

### **3. REFEREES AND TECHNICAL OFFICIALS**

- 3.1** For World Aquatics events, the officials shall consist of two referees, two assistant referees, timekeepers and secretaries and a video assistant referee, each with the powers and duties specified in Appendix 5 and following the procedures specified in Appendix 7, if applicable.
- 3.2** To enforce the Rules, the referees shall be in absolute control of the game and their authority over players, team officials and spectators shall be effective from the moment they enter until they leave the venue of the match.
- 3.3** The referees shall have the power:
- (i) to award or not award any ordinary, exclusion or penalty foul, while encouraging action and the advantage of the attacking team. A referee may award a foul or refrain from awarding a foul if awarding the foul would be an advantage to the offending player's team;
  - (ii) to order the removal from the precincts of the pool or the venue any player, substitute, spectator or official whose behaviour prevents the referees from carrying out their duties in a proper and impartial manner;
  - (iii) to abandon the game at any time if the behaviour of the players or spectators, or other circumstances prevent it from being brought to a proper conclusion.

### **4. DURATION OF THE GAME**

- 4.1** The duration of the game shall be four periods each of eight minutes actual play. Time shall commence at the start of each period when a player touches the ball. At all signals for stoppages, the time 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 until the ball is touched by a player following a neutral throw.
- 4.2** There shall be a two-minute interval between the first and second periods and between the third and fourth periods and a three-minute interval between the second and third periods. The teams, including the players, coaches and officials, shall change ends before starting the third period.
- 4.3** Each World Aquatics Water Polo game shall have a winner at full time in any game. There shall be a penalty shoot out to determine the result as specified in Appendix 6
- 4.4** If a game (or part of a game) must be replayed, then goals, personal fouls, and timeouts that occurred during the time to be replayed are deleted from the game score sheet, however exclusions for violent action, misconduct, and any red card exclusions are recorded on the game score sheet.

### **5. TIMEOUTS**

- 5.1** Each team may request two timeouts per game. The duration of the timeout shall be one minute. A timeout may be requested at any time, including after a goal, but not after a penalty throw has been awarded or during VAR review, by the coach of the team in possession of the ball calling "timeout" and signalling to the secretary or referee with the hands forming

a T-shape. A team has possession of the ball when one of its players is holding or swimming with the ball. If a timeout is requested, the secretary or referee shall immediately stop the game by whistle and the players shall immediately return to their respective halves of the field of play. The timeout request can also be made by any device authorized for use in the game.

**5.2** Play shall be restarted on 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, except that if the timeout is requested before the taking of a corner throw, that throw shall be maintained.

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

**5.4** If the coach of the team not in possession of the ball requests a timeout, the game shall be stopped, and a penalty throw awarded to the opposing team. After requesting this illegal timeout, the coach shall lose the right to request a legal timeout if the team still has one.

**5.5** At the restart following a timeout, players may take any position in the field of play, subject to the Rules relating to the taking of corner throws.

## **6. START AND RESTART OF PLAY**

**6.1** The first team listed in the official program will wear white 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 caps or caps of a contrasting colour and will start the game to the right of the table.

**6.2** At the start of each period, the players must 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.

**6.3** 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.

**6.4** 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, actual 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.