

Case Book (Situations) for the 2010-11 NFHS Water Polo Rules
Including Applicable Cases from 2007-08, 2008-09, and 2009-10 Case Books
(New or revised cases are shaded)

Rule 1: Field of Play and Equipment

Rule 1-1: Pregame Inspection; Rule 1-4: Pool Dimensions; Rule 1-6: Markers, and Rule 7-7: Referee Reporting Responsibility

Situation: The referee notes in the pregame inspection that the pool to be used for the game is 75 feet wide. No sidelines are available. What is the responsibility of the referee in this situation?

Ruling: The width of the water polo course may not exceed 20 meters (66 feet). The referee must inform the administrator in charge before the game of the requirement to have correctly marked sidelines in place to decrease the size of the pool to the correct maximum width. After the game, the referee must report this deficiency to the state association office, school athletic director and assigning authority, unless determined otherwise by state association policy, in order that this may be corrected. The same procedure is to be followed if sidelines are present, but are not marked correctly.

Rule 1-1: Sounds of Clock Buzzers and Rule 7-7: Referee Reporting Responsibility

Situation: The referee notes in the pregame inspection that the buzzer for the expiration of time on the game clock has the same sound as that of the buzzer on the shot clock. What is the responsibility of the referee in this situation?

Ruling: The requirement for a difference in the sounds of the buzzers of the game clock and of the shot clock was effective July 1, 2009. The referee must report this deficiency after the game to the state association office, school athletic director and assigning authority, unless determined otherwise by state association policy, in order that this may be corrected. To temporarily solve the problem, the referee should instruct either the game timer or the shot clock timer to sound an air horn or whistle when the game clock reaches 0:00. This is usually the responsibility of the shot clock timer, as the shot clock is blanked when less than 30 seconds remain in a period and a new period of possession is awarded.

Rule 1-1: Number of Shot Clocks

Situation: Before the start of the game, the visiting coach complains to the referees that there is only one visible shot clock. What is the responsibility of the referee in this situation?

Ruling: The rule requires a minimum of two shot clocks, each located at one corner of the pool (see Rule 1-1 and the diagram on page 149 for location). The referee must report this deficiency immediately to the administrator in charge to see if it is possible to remedy this deficiency before the game. The referee must report this deficiency after the game to the state association office, school athletic director and assigning authority, unless determined otherwise by state association policy.

Rule 1-2: Field of Play – Location of Score Table

Situation: The score table is located toward the end on one end of the pool. What is the responsibility of the referee in this situation?

Ruling: The score table shall be located approximately at the center of one side of the pool, in accordance with Rule 1-2 and the diagram on page 149 of the NFHS Water Polo Rules Book. This location in the center of the course provides the optimum view of the field of play for the score table personnel and for communication between the referees and the score table personnel. The referee should determine the cause for this layout and try to remedy it before the game, working with the administrator in charge. The referee must report this deficiency after the game to the state association office, school athletic director and assigning authority, unless determined otherwise by state association policy.

Rule 1-6: Pool Markings; Rule 7-7: Referee Reporting Responsibility

Situation: The referee notes in the pregame inspection that the school does not have correctly colored sidelines, cones and long, horizontal markers of the correct color on the pool deck. What should be the action of the referee prior to the game?

Ruling: The pool course must be marked correctly, in accordance with the current rules, effective July 1, 2007. However, the school is not required to have all the possible deck markings. The referee must check that all measurements are taken from the goal line. Correctly colored sidelines are required if the pool width exceeds 20 meters or 66 feet. If there are horizontal markings on the pool deck, it is preferable that these markings extend down over the side of the pool so that they are clearly visible from the water and from the other side of the pool. Cones are not required if the sidelines are marked correctly or, if sidelines are not required, if there are correct markings for the goal line, 2-meter line, 5-meter line and half-distance line on the pool deck. However, the use of cones of adequate size, color, and weight on the pool deck is to be encouraged as these are very easy for players, coaches and referees to see during the game. The referee must report any deficiency to the administrator in charge and afterwards to the state association office, school athletic director and assigning authority, unless determined otherwise by state association policy.

