

APPENDIX 5 - OFFICIALS

1. OFFICIALS FOR WORLD AQUATICS EVENTS

1.1 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 following powers and duties. These officials shall also be provided wherever possible for other events, except that in a game refereed by two referees and no assistant referees, the referees shall assume the duties (but without making the specified signals) allocated to the assistant referees.

Depending on the degree of importance, games can be controlled by teams of four to nine officials, as follows:

(a) Referees and assistant referees: Two referees and two assistant referees; or two referees and no assistant referees; or one referee and two assistant referees.

(b) Timekeepers and secretaries: With one timekeeper and one secretary: The timekeeper shall record the periods of continuous possession of the ball by each team, in accordance with VI.8.14. The secretary shall record the exact periods of actual play, timeouts and the intervals between periods, maintain the record of the game as set out in VI.10.1 and shall also record the respective periods of exclusion of players ordered from the water in accordance with the Rules.

With two timekeepers and one secretary: Timekeeper No. 1 shall record the exact periods of actual play, timeouts and the intervals between periods. Timekeeper No. 2 shall record the periods of continuous possession of the ball by each team, in accordance with VI.8.14. The secretary shall maintain the record of the game and perform all other duties as set out in the Water Polo Rules.

With two timekeepers and two secretaries: Timekeeper No. 1 shall record the exact periods of actual play, timeouts and the intervals between periods. Timekeeper No. 2 shall record the periods of continuous possession of the ball by each team, in accordance with VI.8.14. Secretary No. 1 shall maintain the record of the game. Secretary No. 2 shall carry out the duties relating to the improper re-entry of excluded players, improper entry of substitutes, exclusion of players and the third personal foul.

(c) Video assistant referee: shall assist the two referees as called for by the Rules.

2. REFEREES

2.1 The use of audio equipment by the referees of the match. During the match, both referees shall have an audio headset for communication between themselves. The delegate and the VAR assistant referees will also have one, but only to receive information for the official table and to ensure clarity.

2.2 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.

2.3 The referees shall whistle to start and restart the game and to declare goals, goal throws, corner throws (whether signalled by the assistant referee or not), 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.

2.4 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.

3. ASSISTANT REFEREES

3.1 The assistant referees shall be situated on the same side as the official table, each on the goal line at the end of the field of play.

3.2 The duties of the assistant referees shall be:

(a) to signal by raising one arm vertically when the players are correctly positioned on their respective goal lines at the start of a period;

(b) to signal by raising both arms vertically for an improper start or restart;

(c) to signal by pointing with the arm in the direction of the attack for a goal throw;

(d) to signal by pointing with the arm in the direction of the attack for a corner throw;

(e) to signal by raising and crossing both arms for a goal;

(f) to signal by raising both arms vertically for an improper re-entry of an excluded player or improper entry of a substitute.

3.3 Each assistant referee shall be provided with a supply of balls and when the original ball has gone outside the field of play, the assistant referee shall immediately throw a new ball to the goalkeeper (for a goal throw), to the nearest player of the attacking team (for a corner throw), or as otherwise directed by the referee.

4. TIMEKEEPERS

4.1 The duties of the timekeepers shall be:

(a) to record the exact periods of actual play, timeouts and the intervals between the periods;

(b) to record the periods of continuous possession of the ball by each team;

(c) to record the exclusion times of players ordered from the water in accordance with the Rules, together with the re-entry times of such players or their substitutes;

(d) to audibly announce the start of the last minute of the game;

(e) to signal by whistle after 45 seconds and at the end of each timeout.

4.2 A timekeeper shall signal by whistle (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 resulting goal shall be allowed.

5. SECRETARIES

5.1 The duties of the secretaries shall be:

(a) to maintain the record of the game, including the players, the score, timeouts, exclusion fouls, penalty fouls, and personal fouls awarded against each player;

(b) to control the periods of exclusion of players and to signal the expiration of the period of exclusion by raising the appropriate flag or by another approved method of signalling; except that a referee shall signal the re-entry of an excluded player or a substitute when that player's team has retaken possession of the ball. After 4 minutes, the secretary should signal the re-entry of a substitute for a player who has been excluded for violent action by raising the yellow flag along with the appropriate coloured flag or by another approved method of signalling;

(c) to signal with the red flag and by whistle, or by another approved method of signalling, for any improper re-entry of an excluded player or improper entry of a substitute (including after a signal by an assistant referee to indicate an improper re-entry or entry), which signal shall stop play immediately;

(d) to signal, without delay, the award of a third personal foul against any player as follows:

- (i) with the red flag, or by another approved method of signalling, if the third personal foul is an exclusion foul;
- (ii) with the red flag and a whistle, or by another approved method of signalling, if the third personal foul is a penalty foul.

