

## APPENDIX 3 – DEFINITIONS

### 1. FIELD OF PLAY & EQUIPMENT

- 1.1. Field of Play:** The part of the water officially marked as the place for the action of a water polo game as described in Appendix 4.
- 1.2. Official table:** The designated location where other necessary officials and authorized persons carry out their responsibilities during a game.
- 1.3. Flying Substitution:** The ability of a team to exchange players during play from the flying substitution area.
- 1.4. Flying Substitution Area:** The area designated by the Rules at the side of the Field of Play where flying substitutions may occur.
- 1.5. Goal (definition A):** The result of the ball fully crossing the goal line past the front line of the goal posts and underneath the crossbar.
- 1.6. Goal line:** the end of the field of play, formed by the front face of the goal post (VI 7.1)
- 1.7. Goal area:** Is a rectangular box extending 2 metres from the lateral outsides of the goal posts to the 2 metre line opposite the goal line. In this area, attacking players must not enter without possession of the ball, unless they are behind the line of the ball.
- 1.8. 5 metre line:** Is the line, from where penalty throw should be taken.
- 1.9. 6 metre area:** is an area within 6 metres of the goal line where some fouls according the penalty rules, become a penalty foul.
- 1.10. Half distance line:** Line which divides the length of the field of play into two equal halves at its midpoint.
- 1.11. Goal:** The structure into which the ball must fully enter in order to score. (Appendix 4.2)

### 2. TEAMS AND SUBSTITUTES

- 2.1. Team:** team of water polo players as described in Section VI
- 2.2. Player:** an individual member of a water polo team.
- 2.3. Goalkeeper:** individual member of a team, wearing a cap 1 or 13, whose main role is to prevent the ball from entering the goal.
- 2.4. Substitute:** A player entering the field to replace a player already in the field of play or an excluded player.
- 2.5. Reserve:** A team member who is not playing at the time.
- 2.6. Designated lateral substitution area:** is “**Area for Flying Substitutions**”
- 2.7. Exclusion Re-entry area:** Location from where a player or substitute returns to the field of play after an exclusion.
- 2.8. Advantage:** The opportunity of an attacking player and/ or the attacking team to continue to play the ball in order to generate an opportunity to score. Referees must officiate such that the attacking team can maintain its advantage.

- 2.9. Red Card:** Signal from the referee to indicate an exclusion from the remainder of the game, to a player, coach or any team official.
- 2.10. Yellow Card:** Warning signal from the referee to the coach for inappropriate behaviour or insufficient bench discipline, or for repeated simulation and persistent foul play of a team.
- 2.11. Offending player:** A player committing a foul according to the rules.

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

- 3.1. Video assistant referee – VAR:** Video technology and assistant referee, which the referee may use to make a final decision after reviewing a situation in described situations in Appendix 7 - VAR protocol.
- 3.2. Referee:** An official responsible for conducting the game with designated functions fixed by the Rules.
- 3.3. Possibility to play the ball:** When the player in possession of the ball is able to continue playing by putting the ball into action.
- 3.4. Centre forward:** An attacking player whose primary position is near the opponent's 2 metre line and generally between the width of the goal posts.
- 3.5. Centre back:** A defender whose primary responsibility is to mark the attacking centre forward. (See Centre Forward)
- 3.6. Goal Judge or assistant referee:** An official seated on the goal line responsible for assisting the referee in determining if the ball has entered the goal or passed the goal line, including who last touched the ball as well as for throwing a new ball according to the referees' instructions.
- 3.7. Start or restart:** The commencement of play at the beginning of a period, after a goal or after the referee has called for the ball and stopped play.

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

- 4.1. Actual play:** Teams play four periods, each period consisting of eight minutes of actual playing time; a total of 32 minutes. Actual play starts at the beginning of each period, when a player touches the ball, stops on every stoppage indicated by the referee or shot clock and continues after every stoppage when the player puts the ball into play according to the Rules, shoots or passes the ball.
- 4.2. Penalty Shoot-out:** The method of determining a definite result for a game should the scores be level at full time. The method is regulated by Appendix 6.
- 4.3. Attacking Referee:** The referee who is giving primary attention to the attacking situation in front of the goal to the referee's right.
- 4.4. Defensive Referee:** The referee who is controlling the attacking situation to the referee's left. This referee generally maintains a position no closer to the goal being attacked than that player of the attacking team furthest back from the goal-

### **5. TIMEOUTS**

- 5.1. Timeout:** A one-minute stoppage of play available to the attacking team at any time, except at the awarding of a penalty throw or during a VAR review. Each team is entitled to two timeouts per game.
- 5.2. Illegal Timeout:** A requested timeout to which the team is not entitled.

