referee on the same side of the Player as the hand they are taking the Penalty Throw with.

1.5.2 The Secretaries will:

1.5.2.1 Record the Cap Numbers of the Players who take Penalty Throws.

1.5.2.2 Together with the TWPC Delegate, prior to the Penalty Shootout commencing, ensure that no Player who has three (3) Personal Fouls against them, or has been excluded for the remainder of the match, participates in a Penalty Shootout.

1.5.2.3 If required, assist the Referees in directing the five (5) Penalty Shootout takers of each team, including as to the order of the Penalty Throws after the first five (5) Penalty Throws for each team taken place, if applicable.

1.5.2.4 No list of Penalty Throw takers needs to be written or submitted before the start of the Penalty Shootout.

1.5.3 Unless otherwise stated, Technical Officials will continue to manage and officiate the match throughout the Penalty Shootout as required by this Part Six.

1.6 Substituting a Goalkeeper during a Penalty Shootout

1.6.1 A Goalkeeper may be substituted before or at any time during the Penalty Shootout.

1.6.2 Where a Goalkeeper is substituted prior to the Penalty Shootout, the replacement Goalkeeper will assume the position of the Goalkeeper for the Penalty Shootout in accordance with Article 1.2.1.3 of this Appendix 3. The Goalkeeper leaving the Field of Play will move to their team bench.

1.6.3 Where a Goalkeeper is substituted on to the Field of Play after the Penalty Shootout has begun:

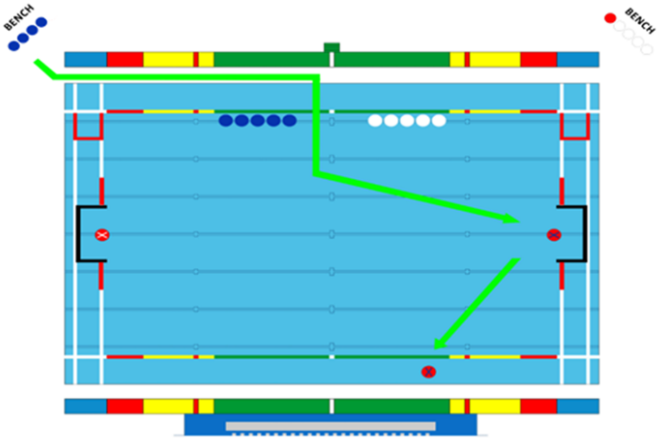
1.6.3.1 The Substitute Goalkeeper must walk from the team bench to the Halfway Line on the same side, enter the pool and then to swim to the Goal and take the position of the Goalkeeper.

1.6.3.2 The Goalkeeper who is substituted must leave the Goal and swim to a position:

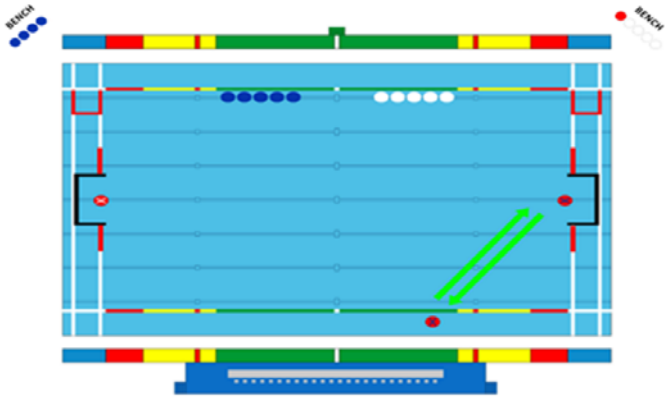
1.6.3.2.1 outside of the Side Line (outside of the Field of Play) opposite to the team benches; and

1.6.3.2.2 between the 6 Metre Line and the Halfway Line in the same half of the Field of Play;

1.6.3.2.3 until they are substituted back in, or until the end of the Penalty Shootout, (as shown in the diagram below).



1.6.3.3 If a Goalkeeper who has been substituted is then substituted back into the Penalty Shootout as Goalkeeper, they must switch positions with the Goalkeeper they are replacing (as shown in the diagram below).



1.7 **Exclusion of Goalkeepers during Penalty Shootouts:**

1.7.1 If during a Penalty Shootout, a Goalkeeper fails to take up the correct position on the Goal Line at the taking of a Penalty Throw, having been ordered once to do so by the Referee:

1.7.1.1 the Goalkeeper will be excluded for that Penalty Throw and a Player from the five Players participating in the Penalty Shootout must take the position of the Goalkeeper, but without the Goalkeeper's privileges (i.e., they must play as Goalkeeper for that Penalty Throw without, for example, using two (2) hands or a clenched fist to block the ball).

1.7.1.2 Following the taking of the Penalty Throw, the Goalkeeper or a Substitute will be permitted to re-enter the Penalty Shootout, except in the circumstances of Article 17.3 of this Part Six (a third Personal Foul).

1.7.2 If at the taking of a Penalty Throw the Goalkeeper moves forward before the Referee blows the whistle to signal that the Penalty Throw may be taken, and the Penalty Throw does not result in a Goal:

1.7.2.1 the Goalkeeper will be excluded for that Penalty Throw and a Player from the five Players participating in the Penalty Shootout must take the position of the Goalkeeper, but without the Goalkeeper's privileges (i.e., they must play as Goalkeeper for that Penalty Throw without, for example, using two (2) hands or a clenched fist to block the ball);

1.7.2.2 the Penalty Throw will be retaken; and

1.7.2.3 following the taking of the Penalty Throw, the Goalkeeper or a Substitute will be permitted to re-enter the Penalty Shootout, except in the circumstances of Article 17.3 of this Part Six (a third Personal Foul).

1.7.3 If a Goalkeeper is excluded for the remainder of a match during a Penalty Shootout for any reason including for a third Personal Foul in accordance with Article 17.3 of this Part Six:

1.7.3.1 a Player from the five (5) Players participating in the Penalty Shootout may for the next Penalty Throw take the position of the Goalkeeper, but without the privileges of the Goalkeeper (i.e., using two (2) hands or a clenched fist to block the ball); and

1.7.3.2 following the taking of that Penalty Throw, the excluded Goalkeeper may be substituted and replaced by a Substitute Goalkeeper or another Player.

1.7.4 If a Field Player is excluded for the remainder of the match during a Penalty Shootout:

1.7.4.1 that Player is removed from the sequence of the five Players participating in the Penalty Shootout for that team; and

1.7.4.2 another Player will be substituted in their place and put in the last in the sequence of Penalty Throw takers.

22.4 APPENDIX 4 – VIDEO ASSISTANT REFEREE PROTOCOL

1 VIDEO ASSISTANT REFEREE PROTOCOL

1.1 The purpose of this Video Assistant Referee protocol is to promote the accuracy, integrity and transparency of decision making in Water Polo, through the assistance of modern technology. This Appendix 4 applies where Video Assistant Review technology is in place during a match.

1.2 The Referees' decisions in Water Polo matches remain final and authoritative, including in circumstances where a VAR Review occurs in accordance with this Part Six. The Referee may make any appropriate decision under this Part Six following a VAR Review, including in respect of either team or any Player, regardless of the reason for conducting a VAR Review.

1.3 Referee's decision to conduct a VAR Review:

1.3.1 A VAR Review is where the Referee reviews match footage provided by the Video Assistant Referee in order to make or re-consider a decision.

1.3.2 VAR Reviews:

1.3.2.1 may only be conducted by the decision of the Referee;

1.3.2.2 may only be conducted in the circumstances set out in Article 1.6 of this Appendix 4; and

1.3.2.3 must be conducted no later than at the conclusion of first attacking phase following the incident or event that is the subject of the review.

1.3.3 A Referee may decide to conduct a VAR Review at their discretion:

1.3.3.1 prior to making a decision;

1.3.3.2 having already made a decision, in which case the Referee may if appropriate change that decision after reviewing footage during the VAR Review; or

1.3.3.3 following a Coach's Challenge made in accordance with Appendix 5 to this Part Six.

1.3.4 The Referee and the Video Assistant Referee may at any time communicate at any time during a match. That includes communicating prior to a possible VAR Review, during or after a VAR Review and/or as to whether a VAR Review should be conducted.

1.4 The procedure for VAR Reviews:

1.4.1 Prior to a VAR Review:

1.4.1.1 A Referee may, but is not obliged to, instruct the Video Assistant Referee to review video footage of a certain incident(s) or event(s) that occurred in the match. If so instructed, the Video Assistant Referee will then review that footage and communicate with the Referee as to whether a VAR Review should be conducted.

1.4.1.2 A Video Assistant Referee, TWPC Delegate and any other Technical Official may, where they consider it appropriate, alert a Referee to suggest that the Referees conduct a VAR Review.

1.4.1.3 The decision as to whether or not to conduct a VAR Review remains entirely with the Referees.

1.4.2 If a Referee deems it necessary to conduct a VAR Review, whether following communication or consultation with other Technical Officials or otherwise, the Referee will stop the match:

1.4.2.1 At the next appropriate moment after the circumstances which the Referee wishes to review.

1.4.2.2 An appropriate moment may, but does not necessarily have to, be when:

1.4.2.2.1 neither team has Possession;

1.4.2.2.2 a team is in Possession but would gain no clear advantage or disadvantage from the match being stopped; or

1.4.2.2.3 there is a Stoppage in play in any event (for example, as the result of the award of a Foul, a Corner Throw or a Timeout).

1.4.2.3 In any event, in accordance with Article 1.3.2.3 of this Appendix 4, a Referee may conduct a VAR Review no later than at the conclusion of first attacking phase following the occurrence that they wish to review. No VAR Review can be conducted after that point.

1.4.3 **During a VAR Review, a Referee:**

1.4.3.1 Will review any available footage of the relevant incident or event, using the Video Assistant Review technology.

1.4.3.2 May review:

1.4.3.2.1 the Video Assistant Referee's technology;

1.4.3.2.2 any available video replays shown on the TWPC Delegate's video boards, broadcast video-clips; and/or

1.4.3.2.3 any other reliable video or visual evidence.

1.4.3.3 Should, where possible, remain visible from the Field of Play.

1.4.3.4 Will prioritise the accuracy of their decision. There is no time limit for a VAR Review nor any obligation on a Referee to conduct the VAR Review quickly.

1.4.3.5 Will be entitled to consult with the other Referee or other Technical Officials, to the extent they deem appropriate.

1.4.4 **For the duration of a VAR Review:**

1.4.4.1 Players on the Field of Play must remain in their respective halves of the Field of Play.

1.4.4.2 Players and Team Officials not on the Field of Play must remain where they were positioned when the VAR Review began, unless ordered to do so otherwise by the Referee.

1.4.4.3 During any VAR Review, substitutions are permitted from any of the re-entry areas before the Referee communicates their decision.

1.4.4.4 Players must then ready themselves for the appropriate restart of the match in accordance with this Part Six.

1.4.5 The Referee who is not conducting the VAR Review will oversee and instruct the Players of both teams, so that they can take up the correct positions upon the restart of play.

1.4.6 Unless otherwise specified in this Appendix 4, once a decision has been made following a VAR Review, the Referee will order the applicable consequences for the Referee's decision and restart the match in accordance with the rules set out in this Part Six.

1.4.7 Before restarting the match, the Referee will:

1.4.7.1 determine the appropriate decision; and

1.4.7.2 order and signal any consequences resulting from that decision.

1.5 The result or score of a match will not be invalidated (or its result otherwise affected) by any of the following, each of which are not grounds for protesting or appealing the result or outcome of a match or a decision of a Referee:

1.5.1 any malfunction(s) of the VAR Review technology;

1.5.2 any decision(s) involving a VAR Review which are considered to be incorrect;

1.5.3 any decision(s) to conduct, or not to conduct, a VAR Review; or

1.5.4 any incident involving circumstances which are non-reviewable in accordance with this Appendix 4 of this Part 6.

1.6 **VAR Reviews may only be conducted in order to review one (1) or more of the following:**

1.6.1 whether a Goal should be awarded ('Goal/no Goal situation', as addressed in Article 1.8 of this Appendix 4), including but not limited to whether:

1.6.1.1 a Goal was validly scored; or

1.6.1.2 a Goal was scored validly before, as required by this Part Six, the expiry of the Shot Clock, before the end of a Period or before another relevant Stoppage which would affect whether a Goal is awarded;

1.6.2 errors or uncertainty resulting from:

1.6.2.1 the decisions of Technical Officials; or

1.6.2.2 the error or failure of any electronic system, including Timeout devices (including buttons, where in use) and/or the Shot Clock;

1.6.3 if a team has a Player excluded as a result of a prior Foul or circumstance, whether a change in the team in Possession occurred prior to the expiry of the Period, in order to determine whether the following Period will be restarted with that Player still excluded, or otherwise;

1.6.4 whether a Corner Throw or a Goal Throw should be awarded;

1.6.5 whether one (1) or more of the following Fouls have, or may have, been committed:

1.6.5.1 Violent Action;

1.6.5.2 Misconduct;

1.6.5.3 interference with the taking of a Penalty Throw; and/or

1.6.5.4 Improper Entry; and/or

1.6.6 whether there has been interference with the taking of a Penalty Throw.

1.7 Where deemed necessary by the Referee, any circumstance which may be the subject of a VAR Review can be considered for review after the expiry of a Period.

1.8 **VAR Reviews for Goal/no Goal situations:**

1.8.1 Where a Referee has doubt as to whether a Goal should be awarded, the Referee will conduct a VAR Review to decide whether to award a Goal.

1.8.2 Where a Referee conducts a VAR Review to review a Goal that has been awarded, they should do so immediately after the award of the Goal.

1.8.3 Where a Referee conducts a VAR Review for a possible Goal that has not been awarded, they should stop the match to conduct the VAR Review at the next appropriate moment in accordance with Article 1.4.2 of this Appendix 4.

1.8.4 When a Referee decides to conduct a VAR Review for a Goal/no Goal situation, they will:

1.8.4.1 signal that there will be a VAR Review;

1.8.4.2 call for the ball, which the Referee will then keep out of the water until the VAR Review is completed; and

1.8.4.3 the Referee closest to the VAR Monitor will review the situation and take the decision to allow or disallow the Goal. In doing so, they may consult with the other Referee and/or any other Technical Official.

1.8.5 If a Goal that has been awarded is subject to a VAR Review:

1.8.5.1 if the award of the Goal is confirmed following the VAR Review, the match will restart in the usual manner following a Goal as set out in Article 6.7 of Part Six;

1.8.5.2 if the award of the Goal is overturned following the VAR Review:

1.8.5.2.1 the match will restart with a Free Throw taken by the Goalkeeper of the team who would have conceded the Goal had it been awarded;

1.8.5.2.2 taken from that Goalkeeper's defensive 2 Metre Line; and

1.8.5.2.3 Field Players may take up any position within their respective defensive halves of the Field of Play.

1.8.6 If a possible Goal that has not been awarded is subject to a VAR Review:

1.8.6.1 if a Goal is then awarded following the VAR Review:

1.8.6.1.1 the match will restart in the usual manner following a Goal as set out in Article 6.7 of Part Six;

1.8.6.1.2 the time remaining in the match will be reset to the moment when the Goal was scored;

1.8.6.1.3 any Goals, Timeouts and Personal Fouls between the (now awarded Goal) and the time of the VAR Review will be nullified, but all Yellow Cards and Red Cards, Acts of Violence or Misconduct will remain on the Record of the Game (and their consequences will remain, unaffected by the award of the Goal).

1.8.6.2 if a Goal is not then awarded following the VAR Review:

1.8.6.2.1 the match will restart with a Free Throw taken by the team which had or last had Possession at the time the match was stopped for the VAR Review;

1.8.6.2.2 the Free Throw will be taken from the position of the ball at the time the match was stopped for the VAR Review;

1.8.6.2.3 Players will take up positions anywhere within their respective halves of the Field of Play; and

1.8.6.2.4 neither the time remaining in the match nor the Shot Clock will be reset.

1.9 If there is a VAR Review to review a possible Goal scored at the expiration of the Shot Clock or Period:

1.9.1 The VAR Review should be conducted:

1.9.1.1 if the Goal was awarded, immediately after the award of the Goal;

1.9.1.2 if the Goal was not awarded, at the next appropriate moment in accordance with Article 1.4.2 of this Appendix 4.

1.9.2 During the VAR Review, the Referee will review whether the Goal should be awarded, in view of the available evidence, including but not limited to reviewing:

1.9.2.1 If there is doubt to whether the Goal was scored before the expiry of the Shot Clock or Period, whether the ball had left the hand of the Player throwing it in time, in accordance with Article 9.7 of Part Six.

