



Sutherland Shire Water Polo Association

COMPETITION RULES

COMPETITION RULES OF THE SUTHERLAND SHIRE WATER POLO ASSOCIATION

EDITION 1.3 (PRINTED 2013)

These Rules have been modified from the official FINA Rules (2013-17). The Sutherland Shire Water Polo Association plays the FINA Rules, with several exceptions. There are, for example, no goal judges or game secretaries, and the possession clock is not used. Rules relating to the style of play have mostly been retained. Disputes arising under these Rules shall be dealt with under the Resolution of Disputes clause of the Constitution. Document version history available on request.

TERMINOLOGY

ASSOCIATION refers to Sutherland Shire Water Polo Association (SSWPA).

CONSTITUTION refers to the constitution of the SSWPA.

RULES refers to this document.

REFEREE refers to a qualified SSWPA referee appointed by the Game Authority.

GAME AUTHORITY refers to the SSWPA Operations Management Department, who have been delegated the authority to enforce game procedures and Rules by the Association Committee.

SCORER refers to one or two persons delegated with the responsibility of scoring the game.

WIN refers to a team receiving 3 points in the point score, and in the case of a default win, 5 goals.

DRAW refers to a team receiving 2 points in the point score.

LOSS refers to a team receiving 1 point in the point score, and in the case of a default loss, 0 goals.

FORFEIT refers to a team receiving 0 points in the point score, and in the case of a default forfeit, 0 goals.

DEFAULT SCORE refers to a 5-0 score (in favour of a winning team against a loss or forfeit team where a match has been invalidated), and a 0-0 score to both teams in a loss-loss or loss-forfeit or forfeit-forfeit match.

[Note: It is possible for a game to be a loss-forfeit. If team A does not show up (forfeit), and team B only has 4 players (not the requisite five needed under SSWPA 5.1), then team B receives a loss. The rationale is that even if team A had turned up in full, team B still would be in violation of SSWPA 5.1.]

PLAYING ACROSS refers to where a player for a particular club, who is registered in a particular division, fills in for a team in the same club and in the same division.

PLAYING UP refers to where a player for a particular club, who is registered in a particular division, fills in for a team in the same club but in a higher division.

OMMISSIONS FROM FINA RULES

The following FINA sections have been wholly omitted from these Rules:

- **WP 8 – Goal Judges** (not used in this competition).
- **WP 10 – Timeouts** (not used in this competition).

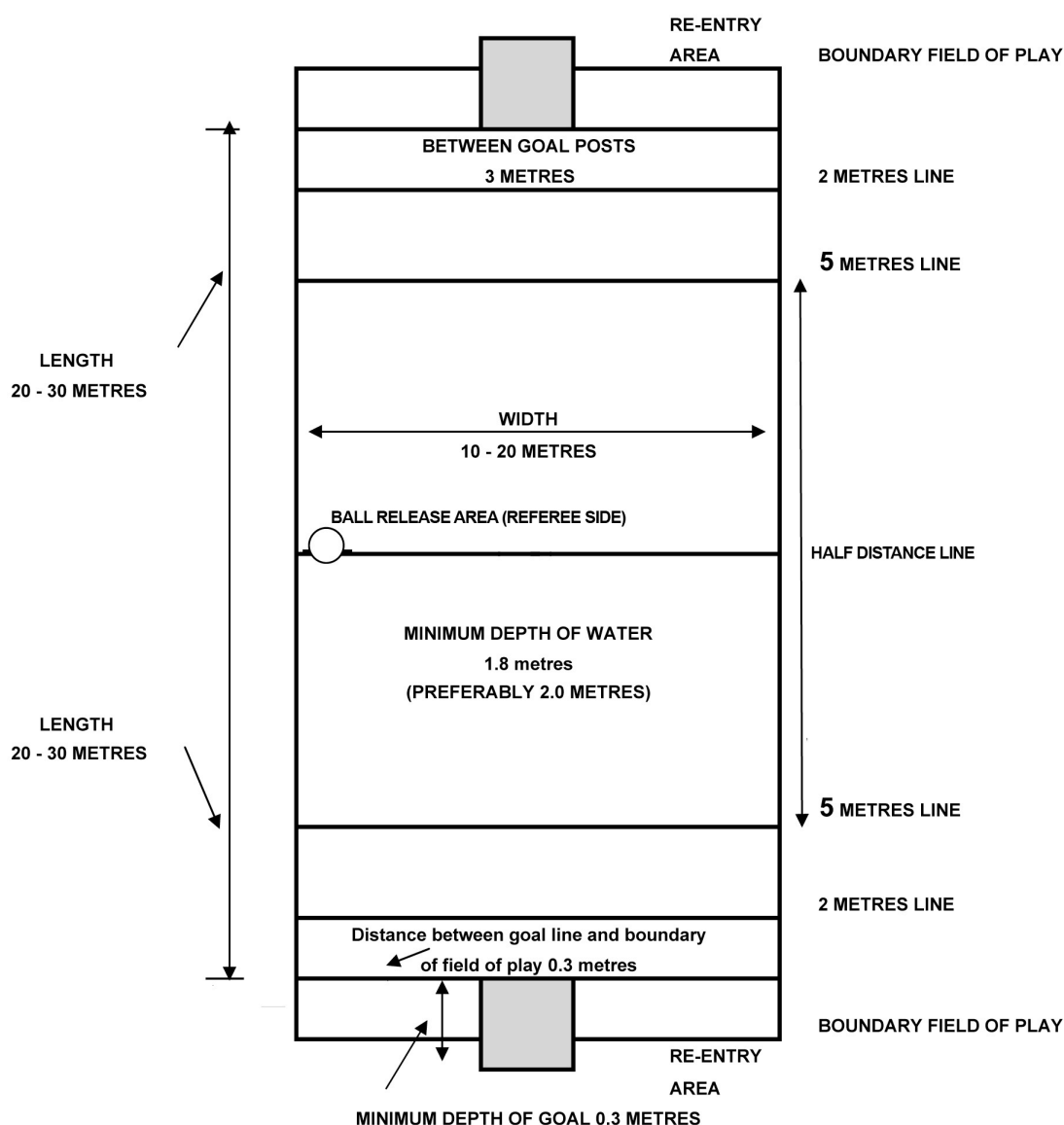


- **Various references** to the possession clock (not used in this competition).

1. FIELD OF PLAY & EQUIPMENT

SSWPA 1.1 The Game Authority shall be responsible for the correct measurements and markings of the field of play and shall provide all stipulated fixtures and equipment.

SSWPA 1.2 The layout and markings of the field of play for a game officiated by either one or two referees shall be in accordance with the following diagram:



SSWPA 1.3 In a game officiated by one referee the referee shall officiate on the drain side of the pool.



SSWPA 1.4 The distance between the goal lines shall be not less than 20 metres and not more than 30 metres for all games. The width of the field of play shall be not less than 10 metres and not more than 20 metres. The boundary of the field of play at each end shall be 0.30 metres behind the goal line.

SSWPA 1.5 For FINA events the dimensions of the field of play, water depth and temperature, and light intensity shall be as set forth in FR 7.2, FR 7.3, FR 7.4 and FR 8.3.

SSWPA 1.6 Distinctive marks shall be provided on both sides of the field of play to denote the following:

- (a) half distance line;
- (b) 2 metres from goal lines;
- (c) 5 metres from goal lines.

SSWPA 1.7 Sufficient space shall be provided to enable the referees to have free movement from end to end of the field of play. Spectators may be asked to step back if requested by the referee or Game Authority. Spectators may be awarded a red or yellow card under SSWPA 23.7, to warn, and subsequently exclude the spectator from the competition area.

2. GOALS

SSWPA 2.1 Two goal posts and a crossbar, rigidly constructed, rectangular with a dimension of 0.075 metres facing the field of play and painted white shall be located on the goal lines at each end, equal distances from the sides and not less than 0.30 metres in front of the ends of the field of play. The goals shall be located on the goal lines at each end, spaced at equal distances from the sides.

SSWPA 2.2 The inner sides of the goal posts shall be 3 metres apart. When the water is 1.50 metres or more in depth, the underside of the crossbar shall be 0.90 metres from the water surface. When the water is less than 1.50 metres in depth, the underside of the crossbar shall be 2.40 metres from the floor of the pool.

SSWPA 2.3 Limp nets shall be securely fastened to the goal posts and crossbar to enclose the entire goal area and shall be attached to the goal fixtures in such a manner as to allow not less than 0.30 metres clear space behind the goal line everywhere within the goal area.

SSWPA 2.4 The Game Authority may modify Rules SSWPA 2.1, SSWPA 2.2 and SSWPA 2.3 in practice, to accommodate for younger age groups, for example, with smaller goals.

3. THE BALL

SSWPA 3.1 The ball shall be round and shall have an air chamber with a self-closing valve. It shall be waterproof, without external strapping or any covering of grease or similar substance.