**5.3. Possession:** Possession of the ball is when a player from one of the teams holding or swimming with the ball.

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## 7. METHOD OF SCORING

**7.1. Visibly putting the ball into play:** means that the ball must leave the hand of the player with the ball. Throwing the ball from a player's left to right hand is considered putting the ball into play.

**7.2. Fake:** To simulate a shot.

**7.3. Swim up:** At the beginning of a period the ball is placed in the middle of the field of play and once the whistle is blown to signal the start of the game, teams sprint towards the middle of the pool to gain possession of the ball.

## 8. ORDINARY FOULS

**8.1. False Start:** To begin the start of play improperly, either before the signal from the referee or pushing off from or affecting the alignment of the goal.

**8.2. Foul:** A violation of a rule resulting in a stoppage of the game clock and the awarding of a free throw. There are two types of fouls:

- Physical fouls (physical contact of a player preventing an opposing player from continuing with movement)
- Technical fouls (against rules, e.g., false start or restart, to strike the ball with clenched fist, two hands, etc.)

**8.3. Ball under:** Ordinary foul called against a player for taking the ball under water when tackled by an opponent or with intent to hide a ball from an opponent.

**8.4. Simultaneous exclusion:** When two players from opposing teams are simultaneously excluded.

**8.5. Spirit of the Game:** Defining characteristic of the sport. Playing within the spirit means playing to win while respecting teammates, opponents and the game itself. It is defined by understanding the rules and playing with integrity and honesty in mind.

**8.6. Push-off:** To use the hand, arm, foot or another body part to push off an opponent to gain an advantage.

**8.7. Kicking:** A blow, strike or forceful thrust with the foot to an opponent's body or face, which is a personal foul.

**8.8. Simulation:** To pretend to be fouled.

**8.9. To drive:** An attacking move by a player who is facing an opponent and who attempts to aggressively swim by that player to a position of advantage closer to the goal.

**8.10. Driver:** A player who is driving towards the goal, usually starting from a stationary position facing an opponent attempting to aggressively swim by the opponent to a position of advantage closer to the goal.

**8.11. To tackle:** To hold, sink, pull back or impede a player who is holding the ball.

**8.12. Half distance line:** Line which divides the length of field of play into two equal halves at midpoint of course.

**8.13. Offensive Foul:** A foul committed by an attacking player resulting in a free throw awarded to the defending team.

**8.14. Holding the ball:** Lifting, carrying or touching the ball but not including dribbling the ball.

## **9. EXCLUSION FOULS**

**9.1. Improper Entry:** Entry of a player into the game during play not in accordance with the rules.

**9.2. Improper Re-entry:** Entry of a substitute into the game during play not in accordance with the rules.

**9.3. Exclusion Foul:** A foul where a player is excluded from taking part in the game for a period of time as prescribed in the Rules.

**9.4. Misconduct:** Any improper behaviour, including being disrespectful towards a referee or opponent, as well as showing disregard for an instruction from the referee.

**9.5. Violent action:** An action by a player intended to cause harm or to injure another player or official, regardless of whether contact is made.

**9.6. Aggressive foul play:** Behaviour that can lead to injuries of opponents. The intention of these kind of fouls is to destroy and completely stop the advantage or progress of the game or a player, or to provoke the opponent. It is dangerous play, without a clear intention to injure the opponent player, but typically is caused by emotions.

**9.7. Persistent foul play:** Unallowed fouls of defending players, which are stopping the attack. The intention of these fouls is not to injure an opponent, but to destroy the flow of the game, advantage and speed, as well as to intimidate the opponent.

**9.8. To Impede:** To obstruct movement with unallowed physical acts, like holding or blocking an opponent.

**9.9. To hold an opponent:** To use the hands, arms or legs to hold onto an opponent with the intention of restricting movement.