1.9.2.2 Where a Goal followed a rebound from another prior shot of the offensive team which was taken close to the expiry of the Shot Clock, whether that prior shot left the hand of the Player throwing it before the Shot Clock expired, in accordance with Article 9.7 of Part Six.

1.9.3 The relevant Period or match will not end until the VAR Review is completed and signalled.

1.10 If there is a VAR Review to review a possible Violent Action:

1.10.1 The Referee may make any appropriate decision, including but not limited to decide that:

1.10.1.1 Violent Action was committed;

1.10.1.2 a Foul, Misconduct, Simulation or another type of Foul was committed; or

1.10.1.3 no Foul was committed.

1.10.2 In making their decision, the Referee may (as with any VAR Review) confirm or amend any initial decision they made prior to the VAR Review.

1.10.3 If following a VAR Review the Referee decides that a Foul (including for Violent Action, Misconduct or Simulation) has been committed:

1.10.3.1 the appropriate sanctions will be ordered;

1.10.3.2 the match will continue from the time of the Foul, with the Shot Clock and time remaining in the Period reset as appropriate;

1.10.3.3 the match will restart in the usual manner following such a Foul in accordance with this Part Six.

1.10.4 If following a VAR Review the Referee decides that no Foul was committed:

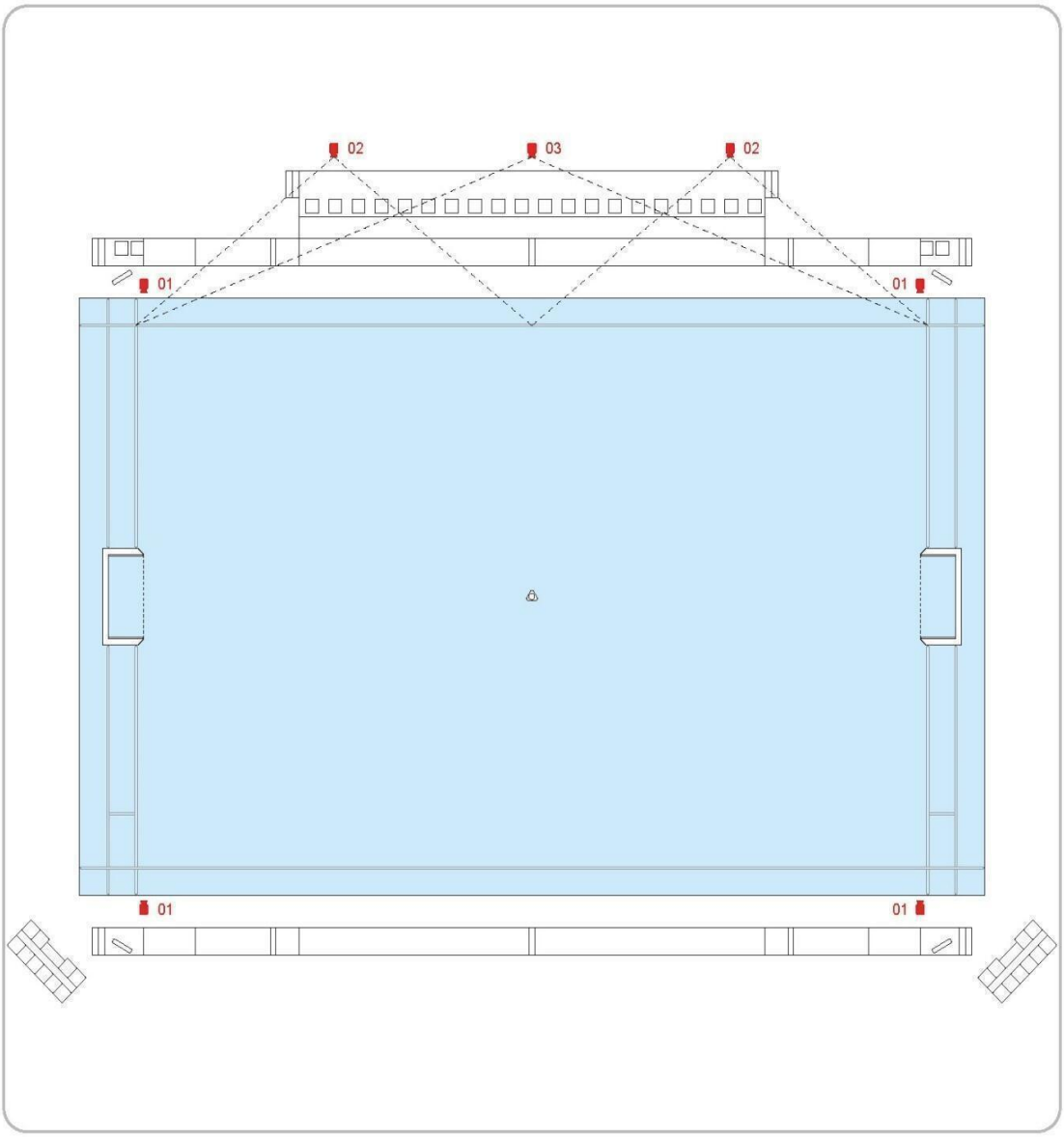
1.10.4.1 If no Foul was awarded prior to the VAR Review, the match will resume with a Free Throw to the team in Possession at the time the match was stopped or otherwise in the usual manner under this Part Six.

1.10.4.2 If a Foul was awarded prior to the VAR Review, and is therefore now overturned:

1.10.4.2.1 the match will be restarted in the usual manner following such a Foul, as set out in this Part Six;

1.10.4.2.2 any Goals, Timeouts and Personal Fouls between the (now awarded Goal) and the time of the VAR Review will be nullified. All Yellow Cards and Red Cards, Acts of Violence or Misconduct will remain on the Record of the Game (and their consequences will remain, unaffected by the award of the Goal).

1.11 **The diagram below sets out the required locations for VAR Review equipment:**



Cameras

1. Four cameras on the goal lines, two per goal. The location of the cameras should be at the edge of the pool or under referee's catwalk at about 1 m above the water level
2. Two cameras shall be fixed on the same side of the jury table. Each camera should film each a half of the field of play accordingly.The location of the cameras shall be that provide the best quality of video recording.
3. One camera is located at the side of the pool opposite to the benches. This camera shall film the entire field of play including both benches. This camera shall be capable to shoot at biggest possible angle (160 degrees is maximum today) with minimum resolution 2K pixels.

22.5 APPENDIX 5 – COACH'S CHALLENGE PROTOCOL

1 COACH'S CHALLENGES

1.1 This Appendix 5 applies where Video Assistant Review technology is in place during a match. Where that is the case, each team is entitled to challenge one (1) decision made by a Referee in that match (a **Coach's Challenge**), subject to the provisions of this Appendix 5.

1.2 A Coach's Challenge may only be made in respect of:

1.2.1 a Referee's decision to award or not award a Penalty Foul;

1.2.2 a Referee's decision that Violent Action has been committed, or a Referee's perceived failure to decide that Violent Action has been committed;

1.2.3 a Referee's perceived failure to conduct a VAR Review in respect of any circumstance that may be reviewed using a VAR Review in accordance with Appendix 4.

1.3 Coach's Challenges that are not permitted:

1.3.1 A Coach's Challenge may not be made unless it addresses one of the decisions specified in Article 1.2 of this Appendix 5.

1.3.2 Notwithstanding Article 1.2 of this Appendix 5, a Coach's Challenge may not be made:

1.3.2.1 if the Coach's Challenge is to challenge a decision has been made or reviewed following a VAR Review;

1.3.2.2 by a team which has already attempted to make a Coach's Challenge in respect of the relevant decision or circumstances, even if that Coach's Challenge was not accepted or not successful;

1.3.2.3 if a Coach's Challenge relating to the same decision or circumstances has already been made by the other team and accepted (whether that challenge successful or otherwise); or

1.3.2.4 unless it is made at a permitted time pursuant to Article 1.5 of this Appendix 5.

1.3.3 If a Coach's Challenge is requested when it is not permitted as set out in Article 1.3 of this Appendix 5, the Coach's Challenge is invalid, will be rejected and:

1.3.3.1 the Head Coach will be shown a Yellow Card (with applicable consequences, including a Red Card if a Yellow Card has already been awarded);

1.3.3.2 if another Team Official requested the Coach's Challenge (where a Head Coach has already been shown a Red Card), that Team Official will be shown a Red Card;

1.3.3.3 the team that made the invalid Coach's Challenge will have in any event used their right to make one (1) Coach's Challenge (if such right remained), and will therefore not be able to make any further Coach's Challenge for the remainder of the match.

1.4 Procedure for a Coach's Challenge:

1.4.1 To signal a Coach's Challenge, the Head Coach (or other Team Official acting as a Head Coach in accordance with this Part Six) must throw a green flag onto the Field of Play and make the VAR square-signal hand gesture (the motion of creating a square with one's index fingers).

1.4.2 When a Coach's Challenge is made:

1.4.2.1 Referees will stop the play at an appropriate moment for a VAR Review as set out set out in Article 1.3.2 of Appendix 4.

1.4.2.2 A Referee and any TWPC Delegate present will conduct a VAR Review, in accordance with Appendix 4, of the decision or circumstances being challenged. Referees may seek clarification on the nature of the Coach's Challenge from the relevant Coach or Team Official.

1.4.2.3 Once the VAR Review is complete, the Referee will move to be alongside the Halfway Line and will announce and/or signal their decision.

1.5 **Timing:**

1.5.1 A Coach's Challenge is only valid and will only be accepted if the Coach's Challenge is signalled for within the time limits set out in this Article 1.5.

1.5.2 If a Coach's Challenge is in respect of an uncalled possible Violent Action, the Coach's Challenge must be made without delay following the relevant incident or action (the possible uncalled Violent Action), and in any event no later than the end of the next Possession of the team making the challenge.

1.5.2.1 For the avoidance of doubt, 'next Possession of the team making the challenge' in this Article 1.5 means:

1.5.2.1.1 if the team making the challenge is in Possession at the time of the relevant incident or action, the challenge must be made: during that team's current Possession, during the opposing team's next Possession, or during the next Possession thereafter of the team making the challenge; or

1.5.2.1.2 if the team making the challenge is not in Possession at the time of the relevant incident or action, the challenge must be made: during the current Possession of the opposing team, or during the next Possession of the team making the challenge.

1.5.3 If a Coach's Challenge is made against a Penalty Foul that has been awarded, the Coach's Challenge must be made, without delay, before the Penalty Throw is taken.

1.5.4 If a Coach's Challenge is made against an uncalled possible Penalty Foul, the Referees' perceived failure to conduct a VAR Review to decide the award or non-award of a Goal or a Corner Throw, or in any other case which may be challenged but is not specified in this Article 1.5, the Coach's Challenge must be made without delay following the relevant (uncalled) action and no later than upon the earliest occurrence of any of the following:

1.5.4.1 the end of the next Possession of the team making the challenge (as described in Article 1.5.2.1 of this Appendix 5);

1.5.4.2 if a Timeout is called without delay after the relevant (challenged) incident or action, before the expiration of that Timeout;

1.5.4.3 before the taking of a Corner Throw or Penalty Throw, where one has been awarded after the relevant (challenged) incident or action;

1.5.4.4 before the restart of play where a Goal has been awarded after the relevant incident or action; or

1.5.4.5 before the restart of play, where the Referees have stopped the match and taken the ball. after the relevant incident or action.

1.5.5 If a Coach's Challenge is made against a Referee's perceived failure to conduct a VAR Review to review whether a Goal was scored before the expiry of time on the Shot Clock or before the end of a Period or before another relevant Stoppage, the Coach's Challenge must be made without delay and, in any event, before the restart of play.

1.6 **A successful Coach's Challenge:**

1.6.1 A Coach's Challenge is deemed to be successful by the Referee under this Appendix 5 if the initial decision of the Referee is overturned or changed:

1.6.1.1 in favour of the team making the challenge; and

1.6.1.2 for the same reason that the Coach's Challenge was made. The Referee may seek clarification (including from a Head Coach) if the reason for the Coach's Challenge is not clear.

1.6.2 A Coach's Challenge is not successful if either:

1.6.2.1 the Referee does not change their original decision; or

1.6.2.2 if the Referee changes their original decision for any other reason than the reason the Coach' Challenge was made (whether or not the new decision is in the favour of the team that made the Coach's Challenge).

1.6.3 If a Coach's Challenge is successful, the team that made the Coach's Challenge will retain its entitlement to make only one (1) additional Coach's Challenge in that match. Each team is not entitled to make more than two (2) Coach's Challenge in a match, even if both are successful.

1.6.4 If a Coach's Challenge is not successful, that constitutes the use of team's (1) Coach's Challenge and that Head Coach will not be able to make any further Coach's Challenge for the remainder of the match.

1.6.5 The Referee has authority to determine whether a Coach's Challenge has been successful or not.

1.7 **If the Coach's Challenge is successful:**

1.7.1 the match will restart in the usual manner following the (changed) decision of the Referee, in accordance with this Part Six;

1.7.2 the Shot Clock and time remaining in the Period will be reset to time at which the incident that was challenged occurred, or as otherwise determined by the Referee; and

1.7.3 any Goals, Timeouts and Personal Fouls that occurred in a period of the match that would not have taken place had the Referee made that decision in the first instance will be nullified, whereas all Yellow Cards and Red Cards, Acts of Violence or Misconduct will remain on the Record of the Game (and their consequences will remain, unaffected by the outcome of the Coach's Challenge), unless they were the subject of the decision that has been overturned.

1.8 If a Coach's Challenge is not successful, play will restart:

1.8.1 with the time remaining on the Shot Clock and in the Period as at the moment when the match was stopped for the Coach's Challenge;

1.8.2 by the team that was in Possession at the time the match was stopped. If no team was in Possession at the time the match was stopped, the game will be restarted with a Neutral Throw;

1.8.3 according to the decision made by the Referee and in the usual manner under this Part Six.

1.9 Other than the loss of their one (1) Coach's Challenge for that match, there will be no consequences for either team as the result of a permitted, but unsuccessful Coach's Challenge.

1.10 If the Coach's Challenge related to possible Violent Action that was not awarded, and it is determined by the Referee after VAR Review that there was no Violent Action and instead a Player on the team making the Coach's Challenge has committed Simulation:

1.10.1 the Referee will award Simulation and the applicable consequences will follow under this Part Six;

1.10.2 the match will be restarted with a Free Throw awarded to the opposing team (the team that did not commit Simulation);

1.10.3 the time remaining in the Period will remain as at the moment when the match was stopped for the Coach's Challenge, and the Shot Clock will be applied as set out in Article 9 of Part Six.

1.11 During the VAR Review resulting from a Coach's Challenge, both teams may make substitutions in accordance with this Part Six before the outcome of the Coach's Challenge is announced.

1.12 In the event of electronic failure or any malfunction of the VAR system meaning a Coach's Challenge cannot lead to a VAR Review, the Coach's Challenge will be nullified and the same team will retain the right to call a further Coach's Challenge.

22.6 **APPENDIX 6 – AGE GROUP RULES AND ELIGIBILITY**

2 AGE GROUP RULES AND ELIGIBILITY

2.1 **The junior age groups for boys and girls in Water Polo in International Competitions are as follows:**

2.1.1 15 and 16 years of age and under (u16).

2.1.2 17 and 18 years of age and under (u18).

2.1.3 19 and 20 years of age and under (u20).

2.2 To be eligible to compete in a junior age group (as listed above), a Player must not be older than the maximum (higher) age specified for that age group in Article 1.1 of this Part Six on 31 December in the year of the start date of the competition. For example:

2.2.1 The u16 category is for players that are aged 16 years or younger on 31 December of the competition year.

2.2.2 For example, a player will be eligible to compete in the u16 age group if they will not turn 17 before or on 31 December in the competition year.

2.3 Member Federations and Management Committees may adopt the same and/or alternative age group eligibility rules for competitions within their jurisdiction.

22.7 APPENDIX 7: REGISTRATION AND SPORT ENTRIES

1 REGISTRATION AND SPORT ENTRIES IN WATER POLO COMPETITIONS

1.1 **For each Water Polo competition organised by World Aquatics, World Aquatics will publish in advance:**

1.1.1 the rules applying to entry, registration and qualification for each event; and

1.1.2 the draw and schedule for each event.

1.2 **General rules applying to registration and sport entries:**

1.2.1 Part One (including Article 5 of Part One in respect of Registration and Sports Entries) applies to Water Polo. If there is any conflict between those Articles in Part One and this Appendix 7, or where specific provision is made in this Appendix 7, this Appendix 7 will apply.