Rule 1-6: Non-Conforming Pool Markings

Situation: A pool course of the correct dimensions, but the markings (color and position) in the sidelines, the markings (color and position) on the pool deck and the color and placement of cones do not agree with each other (a painted mark on the pool deck is 6 inches from the change in color of the sidelines which is slightly different from the location of the cones). What should be the action of the referee prior to the game?

Ruling: One type of boundary marking (sidelines, cones, or deck markers) does not take precedence over the other types of markings. The referee must point out major deficiencies to the administrator in charge or, if no administrator is present, to the coach. Any possible change in markings should be made at that time and both teams informed which marking is the correct marking, if they still differ. After the game, the referee must report any issues with the course markings to the state association office, school athletic director and assigning authority, unless determined otherwise by state association policy.

Rule 1-7: Re-entry Area

Situation: The re-entry area on the end lines or pool wall is marked in red at one meter on the boundary line at both ends of the field of play, instead of the required two meters. An excluded player re-enters the field of play outside the marked area at approximately 1.5 meters. The exclusion secretary blows the whistle for an improper re-entry. What should be the action of the referee?

Ruling: Since the player enters the field of play outside the marked re-entry area, the re-entry shall be considered an improper re-entry under Rule 21-13. The referee, however, should have noted this error in the pool marking during the pregame inspection of the facility and should have had the host mark the re-entry areas correctly before the game began. The referee should report the lack of required pool markings to the administrator in charge and after the game to the state association office, school athletic director and assigning authority, unless determined otherwise by state association policy.

Rule 1-7: Re-entry Area

Question: The mark for the re-entry area is on the end line 2 meters from the corner of the field of play on the side opposite the official table at each end of the pool. As is common, the pool does not have a second line, attached to the back of the goal, running to the side of the pool. This second line would create a definite re-entry area. Since an excluded player must arrive in the re-entry area before being replaced by a substitute, is there a rule requiring a player to pass through a certain defined area behind the end line?

Answer: No. If there is no line or wall forming the back boundary of the re-entry area, the referees should decide before the game begins what is the rear boundary of the exclusion area and inform the captains in the pregame meeting. Depending upon the pool configuration, this rear boundary of the exclusion area, if there is no line extending from the back of the goal to the side of the pool, could be a lane line behind the end line, the pool wall, or an area relating to the position of the team bench. This is important in order that the referee and the exclusion secretary can verify that an excluded player went to the re-entry area before the substitute entered. If the referee does not do this, if an excluded player reaches the side wall of the pool, the player is considered to have passed through the re-entry area.

Rule 1-7: Re-entry Area

Situation: Is an excluded player or substitute required to re-enter the field of play from a point immediately adjacent to the end of the two-meter mark?

Ruling: No. The player may enter from any place along the two-meter red line.

Rule 1-12: Use of Video

Situation: A player's nose is broken in a game. During the game, the coach requests to use his/her game tape to prove that an opposing player deliberately hit the player. Is this allowed?

Ruling: No. The use of videotapes by officials to make decisions related to the game is prohibited.

Rule 1-12: Use of Video

Situation: One team's video shows behavior of a coach that would merit the award of a red card. This is not detected by the referees during the game. Can video review be used to award a red card after a game?

Ruling: No. The use of replay or television monitoring by officials to make decisions related to the game is prohibited. Individual state associations may develop policy regarding the use of electronic recording of games and uses of the video following the contest.

Rule 3: The Ball

Rule 3-5: Ball Retrieval Over End Line (also covered in Rule 8-3 and Rule 19-1)

Situation: A ball goes over the end line and remains outside the field of play. A second ball lands in a similar area. The goalkeeper then leaves the field of play to retrieve one of the balls. What should the referee call in this situation?

Ruling: The referee should exclude the goalkeeper for 20 seconds for leaving the field of play without permission (Rule 21-4). To prevent this situation from occurring, five game-quality balls must be available for all championship games, and recommended for all games, one with the referee and two at each bench. When a ball goes out of bounds over the end line, the coach must have a team member from the bench immediately retrieve the ball and return it to the bench. If the coach does not do this, the referee shall warn the coach and, at the next occurrence, shall give the coach a yellow card. The goal judge, if present, or the coach on the bench should throw in the counter ball.