SSWPA 3.2 The U8 and U9 age groups shall use the Anti size 2 ball.

SSWPA 3.2 The U10, U11 and U12 age groups shall use the Anti size 3 ball.

SSWPA 3.3 The U13, U14, U15, U16 and Open age group shall use the Anti size 4 ball.

SSWPA 3.4 If there is interference with the ball in flight (for example, the ball connecting with the lane flags), a neutral ball may be awarded at the discretion of the referee, if the referee believes there was material change to the trajectory of the ball.



4. CAPS

SSWPA 4.1 Caps shall be of contrasting colour, other than solid red, as approved by the Game Authority, but also to contrast with the colour of the ball. A team may be required by the referees or Game Authority to wear particular caps. The goalkeepers shall wear red caps. Caps shall be fastened under the chin. If a player loses the cap during play, the player shall replace it at the next appropriate stoppage of the game when the player's team is in possession of the ball. Caps shall be worn throughout the entire game.

SSWPA 4.2 Caps shall be fitted with malleable ear protectors that are consistent across the team.

SSWPA 4.3 Caps shall be numbered on both sides with numbers 0.08 metres in height. The goalkeeper shall wear cap no. 1 and the other caps shall be numbered 2 to 13. A player shall not be allowed to change his cap number during the game except with the permission of a referee and with notification to the scorer.

SSWPA 4.4 For international games hosted by the Association, the caps shall display on the front the international three letter country code and may display the national flag.

5. TEAMS: COMPOSITION, COMPETITION RULES AND SUBSTITUTES

SSWPA 5.1 Each team shall consist of seven players, one of whom shall be the goalkeeper and who shall wear the goalkeeper's cap, and not more than six reserves who may be used as substitutes. If a team consists of less than seven players, they must have a minimum of five in order for the game to be valid, in which case they play with five players against the other team's seven.

SSWPA 5.1.2 If a team at the commencement of the game has less than 5 valid players they may decide to play with less than five players, however, if at the end of the first quarter of play they have not reached 5 valid players the team with less than 5 players will be awarded a loss by default. Play can continue with invalid players (that is, players that are registered for a different team), with consent of the Game Authority.

SSWPA 5.2 All players not in the game at that time shall sit in the substitution area. The coach of either team shall be allowed to move to the 2 metre line at any time (Pools 1,2,5,6,7,8) so long as they do not interfere with the movement of the referee. Teams shall only change ends and substitution areas at half time and before the start of the second period of any extra time. The team substitution (and re-entry) areas shall both be situated on the lane rope side of Pools 3 and 4, and drain side of Pools 1,2,5,6,7 and 8.

SSWPA 5.3 The captains shall be playing members of their respective teams and each shall be responsible for the good conduct and discipline of his team. In the absence of a captain, the coach and/or manager shall be responsible for the good conduct and discipline of any team. In the absence of a coach and/or manager, a club representative shall be responsible for the good conduct and discipline of any team.

SSWPA 5.4 Only the team captain or team coach has the right to approach the referee in periods between quarters, and may only do so to ask clarifying questions, not make statements. The referee has the right to decline to hear the captain or coach. At the conclusion of the game, should the captain or coach wish to make a statement to the referee, they must do so through the Game Authority.

SSWPA 5.4.1 If the team captain is rolled, they may not approach the referee. If the team coach is red carded, they may not approach the referee and no substitute coach is to approach the referee.

SSWPA 5.4.2 Remarks audible to the referee, scorers, or Game Authority by either coach (or person(s) inferred to be coaching from their conduct) made at any point during the game or periods between quarters, and made regarding the decisions of the referee, including but not limited to:



- (a) instructing the referee what action *should* have been taken; or
- (b) criticising the decision of the referee; or
- (c) conduct or statements likely to bring the Association into disrepute.

Will be taken as statements made to the referee without permission and will be in violation of SSWPA 5.4.

SSWPA 5.5 Players shall wear non-transparent costumes or costumes with a separate undergarment and before taking part in a game shall remove any articles likely to cause injury. These include casts and the discretion to remove objects sits with the referee and Game Authority. Players in the U8 and U9 division (and, U10 at the discretion of the referee) must wear a floatation belt at all times.

SSWPA 5.6 Players shall not have grease, oil or any similar substance on the body. If a referee ascertains before the start of play that such a substance has been used, he shall order it to be removed immediately. The start of play shall not be delayed for the substance to be removed. If the offence is detected after the play has started, the offending player shall be excluded from the remainder of the game and a substitute permitted to enter the field of play immediately from the re-entry area nearest to his own goal line.

SSWPA 5.7 At any time in the game, a player may be substituted by leaving the field of play at the re-entry area nearest to his own goal line. The substitute may enter the field of play from the re-entry area as soon as the player has visibly risen to the surface of the water within the re-entry area. If a goalkeeper is substituted under this Rule, the substitute shall be required to wear a goalkeeper's cap. No substitution shall be made under this Rule between the time a referee awards a penalty throw and the taking of the throw.

SSWPA 5.8 A substitute may not enter the field of play from any place except:

- (a) during the intervals between periods of play, including between any periods of extra time;
- (b) after a goal has been scored;
- (c) to replace a player who is bleeding or injured, once the referee has stopped play;
- (d) via the method described for entry in SSWPA 5.2 or 5.7.

SSWPA 5.9 A substitute shall be ready to replace a player without delay. If the substitute is not ready, the game shall continue without the substitute and, at any time, the substitute may then enter the field of play from the re-entry area nearest to the substitute own goal line.

SSWPA 5.10 A goalkeeper who has been replaced by a substitute may, if the player returns to the game, play in any position.

SSWPA 5.11 Should a goalkeeper retire from the game through any medical reason, the referees shall allow an immediate substitution, subject to one of the players taking the goalkeeper's cap.

SSWPA 5.12 In mixed divisions, teams must have at least two members of each gender registered, and at least one member of each gender must play (including the position of goalkeeper) at all times. If a team consists solely of a single gender, they must play one player down (i.e. with only 6 players including the goalkeeper) for the entirety of the match.

SSWPA 5.13 In semi final and grand final games, players must have played a minimum of five games across the season in order to participate. The Game Authority may make exceptions to this rule where the game is not a direct (or qualifying match for a) medal game.

SSWPA 5.13.1 In calculating how many games a player has played for a particular team:

- (a) Games held in Round 0 are not to be counted; and
- (b) Where a game becomes a loss or forfeit, any players that are "playing up" will not have this game count toward their overall eligibility.
- (c) No distinction shall be made between players that have registered for a half or full season.

[Note: If a player registers with only five (5) competition rounds to go before the finals, and one of those games is a BYE, the BYE will count towards the five (5) games required.]



SSWPA 5.14 It is the responsibility of the clubs to form teams that are ungraded, a mix of abilities, and to not discriminate on the basis of ability, race, colour, religion or sexuality.

SSWPA 5.15 Players must play in their age division as set out by the Association each season. Players may seek dispensation through their club representatives at any ordinary committee meeting to play in a division they would ordinarily be illegal for. Age is determined as the age of the player at the next December 31.

SSWPA 5.15.1 Players may only be registered in one team per age division, for a single club. Players may not “play across”.

SSWPA 5.15.2 Players who play in a team that they are not a registered member of, will cause that team to lose by default.

[Note: For example, John is 13, and may register for the Dolphins U14's. He can be registered by the Dolphins club in a Dolphins U15 and U16 team too.]

SSWPA 5.15.3 Players may “play up” under certain circumstances:

- (a) The player must be playing up into an age division of higher age than their own; and
- (b) The player must only play up into a team of their club; and
- (c) The player can only play up into a team if the team has less than 8 players. They cannot play up simply to be a substitute player; and
- (d) A player may only “play up” into a particular division once per round; and
- (e) Once a player “plays up” for a team 5 times, they cannot play for any other team in that division and become a member of that team; and
- (f) The player must seek the permission of the Game Authority in order to “play up”; and
- (g) There must be at least one member of the original team playing in order for any other players to “play up”; and
- (h) The game must not be in a semi or grand final round.

[Note: Sam is a player in the Shire club, in the U14 division. He is able to play up into any Shire U15 team, but only if they are short, and can only play for one U15 team per week.

In the first week, he plays up for the Shire U15 Pirahnas, who are short. In the second week, he plays up for the Shire U15 Whales, who are short, and later that day, further plays up into the Shire U16 Tiger Sharks, who are short.

He has now played 1 game for each of the shire U15 teams, and has played 1 game for a shire U16 team. Once he plays 5 games for either U15 team, he automatically becomes registered in that team, is eligible to play in the finals for that team, and cannot play in any other U15 team. The same rule obviously applies to the U16 team he has played for.

Further, if a team is full, yet is short on five separate occasions (as per subsection (c) above), and thus has a player “play up” on all five occasions, while that player is not able to become a member of that team, they can no longer play for any other team in that division.]