1.2.2 In each instance where a team qualifies for a competition organised by World Aquatics, the relevant team will receive an invitation from World Aquatics. Thereafter, in accordance with Article 5.1.1 of Part One, the eligible Member Federation must confirm its intention to participate by completing and submitting its entry in the GMS (or other means specified by World Aquatics) by the deadline(s) specified by World Aquatics.

1.3 Unless otherwise specified by World Aquatics, each Member Federation may enter a maximum of one team to compete at the Olympic Games or any World Aquatics Event, where they are qualified and/or selected to do so.

1.4 Member Federations' team entries, and therefore those team's Start Lists, will comprise a maximum of:

1.4.1 thirteen (13) Players for each event at the Olympic Games;

1.4.2 fifteen (15) Players for each event at the World Aquatics Championships, (fourteen (14) Players in the playing squad and one (1) reserve); and

1.4.3 fourteen (14) Players for other Water Polo events at other World Aquatics Events (unless specified otherwise by World Aquatics).

22.8 APPENDIX 8: POINTS AND TIE-BREAKING

1 POINTS AND TIE-BREAKING IN WATER POLO MATCHES AND EVENTS

1.1 **Each match must have a winner at its conclusion, being either:**

1.1.1 the team with the most Goals at the end of the fourth Period; or

1.1.2 if the teams have an equal number of Goals at the end of the fourth Period, the match will proceed to a Penalty Shootout in accordance with Appendix 3 of Part Six.

1.2 **Points awarded for matches:**

1.2.1 Where points are awarded to a team for the outcome of a match (for example, in the group stage of an event), the points awarded are as follows unless otherwise specified:

1.2.1.1 Match won at the end of the fourth Period = 3 points.

1.2.1.2 Match won after a Penalty Shootout = 2 points.

1.2.1.3 Match lost after a Penalty Shootout = 1 point.

1.2.1.4 Match lost at the end of the fourth Period = 0 points.

1.2.2 In any group stage, or other scenario where teams are ranked according to the outcome of matches, each team's placing will be determined by:

1.2.2.1 the total number of points accumulated from the matches played within that group or relevant stage; and

1.2.2.2 if one (1) or more team has an equal number of points, the positions of those team will be determined in accordance with the tie-breaking rules in this Appendix 8.

1.3 **Tie-breaking**

1.3.1 A 'tie' occurs where two (2) or more teams have an equal number of points at the conclusion of a group or other stage where the teams are ranked.

1.3.2 If there is more than one tie, the highest placed tie will be determined first (and so on in descending order, until all ties have been determined).

1.3.3 If two (2) teams are tied:

1.3.3.1 first, their positions will be determined by the points accumulated only in the matches between those two (2) teams;

1.3.3.2 second, if still tied, their positions will be determined by each team's Goal Difference only in the matches between those two (2) teams; and

1.3.3.3 third, if still tied, their positions will be decided by a coin-toss.

1.3.4 If three (3) or more teams are tied, their positions will be determined:

1.3.4.1 first, their positions will be determined by the points accumulated by each tied team in only the matches between those tied teams;

1.3.4.2 second, if there is still a tie between two (2) or more teams, the remaining tied teams' positions will be determined by each team's Goal Difference in all matches;

1.3.4.3 third, if there is still a tie between two (2) or more teams, the remaining tied teams' positions will be determined by the number of Goals scored by each team in all matches;

1.3.4.4 fourth, if there is still a tie between two (2) or more teams, the remaining tied teams' positions will be determined considering matches played against the highest placed team that was originally tied, as follows:

1.3.4.4.1 first, by the points accumulated in matches against that highest placed team;

1.3.4.4.2 second, if any tie(s) remains, by considering each team's Goal Difference in matches against that highest place team;

1.3.4.4.3 third, if any tie(s) remains, by considering the number of Goals scored by each team against that highest placed team;

1.3.4.4.4 fourth, if any tie(s) remains, by the points accumulated against the second highest placed team that was originally tied. If necessary, remaining ties will be determined by the points accumulated by the next (third) highest placed team that was originally tied (and then fourth, and so on in descending order until all ties have been resolved); and

1.3.4.4.5 if any tie(s) remains, and there is no practical manner to determine the ranking, the remaining tied teams' positions will be decided by coin-toss.

1.4 For the avoidance of doubt, when considering points, Goal Difference and Goals in this Appendix 8:

1.4.1 the higher the number of points or Goals/ Goal Difference, the higher the team will place;

1.4.2 Goals scored in any Penalty Shootout will be excluded in Goal totals;

1.4.3 Goal Difference is as defined in Appendix 10 and, accordingly, in each case excludes Goals scored in Penalty Shootouts; and

1.4.4 references to matches in the tie-breaking procedures in Article 1.3 of this Appendix 8 are to matches in the relevant group or other stage where the tie occurred..

22.9 APPENDIX 9: WATER POLO 4S

2 GENERAL PROVISIONS

2.1 This Appendix 9 sets out the rules for Water Polo 4s (previously referred to as 'Beach Water Polo'). Although there are many similarities between the two (2) sports, Water Polo 4s is a distinct sport from Water Polo, and therefore:

2.1.1 the rules set out in this Appendix 9 are, unless otherwise stated, distinct from the rules for Water Polo (set out in Articles 1 to 21 of this Part Six);

2.1.2 in the event of any conflict between this Appendix 9 and the other provisions of Part Six, this Appendix 9 will apply to Water Polo 4s;

2.1.3 that notwithstanding, to the extent this Appendix 9 is silent, the provisions of Part Six will apply to Water Polo 4s, interpreted and applied by World Aquatics and/or the Technical Officials as appropriate to Water Polo 4s.

2.2 Subject to this Appendix 9, the following Appendices of Part Six apply to Water Polo 4s:

2.2.1 Appendix 2: Signals to be used by Technical Officials;

2.2.2 Appendix 3: Penalty Shootouts, subject to Article 17 of this Appendix 9;

2.2.3 Appendix 4: VAR Review Protocol (where Video Assistant Review technology in use, in accordance with Article 25.5 of Part Six);

2.2.4 Appendix 5: Coach's Challenge Protocol;

2.2.5 Appendix 7: Registration and Sport Entries;

2.2.6 Appendix 8: Points and Tie-Breaking; and

2.2.7 Appendix 10: Definitions.

2.3 For the avoidance of doubt, therefore, Appendix 1 (Diagram of Water Polo Facilities) and Appendix 6 (Age Group Rules and Eligibility) do not apply to Water Polo 4s.

2.4 World Aquatics is the global governing body of Water Polo 4s, and the rules in this Appendix 9 apply to Water Polo 4s at World Aquatics Events. World Aquatics will publish the rules for qualification, the draw and the schedule for Water Polo 4s in advance of relevant World Aquatics Events.

3 TEAMS AND PLAYERS IN WATER POLO 4S

3.1 Each team in Water Polo 4s will consist of between four (4) and seven (7) Players:

3.1.1 four (4) Players on the Field of Play at any one time:

3.1.1.1 one (1) of which will be the Goalkeeper; and

3.1.1.2 three (3) of which will be Field Players; and

3.1.2 not more than three (3) other Players, who may be used as Substitutes. Substitutes will remain on their team bench, unless moving to join the Field of Play. It is not required to have any Substitutes.

3.2 If during a match a team does not have four (4) Players on the Field of Play, for example due to injury or exclusion (or both), the team must continue the match with its available Players on the Field of Play. The minimum number of Players for a team during a match is two (2). If during a match, a team has fewer than two (2) available Players, that team will forfeit the match, the match will end and the consequences will be determined by the Disciplinary Panel.

3.3 Goalkeepers are permitted to touch the ball with two (2) hands or to play the ball with a closed fist while inside their team's defensive 5 Metre Area. Field Players are not entitled to do either at any location on the Field of Play.

3.4 Team benches:

3.4.1 Two (2) team benches will be located behind the Side Line that is the other side of the Field of Play from the Referee and Technical Officials, one towards each corner on that side. The team benches do not need to be directly behind the Side Line, nor entirely in the corner.

3.4.2 Team benches in Water Polo 4s may be located on a pontoon or other appropriate surface or structure near the Field of Play. Where appropriate (as determined by World Aquatics), there may also be a designated area in the water, outside of the Field of Play, for Substitutes.

3.5 **Team Officials:**

3.5.1 Each team may have up to two (2) Team Officials, who must be located at their team bench during the match. If a team has Team Officials, one (1) must be designated as a Head Coach.

3.5.2 Each team is, in addition, permitted to have up to two (2) medical staff, located in a separate location away from the team bench and the Field of Play, except when attending to a Player or other medical needs.

3.6 Each team will have a Player designated as captain. Team captains, together with the team's Head Coach, must promote the good conduct and discipline of the team.

3.7 **Prior to the match, the Referee will ensure that Players will only be able to enter the Field of Play if they have:**

3.7.1 their fingernails cut in a manner that will mitigate the risk of injury to and from them; and

3.7.2 removed any article or item from their body or clothing that is likely to cause injury.

3.8 Players must not have grease, oil or any similar or foreign substance on the body or hands. If the Referee identifies a failure to comply with this Article 2.8 of Appendix 9:

3.8.1 before the match has begun, the Referee will order it to be removed immediately (and such Player will only be able to enter the Field of Play once it has been removed);

3.8.2 after the match has begun, the offending Player will be excluded for the remainder of the match and may be immediately replaced by a Substitute in accordance with Article 3.2.1 or 3.2.2 of this Appendix 9.

4 SUBSTITUTES IN WATER POLO 4S

4.1 In accordance with Article 2.1.1.2 of this Appendix 9, each team may have up to three (3) Substitutes.

4.2 **A Substitute may at any time, unless specified otherwise in this Appendix 9, replace a Player on the Field of Play by either:**

4.2.1 substitution at the Touching Corner, once:

4.2.1.1 the Player leaving the Field of Play has visibly risen to the surface of the water behind the Goal Line at the Touching Corner; and

4.2.1.2 the Players leaving and entering the Field of Play have touched hands above the surface of the water; or

4.2.2 entering the Field of Play from the Flying Substitution Area, as soon as:

4.2.2.1 the Substitute has entered the Flying Substitution Area from behind the Goal Line;

4.2.2.2 the Player leaving the Field of Play has visibly risen to the surface of the water in the Flying Substitution Area; and

4.2.2.3 the Player leaving the Field of Play and the Substitute have touched hands above the surface of the water in the Flying Substitution Area.

4.3 The Players leaving the Field of Play and the Substitute entering the Field of Play must each be ready to do so without causing undue delay to a match, including to the restart of play after any Stoppage.

4.4 Notwithstanding a team's wish to substitute a Player, if a Player involved in a substitution is not ready to or does not leave or enter (as appropriate) the Field of Play without undue delay, the Referee may, at their discretion, continue or restart the match without the Substitute entering the Field of Play. At any time thereafter, the Substitute may enter the Field of Play from the relevant area in accordance with Article 3.2 of this Appendix 9.

4.5 Subject to the obligation of Players to be prepared for substitutions without delaying the match in accordance with Article 3.3 of this Appendix 9, where there is a Stoppage, the Referee will allow substitutions to be completed before restarting play.

4.6 A Goalkeeper may be replaced by a Substitute during a match in accordance with the procedures set out in this Article 3 of Appendix 9, except that:

4.6.1 During a Penalty Shootout, a Goalkeeper may only be substituted when that Goalkeeper has been excluded for the remainder of the match (including as a result of Misconduct, Violent Action, or as the result of a Red Card) or because of injury or illness.

4.6.2 **If a Goalkeeper is excluded:**

4.6.2.1 a Substitute replacing them in accordance with Article 11 of this Appendix 9 may enter the Field of Play immediately, from any location on the Field of Play;

4.6.2.2 if the Goalkeeper is excluded immediately before the taking of a Penalty Throw (whether during a Period or during a Penalty Shootout), the Substitute replacing the Goalkeeper will be permitted to position themselves in the Goal in the same manner as a Goalkeeper for that Penalty Throw, but will not until after the Penalty Throw has been taken have any of the other privileges of a Goalkeeper (i.e., they may play as Goalkeeper but for that Penalty Throw they will not, for example, be permitted to use two (2) hands or a clenched fist to block the ball).

4.7 A Goalkeeper who has been replaced by a Substitute (but not excluded for the remainder of the match) may at any time thereafter re-enter the Field of Play to play in any position.

4.8 After a Goal has been scored, substitutions may not be made until after the Goalkeeper has Visibly Put the Ball Into Play.

4.8.1 When a Penalty Foul is committed, substitutions may not be made until after the resulting Penalty Throw is taken, except to provide for the substitution of an excluded Goalkeeper as set out in this Appendix 9.

4.9 Any Player who is substituted from the Field of Play must move to their team bench once substituted, unless or until they are preparing to be substituted onto the Field of Play in accordance with this Article 3 of Appendix 9.

5 TECHNICAL OFFICIALS IN WATER POLO 4S

5.1 **Each Water Polo 4s match at a World Aquatics Event must be officiated by:**

5.1.1 one (1) Referee;

5.1.2 two (2) Secretaries; and

5.1.3 two (2) Timekeepers.

5.2 Technical Officials will in each case be appointed by World Aquatics or its designee. World Aquatics may in addition to the Technical Officials required by Article 4.1 of this Appendix 9, appoint any further Technical Officials it deems necessary to officiate a match or an event. If a Technical Official that is not listed in Article 4.1 of this Appendix 9 is appointed, the rules applying to that Technical Official will be as set out in Part Six (including Article 5 of Part Six).

5.3 **The Referee:**

5.3.1 The Referee has the overall responsibility and authority to officiate a match and have full authority under these to direct Players, Team Officials, Technical Officials, spectators and other persons at the Venue in order to enforce these Competition Regulations, during a match or event.

5.3.2 All decisions of the Referee are authoritative and final, unless otherwise stated in this Appendix 9. Where this Appendix 9 provides that a Referee may or will take a specified action or decision, the Referee has full discretion as to whether and/or how to take that decision or action in order to enforce these Competition Regulations. Where that requires the judgment, view or discretion of the Referee, the Referee has absolute authority to exercise such judgment, view or discretion.

5.3.3 The Referee will not make any presumption as to the facts of any situation during the match but will interpret what they observe to the best of their ability, taking into account the evidence provided by other Technical Officials where appropriate and as provided for by these Competition Regulations.

5.3.4 Players, Team Officials, Technical Officials who are not Referees, and all other attendees at a match must follow the decisions and instructions of the Referees throughout a match.

5.3.5 A Referee may alter their decision during a match before the match is restarted or a Player Visibly Puts the Ball Into Play, as applicable.

5.3.6 Generally, in addition to the specific powers and duties set out in this Appendix 9, the Referee will:

5.3.6.1 Award or not award any Ordinary Foul, Exclusion Foul or Penalty Foul.

5.3.6.2 Refrain from awarding any Ordinary Foul, Exclusion Foul or Penalty Foul if awarding it would deny the team being fouled an Advantage or would otherwise be an advantage to the offending Player's team.

5.3.6.3 Order the removal from the Field of Play or the Competition Area any Player, Team Official, spectator, Technical Official or other attendee at a match whose behaviour prevents the proper continuance of the match or prevents the Referee, other Technical Officials from carrying out their duties in a proper and impartial manner, or if otherwise necessary to do so in order to enforce these Competition Regulations and this Appendix 9.

5.3.6.4 Abandon or pause a match at any time if the behaviour of Players, Team Officials, spectators or other individuals, or any other circumstance:

5.3.6.4.1 prevents the proper continuance of a match, or prevent the match from being brought to a proper conclusion; or

5.3.6.4.2 if necessary to do so to ensure the safety of individuals in attendance at the match (including Players, Team Officials, Technical Officials and/or spectators). In this circumstance, the match will end and the Management Committee (or their nominee) will determine the result of the match and/or the appropriate outcome or next steps.

5.3.6.5 Abandon a match if a Player refuses to leave the Field of Play when ordered to. In this circumstance, the match will end, and the result will be a victory to the opposing team from the Player that refused to leave the Field of Play, scored five (5) Goals to zero (0).

5.3.7 **The Referee will blow a whistle to:**

5.3.7.1 indicate the start or restart of play;

5.3.7.2 award any Foul;

5.3.7.3 award a Goal;

5.3.7.4 award any Free Throw, Goal Throw or Penalty Throw;

5.3.7.5 indicate that a Timeout has been called in accordance with Article 6.4 of this Appendix 9; and/or

5.3.7.6 indicate any other Stoppage, or infringement or decision pursuant to this Appendix 9 of Part Six, or any other Stoppage or decision, as necessary.

