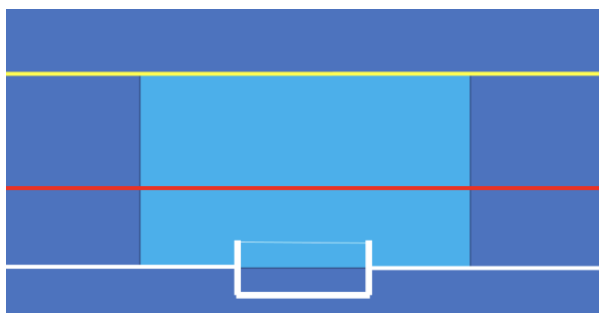


NEW INSTRUCTIONS WATER POLO RULES 2022-23

Exclusion without the ball on the center position.

Every time a player is excluded in the area (light blue) without the ball, the referee must proceed in a clear and definite. He will whistle the exclusion indicating the player's number together with an arm signalization of exclusion and will give the order to restart the game. The referee will try not to delay the game due to this circumstance but must ensure that his sanction is clearly understood.

Referee must avoid a lot of whistling, signalization must be short and clear, followed with immediately signalization of number of excluded players to avoid unnecessary delays. Referee must be shore that excluded player saw and hear the exclusion.



2. 2m rules interpretation

A player can never be in front of the line (parallel line with the goal line) of the ball at any time during the game in the 2 meters area near the goal (blue light area) of the opponent team.

If a player is in front of the goal area is in the front of the line of the ball even without getting the ball, he/she has a big influence on the defense and can give very big advantage for the attacking team. Two meter must be called every time. No passive 2-meter situation exist when the player is in the blue light area. (Fig 1)

If a pass within the 2-meter area flies forward (toward the goal line) 2 meter must be called, even if the two attacking player were at the same line at the moment of the pass. This is especially important to apply in men up situation. (Fig 2)

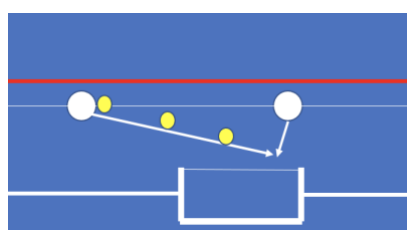
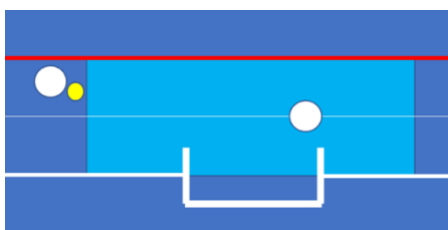


Fig 1

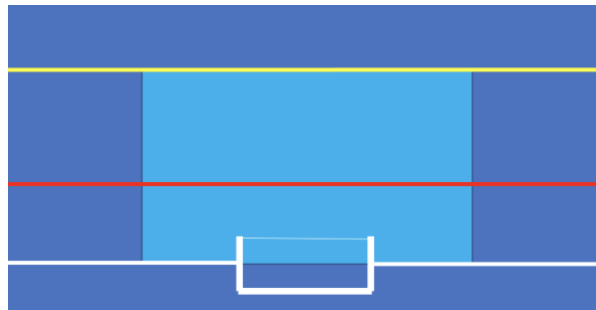
Fig 2

3. Ball under situation with the goalkeeper.

If the goalkeeper commits any foul including puts the ball under the water within his own 6 meters area inside of the light blue area are considered as a penalty fault.

If the goalkeeper commits any foul outside of the light blue area are considered as a tactical foul and should be sanction with exclusion.

If the goalkeeper puts the ball under the water outside the light blue area, when he is attacked by the opponent player, an ordinary foul will be awarded in the favor of the opponent team (WP 21.6).



4. An excluded player doesn't leave the play of the field after changing ball possession.

An excluded player who goes towards his re-entry area and, before reaching it, returns to the game, is an excluded player who interferes in the game and, consequently, the penalty should be awarded. As there has been a change of possession, this player will remain on the field of play during the penalty shoot.

5. Excluded player without a cap.

An excluded player or substitute without a cap must not reenter the play of the field. It must be considered as improper reentry. If they have no possession, it is a penalty, if they have possession, it is an exclusion.

After time out or a goal the referee cannot restart the game with a player without cap and this player should be substituted. Cannot be any delay for this circumstance.

6. All exclusions for the remainder of the game

The referee must show the red card and write this in the official sheet.

7. Aggressive play

All intentional actions against opponent player as:

- Touching the face
- Pulling the cap
- Touching or holding a neck

are considering as aggressive play and must be sanctioned under the WP 22.13 rule.

If the opponent player simulate that this kind of foul occurred on him the WP 21.17 rule will be applied, and yellow card shown to the player.

8. The position of a player

The position of the player must be determined by the head of a player. This body part is almost all the time above the water and easy to determine where it is.

Following situations are important:

- Swim off (head under the crossbar)
- Penalty shot (goalkeepers head under the crossbar)
- 6m free throw (attacking player's head must be out of 6-meter zone)
- 2m situation (the head of the player with the ball should be the closest to the goal line)
- Enter from the reentry area and the flying substitution zone