

## **19. BEACH WATER POLO RULES**

### **19.1 FIELD OF PLAY**

**19.1.1** The distance between the goal line at each end of the field of play shall be fifteen (15) metres. The width of field of play shall be 10.0 – 12.5 metres.

**19.1.2** The depth of the water of the playing area must not be less than two (2) metres.

**19.1.3** Distinctive buoys shall be provided on both sides of the playing area:

Two (2) metre area red buoys

Five (5) metre area yellow buoys

remainder of the playing area green buoys

half distance line white buoys

**19.1.4** Red buoys shall be placed at each end, two (2) metres from the corner of the playing area on the side of opposite to the official table to denote the touching corner.

**19.1.5** The boundary of the field of play at each end shall be in line with the front of the goalpost.

**19.1.6** The secretary shall be provided with separate white, blue, red, and yellow flags, each measuring 0.35 metres x 0.20 metres.

**19.1.7** An area for flying substitutions must be available on the lateral outer side of the field of play, on the side where the team benches are situated. The width of this area, if segregated by lane ropes, must be between 0.5 metres – 1 metre. The designated area for flying substitutions for each team will be between the goal line in front of the team bench and the centre of the field of play.

**19.1.8** The BWP Goal Area is defined by the space between the goal posts,

extending out to the 2-metre line. (See rules 19.16.1, 19.17.3h and 19.19.2).

## **19.2 GOALPOSTS**

**19.2.1** Two goalposts and crossbar rigidly constructed, rectangular with a dimension of 0.080 metres facing to the field of play and painted in any colour. The goals shall be located on the goal lines at each of the field of play end and equal distances from the sides. While rigidly constructed posts are preferred for World Aquatics events, inflatable posts are allowed for local tournaments.

**19.2.2** The inner sides of the goal posts shall be 2.5 metres and the crossbar shall be 0.80 metres from the surface of the water.

**19.2.3** The limp nets shall be securely fastened to the goal posts to prevent the ball from going underneath or through the side of net. The depth of the goals shall not be less than 0.30 metres.

## **19.3 THE BALL**

**19.3.1** 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.

**19.3.2** The weight of the ball shall be not less than 400 grammes and not more than 450 grammes.

**19.3.3** For the games played by men, the circumference of the ball shall be not less than 0.68 metres and not more than 0.71 metres, and its pressure shall be 7.5-8.5 pounds per square inch atmospheric.

**19.3.4** For games play by women, the circumference of the ball shall be not less than 0.65 metres and not more than 0.67 metres, and pressure shall be 6.5-7.5 pounds per square inch atmospheric.

## **19.4 CAPS**

**19.4.1** Caps shall be of contrasting colours other than solid red, as approved by the referee, but also to contrast with the colour of the ball. A team may be required by the referee to wear white or blue caps. The goalkeepers shall wear red caps. Caps shall be fastened under the chin. Caps shall be fitted with malleable ear protectors which shall be the same colour as the team's caps except that the goalkeeper may have red ear protectors.

**19.4.2** Caps shall be numbered on both sides with 0.10 metres in height. The goalkeeper shall wear cap number one (1) and the other caps shall be numbered two (2) to seven (7).

**19.4.3** A player who substitutes for the goalkeeper shall wear a red cap with

the same number as he/she was wearing as a field player. A player shall not be allowed to change cap number during the game except with the permission of the referee and after notifying the secretary. Caps shall be worn throughout the entire game. 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. The substituted goalkeeper shall wear cap No.1 with the same colour of his/her team. Teams shall supply a set of red caps numbered 1-7, as well as a cap numbered one (1) in the same colour of his/her team.

**19.4.4** For international games, the caps shall display the international three letter country code on the front and may display the national flag.

## **19.5 TEAMS AND SUBSTITUTES**

**19.5.1** Each team shall consist of four players, one of whom shall be the goalkeeper, and not more than three reserves who may be used as substitutes.