5.3.8 The Referee will be positioned so that they have a clear view of the Field of Play during play:

5.3.8.1 the Referee may be positioned on a pontoon, on a vehicle, on land next to the Field of Play or any other appropriate surface;

5.3.8.2 during play, the Referee will be positioned on the opposite side of the Field of Play from the team benches. The Referee may move without restriction along that side of the Field of Play in order to take the position that they consider best in order to view and officiate the match as they see fit; and

5.3.8.3 during any Stoppage and in intervals between Periods, the Referee may move freely to any part of the Field of Play or Competition Area.

5.3.9 The Referee will use the signals set out in Appendix 2 to this Part Six, as applicable to Water Polo 4s.

5.3.10 During a match:

5.3.10.1 The Referee may, but is not required to, have an audio headset in order to communicate with the Officials Table and/or other Technical Officials.

5.3.10.2 A TWPC Delegate, if attending, may, but is not required to, have an audio headset, in order to:

5.3.10.2.1 receive information from the Officials' Table; and/or

5.3.10.2.2 assist the Referees when requested to do or as set out in these Competition Regulations.

5.3.11 The Referee will ensure that an adequate supply of balls is available during each match. When a ball leaves the Field of Play, the Referee will as soon as reasonably possible, throw a ball onto the Field of Play for the match to be restarted.

5.4 **Timekeepers:**

5.4.1 The Timekeepers will record the timings of:

5.4.1.1 Actual Play within each Period;

5.4.1.2 Timeouts;

5.4.1.3 the intervals between Periods;

5.4.1.4 the continuous Possession of the ball by each team; and

5.4.1.5 the periods of Players' exclusions, together with re-entry times of excluded Players and/or the Substitutes replacing them.

5.4.2 Timekeepers will be located within view of the Field of Play and, where possible, on the same side of the Field of Play as the Referee.

5.4.3 Timekeepers will audibly announce the start of the last minute of the match, and will signal by whistle (or, if necessary, by any other audible and distinctive means):

5.4.3.1 once forty-five (45) seconds of a Timeout has passed;

5.4.3.2 the end of each Timeout;

5.4.3.3 the end of each Period, which will take immediate effect to end the Period, except:

5.4.3.3.1 in the case of the simultaneous award by a Referee of a Penalty Throw, in which case the Penalty Throw will be taken in accordance with this Appendix 9; or

5.4.3.3.2 if Article 8.6 of this Appendix 9 applies.

5.5 **Secretaries:**

5.5.1 The Secretaries will maintain the Record of the Game;

5.5.2 The Secretaries will record Personal Fouls and Fouls committed by each team, including the number of Personal Fouls committed for the purpose of exclusion of Players and for the purpose of Bonus Penalty Throws in accordance with Article 18.3 of this Appendix 9.

5.5.3 The Secretaries will supervise the Alternating Possession System by recording and, where necessary, advising the Referee as to which team will receive the next Free Throw under the Alternating Possession System.

5.5.4 The Secretaries will record the time and Cap Numbers when Goalkeepers are substituted.

5.5.5 The Secretaries will signal to indicate:

5.5.5.1 three (3) minutes into a period of exclusion for Violent Action to indicate that a Substitute may replace the excluded Player, by raising a yellow flag along with a white or blue flag (for the first or second listed team for the match, as applicable;

5.5.5.2 Improper Entry of a Player or Substitute, with a red flag. When this occurs, the Referee will stop the game as soon as reasonably practicable, at an appropriate moment which does not deny an Advantage for the non-offending team;

5.5.5.3 when a Bonus Penalty Throw is awarded, using a suitable audible signal (e.g., whistle or electronic signal); and

5.5.5.4 the Secretaries will be provided with separate white, blue, red, and yellow flags, each measuring a minimum of 0.35 metres x 0.20 metres, with which to signal.

5.5.5.5 without delay, when a Player commits their fifth Penalty Foul:

5.5.5.5.1 with the red flag, or by another approved method of signalling, if the fifth Personal Foul is an Exclusion Foul;

5.5.5.5.2 with the red flag and a whistle, or by another approved method of signalling, if the fifth Personal Foul is a Penalty Foul; and/or

5.5.5.6 when a team should be awarded a Bonus Penalty Throw under Article 18.3 of this Appendix 9.

5.5.6 For the avoidance of doubt, the Secretaries' role is to record and/or signal events in the match and decisions taken by the Referee and/or other Technical Officials, rather than to make those decisions.

5.5.7 The Secretaries will be located within view of the Field of Play and, where possible, on the same side of the Field of Play as the Referee.

5.6 The Management Committee may choose to use Video Assistant Review technology where it is available and where they consider it to be appropriate. Where Video Assistant Review technology is in use, VAR Reviews will be conducted by the Referee as set out in Appendix 4 (modified as necessary to meet the rules and the quotient of Technical Officials set out in this Appendix 9, including that no Video Assistant Referee may be present).

5.7 In addition to the other Technical Officials required (according to this Appendix 9 and this this Part Six), World Aquatics may appoint any one (1) or more of the following Technical Officials to assist in the conduct of any Water Polo 4s match or event:

5.7.1 TWPC Delegates;

5.7.2 World Aquatics TWPC Evaluator(s);

5.7.3 Video Assistant Referee(s); and/or

5.7.4 Timeout Officials.

6 DURATION AND OUTCOME OF A WATER POLO 4S MATCH

6.1 **Each Water Polo 4s match will have four (4) Periods, each of five (5) minutes of Actual Play.**

6.2 **The Timekeepers are responsible for timing Actual Play. Actual Play:**

6.2.1 commences at the start of each Period when a Player first touches the ball;

6.2.2 stops at the end of each Period, as indicated by the Timekeepers;

6.2.3 during play in each Period, stops at any Stoppage, for example as a result of a Foul; and

6.2.4 once stopped, remain stopped until the ball is put back into play by the ball leaving the hand of the Player taking the appropriate throw or making the restart.

6.3 **There will be an interval between each Period of:**

6.3.1 two (2) minutes between the first and second Periods, and between the third and fourth Periods; and

6.3.2 three (3) minutes between the second and third Periods (i.e., at the half-way point of the match).

6.4 Each team will, for the duration of a match, occupy the team bench on the same side of the Field of Play that the team is defending during that Period.

6.5 **Each match will have a winner and a loser at the conclusion of the match:**

6.5.1 The winner of a Water Polo 4s match is the team that has scored the most Goals at the end of the fourth Period.

6.5.2 If both teams have scored the same number of Goals at the end of the fourth Period, the winner of the match will be determined by a Penalty Shootout, conducted in accordance with Appendix 3.

6.6 The Mercy Rule applies in Water Polo 4s. If at of at any time after the end of the Second Period in a match, one team is leading by ten (10) or more Goals, the Referee will end the match and the team with more Goals will be declared the winner. The score for the match will remain as it was at the time the match was ended.

6.7 If a match (or part of a match) must be replayed for any reason, then any Goals, Personal Foul and Timeouts that occurred during the part of the match to be replayed are deleted from the Record of the match, along with any consequences resulting from them. However, exclusions for Violent Action, Misconduct and/or any Red Card exclusions will remain on the Record of the match, even if they occurred during a part of a match that is being replayed, and any consequences for future matches arising from those events will continue to apply.

6.8 The Referee has discretion to order a match or a part of a match to be replayed where necessary and appropriate to do so to comply with these Competition Regulations. No match or a part of a match may be replayed as the result of a mistake or other circumstance discovered after the match.

7 TIMEOUTS IN WATER POLO 4S

7.1 **Each team may request up to two (2) Timeouts in a match.**

7.2 The duration of a Timeout is (1) minute.

7.3 **A Timeout may be requested:**

7.3.1 during play, only by a team in Possession of the ball; or

7.3.2 during any Stoppage by the team that is due to have Possession of the ball at the restart after the Stoppage (including, for example, after a Goal or after the award of a Penalty Throw), except that a Timeout cannot be called between Periods.

7.4 **A Timeout may be requested by:**

7.4.1 the Head Coach of a team (or another Team Official acting as Head Coach in accordance with this Part Six (or any Team Official or Player if no other Team Official is acting as Head Coach); or

7.4.2 any member of the team using any device authorised by the Management Committee for the calling of a Timeout; and

7.4.3 in any case, by calling "*Timeout*" audibly and signalling, to the Officials Table or to a Referee, with their hands forming the shape of a capital 'T' (one hand held horizontally on top of one hand held vertically).

7.5 If a Timeout is requested validly in accordance with this Article 6 of Appendix 9:

7.5.1 A Secretary or Referee hearing or seeing the request will immediately signal the Timeout and the immediate Stoppage of play by whistle. The match will remain stopped for the duration of the Timeout.

7.5.2 Players on the Field of Play must then without delay position themselves in the half of the Field of Play that they are defending in that Period. Players will stay in that half for the duration of the Timeout.

7.5.3 In accordance with Article 4.4.3 of this Appendix 9, the Timekeepers will by whistle or other audible method announce:

7.5.3.1 once forty-five (45) seconds of a Timeout has passed at which point the Players of both teams are permitted to move anywhere in the Field of Play; and

7.5.3.2 the end of each Timeout.

7.6 **After a Timeout has ended, play will be restarted on the Referee blowing a whistle, as follows:**

7.6.1 If the Timeout was requested during play, the team that was in Possession at the time the Timeout was requested (i.e., the team requesting the Timeout) will restart play with a Free Throw taken on or behind the Halfway Line.

7.6.2 Subject to Article 6.6.3 of this Appendix 9, if the Timeout was requested during a Stoppage, play will be restarted with a Free Throw taken on or behind the Halfway Line, taken by the team that would have had Possession after that Stoppage.

7.6.3 If the Timeout was requested during a Stoppage:

7.6.3.1 between the award of a Penalty Throw and the taking of that Penalty Throw, play will be resumed by the Penalty Throw being taken by the team to which it was awarded;

7.6.3.2 that would have preceded a Goal Throw or Free Throw to a team, play will be restarted with a Free Throw taken on or behind the Halfway Line, taken by the team that would have had Possession after that Stoppage in any event.

7.7 **Timeouts may only be called in accordance with this Article 6 of Appendix 9. Requests for Timeouts that do not comply with this Article 6 of Appendix 9 will be invalid and will not result in a Timeout. Accordingly:**

7.7.1 If a Timeout is requested during play by the team that is not in Possession:

7.7.1.1 play will be stopped, and a Penalty Throw will be awarded to the opposing team (the team that is in Possession); and

7.7.1.2 the team that made the invalid request will lose the right to request one (1) of its (valid) Timeouts if the team still had one (1).

7.7.2 If a Timeout is requested by a team in Possession when that team has already called two (2) Timeouts in that match:

7.7.2.1 If the Timeout is being called during play by the team in Possession, but with no Timeout requests remaining, play will be stopped and play will be restarted with a Free Throw taken by a Player on the opposing team on or behind the Halfway Line.

7.7.2.2 If the Timeout is requested during play by a team that is not in Possession and has no Timeout requests remaining, play will be stopped, and a Penalty Throw will be awarded to the opposing team (the team that is in Possession).

7.7.2.3 If the Timeout is being called during a Stoppage by a team that has no remaining Timeout requests, no Timeout will be awarded.

8 START AND RESTART OF PLAY IN WATER POLO 4S

8.1 At the start of each Period, including the start of the match, the Players on the Field of Play for each team must each position themselves on the Goal Line of the Goal that they are defending in that Period, each with at least some part of their head in line with their defensive Goal Line.

8.2 The team listed first in the official program or schedule for the event will start the match to the right of the Referee (as the Referee faces the Field of Play). The other team will start the match to the right of the Referee (as the Referee faces the Field of Play).

8.3 The teams, including the Players and Team Officials, will change ends before starting the third Period.

8.4 Each team will, for the duration of a match, occupy the team bench on the same side of the Field of Play that the team is defending during that Period. Teams will change team benches when changing ends of the Field of Play.

8.5 At the start of each Period (including the start of the match):

8.5.1 when the Referee is satisfied that the teams are ready and in position, the Referee will blow a whistle, after which the Referee will release or throw the ball into play on the Halfway Line (aiming to release the ball as close to the Halfway Line as possible);

8.5.2 once the Referee has blown the whistle to signal the start of the Period, Players may leave the Goal Line, including to swim to attempt to gain Possession of the ball;

8.5.3 following the release of the ball at the start of a Period, the Referee is of the opinion that the ball has fallen in a position to the definite advantage of one team, the Referee will stop the match and repeat the start.

8.6 Following a Goal:

8.6.1 The Goalkeeper on the team that conceded will Visibly Put the Ball Into Play at anywhere on the 2 Metre Line.

8.6.2 Other Players on the Field of Play may be positioned anywhere in the Field of Play.

8.7 A start or restart of play not conducted in accordance with this Appendix 9 of Part Six may, at the discretion of the Referee, be retaken.

8.8 Following a Timeout, subject to the rules relating to the taking of Penalty Throws, or any other applicable circumstance, in this Appendix 9:

8.8.1 Players may take any position in the Field of Play.

8.8.2 Play will be restarted on the whistle of a Referee, in accordance with Article 6.6 of this Appendix 9.

9 METHOD OF SCORING IN WATER POLO 4S

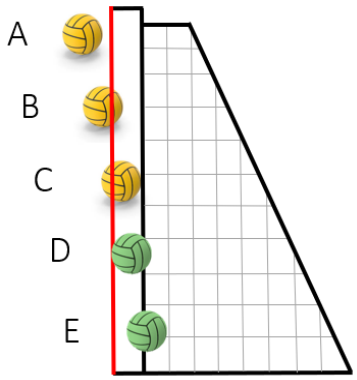
9.1 **A Goal is scored when the ball passes into the Goal, meaning that the ball has:**

9.1.1 passed the front edge of the Goal posts (specifically the Goal Line), such that no part of the ball is visible in front of the Goal Line when viewing the Goal from the Side Line and in line with the Goal;

9.1.2 between the Goal posts; and

9.1.3 underneath the crossbar,

as demonstrated by the balls marked “D” and “E” in the image immediately below, with the front edge of the Goal Line marked in red.



9.2 When a Goal is scored, it is scored for the team who is attacking that Goal, regardless of the Player that last touched the ball or otherwise caused the Goal to be scored.

9.3 **Accordingly, a Goal may be scored, unless specified otherwise in this Appendix 9:**

9.3.1 **whether intentionally or unintentionally;**

9.3.2 by a Player into the opponent's Goal or their own team's Goal (i.e., the latter case often being referred to as an 'own Goal'), even when (for example) taking a Free Throw;

9.3.3 from anywhere within the Field of Play; and

9.3.4 with any part of a Player's body, except that an attacking Player may not score a Goal with a clenched fist (for the avoidance of doubt, a defensive Player may score a Goal for the opposing team (an 'own Goal') with a clenched fist).

9.4 Except in the circumstances set out in Article 8.5 of this Appendix 9, a Goal may only be scored, following the most recent start or restart of play following a Stoppage or the start of a Period, after at least two (2) Players from either team (which may include the Player scoring the Goal) intentionally play or touch the ball.

9.5 A Goal may be scored without two (2) Players having intentionally played or touched the ball by a Direct Shot, or after the ball is Visibly Put Into Play, but without the need for any other Player to touch the ball, from:

9.5.1.1 a Penalty Throw;

9.5.1.2 a Goal Throw; or

9.5.1.3 a Free Throw awarded and taken outside of the offensive 5 Metre Line (a Free Throw is considered taken 'behind' the offensive 5 Metre Line if, when the Throw is taken, both the head of the Player taking the Free Throw and the ball are behind that line).

9.6 **Goals may only be scored during play. A Goal will be awarded if, at the expiration of the Shot Clock or at the expiration of time at the end of a Period:**

9.6.1 the ball has left the hand of the Player shooting or otherwise last throwing it; and

9.6.2 thereafter enters the Goal, including after deflecting off the water, the Goal posts, crossbar, the Goalkeeper or any other Player (or any combination thereof);

9.6.3 unless:

9.6.3.1 intentionally played or touched by another attacking Player; or

9.6.3.2 any Player (on either team) gains Possession,

in which case the Goal will not be awarded, and the Period will end and/or the Shot Clock be reset as provided for in this Appendix 9.

9.7 If the ball is in flight at the end of a Period and a Goal is not scored in accordance with Article 8.6 of this Appendix 9, the Period will end.

10 ORDINARY FOULS IN WATER POLO 4S

10.1 If an Ordinary Foul is committed, a Free Throw will be awarded to the opposing team, unless otherwise specified in this Appendix 9.