Rule 3-5: Ball Retrieval Over Sideline (also covered in Rule 8-3 and Rule 19-1)

Situation: A defender deflects a pass over the sideline. The nearest player on the team on offense swims over the sideline out of the field of play to get the ball, returns to the field of play, and is about to put the ball into play. Should the referee allow that player to put the ball into play?

Ruling: No. The player on offense is allowed to reach over the sideline to retrieve a ball and put the ball into play at that point, but the player may not leave the field of play to do so without the permission of the referee. Since the player left the field of play without the permission of the referee to retrieve the ball, the referee should exclude the player for 20 seconds and turn the ball over to the opposing team.

Rule 4: Caps

Rule 4-1: Caps

Question: Must each player on the bench wear a cap, even if that player is not likely to play?

Answer: Yes, each player on the bench must have a cap on at all times in order to distinguish players from staff and to determine the identity of a player on the bench if it is necessary to award a red card to that player on the bench.

Rule 4-1: Cap Design and Colors

Situation: The visiting team wears white caps with a blue checkerboard design on the caps. What should be the action of the referees?

Ruling: The visiting team must use solid white caps. If the team does not have the correct set of caps with them, they must try to borrow them from the home team. The referees must report these non-conforming caps as described in the first case.

Rule 4-1, Rule 21-10: Requirement for Caps on Players on the Bench

Situation: A player is excluded for the remainder of the game for misconduct. After the player leaves the field of play, the player goes to the bleachers. Should the referee permit this?

Answer: No. The rules require that the player excluded for misconduct must remain on the bench with cap on.

Rule 4-2 and Rule 4-3: Color of Ear Guards

Situation: May the goalkeeper on the visiting team wear a red and white paneled cap with dark ear guards?

Ruling: No. The ear guards on the cap of the visiting goalkeeper must be white as an aid to the rapid identification of this player as a member of the visiting team. The ear guards of the goalkeeper of the home team must be dark to match those on the caps of the dark (home) team. They may be red only if the home team caps are red. Rule 4-6 provides that if the caps do not meet specifications, the game may be played if there is mutual agreement of both teams and of the referees that the cap numbers are clearly visible. After the match, the referee must report this issue with the cap to the state association office, school athletic director and assigning authority, unless determined otherwise by state association policy in order that this may be corrected.

Rule 4-3, 4-4 Caps of the Goalkeeper

Situation: During the pre-game meeting, the referee notes that the visiting goalkeepers are wearing solid red water polo caps, one with cap numbers 1 and one with cap number 13. What should be the action of the referee?

Ruling: The referee should inform the captain that the caps are not in compliance with the rules (cap design, color and cap numbers) and the caps should be changed. If the team does not have the correct caps and is not able not borrow any from the other team, the usual method of handling this situation is, if both teams agree, to allow the game to proceed as opposed to forfeiting the game, but the referee should inform the administrator in charge and the proper authorities as defined in the first case so that this may be corrected for future games (Rule 7-7).

Rule 4-4: Change of Cap Number

Question: May a player change cap number during a game?

Answer: It is recommended that each team have a replacement set of caps readily available so that a cap with the same number can be used for replacement if a cap is lost or damaged during the game. If a replacement cap is not available, a player may change cap number with the permission of a referee and with notification by the referee to the game secretary and the coach of the opposing team. The player may not use the cap number of a player previously excluded from the game for misconduct or for having any personal fouls as this causes confusion on the scoresheet (one cap number could end up with four or more fouls charged to a cap number that has been used by two players).

Rule 4-5: Goalkeeper's Swim Cap Color

Situation: During the pregame meeting, the referee notes that the visiting goalkeeper is wearing a white swim cap under the water polo cap. Is this permitted?

Ruling: Yes. Rule 4-5 states that the color of the goalkeeper's swim caps must be red or a color which matches the color of the water polo cap as closely as possible. Therefore, the swim cap worn by a visiting goalkeeper may be white or red, either color of which matches a panel in the water polo cap of the goalkeeper. This rule allows all members of a team to wear swim caps of the same color.

