



# New Rules and Interpretations

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## PLEASE NOTE:

- The following is a summary of Playing Rule Changes as instituted by FINA and are in effect through 2017.
- Some of those playing rules, both new and existing, may be modified by specific language in USA Water Polo's Conduct of Championships or by a particular event's management.
- We have indicated those instances where the "rule" may be modified as part of this summary.



# ROSTER RESTRICTIONS

- FINA has limited the size of a team's roster to 13 players total, two of which **MUST** be Goalkeepers. (#1 and #13)
- The rule also states that there will be no changing of caps during a game and any player not designated as a Goalkeeper may not play that position.
- **No such limitations will be enforced for Sanctioned Events in the United States and cap changes between players on a verified roster will be allowed.**



# TIMEOUTS

- Each team is allotted four (4) timeouts per game, ONE (1) PER PERIOD OF PLAY. (This is subject to modification for particular events.)
- If a team does not use their allotted timeout in any particular period it is lost.
- If a team calls for a timeout with possession of the ball but they have none available, it is a turnover.
- If a team calls for a timeout without possession of the ball, including when neither team has possession, a penalty is awarded to the other team and the team calling for the timeout loses one of their timeouts. (There is some uncertainty in this situation as to the application when there are no timeouts remaining. For now, there is no additional sanction.)



# OVERTIME (OR LACK THEREOF)

- If a game that requires a definite result, (one that needs to determine a winner), ends in a tie, the game shall proceed directly to a Shoot Out.
- Overtime procedure, if any, may be modified for particular events.



# FREE THROWS AND DIRECT SHOTS

- A Free Throw or Direct Shot must be taken “IMMEDIATELY”. This is an upgrade from “Without Undue Delay”.
- A defender shall be required to move away before raising an arm to block a pass or shot. While no specific distance is indicated in the rules, 1 meter shall be the guideline.



# WASTING TIME

- There must be an effort on the part of the attacking team to progress the ball.
- The goalkeeper **MAY NOT** receive the ball if all of the other players on the attacking team are in their offensive half of the field.
- A referee **MUST** be consistent with their application of this rule.



# SIMULATION

- It is an ordinary foul to simulate being fouled.
- The Referee may issue a Yellow Card to a team for repeated simulation.
- The Yellow Card shall serve as a warning to that team that if such behavior continues the referee may whistle Misconduct. (Rule 21.13)





# EXCLUSIONS IN TRANSITION

- This particular rule is open for continued interpretation, but.....
- The intent is to promote the advantage for the attacking team in transition (Counter Attack) by whistling an exclusion foul in situations that may have previously been considered ordinary fouls for impeding, especially in the back court.



# IMPEDING AND 2 HAND FOULS AS EXCLUSIONS

- Any foul committed by the use of two hands (not playing the ball) anywhere in the field of play shall be an exclusion foul.
- To impede or otherwise prevent the free movement of an opponent not holding the ball shall be an exclusion foul.
- However, should a player lose possession of the ball and the defender cannot avoid impeding, an ordinary foul should be awarded. (ie. perimeter play)



# DOUBLE EXCLUSIONS

- If a Double Exclusion foul is whistled when one team has possession of the ball the Shot Clock SHALL NOT be reset.
- If a double exclusion is whistled when neither team has possession the Shot Clock shall be reset and the referee shall administer a Neutral Throw.



# EXCLUSIONS INSIDE 5 METERS

- Based on the Theory that an Exclusion Foul away from the ball, especially at the Center Position, is too big of an advantage considering the offence the Referee shall:
  - 1. Whistle/Signal the Exclusion while signaling the stoppage of play.
  - 2. Signal the number of the Excluded Player to the Field and the Table.
  - 3. Then restart play with an upward motion of the hand that was used to signal stoppage.



# ADDED PENALTY FOR DELAY

- It shall be a Penalty Foul for a Coach or any Team Official to take any action to prevent a probable goal or delay the game **while play is in progress**. (Does not apply to interval time.)
- This includes, but is not limited to the throwing of an extra counter ball into the field of play.
- The Referee must be sure that the action does indeed delay the game or prevent a goal.



# ADVANTAGE – ENHANCED INSTRUCTIONS TO REFEREES

- The Advantage Rule (7.3) has been modified to make it very clear that the Referee shall whistle in favor of the offense if all other considerations are equal. This is not an instruction to “create’ an advantage that does not exist.
- The Interpretation further states that it is perfectly acceptable for the Referee to whistle an ordinary foul at the Center Position to maintain possession for the attacking team **if warranted**.
- The thought is that currently referees will whistle either an Exclusion Foul or nothing at Center which in most cases clearly advantages the defending team.