SSWPA 5.15.4 Players who meet the criteria set out in the following clause (SSWPA 5.15.5) are eligible to join a team and participate in 1 game as a trial player. They are to be regarded as a legal player and will have no fees owing.

SSWPA 5.15.5 To qualify as a trial player:

- (a) The player must certify that they have not played water polo previously, and
- (b) The player must certify that they have a legitimate desire to ‘try’ the game of water polo and will genuinely use the trial game to evaluate whether they will participate in the SSWPA competition further, and
- (c) The player cannot request a trial game after the halfway point of the season.

SSWPA 5.15.6 An exception may be made on medical grounds to allow a player to participate as a trial player regardless of the conditions set out in SSWPA 5.15.5. The player must declare that to the best of



their knowledge they are fit to play, and must release the SSWPA from all liability arising from any injury, disability or death which may occur from the trial game. This is at the discretion of the Game Authority.

[Note: Sam has played for the SSWPA for several seasons but has injured his shoulder. It is past the halfway point of the season, and wishes to sign up for a half-season registration (or equivalent). He is able to request a trial game to see if his shoulder has fully healed.]

SSWPA 5.16 Teams who forfeit three times in a season will incur a penalty to be set by the Association Committee, which is to be paid more than 48 hours before the first game of the week. Failure to pay will result in the team being eliminated from the competition, and players being re-distributed into other teams. A club may pay the penalty on behalf of their team.

SSWPA 5.16.1 Teams that pay the penalty will incur a further penalty to be set by the Association Committee for every successive forfeit following the original payment. Failure to pay will have the same consequence as the preceding section.

SSWPA 5.16.2 Teams that forfeit will receive a warning from the Association Registrar on their first and second forfeits, warning the team (and club) that a further forfeit may lead to a violation of SSWPA 5.16.

SSWPA 5.17 Team entry into any Association competition is at the ultimate discretion of the Association Registrar in accordance with the Constitution.

6. REFEREES AND GAME AUTHORITY

SSWPA 6.1 Each game shall be officiated by at least 1 referee.

SSWPA 6.2 Games that result in the awarding of a medal shall be officiated by 2 referees.

SSWPA 6.3 The referee is (or both referees are) to be appointed by the Game Authority and may not be modified (and no further referee may join) without the consent of the Game Authority. The Game Authority may invalidate the results of a game where a second referee has been added to the game without consent.

SSWPA 6.4 The referees shall be in absolute control of the game. Their authority over the players shall be effective during the whole time that they and the players are within the precincts of the pool. All decisions of the referees on questions of fact shall be final and their interpretation of the Rules shall be obeyed throughout the game. The referees shall not make any presumption as to the facts of any situation during the game but shall interpret what they observe to the best of their ability.

SSWPA 6.5 The referees shall whistle to start and restart the game and to declare goals, goal throws, corner throws, neutral throws and infringements of the Rules. A referee may alter a decision provided it is done before the ball is put back into play.

SSWPA 6.6 The referees shall have discretion to award (or not award) any ordinary, exclusion or penalty foul, depending on whether the decision would advantage the attacking team. They shall officiate in favour of the attacking team by awarding of a foul or refraining from awarding a foul if, in their opinion, awarding the foul would be an advantage to the offending player's team.

[Note. The referees shall apply this principle to the fullest extent.]

SSWPA 6.7 The referees shall have the power to order any player from the water in accordance with the appropriate Rule and to abandon the game should a player refuse to leave the water when so ordered.

SSWPA 6.8 The referees and Game Authority shall have the power to order the removal from the precincts of the pool any player, substitute, spectator or official whose behaviour prevents the referees from carrying out their duties in a proper and impartial manner.

SSWPA 6.8.1 Spectators shall be first warned by the use of yellow and red cards subject to SSWPA 23.7.



SSWPA 6.9 The referees and Game Authority shall have the power to abandon the game at any time if, in their opinion, the behaviour of the players or spectators, or other circumstances prevent it from being brought to a proper conclusion. If the game has to be abandoned the referees shall report their actions to the competent authority.

7. TIMEKEEPERS

SSWPA 7.1 The duties of the timekeepers shall be to record the exact periods of running play, extra time and the intervals between the periods.

SSWPA 7.2 The timekeepers shall be appointed by the Game Authority.

SSWPA 7.3 A timekeeper shall signal by whistle, hooter (or by any other means provided it is distinctive, acoustically efficient and readily understood), the end of each period independently of the referees and the signal shall take immediate effect except:

- (a) in the case of the simultaneous award by a referee of a penalty throw, in which event the penalty throw shall be taken in accordance with the Rules;
- (b) if the ball is in flight and crosses the goal line, in which event any resultant goal shall be allowed.

8. SCORERS

SSWPA 8.1 The duties of the scorers shall be to maintain the record of the game, including the players, the score, as well as goals and fouls awarded against each player.

SSWPA 8.2 Each team shall provide a scorer to score the game together. If one team fails to provide a scorer, no dissent can be entered into regarding recording of the score. If both teams fail to provide a scorer, the referee may appoint an independent scorer or score the game him or herself.

SSWPA 8.3 The scorers will only record a goal when the referee indicates a goal has been scored. The referee will clearly indicate the cap number of the scorer with hand signals and will not resume the game until they are sure the scorer has acknowledged the goal, for example with a nod of the head towards the referee.

9. DURATION OF THE GAME

SSWPA 9.1 The duration of the game shall be four periods each of five minutes running play (for all divisions except Opens, who shall play four periods each of six minutes running play). Time shall commence at the start of each period when the referee drops the ball or as determined by the timekeepers.

SSWPA 9.2 There shall be a one-minute interval between the first and second periods and between the third and fourth periods and a one-minute interval between the second and third periods (which can be increased to two minutes in the Opens division if time permits). The teams, including the players, coaches and officials, shall change ends before starting the third period and the second period of any extra time.

SSWPA 9.3 Should the scores be level at full time in any game for which a definite result is required, any continuation into extra time shall be after an interval of two minutes. There shall then be played two periods each of three minutes running play with an interval long enough for the teams to change ends. This period will be a golden goal period. If at the end of extra time the scores remain equal, joint winners will be announced. Should the scores be level at full time of an ordinary game, the result will be a draw. Should the scores be level at full time in a semi final, the result will be a draw and the team higher ranked in the point score will progress.



SSWPA 9.4 Any visible clock shall show the time in a descending manner (that is, to show the time remaining in a period).

SSWPA 9.5 If a game (or part of a game) must be replayed, then goals and personal fouls that occurred during the time to be replayed are deleted from the game score sheet, however brutality, misconduct, and any red card exclusions are recorded on the game score sheet.

10. THE START OF PLAY

SSWPA 10.1 At the start of each period, the players shall take up positions on their respective goal lines, about one metre apart and at least one metre from the goal posts. Not more than two players shall be allowed between the goal posts. No part of a player's body shall be beyond the goal line at water level.

[Note: No player may pull the lane line forward and the player swimming for the ball must not have their feet on the goal in an attempt to push off at the start or restart of the game.]

SSWPA 10.2 When the referees are satisfied that the teams are ready, a referee shall blow the whistle to start and then release or throw the ball into play on the half distance line.

SSWPA 10.3 If the ball is released or thrown giving one team a definite advantage, the referee shall call for the ball and award a neutral throw on the half distance line.

SSWPA 10.4 If both teams are present within the precinct of the pool (but not in the water), there has been no delay, the referee has provided sufficient audible warnings to both teams, and it is the designated start time, the referee may start the game regardless of how many players are in the water. Any goals scored in this period shall be valid. The usual exclusion fouls subject to SSWPA 18.3 apply.

SSWPA 10.5 If a team has not shown up with any players by the designated start time of their game, they are to be awarded a forfeit by default. If a team does not have the requisite five players (see SSWPA 5.1), they may play at their discretion with less than five until the end of the first period. If at such time they still do not have requisite numbers, they will be awarded a loss by default. If they choose not to play, they will be awarded a loss by default.

SSWPA 10.5.1 A team may forfeit in advance of the designated starting time by notifying the Game Authority. If the notification is received more than two hours before the designated start time of the first game of the day, then the opposing team will automatically receive a win by default and will be notified that they do not need to turn up. If the notification is received within two hours of the designated start time of the first game of the day, the opposing team will only receive a win if a minimum number of players turns up (subject to SSWPA 5.1).

[Note: Within two hours of the designated start time of the first game of the day, the Game Authority will make every reasonable effort to contact the opposing team, but it is at the discretion of the Game Authority.]

11. METHOD OF SCORING

SSWPA 11.1 A goal shall be scored when the entire ball has passed fully over the goal line, between the goal posts and underneath the crossbar.

SSWPA 11.2 A goal may be scored from anywhere within the field of play; except that the goal keeper shall not be permitted to go or touch the ball beyond the half distance line.