10.2 **The Ordinary Foul is committed if a Player:**

10.2.1 is at any time positioned in their offensive Goal Area, whether in Possession or otherwise;

10.2.2 commits a False Start;

10.2.3 receives any physical assistance from any member of their team during play;

10.2.4 holds on to or Pushes-Off from the Goal posts or their fixtures, from sides or ends of the Field of Play during play or at the start of a Period;

10.2.5 deliberately affects the alignment of the Goal before the start of a Period;

10.2.6 takes or holds the whole of the ball under the surface of the water when Tackled or with the intention of hiding or shielding it from the opposing team or otherwise preventing the opposing team from being able to Tackle or attempt to gain Possession of the ball;

10.2.7 pushes or Pushes-Off from an opponent who is:

10.2.7.1 Dribbling the ball; or

10.2.7.2 not holding, lifting or carrying the ball;

10.2.8 gives up Possession intentionally;

10.2.9 commits Simulation;

10.2.10 takes a Free Throw, Goal Throw or Penalty Throw other than in the prescribed manner, except a Goal Throw taken in the incorrect position (which may be retaken in accordance with Article 14.4 of this Appendix 9);

10.2.11 touches the floor during play;

10.2.12 swims or otherwise moves the whole of their body under the surface of the water in order to gain a positional advantage; or

10.2.13 if, except for a Goalkeeper within their defensive 5 Metre Area, a Player:

10.2.13.1 strikes or attempts to strike the ball with a clenched fist; or

10.2.13.2 touches (intentionally or otherwise) the ball with two (2) hands at the same time, unless by the Goalkeeper while within the 5 Metre Area (in which case a Penalty Foul will be awarded).

10.3 An Ordinary Foul is also committed if a team retains Possession at the expiry of the Shot Clock, as set out in Article 10 of this Appendix 9).

10.4 The Referee may, in their discretion, award or not award Ordinary Fouls in order to enable the non-offending team to maintain an Advantage.

11 TEAM POSSESSION IN WATER POLO 4S

11.1 **A team may retain Possession without shooting at the opposing team's Goal for no more than 20 seconds of Actual Play.**

11.2 If a team retains Possession for longer than 20 seconds of Actual Play, or otherwise for longer than the time specified in this Article 10 of Appendix 9, without shooting at the opposing team's Goal, an Ordinary Foul will be committed in accordance with Article 9.3 of this Appendix 9.

11.3 The time remaining for a team in Possession will be kept by the Timekeepers, using any reliable time-keeping device, and displayed on a Shot Clock visible to Technical Officials and Players.

11.4 A team's period of Possession commences when a Player for that team gains Possession, including at the start or restart of Actual Play.

11.5 **A team's period of continuous Possession ends, and the Shot Clock will be reset, when:**

11.5.1 a Player from the opposing team gains Possession of the ball, at which point the Shot Clock will be reset and the opposing team's possession will begin; or

11.5.2 a Player from that team shoots the ball at the opposing team's Goal.

11.6 For the avoidance of doubt, therefore, a team's period of Possession will be deemed to continue:

11.6.1 while the ball is being passed or transferred between Players on that team, including by way of deflection off the surface of the water or another Player (whether intentionally or otherwise), without the other team gaining Possession; and

11.6.2 once Actual Play resumes following the Referee's having awarded a Foul or following any other Stoppage in play (except for the end of a Period), unless that Stoppage results in a change of the team in Possession or as otherwise provided in this Appendix 9.

11.7 A Player will be deemed to have shot the ball at the opposing team's Goal once the ball has left the hand of that Player with the intention of shooting and scoring at the opponent's Goal, whether or not the shot is accurate (i.e., whether or not the ball actually travels towards the Goal).

11.8 Following a shot:

11.8.1 If a Goal is scored, the match will be restarted in the usual manner following a Goal, as set out in Article 7.6 of this Appendix 9 and the Shot Clock will be reset to 20 seconds.

11.8.2 If the ball rebounds or deflects into the Field of Play after hitting the Goal posts or crossbar, or any other Player(s) (including a Goalkeeper and/or including a Player on the same team) or any combination thereof, without any other Player gaining Possession of the ball:

11.8.2.1 the Shot Clock will be reset and will not restart until the ball comes into a Player's Possession;

11.8.2.2 the Shot Clock will be reset to 20 seconds of Actual Play, regardless of which team gains Possession.

11.8.3 If the ball exits the Side Line of the Field of Play (including after deflection, but without another Player gaining Possession of the ball):

11.8.3.1 play will be restarted with a Free Throw, taken in accordance with Article 13 of this Appendix 9; and

11.8.3.2 the Shot Clock will be reset to 20 seconds, except under the circumstances set out at Article 10.10.2 of this Appendix 9.

11.9 If play is restarted following the award of an Exclusion Foul, the Shot Clock will be reset to 20 seconds.

11.10 In the following circumstances, a team may retain Possession without shooting at the opponent's Goal for a maximum of 20 seconds, irrespective of the time previously remaining on the Shot Clock:

11.10.1 following the taking of a Penalty Throw not resulting in a change of Possession; or

11.10.2 when the ball leaves the Field of Play through the Side Lines, not resulting in a change in team Possession.

11.11 When a match is restarted with a change of Possession following the award of a Penalty Throw, a Goal Throw or a Free Throw pursuant to the Alternating Possession System a team may then retain Possession without shooting for 20 seconds of Actual Play.

12 EXCLUSION FOULS IN WATER POLO 4S

12.1 **An Exclusion Foul is committed if a Player:**

12.1.1 interferes with the taking of a Free Throw or Goal Throw, including, but not limited to:

12.1.1.1 intentionally touching the opponent or pushing or failing to release the ball; or

12.1.1.2 attempting to play the ball before it has left the hand of the thrower;

12.1.2 intentionally splashes water in the face of an opponent, if:

12.1.2.1 that opponent is behind their offensive 5 Metre Line; or

12.1.2.2 that opponent is inside their offensive 5 Metre Area, but not in the action of shooting or preparing to shoot at Goal;

12.1.3 impedes or otherwise prevents the free movement of an opponent who:

12.1.3.1 is Dribbling the ball; or

12.1.3.2 is not holding, lifting or carrying the ball.

12.1.3.3 'Impeding' an opponent under this Article 11.1.3 of Appendix 9 includes, but is not limited to:

12.1.3.3.1 swimming or climbing on the opponent's shoulders, back or legs;

12.1.3.3.2 a defensive Player swimming or otherwise moving the whole of their body under the surface of the water in order to gain a positional advantage;

12.1.3.3.3 holding, sinking or pulling-back an opponent; or

12.1.3.3.4 using two (2) hands to hold an opponent who is not holding the ball;

12.1.4 commits a Foul (any Ordinary Foul or Exclusion Foul) tactically, meaning a Foul committed with the sole or primary purpose of impeding or stopping the flow of the opposing team's attack. For the avoidance of doubt, a Foul will not be deemed to have been committed tactically if a Player intends to validly Tackle, block or otherwise validly defend the attack, but in doing so impedes or stops the flow of the opposing team's attack;

12.1.5 makes any disproportionate movement, i.e., any movement with intent to kick or strike another Player, whether or not it results in such contact with another Player, including Kicking and Striking.

12.1.6 interferes with the taking of a Penalty Throw after the whistle of the Referee, in which case:

12.1.6.1 the Penalty Throw will still be taken by the opposing team (a Free Throw will not be awarded); and

12.1.6.2 that Player will be excluded for the remainder of the match in accordance with Article 11.6 of this Appendix 9;

12.1.7 fails to take up the correct position at the taking of a Penalty Throw having been ordered once to do so by the Referee:

12.1.8 if the defensive Goalkeeper moves forward off the Goal Line before the Referee blows the whistle and the Player proceeds to take the Penalty Throw and:

12.1.8.1 a Goal is scored, the Goal will be counted, no exclusion will be necessary and the match will restart in the usual manner following a Penalty Throw;

12.1.8.2 a Goal is not scored, the Goalkeeper will be excluded under this Article 11.1.8 of Appendix 9 and the Penalty Throw will be retaken;

12.1.9 if the defensive Goalkeeper is excluded between the award and the taking of a Penalty Throw (including but not limited to under Article 11.1.7 or 11.1.8 of this Appendix 9):

12.1.9.1 another defensive Player may take the position of the Goalkeeper, but without the Goalkeeper's privileges for that Penalty Throw (i.e., they may play as Goalkeeper but for that Penalty Throw they will not, for example, be permitted to use two (2) hands or a clenched fist to block the ball).

12.1.9.2 the excluded Goalkeeper or a Substitute replacing them may only re-enter or enter the Field of Play after the Penalty Throw has been taken; and

12.1.10 commits Improper Entry as set out in Article 12.2.3 of this Appendix 9.

12.2 **An Exclusion Foul will also be committed if a Player:**

12.2.1 engages in Violent Action; or

12.2.2 engages in Misconduct, meaning:

12.2.2.1 the use of unacceptable language;

12.2.2.2 Aggressive Play;

12.2.2.3 refusing to follow the orders of the Referee;

12.2.2.4 showing disrespect for a Referee or another Technical Official;

12.2.2.5 leaving the Field of Play (including to sit or stand on the side of the Field of Play or the steps or other exit of the Field of Play), except:

12.2.2.5.1 in the case of substitution or exclusion in accordance with this Appendix 9;

12.2.2.5.2 in the case of accident, injury, illness; or

12.2.2.5.3 with the permission of the Referee;

12.2.2.6 otherwise behaves in a manner that is against the Spirit of the Game or likely to bring the match, event or competition into disrepute.

12.3 **Unless otherwise provided in this Article 11 or elsewhere in this Appendix 9, if an Exclusion Foul is committed the Referee will:**

12.3.1 order the exclusion of the Player who committed the Exclusion Foul;

12.3.2 if the Exclusion Foul occurred during play, the Referee will award a Free Throw to the opposing team;

12.3.3 if the Exclusion Foul occurred during any Stoppage (including in the interval between Periods, during a Timeout or after a Goal is awarded):

12.3.3.1 the match will restart in the normal manner (the manner in which play would have restarted irrespective of the Foul; no throw will be awarded); and

12.3.3.2 a Substitute replacing the excluded Player will be permitted to join the Field of Play prior to the restart of the match, except in the case of an Exclusion Foul for Violent Action, where the Substitute may not enter the Field of Play until three (3) minutes of Actual Play have passed since the award of the Exclusion Foul.

12.4 **If a Player is excluded, other than for Misconduct, Violent Action, interference or Improper Entry, that Player must immediately move to and touch the Touching corner, after which they may either:**

12.4.1 re-join play immediately; or

12.4.2 be substituted from the Touching Corner in accordance with Article 3.2.1 of this Appendix 9.

12.5 **If an Exclusion Foul is awarded for Misconduct:**

12.5.1 The excluded Player will be shown a Red Card and will be excluded for the remainder of the match with immediate effect.

12.5.2 The excluded Player must leave the Field of Play immediately via the Touching Corner.

12.5.3 The excluded Player may be replaced by a Substitute:

12.5.3.1 If the Exclusion Foul was awarded during Play:

12.5.3.1.1 the Referee will award a Free Throw to the opposing team; and

12.5.3.1.2 a Substitute may replace the excluded Player at the earliest occurrence of the excluded Player's team gaining Possession or a Goal.

12.5.3.2 If the Exclusion Foul for Misconduct is awarded during any Stoppage (including between Periods, during a Timeout or after a Goal has been awarded):

12.5.3.2.1 the match will restart in the normal manner (the manner in which play would have restarted irrespective of the Foul; no throw will be awarded); and

12.5.3.2.2 a Substitute replacing the excluded Player will be permitted to enter immediately prior to the restart of the match.

12.5.3.3 If the excluded Player is a Goalkeeper:

12.5.3.3.1 a Field Player may take the position of Goalkeeper, or a Substitute may replace a Field Player immediately in accordance with Article 3.2 of this Appendix 9 and play as Goalkeeper; and

12.5.3.3.2 in either case, once three (3) minutes of Actual Play have elapsed, a Substitute may join the Field of Play via the Touching Corner, to restore that team to the full number of Players.

12.6 **If an Exclusion Foul is awarded for interference with a Penalty Throw:**

12.6.1 The excluded Player will be shown a Red Card and excluded for the remainder of the match.

12.6.2 The excluded Player must leave the Field of Play immediately via the Touching Corner.

12.6.3 The Penalty Throw will be maintained (including that if it had already been taken and scored, that team will score a Goal) or retaken if deemed appropriate by the Referee.

12.6.4 A Substitute may replace the excluded Player at the earliest occurrence, following the restart of play after the Penalty Throw, a change of the team in Possession, or a Goal.

12.7 **If an Exclusion Foul is awarded for Violent Action:**

12.7.1 The excluded Player will be excluded for the remainder of the match and must leave the Field of Play immediately via the Touching Corner.

12.7.2 If awarded during Play:

12.7.2.1 A Penalty Throw will be awarded to the opposing team.

12.7.2.2 Play will resume on the taking of the Penalty Throw, taken in accordance with Article 16 of this Appendix 9.

12.7.2.3 A Substitute may replace the excluded Player when three (3) minutes of Actual Play have elapsed following the award of the Exclusion Foul.

12.7.2.4 If the excluded Player is a Goalkeeper:

12.7.2.4.1 a Field Player may take the position of Goalkeeper, or a Substitute may replace a Field Player immediately in accordance with Article 3.2 of this Appendix 9 and play as Goalkeeper; and

12.7.2.4.2 in either case, once three (3) minutes of Actual Play have elapsed, a Substitute may join the Field of Play via the Touching Corner, to restore that team to the full number of Players.

12.7.3 If awarded during any Stoppage (including a Timeout, after a Goal has been awarded or between Periods):

12.7.3.1 Play will restart in the normal manner (the manner in which play would have restarted irrespective of the Foul; no throw will be awarded).

12.7.3.2 A Substitute may replace the excluded Player when three (3) minutes of Actual Play have elapsed following the award of the Exclusion Foul.

12.8 **If one (1) or more Players from each side commit simultaneous Exclusion Fouls:**

12.8.1 Both Players will be excluded and must each return to the Touching Corner on their respective defensive Goal Lines.

12.8.2 Once both Players are at the Touching Corners, play will be restarted with a Free Throw, taken by the team in Possession at the time of the Exclusion Fouls. If no team was in Possession, Play will restart according to the Alternating Possession System.

12.8.3 The excluded Players, or Substitutes replacing them, will each be permitted to return to the Field of Play upon the earliest occurrence of:

12.8.3.1 a change in team Possession;

12.8.3.2 a Goal.

12.9 If a Player has been excluded for any reason, they must not intentionally participate or interfere with play (including by touching the ball or other Players) until they are permitted to re-enter the Field of Play in accordance with this Article 11 of Appendix 9. If a Player contravenes this Article 11.9 of Appendix 9, a Penalty Throw will be awarded as set out in Article 12 of this Appendix 9;

13 PENALTY FOULS IN WATER POLO 4S

13.1 If a Penalty Foul is committed, a Penalty Throw will be awarded to the opposing team.

13.2 **A Penalty Foul is committed if:**

13.2.1 any Player within their defensive 5 Metre Area:

13.2.1.1 commits any Foul (including any Ordinary Foul, Exclusion Foul or Penalty Foul listed in this Appendix 9) if, without that action, a Goal would, in the view of the Referee, have been likely to result;

13.2.1.2 takes the ball under the water when Tackled if a Goal would have been likely to result if they had not done so;

13.2.1.3 pulls over, pulls down or otherwise displaces or affects the alignment of the Goal that they are defending, during play;

13.2.1.4 splashes water in the face of an opponent who is inside the offensive 5 Metre Area, if that opponent is in the action of shooting or preparing to shoot at Goal;

13.2.1.5 commits Violent Action, or Kicks or Strikes an opponent. For the avoidance of doubt, as well as awarding a Penalty Throw, a Player who commits Violent Action will also be excluded for Violent Action as set out in Article 11.7 of this Appendix 9;

13.2.1.6 impedes an attacking Player from behind, when that attacking Player is within their offensive 5 Metre Area, is facing towards the Goal they are attacking is making a shooting action. However, under this Article 12.2.1.6 of Appendix 9:

13.2.1.6.1 a defensive Player will not be impeding an attacking Player if they only make contact with the ball and not the Player; and

13.2.1.6.2 the Referee will delay the award of a Penalty Foul until after any shot has been attempted, to determine whether the attacking team has an Advantage without the Penalty Foul being awarded. If the shot results in a Goal, no Penalty Foul will be awarded. If the shot does not result in a Goal, the Penalty Foul (and resultant Penalty Throw) will be awarded;

13.2.1.7 touches (intentionally or otherwise) the ball with two (2) hands at the same time, unless by the Goalkeeper;

13.2.2 an excluded Player or a Substitute intentionally interferes with play, including but not limited to affecting the alignment of the Goal and or intentionally interfering with the ball or another Player;

13.2.3 a Player enters the Field of Play not in accordance with this Appendix 9 (Improper Entry). The resulting Penalty Throw will be taken after the offending Player is removed from the Field of Play; or

13.2.4 any Team Official or Player, takes any action not in the usual course of play with the sole or primary intent (in the view of the Referee) to prevent a probable Goal or to delay the match, including but not limited to:

13.2.4.1 a Player deliberately throwing the ball away before a Player on the opposing team can take a Free Throw;

13.2.4.2 a defensive Player, after a Free Throw outside the 5 Metre Line, deliberately pushing the ball inside the 5 Metre Line with the intention of avoiding a Direct Shot from the opposing team;

13.2.4.3 no Personal Foul will be recorded for this offence, where committed by the Head Coach or any Team Official.