**19.5.2** Two (2) officials namely the head coach or another official (Assistant Coach or Team Manager) are permitted to sit on the pontoon or similar designated area and shall not move away from there during the game. Up to two (2) other medical staff are permitted at a separate location away from the team bench.

**19.5.3** Teams shall change ends at half time.

**19.5.4** The substitutes' benches in beach water polo can be a pontoon and must be placed on the opposite side of the field of play from the referee and match officials.

**19.5.5** Each team shall have a captain who shall be responsible for the behaviour of the team.

**19.5.6** Players have to present themselves for matches with fingernails properly cut and shall remove any articles that are likely to cause injury. Players shall 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 shall order it to be removed immediately. If the offence is detected after the play has started, the offending player shall be excluded for remainder of the game with immediate substitution.

**19.5.7** Each team shall have three substitutes who may participate in the game substituting a player. A substitute may enter the game from the touching corner as soon as the exiting player has visibly risen to the surface

of the water in the touching corner and touched hands above the water with the substitute outside of the field of play. Substitution from the designated flying substitution area is allowed when the substitute enters the area from behind the extended goal line, both players, the exiting player, and the substitute, are in the water, outside of the field of play and touch hands above the water.

**19.5.8** A goalkeeper who has been replaced by a substitute may play in any position.

**19.5.9** After a goal, substitutions may be made from either the touching corner or flying substitution area after the goalkeeper has put the ball back into play. When substituting, both players need to be outside the field of play and make a visible high hand touch between the substituting players before entering the field of play.

**19.5.10** The goalkeeper may touch the ball with two (2) hands inside the team's five (5) metre area.

**19.5.11** No substitution is allowed when a penalty foul is called, and before the penalty throw is taken.

## **19.6 OFFICIALS**

**19.6.1** In all official competitions the match officials shall be as follows:

one referee

two secretaries

two timekeepers

**19.6.2** The duties of the secretaries shall be:

to maintain the record of the game, including the players, the score, time outs, exclusion fouls and penalty fouls awarded against each player.

to signal with the red flag and whistle for any improper re-entry of an excluded player or substitute.

after three (3) minutes, the secretary should signal the re-entry of a substitute for a player who has committed brutality by raising the yellow flag

along with the appropriate coloured flag.

to keep track of personal fouls, team fouls, and to indicate when a bonus penalty foul is called by a suitable audible signal (e.g., whistle or electronic signal). To record the time and the player's cap number when a goalkeeper is substituted.

to control the 'Alternating Possession System' for awarding free throws for neutral throw situations. (19.15.1).

**19.6.3** The duties of the timekeeper shall be:

to record the exact periods of actual play, time outs and the intervals between the periods.

to record the periods of continuous possession of the ball by each team.

to announce the start of the last minute of the game.

to signal by whistle after 45 seconds and at the end of each time out.

**19.6.4** A timekeeper shall signal by whistling (acoustically efficient and readily understood) the end of each period independently of the referee and the signal shall take immediate effect and stop the game except:

in the case of the simultaneous award by the referee of a penalty throw, in which event the penalty throw shall be taken.

if the ball is in flight and crosses the goal line, in which event any resulting goal shall be allowed.

## **19.7 REFeree**

**19.7.1** The referee has absolute jurisdiction over the game, from the time the teams enter the playing area until they leave. All decisions are final and have to be accepted by all players and coaches. The referee may alter a decision, as long as this is done before the ball is back in play.

**19.7.2** The referee shall whistle to start the game and to declare goals, goal throws, corner throws, neutral throws, and infringements of the rules.

**19.7.3** The referee can apply the advantage rule so as not to favour the team that has committed the offence and should not stop play unless it is absolutely necessary.

**19.7.4** The referee has the power to order any player from the water in accordance with the rules. If a player refuses to obey the referee's instructions, the match shall be abandoned and the game awarded five (5) goals to zero (0) to the opposing team.