SSWPA 11.3 A goal may be scored by any part of the body except the clenched fist. A goal may be scored by dribbling the ball into the goal. At the start or any restart of the game, at least two players (of either team but excluding the defending goalkeeper) must intentionally play or touch the ball except at the taking of:



- (a) a penalty throw;
- (b) a free throw thrown by a player into the player's own goal;
- (c) an immediate shot from a goal throw; or
- (d) an immediate shot from a free throw awarded outside 5 metres.

[Note. A goal may be scored by a player immediately shooting from outside 5 metres after the player's team has been awarded a free throw for a foul committed outside 5 metres. If the player puts the ball into play, a goal can then only be scored if the ball has been intentionally touched by another player, other than the defending goalkeeper.]

If at the award of a foul the ball is inside 5 metres or closer to the defending team's goal, a goal may be scored under this Rule if the ball is returned without delay to either the place where the foul was committed, to any place on the same line as the foul or to any place behind the line of the foul provided the shot is then immediately made from that position.

A goal may not be scored under this Rule direct from the restart following:

- (a) a goal
- (b) an injury, including bleeding
- (c) the replacement of a cap
- (d) the referee calling for the ball
- (e) the ball leaving the side of the field of play
- (f) any other delay.]

SSWPA 11.4 A goal shall be scored if, at the end of a period, the ball is in flight and enters the goal.

[Note. In the circumstances of this Rule, if the ball enters the goal after hitting the goal post, crossbar, goalkeeper or other defending player, and/or bouncing off the water, a goal shall be allowed. If the end of the period has been signalled and the ball is then played or touched intentionally by another attacking player on its way into the goal, the goal shall not be allowed.]

If the ball is in flight towards the goal in the circumstances of this Rule and the goalkeeper or another defending player pulls down the goal, or within his own 5 metre area a defending player other than the goalkeeper stops the ball with two hands or arms or punches the ball to prevent a goal being scored, the referee shall award a penalty throw if, in the referee's opinion, the ball would have reached the goal line if the offence had not occurred.

If the ball which is in flight towards the goal in the circumstances of this Rule lands on the water and then floats completely over the goal line, the referee shall award a goal only if the ball floats over the goal line immediately due to the momentum of the shot.]

SSWPA 11.5 A goal shall not be scored if, at the discretion of the referee, it is determined that jumping off the bottom of the pool assisted the player in scoring the goal.

12. RESTARTING AFTER A GOAL

SSWPA 12.1 After a goal has been scored, the players shall take up positions anywhere within their respective halves of the field of play. No part of a player's body shall be beyond the half distance line at water level. A referee shall restart the game by blowing the whistle. At the time of the restart, running play shall resume when the ball leaves the hand of a player of the team not having scored the goal. A restart not taken in accordance with this Rule shall be retaken.

SSWPA 12.2 If the team having scored the goal is deliberately stalling for time and taking too long to return to their respective half of the half distance line, the referee may at their discretion, restart play so long as the team not having scored the goal is within their respective half of the half distance line.



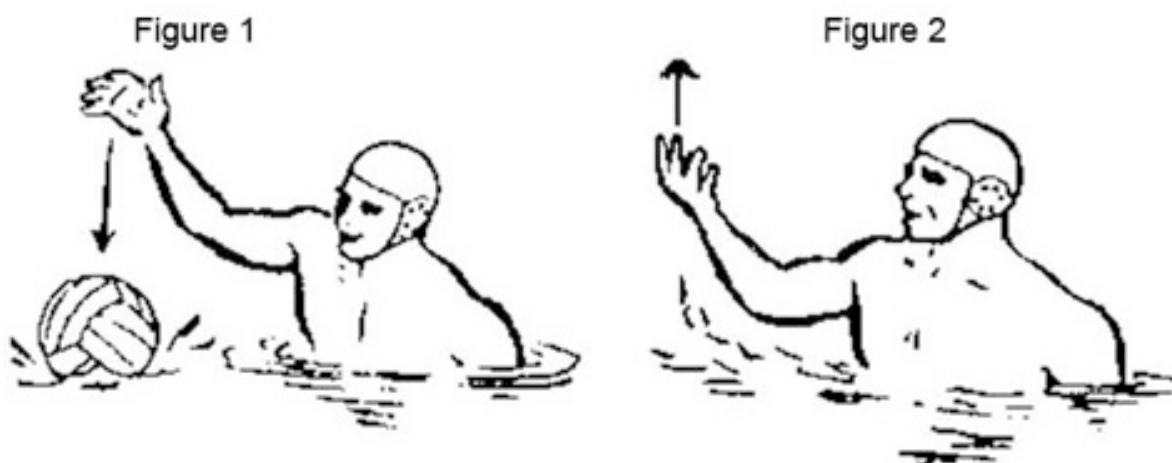
13. GOAL THROWS

SSWPA 13.1 A goal throw shall be awarded:

- (a) when the entire ball has passed fully over the goal line excluding between the goal posts and underneath the crossbar, having last been touched by any player other than the goalkeeper of the defending team;
- (b) when the entire ball has passed fully over the goal line between the goal posts and underneath the crossbar, or strikes the goal posts, crossbar or the defending goalkeeper direct from:
 - (i) a free throw awarded inside 5 metres;
 - (ii) a free throw awarded outside 5 metres not taken in accordance with the Rules;
 - (iii) a goal throw not taken immediately;
 - (iv) a corner throw.

SSWPA 13.2 The goal throw shall be taken by any player of the team from anywhere within the 2 metre area. A goal throw not taken in accordance with this Rule shall be retaken.

[Note. The goal throw shall be taken by the player nearest to the ball. There should be no undue delay in taking a free throw, goal throw or corner throw, which must be taken in such a manner so as to enable the other players to observe the ball leaving the thrower's hand. Players often make the mistake of delaying the throw because they overlook the provisions of SSWPA 16.4, which permit the thrower to dribble the ball before passing to another player. The throw can thus be taken immediately, even though the thrower cannot at that moment find a player to whom to pass the ball. On such an occasion, the player is allowed to take the throw either by dropping it from a raised hand on to the surface of the water (figure 1) or by throwing it in the air (figure 2) and then swim with or dribble the ball. In either case, the throw must be taken so that the other players are able to observe it.]



14. CORNER THROWS

SSWPA 14.1 A corner throw shall be awarded when the entire ball has passed fully over the goal line excluding between the goal posts and underneath the crossbar, having last been touched by the goalkeeper of the defending team or when a defending player deliberately sends the ball over the goal line.

SSWPA 14.2 The corner throw shall be taken by a player of the attacking team from the 2 metre mark on the side nearest to which the ball crossed the goal line. The throw need not be taken by the nearest player but shall be taken without undue delay.

[Note. For method of taking throw, see note to SSWPA 13.2]



SSWPA 14.3 At the taking of a corner throw no players of the attacking team shall be within the 2 metre area.

SSWPA 14.4 A corner throw taken from the wrong position or before the players of the attacking team have left the 2 metre area shall be retaken.

15. NEUTRAL THROWS

SSWPA 15.1 A neutral throw shall be awarded:

- (a) when, 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;
- (b) when one or more players of opposing teams commit an ordinary foul at the same moment which makes it impossible for the referees to distinguish which player offended first;
- (c) when both referees blow their whistles at the same moment to award ordinary fouls to the opposing teams;
- (d) when neither team has possession of the ball and one or more players of opposing teams commit an exclusion foul at the same moment. The neutral throw shall be taken after the offending players have been excluded;
- (e) subject to the discretion of a referee under SSWPA 3.4, when the ball strikes or lodges in an overhead obstruction.

SSWPA 15.2 At a neutral throw, a referee shall throw the ball into the field of play at approximately the same lateral position as the event occurred in such a manner as to allow the players of both teams to have equal opportunity to reach the ball. A neutral throw awarded within the 2 metre area shall be taken on the 2 metre line.

SSWPA 15.3 If at a neutral throw the referee is of the opinion that the ball has fallen in a position to the definite advantage of one team, the referee shall call for the ball and retake the throw.

16. FREE THROWS

SSWPA 16.1 A free throw shall be taken at the place where the foul occurred, except:

- (a) if the ball is further from the defending team's goal, the free throw shall be taken from the location of the ball;
- (b) if the foul is committed by a defending player within the defender's 2 metre area, the free throw shall be taken on the 2 metre line opposite to where the foul was committed or, if the ball is outside the 2 metre area, from the location of the ball;
- (c) where otherwise provided for in the Rules.

A free throw taken from the wrong position shall be retaken.

SSWPA 16.2 The time allowed for a player to take a free throw shall be at the discretion of the referees; it shall be reasonable and without undue delay but does not have to be immediate. It shall be an offence if a player who is clearly in a position most readily to take a free throw does not do so. A defending player having committed a foul shall move away from the player taking the free throw before raising an arm to block a pass or shot; a player who fails to do so shall be excluded for "interference" under SSWPA 18.5.