6. VIDEO ASSISTANT REFEREE

6.1 The duties of the Video Assistant referee shall be:

(a) to alert and assist the match referee(s) in doubtful "goal / no goal" situations or in case of violent action situations by providing the video footage at the appropriate moment.

(b) if necessary, in other situations, to provide assistance to the referees with video footage;

(c) to show the match referee(s) re-plays of other incidents, when requested.





7. INSTRUCTIONS FOR THE USE OF TWO REFEREES







- 7.1** 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.
- 7.2** The committee or organisation appointing the referees 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.
- 7.3** At the start of the game and of each period, the referees will position themselves on the respective six (6) metre line. The starting signal shall be given by the referee on the same side as the official table.
- 7.4** 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.
- 7.5** Each referee shall have the power to declare fouls in any part of the field of play but each referee shall give primary attention to the offensive situation attacking the goal to the referee's right. The referee not controlling the attacking situation (the defensive referee) generally shall maintain a position no closer to the goal being attacked than that player of the attacking team furthest back from the goal.
- 7.6** 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. Referees shall use the signals set out in the following C.8 to indicate the nature of the fouls which they are penalising.
- 7.7** 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.
- 7.8** When simultaneous awards are made for ordinary fouls but for opposing teams, the award shall be a neutral throw by the attacking referee.
- 7.9** 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.








7.10 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. The possession clock is not reset and 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, the possession clock is reset to 30 seconds and play shall be restarted with a neutral throw.








7.11 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 on or behind the half distance line. The possession clock is reset to 30 seconds.




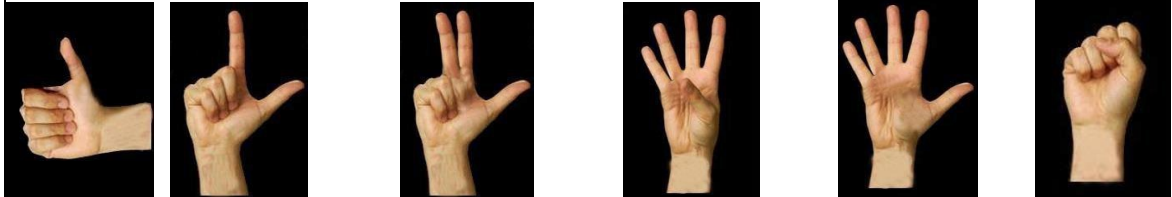
8. SIGNALS TO BE USED BY OFFICIALS

<p>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.</p>	
<p>B. To point with one arm in the direction of the attack and, if necessary, 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.</p>	
<p>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.</p>	
<p>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 table.</p>	

<p>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.</p>	
<p>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 table in addition to issuing the player with a red card. The referee then signals the excluded player's cap number to the table.</p>	
<p>G. To signal the exclusion of a player with substitution after four (4) minutes. 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 table in addition to issuing the player with a red card. The referee then signals the excluded player's cap number to the table.</p>	
<p>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 table.</p>	
<p>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.</p>	
<p>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.</p>	

<p>K. To indicate the exclusion foul of sinking an opponent. The referee makes a downward motion with both hands starting from a horizontal position.</p>	
<p>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 their body.</p>	
<p>M. To indicate the exclusion foul of kicking an opponent. The referee makes a kicking movement.</p>	
<p>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.</p>	
<p>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.</p>	
<p>P. To indicate the exclusion foul of impeding an opponent. The referee makes a crossing motion with one hand horizontally crossing the other.</p>	
<p>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.</p>	

<p>R. To indicate the ordinary foul of standing on the bottom of the pool. The referee raises and lowers one foot.</p>	
<p>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.</p>	
<p>T. To indicate the ordinary foul of 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.</p>	
<p>U. To indicate the ordinary foul of expiry of possession time. The referee moves a hand in a circular motion two or three times.</p>	
<p>V. To indicate that a direct shot from outside the 6 m. area is permitted.</p>	
<p>W. To indicate a change of possession</p>	
<p>X. By an assistant referee to signal for the start of a period</p>	

<p>Y. By an assistant referee to signal an improper start, restart or improper re-entry of an excluded player or substitute.</p>	
<p>Z. By an assistant referee to signal a goal throw or corner throw.</p>	
<p>AA. By an assistant referee to signal a goal.</p>	
	
<p>To indicate a player's cap number. To enable the referee to communicate better with the players and the secretary, signals are made using both</p>	

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.