**19.7.5** The referee shall have the power to order the removal from the precincts of the pool any player, substitute, spectator or official whose behaviour prevents the referee from carrying out their duties in an impartial manner.

**19.7.6** The referee shall have the power to abandon the game at any time if the referee believes that behaviour of players or spectators, or any other circumstances, prevent the match from taking place in a fair and correct manner. If the game has to be abandoned, the referee shall report their actions to the competent authority.

## **19.8 DURATION OF THE GAME**

**19.8.1** The duration of the game shall be four (4) periods of five (5) minutes each of actual play. Time shall commence at the start of each period when a player touches the ball. At all signals for stoppages, the recording watch shall be stopped until the ball is put back into play by the ball leaving the hand of the player taking the appropriate throw or when the ball is touched by a player following a neutral throw.

**19.8.2** There shall be a two (2) minute interval between the 1st/2nd & 3rd /4th periods, and a three (3) minute interval at half time. The teams, including the players, coaches and officials, shall change ends at half time (VI.19.5.3).

**19.8.3** Every game that is drawn at the end of the four periods of play will be decided by conducting a penalty shoot-out in the same manner as the Water Polo Rules. The goalkeeper can be one of the shooters. The goalkeeper can be substituted only when the goalkeeper is excluded for the remainder of the game for misconduct, violent action, or injury. Immediately after the goalkeeper is excluded, the substitute goalkeeper cannot have the goalkeeper's privileges for the first penalty throw taken after the offence.

the three players nominated will required to be listed in order and that order will determine the sequence, which cannot be changed.

no players excluded for remainder of the game are eligible to be listed among those players to shoot.

shots will be taken alternately at either end of the pool, unless conditions at one end of the field of play advantage or disadvantage a team, in which case all shots may be taken at the same end. All players taking the shots will remain in the water in front of their pontoon and the other players will be required to be seated on the team's pontoon. If the goalkeeper is excluded during the penalty shoot-out, a player from the nominated three players may substitute for the goalkeeper but without the privileges of the goalkeeper. Following the taking of the penalty shot, the player may be substituted by

another player or goalkeeper. If a field player is excluded during the penalty shoot-out, the player's position is removed from the list of the three players participating in the penalty shoot-out, and a substitute player is placed in the last position of the list.

the team to shoot first will be determined by the toss of a coin.

should teams still be tied following the completion of the initial three penalty shots, the same three players shall then take alternate shots until one team misses and the other scores.

**19.8.4** Any visible clock shall show the time in descending manner.

**19.8.5** If a game (or part of a game) must be replayed, then goals, personal fouls and time outs 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.

**19.8.6** (Mercy Rule) After half time, if the goal difference between the two team is 10 or more, the game will be declared finished and the leading team the winner.

## **19.9 TIME OUTS**

**19.9.1** Each team may request two timeouts per game.

**19.9.2** A time out may be requested at any time by the coach of the team in possession of the ball except when a penalty foul is called. The coach shall call "time out" and signal to the referee or secretary with hands forming a T-shape. If a time out is requested, the secretary or referee shall immediately stop the game by whistle and players shall return to their respective halves of the field of play.

**19.9.3** Play shall be restarted upon the whistle of the referee by the team in possession of the ball putting the ball into play on or behind the half distance line.

The possession clock continues from the recommencement of play after the time out.

**19.9.4** If the coach in the possession of the ball requests an additional time out to which the team is not entitled, the game shall be stopped and play shall then be restarted by a player of opposing team putting the ball into play at the half distance line.

If the coach of the team not in possession of the ball requests a time out, the game shall be stopped and a penalty throw awarded to the opposing team.

## **19.10 THE START OF PLAY**

**19.10.1** The first team listed in the official program will wear white or light colour caps, or the caps reflecting the colour of their country and will start the game to the left of the official table. The other team will wear blue or dark colour caps, or caps of a contrasting colour and will start the game to the right of the official table.