[Note: To avoid ambiguity, the defending player must move away from the player taking the free throw in any circumstance, regardless of whether they intend to raise an arm.]

SSWPA 16.3 The responsibility for returning the ball to the player who is to take the free throw shall be that of the team to which the free throw is awarded.

SSWPA 16.4 The free throw shall be taken in a manner to enable the players to observe the ball leaving the hand of the player taking the throw, who shall also then be permitted to carry or dribble the ball before



passing to another player. The ball shall be in play immediately when it leaves the hand of the player taking the free throw.

[Note. For method of taking throw, see note to SSWPA 13.2.]

17. ORDINARY FOULS

SSWPA 17.1 It shall be an ordinary foul to commit any of the following offences (SSWPA 17.2 to SSWPA 17.15), which shall be punished by the awarding of a free throw to the opposing team.

[Note. The referees must award ordinary fouls in accordance with the Rules to enable the attacking team to develop an advantage situation. However, the referees must have regard to the special circumstance of SSWPA 6.6 (Advantage).]

SSWPA 17.2 To advance beyond the goal line at the start of a period, before the referee has given the signal to start. The free throw shall be taken from the location of the ball or, if the ball has not been released into the field of play, from the half distance line.

SSWPA 17.3 To assist a player at the start of a period or at any other time during the game.

SSWPA 17.4 To hold or push off from the goal posts or their fixtures, to hold or push off from the sides or ends of the pool during running play or at the start of a period.

SSWPA 17.5 To take any active part in the game when standing on the floor of the pool, to walk when play is in progress or to jump from the floor of the pool to play the ball or tackle an opponent. This Rule shall not apply to the goalkeeper while within the goalkeeper's 5 metre area. In Pools 1 and 2 where taller players cannot avoid standing on the pool floor, players are not permitted to gain a position of advantage (to either attack or defend) and are not permitted to shoot at the goal or score a goal following a jump off the pool floor. Both actions will result in a turnover of possession.

SSWPA 17.6 To take or hold the entire ball under the water when tackled.

[Note. It is an ordinary foul to take or hold the ball under the water when tackled, even if the player holding the ball has the ball forced under the water as a result of the opponent's challenge (figure 3). It makes no difference that the ball goes under the water against the player's will. What is important is that the foul is awarded against the player who was in contact with the ball at the moment it was taken under the water. It is important to remember that the offence can only occur when a player takes the ball under when tackled. Thus, if the goalkeeper emerges high out of the water to save a shot and then while falling back takes the ball under the water, the goalkeeper has committed no offence; but if the goalkeeper then holds the ball under the water when challenged by an opponent, the goalkeeper will have committed an infringement of this Rule and if the goalkeeper's actions prevented a probable goal, a penalty throw must be awarded under SSWPA 19.2.]



Figure 3



SSWPA 17.7 To strike at the ball with a clenched fist. This Rule shall not apply to the goalkeeper while within his 5 metre area.

SSWPA 17.8 To play or touch the ball with two hands at the same time. This Rule shall not apply to the goalkeeper while within his 5 metre area.

SSWPA 17.9 To push or push off from an opponent who is not holding the ball.

[Note. Pushing can take place in various forms, including with the hand (figure 11) or with the foot (figure 12). In the cases illustrated, the punishment is a free throw for an ordinary foul. However, referees must take care to differentiate between pushing with the foot and kicking - which then becomes an exclusion foul or even brutality. If the foot is already in contact with the opponent when the movement begins, this will usually be pushing, but if the movement begins before such contact with the opponent is made, then this should generally be regarded as kicking.]

Figure 11



Figure 12



SSWPA 17.10 To be within two metres of the opponents' goal line except when behind the line of the ball. It shall not be an offence if a player takes the ball into the 2 metre area and passes it to another player who is behind the line of the ball and who shoots at goal immediately, before the first player has been able to leave the 2 metre area.

[Note. If the player receiving the pass does not shoot at goal, the player who passed the ball must immediately leave the 2 metre area to avoid being penalised under this Rule.]

SSWPA 17.11 To take a penalty throw other than in the prescribed manner.

[Note. See SSWPA 20.4 for method of taking a penalty throw.]

SSWPA 17.12 To delay unduly when taking a free throw, goal throw or corner throw.

[Note. See note to SSWPA 13.2]

SSWPA 17.13 For a goalkeeper to go or touch the ball beyond the half distance line.

SSWPA 17.14 To last touch the ball that goes out of the side of the field of play (including the ball rebounding from the side of the field of play above water level) except in the case of a defensive field player blocking a shot over the side of the field of play, in which case a free throw is given to the defensive team.

SSWPA 17.15 To simulate being fouled.

[Note. Simulation means an action taken by a player with the apparent intent of causing a referee to award a foul incorrectly against an opposing player. A referee may issue a yellow card against a team for repeated simulation and may apply SSWPA 18.10 (persistent fouling) to sanction offending players.]



18. EXCLUSION FOULS

SSWPA 18.1 It shall be an exclusion foul to commit any of the following offences (SSWPA 18.4 to SSWPA 18.18), which shall be punished (except as otherwise provided by the Rules) by the award of a free throw to the opposing team and the exclusion of the player who committed the foul.

SSWPA 18.2 The excluded player shall move to the re-entry area nearest to the player's own goal line without leaving the water. An excluded player who leaves the water (other than following the entry of a substitute) shall be deemed guilty of an offence under SSWPA 18.11 (Misconduct).

[Note. An excluded player (including any player excluded under the Rules for the remainder of the game) shall remain in the water and move (which may include swimming underwater) to the re-entry position nearest to the player's own goal line without interfering with the play. The player may leave from the field of play at any point and then swim to reach the re-entry area provided the player does not interfere with the alignment of the goal.]

On reaching the re-entry area, the excluded player shall be required to visibly rise to the surface of the water before the player (or a substitute) shall be permitted to re-enter in accordance with the Rules. However, it shall not be necessary for the excluded player to then remain in the re-entry area to await the arrival of an intended substitute.]

SSWPA 18.3 The excluded player or a substitute shall be permitted to re-enter the field of play after the earliest occurrence of one of the following:

- (a) when an excluded player has reached the relevant substitution corner in their end and touched the wall and play has resumed (unless the player has had 3 major fouls in which case only a substitute may enter);
- (b) when a goal has been scored;

The excluded player or a substitute shall be permitted to re-enter the field of play from the re-entry area nearest to the player's own goal line, provided that:

- (a) the player shall not affect the alignment of the goal;
- (b) a substitute shall not be permitted to enter in the place of an excluded player until that player has reached the re-entry area nearest to the player's own goal line except between periods or after a goal;
- (c) after a goal has been scored an excluded player or a substitute may re-enter the field of play from any place.

These provisions shall also apply to the entry of a substitute when the excluded player has received three personal fouls or has otherwise been excluded from the remainder of the game in accordance with the Rules.

[Note. In the event of an excluded player failing to return to the player's re-entry area, a substitute shall not be permitted to enter until a goal has been scored or at the end of a period.]

If a player is excluded when the end of a period is signalled, the referees shall ensure that the teams have the correct number of players before signalling for the restart.

If a player touches the wall of their substitution corner under SSWPA 18.3(a) and returns to the game before the ball has been put back into play, this shall be deemed an illegal entry.]

SSWPA 18.4 For a player to leave the water or sit or stand on the steps or side of the pool during play, except in the case of accident, injury, illness or with the permission of a referee.

SSWPA 18.5 To interfere with the taking of a free throw, goal throw or corner throw, including:

- (a) intentionally to throw away or fail to release the ball to prevent the normal progress of the game;
- (b) any attempt to play the ball before it has left the hand of the thrower.



[Note. A player is not to be penalised under this Rule if the player does not hear the whistle as a result of being under the water. The referees must determine if the actions of the player are intentional.]

Interference with a throw may take place indirectly when the ball is hampered, delayed or prevented from reaching the player who is to take the throw, or it may occur when the execution of the throw is interfered with by an opponent blocking the direction of the throw (figure 13) or by disturbing the actual movement of the thrower (figure 14) or by an opponent committing a foul under SSWPA 16.2. For interference with a penalty throw, see also SSWPA18.16.]