Rule 5: Teams and Substitutes

Rule 5-1: Number of Players, Illegal Player

Situation: A player receives a third personal foul, an exclusion foul, at 6:04 in the fourth period and is immediately substituted. The scorekeeper raises the red flag and lowers it after the substitution. Later in the period, a goal is scored at 1:04. The player with the third personal foul enters the field of play at that time after the goal and is observed by the desk at 0:46, just as a goal is scored by that team. What should be the action of the referee?

Ruling: Since a desk error was not involved, the referee should remove the player for the remainder of the game, remove the goal scored at 0:46, reset the game clock to 1:04, reset the shot clock, and award a penalty throw (Rule 22-6), with the substitute for the player with three personal fouls in the re-entry area until the earliest occurrence of an event described in Rule 21-3. **See Rule 11-6 for replay of all or part of a game.**

Rule 5-1 and Rule 7-9-a: Entry of a Player with Three Personal Fouls Not Red-Flagged by Desk

Situation: The blue team is leading 4-2. Blue player #5 is excluded for 20 seconds at 4:23 in the second period, that foul making his/her third personal foul. The desk fails to signal this with the red flag. Blue #5 re-enters play immediately after the extra-player goal is scored by the white team at 4:15 (making the score 4-3). Play continues with the white team scoring an additional two goals, making the score 4-5. During this time, white player #6 receives his/her third personal foul, an exclusion foul. The error on blue #5 is not noticed until the next period immediately after blue player #3 scored a goal, making the score 5-5 at 3:13 in the third period. What should be the action of the referee?

Ruling: The referee should call the ball out and ask the coach of the white team which option the coach prefers:

(1) To go back to the time that blue player #5 with the third personal foul entered the game (at the time that the extra-player goal scored at 4:15) in the second period, taking away all goals scored except the extra-player goal scored at 4:15 and all fouls awarded during this period of time (there were no cards, misconduct or flagrant misconduct fouls awarded during this time; **if there would have been any, they would not have been removed**). The referee should remove blue #5 and restart the game with a score of 4-3 in favor of the blue team, with the clock reset to 4:15, the time of the extra-player goal **OR**

(2) To not reset the clock, keeping all goals and fouls awarded during this time (including any goals scored by blue #5), remove blue #5 at this time (3:13 in the third period) for the remainder of the game, score blue 5, white 5.

Rule 5-2: Position of Head Coach

Situation: The head coach walks up to half to make substitutions and to talk with the team after a goal. Is this permitted?

Ruling: Yes. Although the rule states “the head coach may freely advance along the pool side”, it is generally understood that this means up to the half-distance mark. (The half-distance mark is specified as the maximum position of the head coach under the description of the 30-second time-out in Rule 12-7.)

Rule 5-2-2: Assistant Coach - Standing

Situation: The assistant coach stands behind the goal line during play. What is the penalty for this action?

Ruling: The assistant coach must remain seated on the bench at all times except during a time-out or after a goal or during a lengthy stoppage of play. The assistant coach may also move behind the bench to take care of or to speak to a player behind the bench. However, if the assistant coach stands during play, the referee may issue a warning followed by a yellow card. If the assistant coach stands, moves up to the 5-meter line **and** coaches, the referee shall issue an immediate red card.

Rule 5-2: Role of Assistant Coach During Play

Situation: The rule requires the assistant coach to sit on the bench during play. May the assistant coach call out instructions to players during play?

Ruling: Yes. There is no rule prohibiting the assistant coach from speaking to players during play, provided that the assistant coach is seated. The assistant coach may not speak to the referee, however, at any time during a game.

Rule 5-2: Role of Assistant Coach with Counter Balls

Situation: Rule 3-5 provides that if there are not goal judges, it is recommended that there should be two balls at each bench and one with the referee. May the assistant coach throw in a counter ball? To enable the throw, may the assistant coach stand for the throw and then immediately sit down again?

Ruling: The assistant coach may throw in a counter ball. The assistant coach may stand to throw in the counter ball as long as the assistant coach then immediately sits down after the throw. The rule requiring the

assistant coach to sit on the bench at all times does not pertain to this type of action. The assistant coach may not shout out instructions to the players while standing or comment to the referees at any time.