13.3 **If a Player is excluded for interference or an Improper Entry, the excluded Player may re-enter the Field of Play, or a Substitute may enter in their place as follows:**

13.3.1 if such interference or Improper Entry occurred following Violent Action, only once the relevant three (3) minute exclusion period for that Violent Action has expired; and

13.3.2 in any case, whether following the taking of the Penalty Throw or following the expiry of such three (3) minute period or otherwise, at the earliest occurrence of the excluded Player's team retaking Possession, including by being awarded a Free Throw, Goal Throw or Penalty Throw.

13.4 The Referee may at their discretion, (and will, in the case of a Penalty Foul committed under Article 12.2.1.6.1) delay the award of a Penalty Foul in order to wait to see if the attacking Player scores a Goal in the same action.

13.4.1 If the Player does not score a Goal, the Referee will then award a Penalty Throw.

13.4.2 If the Player does score a Goal, no Penalty Throw will be awarded and the match will restart in the usual manner following the award of a Goal.

13.4.3 While delaying the award in accordance with this Article 12.4, the Referee should if possible raise one arm to indicate that a Penalty Throw may be awarded (failure to do so will not, however, affect the decision made by the Referee).

14 FREE THROWS IN WATER POLO 4S

14.1 The award of a Free Throw gives the team to which it is awarded Possession in order to restart play.

14.2 **Free Throws are awarded:**

14.2.1 where the entire ball leaves the Field of Play crossing a Side Line (the ball remains in play if the ball just touches the sides of the Field of Play);

14.2.2 as a result of certain Fouls, as set out in this Appendix 9; or

14.2.3 as otherwise set out in this Appendix 9.

14.3 **If a Free Throw is awarded:**

14.3.1 as a result of the ball leaving the Field of Play crossing or rebounding from a Side Line, the Free Throw will be awarded to the opposing team from the team that last touched the ball, except that:

14.3.1.1 if the ball leaves the Field of Play from a Side Line when the ball was last touched by a Field Player blocking a shot, a Free Throw will be awarded to the team that blocked the shot;

14.3.2 as a result of a Foul or other circumstance, the Free Throw will be taken by the team that did not commit the Foul or as otherwise set out in this Appendix 9.

14.4 **A Free Throw must be taken:**

14.4.1 without undue delay;

14.4.2 by a Player Visibly Putting the Ball Into Play;

14.4.3 by either:

14.4.3.1 the Player who is closest or equal closest to the ball, or otherwise most ready (or equally ready as any Player on that team) to take the Free Throw; or

14.4.3.2 only if there is an attack or Counterattack in progress (such that it may hinder the offensive team for the Player closest to the ball to take the Free Throw (for example, if that Player would have to swim away from the Goal that they are attacking in order to take the Free Throw)), by a Player who is second or equal second closest to the ball – so long as the Free Throw is still taken without undue delay.

14.5 **Actual Play will resume immediately when the ball is Visibly Put Into Play.**

14.6 A Free Throw will be taken from the location of the ball at the time of the award of the Free Throw, allowing in the Referee's discretion for slight movement of the ball, not to the advantage of either team, between the award and taking of the Free Throw (for example, on the surface of the water), except that:

14.6.1 If a Foul is committed by a Player within their defensive Goal Area, the resulting Free Throw will be taken from the 2 Metre Line at the closest point to the position of the ball at the time the Free Throw is awarded.

14.6.2 If a False Start is committed, the resulting Free Throw will be taken:

14.6.2.1 if the Referee had already released the ball, from the location of the ball once the team taking the Free Throw has reached it (which it will do without undue delay); or

14.6.2.2 if the Referee had not yet released the ball, from any location on the Halfway Line.

14.7 **When a Free Throw is awarded, each defensive Player must:**

14.7.1 position themselves more than one (1) metre away from the ball; and

14.7.2 not raise any arm to block (for example a pass or a shot) until they are at least one (1) metre away from the ball; except that

14.7.3 for the avoidance of doubt, it will not be a Foul if a Free Throw is taken by the offensive team while a defensive Player is in the process, without delay and without raising an arm to block, of moving away from the ball.

14.8 In accordance with Article 9.2.9 of this Appendix 9:

14.8.1 it will be an Ordinary Foul if a Free Throw is taken in a manner not according with this Article 13 of Appendix 9, including but not limited to a Free Throw (taken with undue delay or taken by a Player who is not in a position most readily (or equally as readily as another Player on that team) to take the Free Throw); and

14.8.2 it will be an Exclusion Foul for interference pursuant to Article 11.1 of this Appendix 9 if a defensive Player fails to move to a position at least one (1) metre away from the ball once a Free Throw is awarded and/or raises an arm to block a pass or shot before being at least one (1) metre away from the ball.

15 GOAL THROWS IN WATER POLO 4S

15.1 A Goal Throw will be awarded when the entire ball has crossed the entire Goal Line, leaving the Field of Play, but not into the Goal, subject to Article 6.6.3.2 of this Appendix 9.

15.2 **A Goal Throw must be taken:**

15.2.1 by any Player of the team that is defending the Goal on the relevant Goal Line;

15.2.2 from anywhere within their defensive 2 Metre Area;

15.2.3 without undue delay; and

15.2.4 by a Player Visibly Putting the Ball Into Play or taking a shot or a pass.

15.3 **No Corner Throws are taken in Water Polo 4s.**

15.4 In accordance with Article 9.2.9 of this Appendix 9, it will be an Ordinary Foul if a Goal Throw is taken in a manner not according with this Article 14 of Appendix 9, except that a Goal Throw not taken in the correct position may be retaken in the correct position (and will not result in an Ordinary Foul).

16 THE ALTERNATING POSSESSION SYSTEM

16.1 **No Neutral Throws are taken in Water Polo 4s. Instead, the Alternating Possession System is used to restart play with a Free Throw where, pursuant to Article 15 of Part Six, a Neutral Throw would otherwise have been awarded.**

16.2 **The Alternating Possession System will therefore be applied if:**

16.2.1 at the start of a Period, the Referee is of the opinion that the ball has fallen in a position to the definite advantage of one team;

16.2.2 one (1) or more Players of each team commit Ordinary Fouls simultaneously;

16.2.3 neither team has Possession and one (1) or more Players of each team commit Exclusion Fouls simultaneously;

16.2.4 the ball strikes, or lodges in, an overhead obstruction; or

16.2.5 a Neutral Throw would otherwise have been awarded in accordance with Article 15 or elsewhere in this Part Six.

16.3 The Alternating Possession System will be applied as follows:

16.3.1 If an event occurs prior to a team gaining Possession at the start of a Period that would lead to a Free Throw under the Alternating Possession System as set out in Article 15.2 of this Appendix 9, the Period will be restarted.

16.3.2 When the first event occurs requiring the Alternating Possession System pursuant to this Article 15 of Appendix 9, the team that first gained Possession at the start of the match will be awarded a Free Throw.

16.3.3 Thereafter, the team awarded a Free Throw under the Alternating Possession System will alternate.

16.3.4 The team entitled to the next Free Throw under the Alternating Possession System will be indicated by a visible arrow, shown by the Secretary or another Technical Official, pointing towards the Goal that the team is attacking (the direction of that arrow will therefore be reversed each time a Free Throw is taken under this Article 15 of Appendix 9).

16.4 A Free Throw taken pursuant to the Alternating Possession System will be taken in the usual manner for a Free Throw, in accordance with Article 13 of this Appendix 9. Unless otherwise stated, a Free Throw referred to in this Appendix 9 includes, as required by the context, a Free Throw awarded as a result of the Alternating Possession System.

17 PENALTY THROWS IN WATER POLO 4S

17.1 A Penalty Throw will be awarded as set out in this Appendix 9, including but not limited to in the case of a Penalty Foul.

17.2 **Penalty Throws will be taken:**

17.2.1 from any point on the taking team's offensive 5 Metre Line;

17.2.2 by any Player of the team to which it is awarded; and

17.2.3 upon the Referee's signal, without undue delay, by throwing the ball in one, uninterrupted movement, with the intention of shooting the ball directly at the Goal.

17.2.4 For the avoidance of doubt, in accordance with this Article 16.2 of Appendix 9, a Player may:

17.2.4.1 take a Penalty Throw by lifting the ball from the water and then throwing it in one continuous movement; or

17.2.4.2 take a Penalty Throw, starting with the ball held in a hand raised out of the water; and

17.2.4.3 in any case, a Player may take the ball backwards from the direction of the Goal in their hand in preparation for the shot, provided that the Penalty Throw is taken (i.e., leaves the Player's hand) without undue delay and in one uninterrupted movement.

17.3 **When a Penalty Throw is taken:**

17.3.1 No Player, except for the Player taking the Penalty Throw and the Goalkeeper of the opposing side, is permitted within the 5 Metre Area within which the Penalty Throw is being taken.

17.3.2 All Players must be positioned (such position determined by the position of each Player's head) at least three (3) metres from the Player taking the Penalty Throw.

17.3.3 The defensive Goalkeeper must be positioned between Goal posts with some part of their head not beyond (i.e., level with or behind) the Goal Line.

17.3.4 The Player taking the Penalty Throw must be positioned with their head not beyond their offensive 5 Metre Line.

17.3.5 Subject to Article 16.2 and Articles 16.3.1 to 16.3.4 of this Appendix 9, other Players (both offensive and defensive) may position themselves on the 5 Metre Line (or otherwise behind that line). If numerous Players choose to position themselves on the 5 Metre Line, one (1) Player on the defensive team for each side will have the right to their first choice of position thereon.

17.4 **The signal for a Penalty Throw to be taken will be given by the Referee:**

17.4.1 once the Referee is satisfied that all Players are in the correct positions;

17.4.2 by the Referee blowing a whistle and simultaneously lowering the arm from a vertical to a horizontal position.

17.5 **If any Player, including a Goalkeeper, fails to take up the correct position in accordance with this Article 16 of Appendix 9, the Referee will:**

17.5.1 give one warning to the relevant Player, with instruction to take up a correct position; and

17.5.2 if after that warning the Player does not do so, award an Exclusion Foul for interference in accordance with Article 11.1 of this Appendix 9.

17.6 If the defensive Goalkeeper moves forward before the Referee blows the whistle, and the Player then takes the shot and a Goal is not scored, in accordance with Article 11.1.8 of this Appendix 9 the Goalkeeper will be excluded and the Penalty Throw retaken.

17.7 If a Penalty Throw is taken and the ball rebounds into the Field of Play having touched a Goal post or crossbar or the Goalkeeper (whether intentionally or not), or any combination thereof, Actual Play will resume immediately and it will not be necessary for a Player other than the Player who took the Penalty Throw to touch the ball before a Goal may be scored.

17.8 **If the Referee awards a Penalty Throw as, simultaneously, a Timekeeper signals for the end of a Period:**

17.8.1 All Players except the Player taking the Penalty Throw and the defensive Goalkeeper will leave the Field of Play before the Penalty Throw is taken.

17.8.2 Play will cease and the ball will be deemed 'dead' once the Penalty Throw has been taken.

17.8.3 For the avoidance of doubt, if a Penalty Throw is deemed to be taken under this Article 16.8 of Appendix 9 when it has left the hand of the Penalty Throw taker and, whether directly or after touching the Goal post, crossbar or the Goalkeeper (whether intentionally or otherwise), or any combination thereof:

17.8.3.1 enters the Goal, in which case a Goal will be awarded;

17.8.3.2 misses the Goal and exits the Field of Play; or

17.8.3.3 rebounds into the Field of Play.

17.9 **If a Penalty Throw is awarded within the last minute of a match, the coach of the team to which the Penalty Throw is awarded may elect to be awarded a Free Throw instead of a Penalty Throw. In this circumstance:**

17.9.1 play will be restarted by that team with a Free Throw on or behind the Halfway Line;

17.9.2 the Shot Clock will be reset to 20 seconds; and

17.9.3 it is the responsibility of the Head Coach to give a clear signal to the Referee, without delay, if the team elects to maintain Possession of the ball in accordance with this Article 16.9 of Appendix 9.

18 PENALTY SHOOTOUTS IN WATER POLO 4S

18.1 Except as set out in this Article 17 of Appendix 9, Penalty Shootouts in Water Polo 4s will follow the rules set out in Appendix 3.

18.2 **Prior to the start of the Penalty Shootout, each team will:**

18.2.1 nominate three (3) Players to take Penalty Throws, each of which must not have been excluded for the remainder of the match; and

18.2.2 state the order in which they will take Penalty Throws (which cannot thereafter be changed, unless otherwise provided for in this Article 17 of Appendix 9).

18.3 **A Goalkeeper may be one of the Players to take a Penalty Throw.**

18.4 All Players taking Penalty Throws will remain in the water, on the Field of Play at the location closest to their team bench, but behind their offensive 5 Metre Line. All Players not taking Penalty Throws must be seated on their team bench.

18.5 **If during a Penalty Shootout:**

18.5.1 a Goalkeeper is excluded:

18.5.1.1 a Player from the nominated three (3) Players taking Penalty Throws for that team may take the place of the Goalkeeper for the next Penalty Throw, but without the privileges of a Goalkeeper (i.e., they may play as Goalkeeper but for that Penalty Throw they will not, for example, be permitted to use two (2) hands or a clenched fist to block the ball); and

18.5.1.2 following the taking of that Penalty Throw, that Player may either (1) return to their position as a Field Player, and a Substitute may replace the Goalkeeper (with the privileges of a Goalkeeper) for the remainder of the Penalty Shootout, or (2) remain as the Goalkeeper, with the privileges of a Goalkeeper).

18.5.2 One of the nominated three (3) Players taking Penalty Throws is excluded, that Player's position is removed from the list of the three (3) Players taking Penalty Throws and a Substitute will be placed in the last position in the team's order.

18.5.3 If the teams are tied following the completion of three (3) Penalty Throws each, the same three (3) Players will then take alternate Penalty Throws in a 'sudden death' format, until one team misses and the other scores in the same pair of Penalty Throws (for example, in each team's fourth Penalty Throw).

19 PERSONAL FOULS AND BONUS PENALTY THROWS IN WATER POLO 4S

19.1 A Personal Foul will be recorded against any Player who commits an Exclusion Foul or a Penalty Foul.

19.2 A Player who has committed five (5) Personal Fouls will be excluded for the remainder of the match.

19.3 If a Player is excluded as the result of having committed five (5) Personal Fouls, that Player:

19.3.1 must leave the Field of Play from the Touching Corner without delay, without participating or interfering with play (including by touching the ball or other Players); and

19.3.2 may be replaced by a Substitute once they have left the Field of Play, having risen to the surface of the water at the Touching Corner.

19.4 **For every fourth Personal Foul awarded against a team in a Period, a Bonus Penalty Throw will be awarded to the opposing team:**

19.4.1 Once the Bonus Penalty Throw is taken, a new set of four (4) Personal Fouls will apply for the team against which the Bonus Penalty Throw was awarded.

19.4.2 When a Bonus Penalty Throw is awarded, the Player who committed that Foul will move to the Touching Corner and may not re-enter the Field of Play or be replaced by a Substitute until the Penalty Throw has been taken.

19.4.3 If any fourth Personal Foul within a Period is a Penalty Foul:

19.4.3.1 One (1) Penalty Throw (only) will be taken.

19.4.3.2 After that Penalty Throw is taken, the offending team's total of Personal Fouls for the purpose of this Bonus Penalty Throw rule will reset to zero (0).

19.5 Each team's number Personal Fouls for the purpose of the Bonus Penalty Throw rule will reset to zero (0) at the start of each Period.