**19.10.2** At the start of each period, both teams will line up on their side of the playing area. When the referee is satisfied both teams are ready the referee shall blow the whistle to start and then throw the ball into play on the half distance line.

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

## **19.11 SCORING**

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

**19.11.2** A goal can be scored with any part of the body except the clenched fist.

**19.11.3** A goal can be scored from inside five (5) metres only if two players from either team intentionally play or touch the ball after the start of play.

**19.11.4** A goal may be scored by a player by a shot from a free throw awarded and taken outside the five (5) metre area after fake or dribble or putting the ball on the water.

[Note: when the player is not shooting directly, the ball must be put in play as described in the rules before faking and dribbling]

**19.11.5** A goal may be scored by a player after visibly putting the ball in play outside of five (5) metre line when the foul is called outside of five (5) metre line, goal throw (either directly or after putting the ball in play), or a free throw thrown by a player into the player's own goal.

**19.11.6** A goal shall be scored if, at the expiration of twenty (20) seconds possession or at the end of a period, the ball is in flight and enters the goal.

## **19.12 RESTARTING AFTER A GOAL**

**19.12.1** The goalkeeper shall put the ball into play from the two (2) metre line



or behind immediately after a goal has been scored. The timekeeper shall stop the game clock after a goal is scored, and will restart it when the ball is put into play for restart.

### **19.13 GOAL THROW**

**19.13.1** A goal 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 any player.

**19.13.2** The goal throw shall be taken by any player of the team from anywhere within the 2metre area.

### **19.14 CORNER THROW**

**19.14.1** No corner throws shall be applied in Beach Water Polo.

### **19.15 NEUTRAL THROW**

No neutral throws shall be taken, and if neutral throw situation occurs, "The Alternating Possession System" shall be applied in the following way:

The team that wins the swim-up of the first period loses the first neutral throw.

For subsequent neutral throw situations, free throws shall be awarded to the teams alternately. The team entitled to the next free throw shall be indicated by the alternating possession arrow in the direction of the opponent's goal. The direction of the alternating possession arrow shall be reversed immediately when the alternating possession free throw is taken.

### **19.16 FREE THROW**

**19.16.1** A free throw shall indicate that a foul has been committed. The free throw shall be taken from the location of the ball, except a) if the foul is committed by a defending player within the defender's BWP Goal Area, the free throw shall be taken on the two (2) metre line opposite to where the foul was committed and b) where otherwise provided for in the Rules.

**19.16.2** The free throw shall be taken from the location of the ball by the player of the team who is the nearest to the ball. When there is a counter attack, a player with advantage does not have to give up the advantage to go to the ball and take the free throw or goal throw. Another player of that team can take the throw as long as there is no undue delay.

**19.16.3** The free throw must be taken in such a manner so as to enable all the other players to see that the throw has been taken. The player can either throw the ball up into the air or let it fall on to the water.

**19.16.4** The time allowed for a player to take a free throw shall be at the

discretion of the referee. 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.

## **19.17 ORDINARY FOULS**

**19.17.1** The penalty for an ordinary foul shall be a free throw awarded to the opposing team.

**19.17.2** The referee must award ordinary fouls in accordance with the rules to enable the attacking team to develop an advantage situation.