Rule 5-4-1: Women's Suits

Situation: In the pregame meeting and inspection of players prior to a women's game, the referee notes that one of the goalkeepers is wearing a water polo suit with narrow straps and a low back. What should be the action of the referee?

Ruling: The goalkeeper may wear a low back competitive suit, but the straps must be at least 1" in width. If the straps are very narrow (spaghetti straps), the referee should inform the player and coach of the requirement, and ask her to change suits. If no suit is available, the referee should allow the player to compete, but must report this to the state association office, school athletic director and the assigning authority, unless determined otherwise by state association policy, in order that this may be corrected.

Rule 5-4-1: Women's Suits

Situation: The referee notes that the players on a women's team are wearing suits that differ in color and style from each other. What action should the referee take?

Ruling: No action. Although all suits must be non-transparent and one piece, there is no rule they must be of the same style and color as long as the style conforms with the rules.

Rule 5-4-1: Exposure and Suit Replacement

Situation: In a tournament, with 44 seconds remaining in the period, a player on offense from the blue team grabs the suit of a player on the white team and causes exposure. The referees exclude the blue player for 20 seconds and turn the ball over. The coach of the white team immediately calls a 30 second time-out. Since the suit of the white player was ripped, the player puts a new suit over the old one, taking longer than 30 seconds. May the referee turn the ball over to the other team? May the referee change the 30 second time-out into a regular two-minute time-out?

Ruling: If a replacement suit is readily available at the team bench and if the coach notified the referees before the game that replacement suits are immediately available at the bench, the player may put the suit on over the original suit, usually remaining in the water while doing this, and then continue play. No maximum time is specified in the rules for the replacement of either a suit or cap, but the suit or cap replacement must not take away the advantage. This was not an issue in this case since play was stopped for the time-out. In addition, a referee may not change a 30 second time-out into a regular time-out, even if it takes longer than 30 seconds for the player to put on the suit.

Rule 5-4-3: Zippers

Situation: The zipper on the suit of a field player is unzipped or broken. What action should the referee take?

Ruling: A zipper which is not fully zipped or is broken is considered to be an article which is likely to cause injury to either that player or to another player. If the zipper becomes unzipped during the game, the player should zip up the suit at the next appropriate stoppage of the game, when that player's team is in possession of the ball, without taking away the advantage (Rule 7-3), just as in the cap replacement rule (Rule 4-1). If the zipper can not be zipped up at that time or if the zipper is broken or suit is torn, the referee shall remove the player, allow the immediate entrance of a substitute, and the original player may be substituted in after the problem is corrected. No foul is charged to that player. This rule applies to the goalkeeper as well as to the field players if the goalkeeper's suit has a zipper. However, if the coach has replacement suits available at the bench and the coach has informed the referee before the game of the availability of replacement suits, the player may immediately put on a suit over the original suit and continue play.

Rule 5-4-3: Articles Likely to Cause Injury: Plaster of Paris Cast and Finger Splint

Situation: A player requests permission to wear a plaster of paris cast or a finger splint. Should the referee allow this?

Ruling: No. The referee needs to judge each article for its potential to cause injury. A plaster of paris cast on an arm could cause injury to another player as it is heavier than the normal limb. A finger splint could cause a serious eye injury. Therefore, both these articles are prohibited by the rules. However, there are protective devices made of more flexible material that can be used on a hand, for example. These must be reviewed by the state association before receiving approval for use.

Rule 5-4-3: Articles Likely to Cause Injury: Nose Guard and Face Mask

Situation: The referee notes that an injured player is wearing a nose guard or face mask made of high impact plastic and soft rubber during a game to protect the nose or orbit from further injury. What is the action of the referee?

Ruling: Although these would usually be regarded as articles likely to cause injury either to the player wearing the article or to an opposing player, the nature of these particular protective devices is that they would not be likely to cause injury. Therefore, after the player, parents, prescribing physician and school are informed of the rules and interpretations regarding the use of this type of appliance and they provide a signed release which covers the state association, the conference, and the referees from any liability, the player could use this type of device. This release must be provided to the referees before each game. Each state association should establish its procedures for the type of form used.