Figure 13



Figure 14

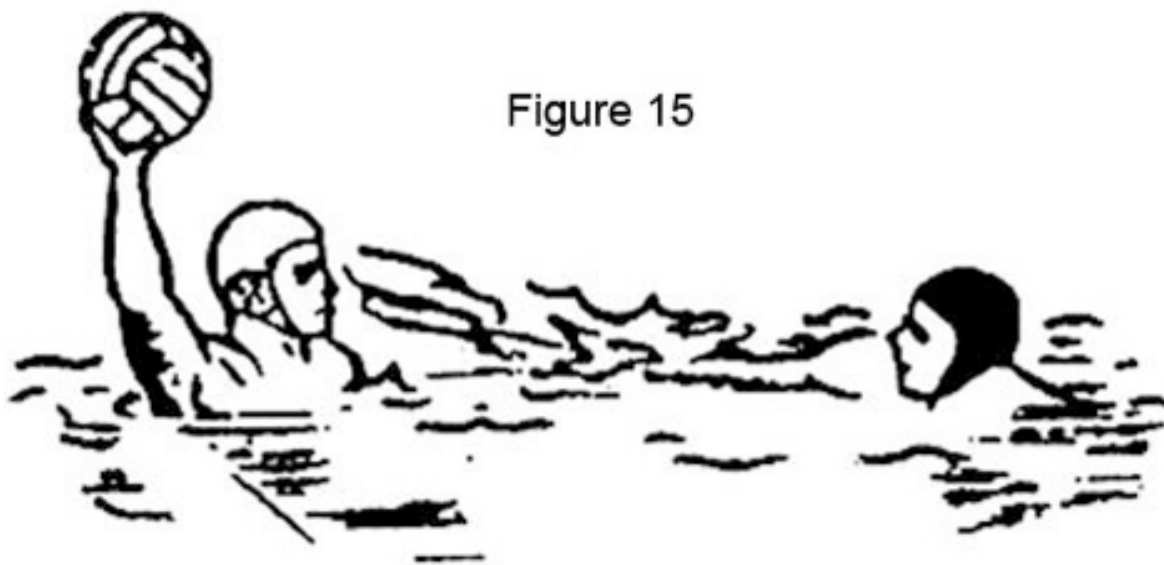


SSWPA 18.6 To attempt to block a pass or shot with two hands outside the 5 metre area.

SSWPA 18.7 To splash in the face of an opponent intentionally.

[Note. Splashing is frequently used as an unfair tactic but is often only penalised in the obvious situation when players are facing one another (see figure 15). However, it can also occur less obviously when a player produces a curtain of water with an arm, seemingly without deliberate intent, in an attempt to block the view of the opponent who is about to shoot at goal or to make a pass.]

Figure 15



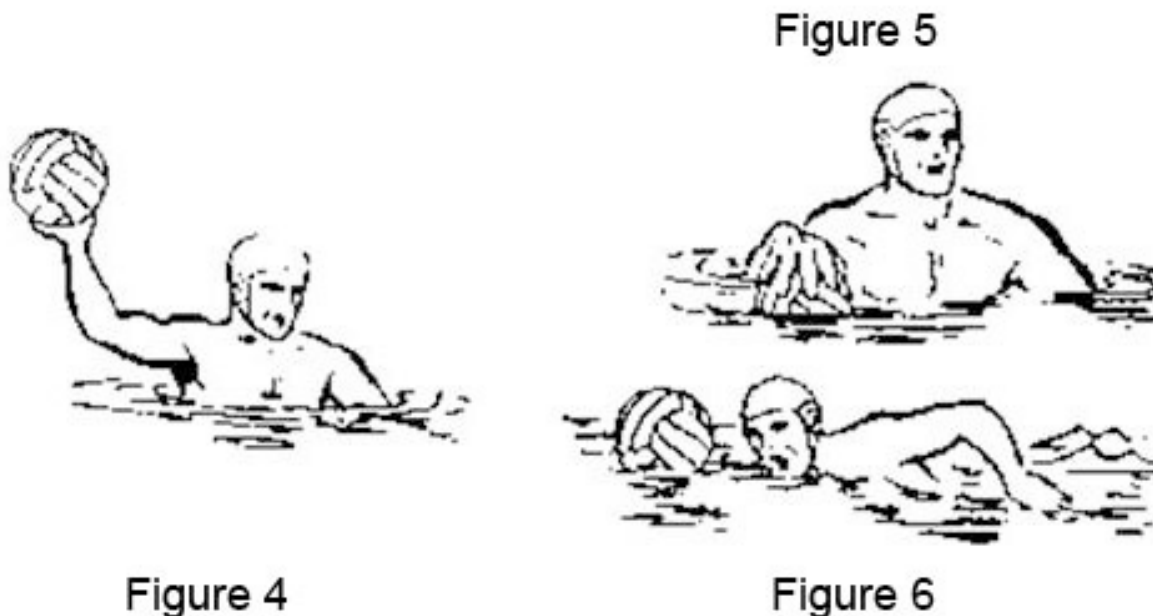
The punishment for intentionally splashing an opponent is exclusion under SSWPA 18.7 or a penalty throw under SSWPA 19.2 if the opponent is inside the 5 metre area and is attempting to shoot at goal. Whether to award a penalty throw or an exclusion is decided solely by the positioning and actions of the attacking player; whether the offending player is inside the 5 metre area or outside is not a decisive factor.]



SSWPA 18.8 To impede or otherwise prevent the free movement of an opponent who is not holding the ball, including swimming on the opponent's shoulders, back or legs. "Holding" is lifting, carrying or touching the ball but does not include dribbling the ball.

[Note. This Rule can also be applied to advantage the attacking team. If a counter attack is in progress and a foul is committed which limits the attack, the offending player shall be excluded.]

The first thing for the referee to consider is whether the opponent is holding the ball, because if the player is doing so, the player making the challenge cannot be penalized for "impeding". It is clear that a player is holding the ball if it is held raised above the water (figure 4). The player is also holding the ball if the player swims with it held in the hand or makes contact with the ball while it is lying on the surface of the water (figure 5). Swimming with the ball (dribbling), as shown in figure 6, is not considered to be holding.



A common form of impeding is where the player swims across the opponent's legs (figure 7), thus reducing the pace at which the opponent can move and interfering with the normal leg action. Another form is swimming on the opponent's shoulders. It must also be remembered that the foul of impeding can be committed by the player who is in possession of the ball. For example, figure 8 shows a player keeping one hand on the ball and trying to force the opponent away to gain more space. Figure 9 shows a player in possession of the ball impeding the opponent by pushing the opponent back with the head. Care must be taken with figures 8 & 9, because any violent movement by the player in possession of the ball might constitute striking or even brutality; the figures are intended to illustrate impeding without any violent movement. A player may also commit the offence of impeding even if the player is not holding or touching the ball. Figure 10 shows a player intentionally blocking the opponent with the player's body and with the arms flung open, thus making access to the ball impossible. This offence is most often committed near the boundaries of the field of play.]



Figure 7



Figure 8

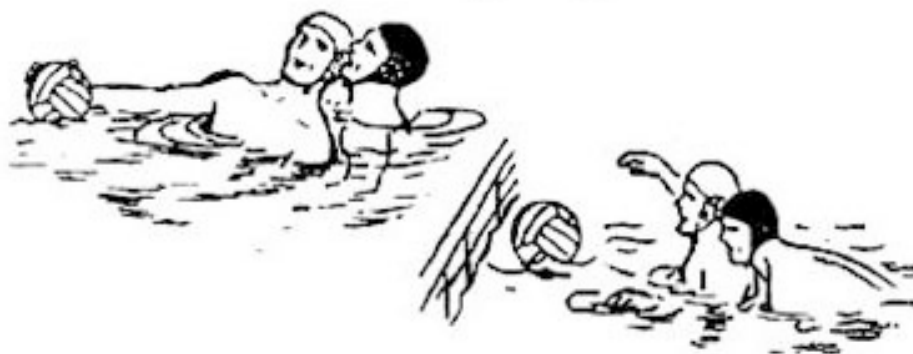


Figure 9

Figure 10

SSWPA 18.9 To hold, sink or pull back an opponent who is not holding the ball. “Holding” is lifting, carrying or touching the ball, but does not include dribbling the ball.

[Note. The correct application of this Rule is very important both as to the presentation of the game and in arriving at a proper and fair result. The wording of the Rule is clear and explicit and can only be interpreted in one way: to hold (figure 16), sink (figure 17) or pull back (figure 18) an opponent who is not holding the ball is an exclusion foul. It is essential that referees apply this Rule correctly, without personal arbitrary interpretation, to ensure that the proper limits to rough play are not exceeded. In addition, referees must note that an infringement of SSWPA 18.8 within the 5 metre area which prevents a probable goal must be punished by the award of a penalty throw.]





Figure 16



Figure 17



Figure 18

SSWPA 18.10 To use two hands to hold or otherwise tackle an opponent anywhere in the field of play.

SSWPA 18.11 Upon a change of possession, for a defending player to commit a foul on any player of the team in possession of the ball, anywhere in the attacking team's half of the field of play.

[Note. This Rule is to be applied if the team losing possession of the ball attempts to restrict the attack of the other team by committing a foul on any attacking player before that player has crossed the half-distance line.]

SSWPA 18.12 To kick or strike an opponent intentionally or make disproportionate movements with that intent.

[Note. The offence of kicking or striking can take a number of different forms, including being committed by a player in possession of the ball or by an opposing player; possession of the ball is not a decisive factor. What is important is the action of the offending player, including if the player makes disproportionate movements in an attempt to kick or strike, even if the player fails to make contact.]