**19.17.3** It shall be an ordinary foul to commit any of the following offences:

- a)** to start the swim off before the referee's whistle is blown;
- b)** to assist or push a player at the start of a period or at any time during the game;
- c)** to hold on or push off equipment or structures around the field of play or the goal posts;
- d)** To take or hold the entire ball under the water when tackled, or to deliberately hide it from the opposing team
- e)** to touch the ball with two hands at the same time, except for the goalkeeper within the team's own five (5) metre area;
- f)** to push or push off from an opponent who is not holding the ball;
- g)** for another member of the team in whose favor a free throw has been awarded to commit another ordinary foul before the free throw is taken;
- h)** during the game, players are free to take up any position in the field of play with the exception that no attacking player may enter the space between the goal posts and closer than two (2) metres from the goal line, with or without the ball (the BWP Goal Area).
- i)** to take a penalty throw not in accordance with the manner prescribed in 19.20.5.
- j)** to send the ball over the buoys delineating the sides of the field of play (the ball remains in play if it just touches the sides of the field of play);
- k)** for a goalkeeper to touch the ball with two hands at the same time outside the goalkeeper's five (5) metre area;
- l)** for a team to retain possession of the ball for more than twenty (20) seconds of actual play without shooting at their opponent's goal. The timekeeper recording the possession time shall reset the clock: when the ball has left the hand of the player shooting at goal. If the ball rebounds into play from the goal, crossbar or the goalkeeper, the possession time shall not:
  - m)** recommence until the ball comes into the possession of one of the teams;
  - n)** when the ball comes into the possession of the opposing team. Possession shall not include merely being touched in flight by an opposing player;
  - o)** when the ball is put into play following the award of an exclusion foul,

penalty foul, goal throw, corner throw or neutral throw:

**p)** Visible clocks shall show the time in a descending manner (show the possession time remaining).

**q)** 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 VI.9.13 (persistent fouling) to sanction offending players.]

**r)** To go under the water to gain positional advantage.

## **19.18 EXCLUSION FOULS**

**19.18.1** It shall be an exclusion foul to commit any of the following offences which shall be punished (except in the case of penalty throw) by the award of a free throw to the opposing team. The excluded player shall touch that part of the goal line indicated by red buoy and re-join play immediately. A penalty will be awarded against the team of that player who, when leaving the playing area after being excluded, interferes with play. The excluded player may be substituted by leaving the field of play at that part of the goal line indicated by the red buoy (the touching corner). The substitute may enter the field of play from the touching corner as soon as the player has visibly risen to the surface of the water within the touching corner area and touched hands above the water with the substitute.

**19.18.2** For a player to leave the water during play, except in the case of accident, and injury, or with the permission of the referee.

**19.18.3** To interfere with the taking of a free throw or goal throw

intentionally pushing the ball away to delay the throw

any attempt to play the ball before it leaves the hand of the player taking the throw

**19.18.4** To intentionally splash water in the face of an opponent outside the five (5) metre line. The punishment for intentionally splashing an opponent is exclusion under 19.18.1

**19.18.5** To hold, sink or pull back an opponent who is not holding the ball.

**19.18.6** To impede an opponent's movement who is not in possession of the ball.

**19.18.7** To kick or strike an opponent intentionally or make disproportionate movement with that intent.

**19.18.8** Upon a change of possession, for a defending player to commit a

foul on any player of the team in possession of the ball with the intent to stop the flow of the attack, anywhere in the field of play. This kind of foul is called a tactical foul.

**19.18.9** To be guilty of misconduct, including the use of unacceptable language, violent or persistent foul play, to refuse obedience or show disrespect to the referee or official, or behaviour against the spirit of the rules and likely to bring the game into disrepute. While substitution for a player who has been excluded for the remainder of the game due to misconduct can be made immediately in BWP rules, the player who has been excluded for the remainder of the game due to misconduct will have to leave the field of play from the touching corner first, and then the substitute can enter the field of play immediately thereafter.

**19.18.10** To commit a violent action against an opponent or official, during the game. The offending player shall be excluded from the remainder of the game with substitution after three (3) minutes and a penalty throw awarded to the opposing team.

No penalty throw shall be awarded against a violent action committed during an interval or stoppage.

**19.18.11** For an excluded player to re-enter or a substitute to enter the playing area improperly, including:

from any place other than the player's own re-entry area

by affecting the alignment of the goal

entering the field of play before the player who is being substituted leaves the field of play

**19.18.12** To interfere with the taking of a penalty throw, in which case the player excluded can only re-enter the field of play after the penalty throw has been taken. Players have to be at least three (3) metres away from the player taking the penalty throw.