19.6 If a Bonus Penalty Throw results in a Goal, the team that took that Penalty Throw will restart play in the same manner as after a Timeout in accordance with Article 6.6 of this Appendix 9. If the Penalty Throw does not result in a Goal, play will continue in the usual manner.

20 YELLOW AND RED CARDS IN WATER POLO 4S

20.1 The Referee may issue a Yellow Card or a Red Card in order to enforce this Part Six including, as appropriate, as the result of acts or omissions of Team Officials or Players, as described in this Article 19 of Appendix 9.

20.2 **Yellow Cards:**

20.2.1 A Yellow Card may be issued by the Referee to the Head Coach of a team.

20.2.2 A Yellow Card constitutes an official warning, effective for the remainder of the match.

20.2.3 A Referee will issue a Yellow Card to a Head Coach, if a Head Coach:

20.2.3.1 acts in an unsporting manner (including through, but not requiring, persistent acts);

20.2.3.2 protests the decisions of the Referee or another Technical Official, without using unacceptable language; or

20.2.3.3 is not positioned on their team bench; or

20.2.3.4 makes a Coach's Challenge that is not permitted, as set out in Article 1.3.3 of Appendix 5.

20.2.4 A Referee may at their discretion issue a Yellow Card to a Head Coach, if a Player or a Team Official on that team, including a Substitute and whether on the Field of Play or otherwise:

20.2.4.1 commits repeated or persistent Fouls (other than Violent Action or Misconduct) during a match;

20.2.4.2 commits Simulation;

20.2.4.3 acts in an unsporting manner (including through, but not requiring, persistent acts); or

20.2.4.4 protests the decision of the Referee or another Technical Official, without using unacceptable language.

20.3 **Red Cards:**

20.3.1 A Red Card may be issued by the Referee to a Player, a Head Coach or another Team Official.

20.3.2 A Red Card will be issued to a Player:

20.3.2.1 if that Player is excluded for the remainder of the match in accordance with this Appendix 9; or

20.3.2.2 if a Yellow Card has previously been shown to their team in that match, and thereafter that Player commits conduct requiring or deserving the issue of a Yellow Card as described in Article 19.2.

20.3.3 A Red Card will be issued to a Head Coach if:

20.3.3.1 After having received a Yellow Card pursuant to Article 19.2 of this Appendix 9, that Head Coach commits conduct that would otherwise (if that prior Yellow Card had not been issued) cause a Yellow Card to be issued pursuant to Article 19.2 of this Appendix 9, whether or not such action(s) are the same or different from the action(s) that caused the first Yellow Card to be issued; or

20.3.3.2 the Referee deems that the conduct in question is sufficiently serious and/or unsporting such that the award of a Red Card is appropriate, irrespective of whether that person has already received a Yellow Card in the match (for similar or other conduct). A Red Card will be issued under this Article 19.3.3.2 of Appendix 9 if a Head Coach uses unacceptable language towards a Technical Official.

20.3.4 A Red Card may be issued to a Team Official, other than Head Coach, who:

20.3.4.1 acts in an unsporting manner (including through persistent acts), including the use of unacceptable language towards a Technical Official;

20.3.4.2 protests the decision of the Referee or another Technical Official in a manner deemed unacceptable by the Referee;

20.3.4.3 is not positioned on their team bench; or

20.3.4.4 makes a Coach's Challenge that is not permitted, as set out in Article 1.3 of Appendix 5.

20.3.5 For the avoidance of doubt:

20.3.5.1 the Referee may issue a person with a Red Card at any time without that person having first received a Yellow Card in the match;

20.3.5.2 a Red Card may be issued pursuant to Article 19.3.2.2 or 19.3.3.2 of this Appendix 9 whether or not the action(s) or conduct in question is the same as that which caused the initial Yellow Card to be issued; and

20.3.5.3 a Red Card may be issued pursuant to Article 19.3.2.2 of this Appendix 9 whether or not the Player receiving the Red Card caused or contributed towards the issuance of the initial Yellow Card.

20.3.6 If a Red Card is issued to a Head Coach or another Team Official, that person must leave the team bench and leave the Competition Area without delay and for the remainder of the match.

20.3.7 When a Head Coach is given a Red Card, and therefore excluded from the match in accordance with this Article 19.3 of Appendix 9, another Team Official may act as that team's Head Coach for the remainder of the match, assuming the rights and responsibilities attributed to a Head Coach under this Appendix 9.

20.4 **Where in a match one (1) or more Players of the same team persist in repeated Fouls, including but not limited to protesting the decision of the Referee or another Technical Official without the use of unacceptable language, the Referee:**

20.4.1 will award the relevant Fouls and order the relevant consequences for each individual Foul, as appropriate;

20.4.2 may, in respect of the team's persistent Fouls, issue a Yellow Card to the offending team, effective as a warning to the entire team; and

20.4.3 for the remainder of the match, if any Player(s) on that team engage in repeated Fouls, including but not limited to protesting the Referee's or Technical Officials' decisions not using unacceptable language, the Referee will issue that Player(s) with a Red Card, excluding the Player(s) for the remainder of the match.

20.5 **When issuing a Yellow Card or Red Card, the Referee will:**

20.5.1 show the card visibly to the recipient; and

20.5.2 show the card visibly to the Officials' Table, indicating the recipient's Cap Number (if a Player) or identity, which will be recorded by the Secretaries.

20.6 **If a Player or a Team Official has or may have committed conduct that could have led to them being excluded for the remainder of the match, regardless of whether the conduct was addressed or sanctioned by the Referee during the match, the Management Committee or its designee may:**

20.6.1 assess and decide, with regard to the nature and circumstances and the severity of the conduct in question, whether the Player or the Team Official should be excluded from future matches in the event (up to and including all further matches in the event).

20.6.2 Review official video footage, if available, and/or any other reliable evidence available in order to make that assessment.

20.6.3 If a decision is made to exclude a Player or Team Official from future matches at the event, the Management Committee will, within 24 hours of the end of the match in which the relevant conduct occurred, notify the relevant Player or Team Official and their team of their exclusion.

20.6.4 Where necessary or appropriate to do so, with regard to the rules and regulations of World Aquatics, refer the matter to the Aquatics Integrity Unit.

20.7 If a Team Official is excluded in advance from any match in an event pursuant to Article 19.6 of this Appendix 9, the relevant team will have their maximum number of Team Officials for that match reduced accordingly, except that a team will always be permitted to have at least one (1) Team Official for that match.

20.8 If a Player is excluded in advance from any match in an event pursuant to Article 19.6 of this Appendix 9, that Player's team will, notwithstanding such exclusion, be permitted to have seven (7) Players listed for each match. A team may therefore in that circumstance replace the excluded Player on their team's Start List with another Player. The replacement Player may participate for the team at that event, provided that all Players on the Start List remain free of any suspension or exclusion that prevents them from participating in that match or event.

21 ACCIDENT, INJURY, ILLNESS, AND SAFETY REQUIREMENTS IN WATER POLO 4S

21.1 **A Player is not permitted to leave the Field of Play (including sitting or standing on any steps or the exit of the Field of Play or water, during play, except:**

21.1.1 in the case of substitution or replacement permitted in this Appendix 9;

21.1.2 where necessary in the case of accident, injury, or illness; or

21.1.3 with the permission of a Referee.

21.2 The Referee may at any time stop play to order the immediate substitution of any ill or injured Player, or on account of any accident, if they consider it appropriate to do so.

21.3 **If a Player is bleeding:**

21.3.1 Play will continue without interruption unless the Referee deems it necessary or appropriate to stop play.

21.3.2 The bleeding Player must leave the water as soon as possible. The Referee will order any Player they observe to be bleeding to leave the Field of Play (however, for the avoidance of doubt, a Player who is bleeding must leave the Field of Play and water, if possible, whether observed by and/or ordered to do so by the Referees or otherwise).

21.3.3 A Substitute will be permitted to replace a bleeding Player who has left the Field of Play (whether voluntarily or having been ordered to do so by the Referee), with immediate effect. The Substitute may enter the Field of Play from any location.

21.3.4 A Player must not re-enter the Field of Play while still bleeding. Once the Player has stopped bleeding, the Player may re-enter the Field of Play as a Substitute in accordance with this Appendix 9.

21.4 If play has been stopped as a result of accident, injury, illness or through any other unforeseen reason not provided for in this Part Six, play will be restarted:

21.4.1 on the Referee blowing a whistle;

21.4.2 at the location of the ball when play was stopped;

21.4.3 by the team that was in Possession at the time of the Stoppage;

21.4.4 by a Player on that team Visibly Putting the Ball Into Play; or

21.4.5 if no team was in Possession at that time, according to the Alternating Possession System.

21.5 World Aquatics seeks to minimise the occurrence of injuries, including through issuing the provisions of this Part Six and this Appendix 9. However, Water Polo 4s is a contact sport and there is therefore an inherent risk of traumatic injuries. The incidence of such injuries in Water Polo (including Water Polo 4s) is the highest of any Aquatic sport. Therefore, the Management Committee must ensure that at every competition there are:

21.5.1 a medical team, trained in trauma recognition and in water extractions;

21.5.2 a Chief Medical Officer and a Venue Medical Officer, one (1) or both of which must have a proper medical kit in order to respond to traumatic injuries, including suture material and/or skin glue to treat bleeding Players;

21.5.3 ice packs available for use during matches;

21.5.4 an appropriate number of lifeguards, who must practice water retrieval on a daily basis during the duration of the competition.

21.6 While dental services are not mandatory, the Management Committee should consider providing dental services including:

21.6.1 to, where appropriate, treat and stabilise Players with oro-facial injuries, prior to referral elsewhere;

21.6.2 to provide treatment that will enable Players with oro-facial injuries to return to a match, where medically appropriate; and

21.6.3 the Management Committee may consider whether to ensure a dentist is 'on call' during the competition, if one is not present.

22 THE FIELD OF PLAY IN WATER POLO 4S

22.1 The Management Committee of a competition is responsible for ensuring the correct measurements and markings for the Field of Play are used.

22.2 The Goal Line in Water Polo 4s will be in line with the end of the Field of Play.

22.3 The length of the Field of Play (the distance between the inner edge of each Goal Line) will be 15 metres.

22.4 The width of Field of Play (the distance between the inner edge of each Side Line) will be between 10 metres and 12.5 metres.

22.5 **The depth of the water in the Field of Play must not at any point be less than 2.0 metres.**

22.6 **Distinctive buoys will be placed on both Side Lines as follows:**

22.6.1 Red buoys, at the 2 Metre Line (2 metres from each Goal Line).

22.6.2 Green buoys, at the 5 Metre Line (5 metres from each Goal Line).

22.6.3 White buoys at the Halfway line.

22.6.4 Red buoys will be placed to denote each Touching Corner.

22.7 **The Flying Substitution Area:**

22.7.1 If segregated by lane ropes, must be between 0.5 metre and 1 metre wide.

22.7.2 Will be behind the Side Line on the same side as the team benches.

22.7.3 For each team, will be between the Goal Line that team is defending and the Halfway Line.

22.8 **The Touching Corner:**

22.8.1 Is the point on each Goal Line:

22.8.1.1 two (2) metres inside the Side Line;

22.8.1.2 on the side opposite to the Officials' Table; and

22.8.1.3 denoted by a red buoy.

22.8.2 As required by the context, a reference to a Touching Corner in this Appendix 9 is a reference to the Touching Corner on the Goal Line that the relevant team or Player is defending.

22.9 **The Goal Area in Water Polo 4s is the rectangular area at each end:**

22.9.1 The width of which is between the outer edge of each of the Goal posts.

22.9.2 The length of which is 2 metres (from the Goal Line to the 2 Metre Line).

23 FACILITIES AND EQUIPMENT IN WATER POLO 4S

23.1 The Management Committee of a competition is responsible for ensuring that the facilities and equipment used accord with the requirements of this Appendix 9.

23.2 **The ball in Water Polo 4s must:**

23.2.1 be round;

23.2.2 have an air chamber with a self-closing valve;

23.2.3 be waterproof without external strapping or any covering of grease or similar substance;

23.2.4 weigh between 400 grams and 450 grams;

23.2.5 have an air pressure of:

23.2.5.1 In men's matches have a circumference between 0.68 metres and 0.71 metres and a pressure between 6.5 - 8.5 pounds per square inch atmospheric; and

23.2.5.2 In women's matches, have a circumference between 0.65 metres and 0.67 metres and a pressure between 6.5 - 7.5 pounds per square inch atmospheric.

23.3 **Goals:**

23.3.1 Two Goals will be located, one in the centre of each Goal Line (an equal distance from each Side Line).

23.3.2 Goals will be comprised of:

23.3.2.1 two (2) vertical posts, joined at their top by one (1) horizontal crossbar;

23.3.2.2 fixtures necessary to fix the position of the Goal; and

23.3.2.3 a net, securely fastened to the Goal's posts and crossbar (and (where necessary) other fixtures) to enclose the entire Goal space behind the Goal Line (away from the Field of Play), as one netted space behind the posts and beneath the crossbar.

23.3.3 Each Goal post and crossbar:

23.3.3.1 May be any colour that can be easily seen by Players and Technical Officials.

23.3.3.2 May be made of any material. While it is preferable for events to use rigidly constructed and non-inflatable posts and crossbars, inflatable posts and crossbars may be used.

23.3.3.3 Must be between 75 mm and 80 mm in diameter.

23.3.3.4 Must be free from any obstruction (in view or object) from the Field of Play.

23.3.4 **Goal posts must:**

23.3.4.1 Be 2.5 metres apart, measured from the inside of each post.

23.3.4.2 Be perpendicular to the surface of the water and the crossbar, and parallel to the other post.

23.3.4.3 Be level at their front edge with the front edge of the Goal Line.

23.3.5 **Crossbars must be:**

23.3.5.1 0.8 metres from the surface of the water.

23.3.5.2 Parallel to the surface of the water, perpendicular to the Goal posts.

23.3.6 Referees will stand on a platform or pontoon with a view of the Field of Play. The nature and location of that structure will be determined by the Management Committee and/or World Aquatics, with regard to the nature of the Venue.

23.3.7 Anchors, lane ropes, markers and/or other fixtures should, if possible be in accordance with Article 21 of Part Six, adjusted for the dimensions and requirements of a Water Polo 4s Field of Play and the nature of the Competition Area. The Management Committee and/or World Aquatics have discretion to use fixtures and facilities that are available and appropriate for each match or event.

23.4 **Caps in Water Polo 4s**

23.4.1 Caps must be worn by any Player who at any time during a match is on the Field of Play or in the Flying Substitute Area or at the Touching Corner.

23.4.2 Each team's Field Players will wear Caps of one colour. Each team's cap colour must:

23.4.2.1 be easy to distinguish from the other team's cap colour;

23.4.2.2 be easy to distinguish from the colour of the ball; and

23.4.2.3 be approved by the Referee before a match begins.

23.4.3 A team's Field Players may instead be required by the Referee to wear white or blue caps.

23.4.4 Caps will be fastened under the chin. Caps will be fitted with malleable ear protectors that will be the same colour as that team's caps except that Goalkeepers may have red ear protectors.

23.4.5 Caps will be numbered on both sides with numbers that are 0.10 metres in height. The Goalkeeper will wear Cap Number 1, and the other caps will be numbered 2 to 7.

23.4.6 Goalkeepers will wear red caps. Each team will have a set of red caps numbered one (1) to seven (7), as well as a caps of each number in the colour of that team's Field Players.

23.4.7 A Player (whether designated as a Goalkeeper or otherwise) who replaces a Goalkeeper on the Field of Play wear a red cap with the same number as he/she was wearing as a Field Player. A Goalkeeper who is substituted will keep Cap Number 1, but once substituted will wear the same-coloured cap as their team's Field Players (unless returning to the Field of Play as a Goalkeeper).

23.4.8 A Player will not be permitted to change Cap Number during the match except with the permission of the Referee and after notifying the Secretary.

23.4.9 If a Player loses the cap during play, play will continue but that Player must replace their cap at the next appropriate Stoppage of the match when that Player's team is in Possession.

23.4.10 For international matches, the caps will display the international three letter country code on the front and may display the national flag.

23.5 Shot Clock

23.5.1 The time remaining on the Shot Clock in accordance with this Appendix 9 will be kept by the Timekeepers, using any reliable time-keeping device.

23.5.2 One (1) or more clocks showing the time remaining on the Shot Clock should be placed in the Field of Play in a location(s) visible to Technical Officials and Players.

23.6 Swimwear

23.6.1 Article 21.5 of Part Six applies to swimwear for Water Polo 4s, except that World Aquatics and/or the Management Committee may make reasonable adjustments in their discretion, notified to teams in advance of the relevant competition.