One of the most serious acts of striking is elbowing backwards (figure 19), which can result in serious injury to the opponent. Similarly, serious injury can occur when a player intentionally heads back into the face of an opponent who is marking the player closely. In these circumstances, the referee would also be justified in punishing the offence under SSWPA 18.14 (Brutality) rather than under SSWPA 18.12]



Figure 19



SSWPA 18.13 To be guilty of misconduct, including the use of unacceptable language, aggressive or persistent foul play, to refuse obedience to or show disrespect for a referee or official, or behaviour against the spirit of the Rules and likely to bring the game into disrepute. The offending player shall be excluded from the remainder of the game, with substitution after the earliest occurrence referred to in SSWPA 18.3, and must leave the competition area.

[Note. If a player commits any offence mentioned in this rule during the interval between periods or after a goal, the player shall be excluded for the remainder of the game and a substitute shall be eligible to re-enter immediately prior to the restart of the game as all these situations are considered to be interval time. Play will restart in the normal manner.]

If a player commits any offence mentioned in this rule, the referee must make a report to the Game Authority at the end of the game. If the player is a member of the Game Authority, Association Committee or other Association official, and is known to the Game Authority as such, then the Game Authority is to make a direction for a tribunal under the Constitution. The rationale for this note is that misconduct offences by those that set and enforce the Competition Rules and represent the Association, is to be treated as a more significant offence with a more severe penalty.]

SSWPA 18.14 To commit an act of brutality (including to play in a violent manner, kicking, striking or attempting to kick or strike with malicious intent) against an opponent or official, whether during running play, during any stoppages, after a goal has been scored or during intervals between periods of play.

Should this occur during the game the offending player shall be excluded from the remainder of the game and must leave the competition area and a penalty throw awarded to the opposing team. The offending player may be substituted at the beginning of the next period of play.

Should the incident occur during any stoppage, after a goal or interval between periods of play, the player shall be excluded for the remainder of a game and must leave the competition area. No penalty throw shall be awarded. The offending player may be substituted at the beginning of the next period of play and play will restart in the normal manner.

If the referee/s call simultaneous brutalities or actions of play in a violent manner on players of opposing teams during play, both players are excluded for the remainder of the game with substitution at the beginning of the next period of play. The team, which had possession of the ball, will first shoot a penalty throw followed by the other team shooting a penalty throw. After the second penalty throw, the team, which had possession of the ball, will restart play with a free throw on or behind the half distance line.

[Note: If a player commits any offence mentioned in this rule, the referee must make a report to the Game Authority at the end of the game and the Game Authority is to make a direction for a tribunal under the Constitution. The rationale for this note is that a tribunal, regardless of whether or not the referee believes the exclusions awarded were sufficient, should always deal with acts of brutality.]

Further, if the exclusion happens with sixty (60) seconds or less remaining, the referee will advise the substitute that they may not enter during the next quarter, and indeed, must enter at the start of the



quarter following that. That is to say that the total exclusion time before a substitute count enter would be between five and six minutes.]

SSWPA 18.15 In the case of simultaneous exclusion of players of opposing teams during play, both players are excluded and may re-enter subject to SSWPA 18.3. Play is restarted with a free throw to the team which had possession of the ball. If neither team had possession when the simultaneous exclusions were called, play shall be restarted with a neutral throw.

[Note. Both players excluded under this Rule, shall be permitted to re-enter at the next earliest occurrence referred to in SSWPA 18.3 or at the next change of possession.]

If two players have been excluded under this Rule and are eligible to re-enter, the defensive referee may wave in the player as soon as that player is ready to re-enter. The referee does not have to wait until both players are ready to re-enter.]

SSWPA 18.16 For an excluded player to re-enter or a substitute to enter the field of play improperly, including:

- (a) if the player is an excluded player, reaching the relevant substitution corner and not touching the wall before re-entering the game;
- (b) from any place other than the player's own re-entry area, except where the Rules provide for immediate substitution;
- (c) by jumping or pushing off from the side or wall of the pool or field of play;
- (d) by affecting the alignment of the goal.

If this offence is committed by a player of the team not in possession of the ball, the offending player shall be excluded and a penalty throw awarded to the opposing team. This player receives only one personal foul, which should be marked by the scorer as exclusion penalty.

If this offence is committed by a player of the team in possession of the ball, the offending player shall be excluded and a free throw awarded to the opposing team.

SSWPA 18.17 To interfere with the taking of a penalty throw. The offending player shall be excluded from the remainder of the game with substitution after the earliest occurrence referred to in SSWPA 18.3 and the penalty throw shall be maintained or re-taken as appropriate.

[Note. The most common form of interference with a penalty throw is when an opponent aims a kick at the player taking the throw, just as the throw is about to be taken. It is essential for the referees to ensure that all players are at least 2 metres from the thrower, to prevent such interference taking place. The referee should also allow the defending team the first right to take position.]

SSWPA 18.18 For the defending goalkeeper to fail 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. Another defending player may take the position of the goalkeeper but without the goalkeeper's privileges or limitations.

SSWPA 18.19 When a player is excluded, the exclusion period shall commence immediately when the ball has left the hand of the player taking the free throw or when the ball has been touched following a neutral throw.

SSWPA 18.20 If an excluded player intentionally interferes with play, including affecting the alignment of the goal, a penalty throw shall be awarded to the opposing team and a further personal foul awarded against the excluded player. If the excluded player does not commence leaving the field of play almost immediately, the referee may deem this to be intentional interference under this Rule.

SSWPA 18.19 In the event of the game continuing into extra time, the exclusion period of any excluded player shall also continue into the extra time. Personal fouls awarded during the periods of normal time shall also carry forward into extra time and any player excluded under the Rules from the remainder of the game shall not be permitted to take part in any periods of extra time.



19. PENALTY FOULS

SSWPA 19.1 It shall be a penalty foul to commit any of the following offences (SSWPA 19.2 to SSWPA 19.7), which shall be punished by the award of a penalty throw to the opposing team.

SSWPA 19.2 For a defending player to commit any foul within the 5 metre area but for which a goal would probably have resulted.

[Note. In addition to other offences preventing a probable goal, it is an offence within the meaning of this Rule:

- (a) for a goalkeeper or other defending player to pull down or otherwise displace the goal (figure 20);
- (b) for a defending player to attempt to block a shot or pass with two hands (figure 21);
- (c) for a defending player to play the ball with a clenched fist (figure 22);
- (d) for a goalkeeper or other defending player to take the ball under the water when tackled.

It is important to note that while the fouls described above, and other fouls such as holding, pulling back, impeding, etc., would normally be punished by a free throw (and exclusion if appropriate), they become penalty fouls if committed within the 5 metre area by a defending player if a probable goal would otherwise have been scored.]



Figure 20



Figure 21

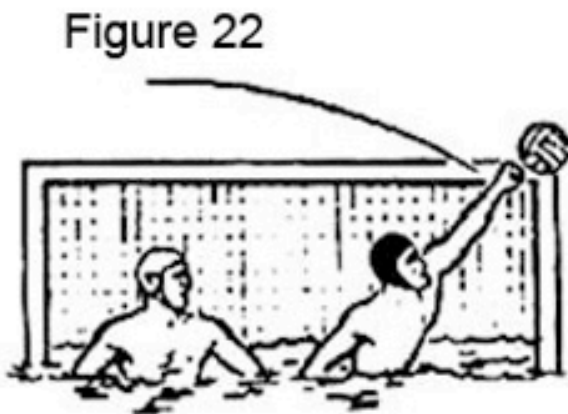


Figure 22

SSWPA 19.3 For a defending player within the 5 metre area to kick or strike an opponent or to commit an act of brutality. In the case of brutality, the offending player shall also be excluded from the remainder of



the game, and a substitute may enter the field of play at the beginning of the next period of play (subject to SSWPA 18.11), in addition to the award of the penalty throw.

SSWPA 19.4 For an excluded player intentionally to interfere with play, including affecting the alignment of the goal.

SSWPA 19.5 For a goalkeeper or any other defending player to pull over the goal completely with the object of preventing a probable goal. The offending player shall also be excluded from the remainder of the game, with substitution after the earliest occurrence referred to in SSWPA 18.3.

SSWPA 19.6 For a player or substitute who is not entitled under the Rules to participate in the play at that time to enter the field of play. The offending player shall also be excluded from the remainder of the game with substitution. The substitute may enter the field of play after the earliest occurrence referred to in SSWPA 18.3.

SSWPA 19.7 For the coach, or any team official to take any action to prevent a probable goal or delay the game. No personal foul shall be recorded for this offence.

SSWPA 19.8 If in the last minute of the game a penalty throw is awarded to a team, the coach may elect to maintain possession of the ball and be awarded a free throw.

[Note. It is the responsibility of the coach to give a clear signal without delay if the team wishes to maintain possession of the ball in accordance with this Rule.]