#### **19.18.13**

The defending goalkeeper, after having been warned by the referee, for not positioning correctly on the goal line before the taking of a penalty throw. Another defending player may take the position of the goalkeeper but without the privileges of the goalkeeper.

A goalkeeper who is excluded before a penalty throw, cannot return to the field of play immediately after touching the corner area, but has to leave the field of play and wait in the touching corner. The goalkeeper shall be able to return to play only after the penalty shot has been taken, which means the ball is released from the thrower's hand.

#### **19.18.14**

If two players from opposing sides commit simultaneous exclusion fouls, both players will be excluded. The ball possession will be maintained, and the attacking team shall restart the game with a free throw. Possession time shall

be maintained and shall not be reset.

The game will restart when both of the excluded players have returned to their touching corners. Both players or substitutes will then be allowed to return to the field of play upon a change of the possession, or after a goal. If the excluded players are substituted, substitutions have to be made outside of field of play at the touching corner after touching hands with the both players.

**19.18.15** A player who has committed five (5) personal fouls shall be excluded for the remainder of the game

## **19.19 PENALTY FOULS**

**19.19.1** It shall be a penalty foul to commit any of the following offences which shall be punished by award of a penalty throw to the opposing team. The referee will indicate that a penalty throw has been awarded by blowing the whistle and raising the arm with five fingers. The referee must delay the call of penalty until the shot or attempted shot is completed. In such case, the referee may raise his/her arm indicating a possible penalty.

**19.19.2** For a defending player to commit any foul within the five (5) metre area but for which a goal would probably have resulted, including:

sink or displace the goals

for a defending player to play the ball with clenched fist

for the goalkeeper or another player to take the ball under the water when tackled within 5m area but outside the BWP Goal Area

to splash in the face of an opponent intentionally who is inside the five (5) metre area and is attempting to shoot at goal.

**19.19.3** For a defending player within the 5-metre area to kick or strike an opponent or to commit a violent action. In the case of a violent action, the offending player shall also be excluded from the remainder of the game with substitution after three (3) minutes.

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

**19.19.5** 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.

**19.19.6** For the coach, any team official, or player to take any action with intent to prevent a probable goal or to delay the game, including:

If a defending player deliberately throws the ball away before the attacking team can take a free throw

If a defending player, after a free throw outside the five (5) metre line, deliberately pushes the ball inside five (5) metre line, to avoid a direct shot.

No personal foul shall be recorded for this offence for the coach or any team official.

**19.19.7** For a player or substitute, of the team not in possession of the ball, to enter the field of play improperly.

**19.19.8** 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. The timekeeper recording possession time shall reset the clock.

**19.19.9** Inside the 5 metre area, when a player, in a “probable goal situation”, is swimming with and/or is holding the ball and is impeded (attacked) from behind during an attempt to shoot, a penalty foul must be awarded. [Note: unless only the ball is touched by the defender]

**19.19.10** Bonus penalty throws shall be awarded at every 4th personal foul (Team Fouls) per period. At the fourth personal foul per team in a period, a bonus penalty throw shall be awarded to the other team, and the player who has committed the foul shall move to touching corner of the player’s team outside the field of play until the penalty throw is taken. In this case, no substitution shall be allowed before the penalty throw is taken. If the 4th personal foul is a penalty foul, only 1 penalty throw shall be awarded to the other team. If the penalty throw results in a goal, the team who has taken the penalty throw shall be allowed to have a new consecutive possession of the ball starting in the same manner as restart after a timeout (19.9.3). If the penalty throw does not result in a goal, the play shall continue.

## **19.20 PENALTY THROWS**

**19.20.1** A penalty throw can be taken by any player of the team in favour of which the throw has been awarded. The penalty throw is taken from the five (5) metre line.