Rule 5-4-3: Articles Likely to Cause Injury: Goggles

Situation: In order to participate safely, a player requires prescription goggles due to eye surgery. The athlete has written clearance from the doctor and parents. Since goggles are prohibited, the school has contacted the state association and received written permission as these special goggles do not appear likely to cause injury due to the special material. The letter is provided to the referee prior to competition.

Ruling: Correct procedure. The rule requires removal of articles likely to cause injury, but permits the referee to exercise discretion in making that determination. In this situation, an article that is generally prohibited can be considered by the state association if addressing a special need.

Rule 5-4-3: Articles Likely to Cause Injury: Jewelry

Situation: The referee observes a water polo player wearing a nose stud or a ring in the nose or lip during the pregame meeting. What should be the action of the referee?

Ruling: The referee should require the player to remove these or similar items. These items are jewelry and are regarded as articles likely to cause injury, particularly to the player wearing these items.

Rule 5-5-2: Substances on Body

Situation: A player is detected with oil on the body after the start of the game. What should be the action of the referee?

Ruling: The referee should remove the player from play with immediate substitution and instruct the player to remove the oil. The player may later return to play as a substitute after the referee has checked the player. This is the same procedure followed for sharp nails. Players needing to wear sunscreen should use a product that is not oily or greasy in its final form when applied to the body. Also see Rule 5-5-2, Note 3, about the penalty for the use of a substance on the hands to improve the grip on the ball.

Rule 5-6-1: Method of Direct Substitution, Rule 22-6: Player Not Entitled to Participate Entering Field of Play

Situation: A direct (live time) substitute enters the field of play from the re-entry area before the player he/she is replacing left the field of play at the re-entry area. What is the call of the referee?

Ruling: Since there are now eight players in the field of play, the player entering the pool from the re-entry area is regarded as a player not entitled to participate. That player is excluded for the remainder of the game, and a penalty throw is awarded. A player, usually the player leaving the field of play, must be in the re-entry area for the taking of the penalty throw. If scored, that player may immediately enter the pool. No foul is charged to that player.

Rule 5-6-1: Method of Direct Substitution

Situation: While attempting a direct substitution, the player leaving the field of play leaves under the end line on the opposite side from the re-entry area, with the substitute player still in the re-entry area. What is the call of the referee?

Ruling: The referee should immediately blow the whistle and exclude the exiting player for 20 seconds for leaving the field of play (Rule 21-4) without permission. (In a direct substitution, the exiting player may only leave at the re-entry area.) The player must then swim to the re-entry area. Either that player or the substitute waiting in the re-entry area may enter at the earliest occurrence of one of the events listed in Rule 21-3.

Rule 5-6-1: Method of Direct Substitution

Situation: A live-time substitution occurs during a game immediately after the ball is turned over and that team is counterattacking down the field of play. The player leaving the pool swims under the end line halfway between the goal and the sideline. The referee blows the whistle immediately for the improper exit from the field of play, just as the substitute enters from the re-entry area. What should be the call of the referee?

Ruling: The referee should blow the whistle and exclude the player who left the field of play at the wrong area for 20 seconds (Rule 21-4) The referee should then remove the player who entered the field of play from the re-entry area without penalty as that player entered at that time due to the mistake of the player leaving the field of play.

Rule 5-6-2, Note 2: Time of Substitution

Situation: A coach makes a substitution during a temporary stoppage of play, such as while a referee is resetting a clock. Should the referee allow this substitution?

Ruling: No. Players may not be substituted during a temporary stoppage of play, such as while a player is retrieving a cap, while a referee is checking on an injury, or while the referee is resetting a clock.

Rule 6: Officials

Rule 6-1: Desk Observers

Situation: The visiting team has two official observers at the scoring table. The observers cheer after each goal for their team. What action should the referee take?

Ruling: The official observers at the scoring table are considered to be part of the desk officials and must act in a neutral, professional manner during a game. The desk supervisor, if present, or the referees must order the observers to cease this action or leave the scoring table.

Rule 7: Referees

Rule 7-1: Authority of Referee

Situation: A player from one team shoots the ball. The referee immediately signals a goal. The goal judge immediately signals no goal. Which takes precedence?