20. PENALTY THROWS

SSWPA 20.1 A penalty throw shall be taken by any player of the team to which it is awarded, except the goalkeeper, from any point on the opponents' 5 metre line.

SSWPA 20.2 All players shall leave the 5 metre area and shall be at least two metres from the player taking the throw. On each side of the player taking the throw, one player of the defending team shall have the first right to take position. The defending goalkeeper shall be positioned between the goal posts with no part of his body beyond the goal line at water level. Should the goalkeeper be out of the water, another player may take the position of the goalkeeper but without the goalkeeper's privileges and limitations.

SSWPA 20.3 When the referee controlling the taking of the throw is satisfied that the players are in their correct positions the referee shall signal for the throw to be taken, by whistle and by simultaneously lowering the arm from a vertical to a horizontal position.

[Note. The lowering of the arm at the same time as the signal by whistle makes it possible under any conditions, even amidst noise by spectators, to execute the throw in accordance with the Rules. As the arm is lifted, the player taking the throw will concentrate, for the player knows that the signal will follow immediately.]

SSWPA 20.4 The player taking the penalty throw shall have possession of the ball and shall immediately throw it with an uninterrupted movement directly at the goal. The player may take the throw by lifting the ball from the water (figure 23) or with the ball held in the raised hand (figure 24) and the ball may be taken backwards from the direction of the goal in preparation for the forward throw, provided that the continuity of the movement shall not be interrupted before the ball leaves the thrower's hand.

[Note. There is nothing in the Rules to prevent a player taking the throw with the player's back to the goal while the player adopts a half screw or full screw action.]



Figure 23



Figure 24



SSWPA 20.5 If the ball rebounds from the goal post, crossbar or goalkeeper it remains in play and it shall not be necessary for another player to play or touch the ball before a goal can be scored.

SSWPA 20.6 If at precisely the same time as the referee awards a penalty throw the timekeeper whistles for the end of a period, all players except the player taking the throw and the defending goalkeeper shall leave the water before the penalty throw is taken. In this situation, the ball shall immediately be dead should it rebound into play from the goal post, crossbar or the goalkeeper.

21. PERSONAL FOULS

SSWPA 21.1 A personal foul shall be recorded against any player who commits an exclusion foul or penalty foul. The referee shall indicate the offending player's cap number to the scorer.

SSWPA 21.2 Upon receiving a third personal foul, a player shall be excluded from the remainder of the game with substitution after the earliest occurrence referred to in SSWPA 18.3. If the third personal foul is a penalty foul, the entry of the substitute shall be immediate.

22. ACCIDENT, INJURY AND ILLNESS

[Note: Any accident, injury or illness must be reported to the Game Authority by the referee following the game]

SSWPA 22.1 A player shall only be allowed to leave the water, or sit or stand on the steps or side of the pool during play in the case of accident, injury, illness or with the permission of a referee. A player who has left the water legitimately may re-enter from the re-entry area nearest his own goal line at an appropriate stoppage, with the permission of a referee.

SSWPA 22.2 If a player is bleeding, the referee shall immediately order the player out of the water with the immediate entry of a substitute and the game shall continue without interruption. After the bleeding has stopped, the player is permitted to be a substitute in the ordinary course of the game.

SSWPA 22.3 If accident, injury or illness, other than bleeding, occurs, a referee may at the referee's discretion suspend the game as necessary, in which case the referee shall instruct the timekeeper as to when the game is to resume.

SSWPA 22.4 Should the game be stopped through accident, injury, illness, bleeding or other unforeseen reason, the team in possession of the ball at the time of the stoppage shall put the ball into play at the place of stoppage when the play is resumed.

[Note: If the place of stoppage cannot be determined, the team in possession of the ball at the time of the stoppage shall put the ball into play at the half distance line]



SSWPA 22.5 Except in the circumstances of SSWPA 22.2 (bleeding), the player shall not be allowed to take further part in the game if a substitute has entered.

23. Appendix A - Instructions for the Use of Two Referees

SSWPA 23.1. The referees are in absolute control of the game and shall have equal powers to declare fouls and penalties. Differences of opinion of the referees shall not serve as a basis for protest or appeal.

SSWPA 23.2. The Game Authority shall have power to designate the side of the pool from which each referee shall officiate. Referees shall change sides of the pool before the start of any period when the teams do not change ends.

SSWPA 23.3. At the start of the game and of each period, the referees will position themselves on the respective five (5) metre line. The starting signal shall be given by the referee on the same side as the official table.

SSWPA 23.4. After a goal, the signal to restart shall be given by the referee who was controlling the attacking situation when the goal was scored. Before restarting, the referees shall ensure that any substitutions have been completed.

SSWPA 23.5. Each referee shall have the power to declare fouls in any part of the field of play but each referee shall give their primary attention to the offensive situation attacking the goal to their right. The referee not controlling the attacking situation (the defensive referee) shall maintain a position no closer to the goal being attacked than that player of the attacking team furthest back from the goal.

SSWPA 23.6. When awarding a free throw, goal throw or corner throw, the referee making the decision shall blow the whistle and both referees shall indicate the direction of the attack, to enable players in different parts of the pool to see quickly which team has been awarded the throw. The referee making the decision shall point to where the throw is to be taken if the ball is not at that position. Referees shall use the signals set out in Appendix B to indicate the nature of the fouls which they are penalising.

SSWPA 23.7. If, in the referee's opinion, a player persists in playing in an unsporting manner or engages in simulation, the referee shall issue a yellow card to the offending player. Should the action continue, the referee will issue the player with a red card visible to both the field of play and the scorer as this is deemed to be misconduct. The referee then signals the excluded player's cap number to the scorer.

[Note: This rule can be applied in situations where there is only 1 referee. The rule may also apply to a spectator (including team officials) who are engaging in an unsporting manner]

SSWPA 23.8. The signal for a penalty throw to be taken shall be made by the attacking referee, except that a player who wishes to take the throw with the left hand may request the defensive referee to make the signal.

SSWPA 23.9. When simultaneous free throws are awarded by both referees to the same team, the award shall go to the player awarded the throw by the attacking referee.

SSWPA 23.10. When simultaneous awards are made for ordinary fouls but for opposing teams, the award shall be a neutral throw, to be taken by the attacking referee.

SSWPA 23.11. When simultaneous awards are made by both referees and one is for an ordinary foul and the other is for an exclusion foul or penalty foul, the exclusion foul or penalty foul award shall be applied.

SSWPA 23.12. When players of both teams commit an exclusion foul simultaneously during play, the referees shall call the ball from the water and make sure both teams and the secretaries know who is excluded. Play is restarted with a free throw to the team which had possession of the ball. If neither team had possession when the simultaneous exclusions were called, play shall be restarted with a neutral throw.

SSWPA 23.13. In the event of simultaneous awards of penalty throws to both teams, the first throw shall be taken by the team last in possession of the ball. After the second penalty throw has been taken, the



game will restart with the team which had possession of the ball receiving a free throw at on or behind the half distance line.

24. Appendix B - Signals to be Used by Officials



Fig. 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.

Fig. B To point with one arm in the direction of the attack and 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.

Fig. 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.

Fig. 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 scorer.

Fig. E To signal the simultaneous exclusion of two players. The referee points with both hands to the two players, signals their exclusion in accordance with Fig. D, and then immediately signals the players' cap numbers.

Fig. 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 scorer in addition to issuing the player with a red card. The referee then signals the excluded player's cap number to the scorer.

Fig. G To signal the exclusion of a player with substitution at the beginning of the next period of play (subject to SSWPA 18.11). 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 scorer in addition to issuing the player with a red card. The referee then signals the excluded player's cap number to the scorer.

Fig. 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 scorer.

Fig. 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.

Fig. 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.

Fig. K To indicate the exclusion foul of sinking an opponent. The referee makes a downward motion with both hands starting from a horizontal position.

Fig. 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 his body.

Fig. M To indicate the exclusion foul of kicking an opponent. The referee makes a kicking movement.

Fig. 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.

Fig. 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.

Fig. P To indicate the exclusion foul of impeding an opponent. The referee makes a crossing motion with one hand horizontally crossing the other.

Fig. 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.

Fig. R To indicate the ordinary foul of standing on the bottom of the pool. The referee raises and lowers one foot.

Fig. 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 upwards.

Fig. T To indicate 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.

Fig. U To indicate the ordinary foul of undue delay.

Figs. V-Y Not used in the SSWPA competition.

Fig. Z To indicate a player's cap number. To enable the referee to communicate better with the players and the scorer, signals are made using both hands if appropriate where the number exceeds five. One hand shows five fingers with the other hand showing additional fingers to make up the sum of the player's number. For the number ten, a clenched fist is shown. If the number exceeds ten, one hand is shown as a clenched fist with the other hand showing additional fingers to make up the sum of the player's number.



25. AMENDMENTS (FUTURE)

Use this area to note any amendments that may occur after printing.