22.10 APPENDIX 10 – DEFINED TERMS IN PART SIX (WATER POLO)

1 GENERAL PROVISIONS REGARDING WATER POLO DEFINED TERMS

1.1 The capitalised terms used in this Part Six have the meanings given to them in this Appendix 10.

1.2 This Appendix 10 sets out terms that apply specifically to this Part Six (Water Polo and/or Water Polo 4s), in addition to the terms defined throughout these Competition Regulations. Accordingly:

1.2.1 The capitalised terms defined in Part Nine also apply to this Part Six.

1.2.2 Unless specified otherwise in this Part Six, the rules of interpretation set out in Part Nine also apply to this Part Six.

1.2.3 If there is any conflict or discrepancy between terms defined in this Appendix 10 and in Part Nine, the defined terms in this Appendix 10 will apply to this Part Six (only).

1.3 In each case where a line or area defined in this Appendix 10 is referred to in Part Six:

1.3.1 "*behind*" a line means, as required by the context, either:

1.3.1.1 further away from the Goal than that line, if a team is attacking;

1.3.1.2 closer to the Goal than that line, if a team is defending; or

1.3.1.3 the side of the line that is outside or furthest away from the Field of Play.

1.3.2 "*beyond*" a line means, as required by the context, either:

1.3.2.1 closer to the Goal than that line, if a team is attacking;

1.3.2.2 further away from the Goal than that line, if a team is defending; or

1.3.2.3 the side of the line that is inside the Field of Play.

1.3.3 The "*front edge*" or "*inner edge*" means the side of that line inside of which is the Field of Play.

1.3.4 A team's "*offensive*" or "*attacking*" area or line, is the line or area closest to the Goal that that team is attacking, whereas a team's "*defensive*" area or line is the line or area closest to the Goal that that team is defending.

1.4 Similarly, if in this Part Six (including this Appendix 10) the words "*attacking*" or "*defending*", "*offensive*" or "*defensive*" or other synonymous words are used:

1.4.1 an "*attacking*" or "*offensive*" team is the team in Possession at that point in time. An "*attacking*" or "*offensive*" Player means a Player on the team in Possession at that point in time;

1.4.2 a "*defending*" or "*defensive*" team is the team not in Possession at that point in time. A "*defending*" or "*defensive*" Player means a Player on the team not in Possession at that point in time;

1.4.3 the Goal that a team is seeking to score in is the Goal they are "*attacking*". A team is "*defending*" the Goal that its opponent is seeking to score in;

1.4.4 in each case as required, the Referees have full authority to interpret when a team is attacking or defending and to apply the rules accordingly.

2 DEFINED TERMS IN THIS PART SIX

2.1 **2 Metre Area** means the area at each end of the Field of Play between the 2 Metre Line and the Goal Line.

2.2 **2 Metre Line** means the line at each end of the Field of Play that is two (2) metres towards the Halfway Line from each Goal Line.

2.3 **5 Metre Area** means the area at each end of the Field of Play between the 5 Metre Line and the Goal Line.

2.4 **5 Metre Line** means the line at each end of the Field of Play that is five (5) metres towards the Halfway Line from each Goal Line.

2.5 **6 Metre Area** means the area at each end of the Field of Play between the 6 Metre Line and the Goal Line.

2.6 **6 Metre Line** means the line at each end of the Field of Play that is six (6) metres towards the Halfway Line from each Goal Line.

2.7 **Actual Play** means the time during which the match is in progress, with the ball in the Field of Play and not subject to any Stoppage or interval. Actual Play:

2.7.1 begins at the start of each Period when a Player touches the ball, and stops at the end of each Period;

2.7.2 stops on every Stoppage indicated by the Referee;

2.7.3 restarts, after a Stoppage indicated by the Referee, when the ball is Visibly Put Into Play (or is otherwise restarted after a Stoppage in accordance with this Part Six).

2.8 **Advantage** means the opportunity for an attacking Player and/or the attacking team to continue or to generate an opportunity to score a Goal.

2.9 **Alternating Possession System** means the system of determining the team that will take Possession in a Water Polo 4s match in the circumstances set out in Article 15 of Appendix 9.

2.10 **Aggressive Play** means conduct or behaviour, other than Violent Action, that could lead to the injury of opponent(s) or any other persons. Without prejudice to the generality of that definition, Aggressive Play may include:

2.10.1 conduct or behaviour intended to provoke an opponent;

2.10.2 conduct or behaviour that displays hostility or physical force that exceeds acceptable sporting contact;

2.10.3 dangerous play, whether or not there is an intent to injure an opponent or other person; and/or

2.10.4 behaviour that is reckless or retaliatory.

2.11 **Bonus Penalty Throw** means, in Water Polo 4s, a Penalty Throw taken as a result of the opposing team's fourth Personal Foul in a Period, as set out in Article 18.3 of Appendix 9 of this Part Six.

2.12 **Cap Number** means the numerical identifier located on each Player's cap.

2.13 **Competition Area** means the entire space designated for the match, including the Field of Play, the pool, the team bench, the Officials Table and the area(s) surrounding the Field of Play.

2.14 **Corner Throw** means a throw awarded to a team on their attacking 2 Metre Line, as set out in Article 14 of this Part Six.

2.15 **Counterattack** means a transition or movement whereby the team in Possession is making definitive progress towards the Goal they are attacking in an attempt to score before the defending team can slow their progress and/or take up an organised defensive position.

2.16 **Disciplinary Panel** means a panel appointed by World Aquatics, with responsibilities including those set out in Article 2 of this Part Six.

2.17 **Direct Shot** means a shot from which a team may score a Goal after the restart of play or after the ball has been Visibly Put Into Play, as set out in Article 7.5 of this Part Six (and for Water Polo 4s, Article 8.5 of Appendix 9).

2.17.1 For example: (a) a Direct Shot may be taken following a Free Throw taken following a Foul outside the 6 Metre Line; from a Penalty Throw; or from a Corner Throw; and (b) where a Direct Shot is permitted, there is no requirement for two (2) or more Players to play or touch the ball before a Goal may be scored.

2.18 **Dribbling** means to swim with the ball or to progress the ball while swimming, without Holding the ball.

2.19 **Exclusion Foul** means a Foul where a Player is excluded from taking part in the match for a period of time as prescribed in Article 10 of this Part Six (and for Water Polo 4s, Article 11 of Appendix 9). As such:

2.19.1 '*exclusion*' refers to the act of a Referee excluding a Player for an Exclusion Foul, or the period during which a Player is '*excluded*' having committed an Exclusion Foul or for another reason accordance with this Part Six.

2.19.2 an '*excluded Player*' is a Player who at that point in time is excluded from taking part in the match on the Field of Play.

2.20 **Exclusion Re-Entry Area** means the location from which a Player or Substitute returns to the Field of Play after exclusion, as set out in Article 2.5 and the location and dimensions of which are set out in Article 20.7 of this Part Six.

2.21 **False Start** means a Player leaving the Goal Line at the start of a Period before the Referee's signal to do so.

2.22 **Field Player** means a Player who is not a Goalkeeper.

2.23 **Flying Substitution Area** means the area from which flying substitutions may be made, as set out in Article 2.5 of this Part Six (and for Water Polo 4s Article 3.2.2 of Appendix 9), and the location and dimensions of which are set out in Article 20.6 of this Part Six (and for Water Polo 4s Article 21.7 of Appendix 9).

2.24 **Foul** means an Ordinary Foul, Exclusion Foul, Penalty Foul, and/or Personal Foul.

2.25 **Free Throw** means the method of restarting play following a Foul or Stoppage by a Player Visibly Putting the Ball Into Play, in accordance with Article 12 of this Part Six (and for Water Polo 4s, Article 13 of Appendix 9) (and, for Water Polo 4s, Article 13 of Appendix 9).

2.26 **Goal** means, as required by the context:

2.26.1 when the entire ball crosses the entire Goal Line between the posts and underneath the crossbar, as set out in Article 7 of this Part Six (and for Water Polo 4s, Article 8 of Appendix 9); or

2.26.2 the structure, comprised of two (2) Goal posts, a net and a crossbar, at the centre of each Goal Line.

2.27 **Goal Area** means a rectangular area at each end of the Field of Play between the Goal Line and the 2 Metre Line, the width of which is parallel to the outer edge of each Goal Post.

2.28 **Goal Difference** means the number of Goals scored by a team, less the number of Goals conceded by a team, excluding Goals scored in Penalty Shootouts.

2.29 **Goal Line** means the line at each end of the Field of Play, in line with the front edge of the Goal posts.

2.30 **Goal Throw** means a throw awarded to the defensive team after the ball has crossed the Goal Line (but not into the Goal) as set out in Article 13 of this Part Six (and for Water Polo 4s, Article 14 of Appendix 9).

2.31 **Goalkeeper** means a Player whose main role is to prevent the ball from entering the Goal.

2.31.1 Goalkeepers are designated as such in a team's Start List, however when used in this Part Six, the term 'Goalkeeper' includes any Substitute Goalkeeper or Player acting as a Goalkeeper in accordance with this Part Six unless otherwise stated or otherwise required by the context.

2.32 **Halfway Line** means the line that divides the length of the Field of Play into two (2) equal halves.

2.33 **Head Coach** means a Team Official with the rights and responsibilities set out in this Part Six.

2.34 **Holding** means lifting, carrying or touching the ball but does not include Dribbling the ball.

2.35 **Improper Entry** means the entry of a Player (including the re-entry of an excluded Player or a Substitute) onto the Field of Play when they are not permitted to join the Field of Play, or from a location or in a manner which is not permitted under this Part Six.

2.36 **Kicking** means a blow, strike or forceful thrust with the foot to or towards another person's body or face.

2.37 **Mercy Rule** means in Water Polo 4s that where one team is leading the match by ten (10) or more Goals at any point from or after the end of the second Period, the match will end and the team with more Goals will be declared the winner in accordance with Article 5.6 of Appendix 9.

2.38 **Misconduct** means the unacceptable conduct set out in Article 10.2.2 of this Part Six (and for Water Polo 4s, Article 11.2.2 of Appendix 9), which will result in the award of an Exclusion Foul.

2.39 **Neutral Throw** means the restart of play by the Referee putting the ball into the Field of Play, as set out in Article 15.2 of this Part Six.

2.40 **Officials Table** means the table and designated location where Technical Officials (including Secretaries, Timekeepers and TWPC Delegates but not Referees) are located during a match.

2.41 **Ordinary Foul** means one of the Fouls set out in Article 8 of this Part Six (and for Water Polo 4s, Article 9 of Appendix 9), typically resulting in a Free Throw to the opposing team.

2.42 **Penalty Foul** means one of the Fouls set out in Article 11 of this Part Six (and for Water Polo 4s, Article 12 of Appendix 9), typically resulting in the award of a Penalty Throw to the opposing team.

2.43 **Penalty Shootout** means the method of determining the result of a match through Penalty Throws if the teams' scores are level at the end of the fourth Period, as set out in Appendix 3 of this Part Six.

2.44 **Penalty Throw** means a throw taken at Goal from a team's offensive 5 Metre Line, typically as the result of a Penalty Foul, as set out in Article 16 of this Part Six (and for Water Polo 4s, Article 16 of Appendix 9).

2.45 **Period** means one of the four (4) timed portions of a match, as set out in Article 4 of this Part Six (and for Water Polo 4s, Article 5 of Appendix 9).

2.46 **Personal Foul** means an Exclusion Foul or a Penalty Foul recorded against a Player, as set out in Article 17 of this Part Six (and for Water Polo 4s, Article 18 of Appendix 9).

2.47 **Player** means an individual Athlete member of a water polo team, including Field Players and Goalkeepers.

2.48 Possession means:

2.48.1 when used in respect of a Player, when a Player is Holding, Dribbling or in the action of throwing the ball;

2.48.2 when used in respect of a team, refers to the team of the Player that has Possession of the ball and/or the period of time for which that team has had Possession, as set out in Article 9 of this Part Six (and for Water Polo 4s, Article 10 of Appendix 9).

2.49 **Push-off** (or **Pushes-Off or Pushing Off**) means a Player using their hand, arm, foot or other body part to push against an opponent in order to gain a positional advantage.

2.50 **Record of the Game** means a written record of certain events in a match, in particular: the Players on the Field of Play; Goals scored; Timeouts taken; Exclusion Fouls (including Misconduct and Violent Action); Penalty Fouls; and Personal Fouls.

2.51 **Red Card** means a card shown by the Referee to indicate a person's exclusion for the remainder of the match, as set out in Article 18 of this Part Six (and for Water Polo 4s, Article 19 of Appendix 9).

2.52 **Shot Clock** means, as required by the context, either:

2.52.1 the time remaining for a team in Possession in accordance with Article 9 of this Part Six (and for Water Polo 4s, Article 10 of Appendix 9); or

2.52.2 the visible clock showing the time remaining for a team in Possession in accordance with Articles 9 and 21.12 of this Part Six (and for Water Polo 4s, Article 10 and 22.5 of Appendix 9).

2.53 **Side Line** means the line at each side of the Field of Play.

2.54 **Simulation** means for a Player to pretend or act in order to give the impression that they have been fouled when they have not.

2.55 **Spirit of the Game** means endeavouring to win a match, while respecting all Players (whether teammates or opponents), Team Officials, Technical Officials, and spectators, and respecting the competition and the match itself. To accord with the Spirit of the Game, Players and other participants should endeavour to follow these Competition Regulations and play with integrity and honesty.

2.56 **Start List** means the list of Players submitted by a team prior to the start of each match.

2.57 **Stoppage** means a break in Actual Play signalled by the Referee by whistle or other means, during which play does not continue until play is restarted in the manner prescribed in this Part Six or by the Referee, for example as the result of a Foul or for any other reason in accordance with this Part Six.

2.58 **Striking** means a Player hitting, with their hand or arm, (or towards) another person's body or face.

2.59 **Substitute** means a Player entering the field to replace a Player on the Field of Play or an excluded Player.

2.60 **Tackle** means to impede or to attempt to take Possession from a Player on the opposing team who is Holding the ball, including by: 'holding' (holding on to an opponent to restrict their movement); 'sinking' (to push an opponent under so that they are under the water) to pull-back an opponent, or 'impeding' (to obstruct another Player's movement in an unauthorised manner, such as holding or blocking them). In accordance with this Part Six, tackling encompasses both 'legal' acts and Fouls/'illegal' acts.

2.61 **Team Official** means a coach or other member of a team who is not a Player.

2.62 **Timeout** means a one (1) minute break in play, as set out in Article 5 of this Part Six (and for Water Polo 4s, Article 6 of Appendix 9).

2.63 **Timeout Official** means an area in Water Polo 4s from which substitutions may be made, or which Players must touch or leave via in certain cases of exclusion, as set out in Articles 3.2.1, 11 and 18 of Appendix 9 of this Part Six, respectively. The location and dimensions of the Touching Corner are set out in Article 21.8 of Appendix 9 of this Part Six.

2.64 **Touching Corner** means in Water Polo 4s, the point on each Goal Line, two (2) metres inside the Side Line and on the side opposite to the Officials' Table, denoted by red buoys.

2.65 **TWPC Delegate** means a World Aquatics TWPC delegate who supervises and assists the officiating of a match and/or event in accordance with this Part Six, as set out in Article 3.2 of this Part Six.

2.66 **VAR Review** means a review by the Referees of match footage, as set out in Appendix 4 of this Part Six.

2.67 **VAR Monitor** means the screens or other technology to review footage during a VAR Review.

2.68 **Violent Action** means making contact or attempting to make contact with another person using actions or movements that, in the view of the Referee, involve malicious intent (meaning the intent to cause harm or injure, regardless of whether contact is made), including but not limited to Kicking and Striking or attempting to do so, as set out in Article 10.2.1 of this Part Six (and for Water Polo 4s, Article 11.2 of Appendix 9).

2.69 The ball being **Visibly Put Into Play** (including formulation of that term such as **Visibly Puts the Ball Into Play** or **Visibly Putting the Ball Into Play**) means the ball visibly leaving the hand of a Player after a Stoppage, including where a Player transfers the ball from one hand to another.

2.70 Water Polo 4s means the form of Water Polo described in Appendix 9 to this Part Six.

2.71 **World Aquatics TWPC Evaluator** means a delegate of the TWPC appointed to evaluate the performance of the Referees during the match.

2.72 **Yellow Card** means a card issued to a team or Head Coach, effective as an official warning for the remainder of a match as set out in Article 18 of this Part Six (and for Water Polo 4s, Article 19 of Appendix 9).