Ruling: The referee has complete authority over the goal judges and desk officials; therefore, the ruling is that the goal scored.

Rule 7-1-3: Uniform of Referees

Situation: One of the referees in a tournament game is wearing a white shirt and white shorts. The state association has not made an adjustment in the rules for heat-related issues. What action should the tournament director or school administrator take?

Ruling: The tournament administrator or school administrator must report violations of this rule to the state association so that this may be corrected for subsequent games. At all times both referees shall be dressed in similar attire. If shorts are authorized, both referees must wear shorts or both must wear long pants.

Rule 7-2: Altering Decision

Situation: The whistle is blown for a foul. One referee points towards one end of the pool, indicating a change in possession. The other referee points towards the original offensive end. Players of the team then on defense turn to swim towards the opposite end of the pool. The referee pointing in that direction,

however, drops the hand and the team maintaining possession of the ball continues its offense. What should the referees have done in that situation?

Ruling: If the hand signals of the two referees differ (if, for example, the referees point in opposite directions), the ball should be called out of the water; play is resumed as quickly as possible when neither team has an advantage.

Rule 7-4-1: Control Over Conduct; Representative of the School on Bench

Situation: The only coach on the bench receives a red card. Must there be a representative of the school available to oversee the team when the head coach has been excluded?

Ruling: Yes. There shall be at least one authorized school staff member, such as a head coach, assistant coach, athletic administrator, etc., on the bench to oversee the team and bench personnel at all times. Only those persons meeting the state association standards shall be eligible to meet this requirement. If the head coach receives a red card, the referees shall allow two minutes for an authorized school staff member to take the bench to assume coaching responsibilities. If no authorized school staff member is available, the game shall be declared a forfeit. During the next NFHS game, the coach who received the red card may not be on the team bench because of the carry-over penalties with the issuance of a red card, but another coach or official school representative may serve as the designated coach on the bench.

Rule 7-4-1: Control Over Conduct; Representative of the School on the Bench

Situation: Before the game, the referee observes that there was only one coach and no other representatives of the school on the bench. Should the referee take any action?

Ruling: There is no requirement that the referee take any action prior to the game. To prevent a potential delay later in the game, however, the referee could ask the coach if he/she wanted to declare another representative of the school prior to the game.

Rule 7-4-2: Control Over Conduct; Coach-Referee Discussions

Situation: The head coach approaches a referee at half time, walks down to the other end of the pool past the other team's bench to the location of the referees. The referee, however, did not allow any conversation with the coach, stating that the coach could not walk past the other team's bench. Is this the correct call?

Ruling: No. The head coach may address the referee at this time. The rule provides that the head coach and captain may address the referees at intervals between periods, during time-outs, or with the permission of the referee or, in the case of the head coach, when filing a protest. They may only discuss rule clarifications and misapplication of rules with the officials at these times, not judgment calls made by the referees. The referee has to either allow the coach to come to the position of the referees or the referee should move to where the coach is located.

Rule 7-4-4,5: Control Over Conduct

Situation: The referee issues a yellow card to the bench because players are standing. One player on the bench later comments loudly on a referee's call. What should be the action of the referee?

Ruling: The referee should issue a red card to that player. (No warning or yellow card is issued to an individual athlete.) That player is excluded for the remainder of the game and for the next game.

Rule 7-4-4,5: Control Over Conduct

Situation: The referee issues a yellow card to the assistant coach because the assistant coach is standing during play. Later the assistant coach comments on the performance of the referee. May a referee issue more than one yellow card to the same person?

Answer: No. A referee may award more than one yellow card, giving them to different individuals on a team (for example one yellow card to the head coach and another yellow card to an assistant coach), but not more than one yellow card to the same person. If that person continued with the same behavior or committed a different type of misbehavior, the referee will award that individual a red card. Yellow cards are not issued to individual players.

Rule 7-4-5: Location of Coach Issued a Red Card

Situation: A coach is issued a red card. The coach remains in one corner of the pool, away from the field of play. Is this allowed?

Ruling: No. The referee must require the coach or other team official to leave the pool facility. The referee may forfeit the game if the coach refuses to leave. The issuance of the red card must be reported to the state association or other appropriate governing organization, as directed by the state association, and to the principal of the offender's school.