**19.20.2** The defending goalkeeper shall be positioned between the goalposts with no part of the body beyond the goal line at water level.

**19.20.3** All players except the player who has committed the penalty foul shall leave the five (5) metre area and shall be at least three (3) metres from the player taking the penalty throw. A player who has committed a penalty foul shall move to their team’s touching corner inside of the field of play until the penalty throw is taken.

**19.20.4** The referee, after seeing that all the players are in correct position, will order the taking of the penalty throw in the following manner: The raised arm will mean ready to shoot and by bringing the referee’s arm from vertical to horizontal position and blowing the whistle simultaneously. The lowering of the arm at the same time as the signal by whistle makes it possible under any

conditions to execute the penalty throw in accordance with the rules.

**19.20.5** 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 or with the ball held in the raised hand and the ball may be taken backwards from the direction of the goal in preparation for the forward throw, provided that the continuity of movement shall not be interrupted before the ball leaves the thrower's hand.

**19.20.6** If the ball rebounds from the goalpost 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.

**19.20.7** 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 penalty 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 the field of play.

## **19.21 ACCIDENT AND INJURY**

**19.21.1** A player shall only be allowed to leave the water during play in the case of accident or injury or with the permission of the referee. A player who has left the water legitimately may re-enter from the re-entry area nearest the player's own goal line at an appropriate stoppage and with the permission of the referee.

**19.21.2** If a player is bleeding, the referee shall immediately order the player out of the water with the immediate entry of a substitute. After the bleeding has stopped, the player is permitted to be a substitute in the ordinary course of the game.

**19.21.3** If accident or injury, other than bleeding, occurs, the referee, at the referee's discretion, may suspend the game for not more than three minutes, in which case the referee

shall instruct the timekeeper as to when the stoppage period is to commence. Except in the circumstances of 19.21.2 (bleeding), the player shall not be allowed to take further part in the game if a substitute has entered.

## **19.22 PERSONAL FOULS**

**19.22.1** 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 secretary.

**19.22.2** Upon receiving a fifth (5th) personal foul, a player shall be excluded

from the remainder of the game with substitution after they reach the touching corner outside of the field of play, having touched hands with each other.

**19.22.3** When a team accumulates four (4) personal fouls in any period of a game, a penalty throw shall be awarded, and the accumulated Team Fouls shall then be cancelled and recounted (as stipulated in 19.19.10).

## **19.23 YELLOW AND RED CARDS**

**19.23.1** The referee, if necessary, must use Yellow and Red Cards to control the Team Officials and Substitute Players on the Team Bench as well as the players in the water. The use of Yellow and Red Cards applies to all World Aquatics Water Polo Competitions and will be administered as follows;

The issuing of a Yellow Card by the referee is an official warning to the Head Coach of the team.

The subsequent issuing of a Red Card by the referee is the signal that the Head Coach and/or other Team Official(s) and/or player(s) on the bench must leave pool area immediately. Should the actions of the Head Coach require it, the referee may issue a Red Card, without having issued a Yellow Card.

When the Head Coach is excluded from the game, another Team Official may take this position, however without the privileges of the Head Coach. The Team Official is not allowed to stand and move away from the team bench but can ask for a time-out according to the rules. During a time out or after a goal, before the restart of the match the Team Official may move freely along the poolside till the halfway mark to instruct the team.

During the match, when a team member inside the water commits an act of misconduct, the referee must show a Red Card to the player accompanied by the appropriate sanction.

A referee may issue a Yellow Card, if, in the referee's opinion, a player persists in playing in an unsporting manner or engages in simulation. (VI.8.14).The referee shall show a Yellow Card to the offending team and point to the offending player. Should the action continue, the referee will show the player a Red Card visible to both the team and the table as this is deemed to be misconduct. (as per VI.9.13)

Team members committing an act of misconduct will be punished according to VI.9.13 and must leave the pool area immediately.