**9.10. To sink:** To push an opponent under the water.

**9.11. To Pull back:** To pull an opposing player.

**9.12. To interfere with a free throw, goal or penalty throw:** To disrupt or interfere with the taking of any of these throws.

**9.13. Disproportionate movements:** To make any movement with intent to kick or strike, even if the player fails to make contact.

**9.14. To strike:** Means "to hit".

**9.15. Tactical foul:** Any foul by a defender with the objective to stop the flow of the game with intent to take away an advantage, especially the counterattack.

**9.16. Counterattack:** The transition by the attacking team that brings the ball quickly from one end of the field to the other in an attempt to score before the defensive team can get into position.

## **10. PENALTY FOULS**

**10.1. Penalty Foul:** Any foul committed inside 6 metres preventing a probable goal (VI.10.2). Additionally, violent action (VI. 9.14), and delaying the game (VI. 10.10) may result in a penalty as well as VI. 10.9.

**10.2. Probable goal situation:** Situations in which the attacking player is facing the goal and there is no defending player between the attacking player and the goalkeeper, and without a foul, a goal would most likely be scored. There are also probable goal situations when the goal is empty and the ball nearby, as well as examples described in the Manual.

**10.3. Bad pass:** A pass which cannot be reached by the attacker, regardless of whether or not the player has been fouled. There are no sanctions against the defending player in the case of a bad pass.

**10.4. Front position on a defender:** An offensive player establishing an advantageous position, that is, a position between a defending player and the opponent's goal.

**10.5. Delaying the game:** Intentionally preventing attacking players from proceeding with the action or any interference against the spirit of the game with the intention to prevent a probable goal.

**10.6. Illegal Player:** A player not entitled to participate in the game.

## 11. FREE THROWS

**11.1. Free Throw:** A method of putting the ball into play after an ordinary foul, an exclusion foul or a restart after a timeout, a goal, an injury including bleeding, the replacement of a cap, the referee calling for the ball, the ball leaving the side of the field of play or any other delay.

**11.2. To block a shot or pass:** To stop the ball's flight with hand, arm or body.

**11.3. Shot:** An attempt to score by purposely directing the ball towards the opponent's goal

## 12. GOAL THROWS

**12.1. Throw:** Any movement by hand releasing the ball, with intent to put the ball into play or pass or score.

**12.2. Free Throw:** The method of putting the ball into play following a foul or stoppage.

**12.3. Goal Throw:** The throw awarded to the defending team as described in VI. 12.

**12.4. Dribble the ball:** To swim with the ball or progress the ball by swimming. A player dribbling the ball is in possession of the ball but is not holding the ball.

**12.5. Pass the ball:** To throw the ball from one player to a teammate or to the area controlled by a teammate. To throw the ball towards a teammate (or to oneself) with the intention of keeping control of the ball (as opposed to the intention to score a goal).

## 13. CORNER THROWS

**13.1. Corner Throw:** Throw awarded to the attacking team on the defender's 2m line as described in VI. 13.2.

**13.2. Direct shot:** The ball may be shot directly at the goal:

- A) following a free throw when the player, the ball and the foul are outside the 6 M line,
- B) from a penalty throw,

C) from a corner throw. (Described in VI.7.2)

#### **14. NEUTRAL THROWS**

**14.1. Neutral Throw:** Method of putting the ball into play when neither team has possession. The referee restarts play by throwing the ball into the pool between two opposing players, giving each an equal opportunity to recover the ball.

#### **15. PENALTY THROWS**

**15.1. Penalty Throw:** A free shot at the goal from the 5 metre line defended only by the goalkeeper. The defending goalkeeper shall be positioned on the goal line between the goal posts and may move forward after the referee gives the signal for the shot to be taken. Defending players may only enter the 6 metre area after the ball has left the hand of the shooting player.

#### **16. PERSONAL FOULS**

**16.1. Personal Foul:** Individualized foul recorded against a player, when the referee awards an exclusion or a penalty foul.

#### **17. ADDENDUM WITH SOME OTHER OBSERVATIONS AND CLARIFICATIONS:**

**17.1. Transition:** The phase of the game when a team changes from offense to defense or from defense to offense.

**17.2. Attacking player:** Player whose team has possession of the ball; the team controls the ball and has the opportunity to score a goal.

**17.3. Defending player:** Player whose team does not control, and does not have possession of, the ball; a player trying to defend the team's goal.