Rule 7-4-5: Issuance of Red Card

Situation: A referee issues a red card to a coach during a game. Must the referee stop play and call the ball out of the pool in order to award the card?

Ruling: Yes. The rule requires that when a yellow or red card is issued, the referee shall whistle to stop play without taking the advantage away from the non-offending team, call the ball out of the pool and show the appropriate card. The referee must also notify the game secretary as to whom the card was issued. If a referee on the opposite side of the pool from the scoring table issues the red or yellow card, that referee must notify the referee on the side of the scoring table who must then inform the secretary. The referee shall then put the ball back into play. A goal may not be scored by a direct shot on goal.

Rule 7-5: Coach Behavior

Situation: A coach continually loudly criticizes the referees, running down the sideline yelling at the referees. The actions of the coach incite similar behavior in the crowd. What action should the referee take?

Ruling: The referee should immediately issue a red card to the coach and order the removal of the coach from the entire precincts of the pool as the behavior of the coach prevents the referees from carrying out their duties in a proper and impartial manner. The referee may also abandon the game (Rule 7-6) if the behavior of coaches, players or spectators prevents the game from being brought to a proper conclusion. The issue of the red card also includes the additional punishment of exclusion from the next game and must be reported as provided in Rule 7-7.

Rule 7-5: Spectator Behavior

Situation: A spectator sounds an airhorn in the bleachers, which is confusing to both the team and referee. What might the referee do as an intermediate step before requesting game management to remove the spectator from the pool area?

Ruling: The referee should give the spectator a warning before requesting the host school to remove the disruptive spectator.

Rule 7-7: Referee Reporting Responsibility

Situation: Must a red card be reported to the athletic director of the school of the offending team?

Ruling: The referee must report the issuance of a red card, misconduct, flagrant misconduct, and fighting to the state association and the commissioner of the local association (when applicable) who will then be responsible for notifying the principal of the offending school. The referee usually also reports this to the assigning authority. Each state association shall establish its requirements for reporting.

Rule 7-7: Referee Reporting Responsibility

Situation: The referee excludes a player from the remainder of the game for misconduct. How should the referee report this offense?

Ruling: Misconduct is a reportable offense to the state association. Each state association determines whether suspension from the next game is also required for the foul of misconduct and how this should be reported.

Rule 7-8: Checking and Signing Scoresheet

Situation: The rules recommends that one of the referees check the scoresheet after each period, particularly for score and number of time-outs taken. Should the referee keep track of the number of fouls issued to each player and inform a coach, when asked, how many personal fouls a player has?

Ruling: No. The referee is not responsible for keeping track of the number of personal fouls issued to each player and should not answer such a question. Each team may have an observer at the desk who may convey this information to the coach. If a coach is uncertain of the number of fouls charged to a particular player, a team official may check with its representative at the desk or, at an appropriate moment, with the scorekeeper, but may not ask the referee.

Rule 7-8: Checking and Signing Scoresheet

Situation: Flagrant misconduct, a fight, and players entering the field of play during the fight occurs near the end of a game. The referees impose the correct penalties, but do not notify the game secretary of the ruling of flagrant misconduct/fighting as required by the rules. The secretary records these as exclusion fouls, not as flagrant misconduct fouls, on the scoresheet. The referees sign that scoresheet after the game.

Ruling: The scoresheet is the official record of the game. The referees erred in signing a scoresheet that did not have the correct notation of these reportable fouls. The referee must check to verify that yellow and red cards, misconduct, flagrant misconduct, and fighting are recorded on the scoresheet and that the appropriate coaches have been informed of the occurrence of these fouls (with the exception of a yellow card unless required by the state association or host commissioner) as there are follow-up penalties for most of these behaviors. To assist the referee with the notification of the head coaches, it is recommended that a triplicate (3-part) scoresheet be used.

Rule 7-9: Correctable Errors

Situation: The referee includes errors made by players and coaches (such as a coach for calling a time-out at a time not allowed, a player swimming under the end line to retrieve a ball, or the substitute for an excluded player entering the field of play as soon as the excluded player arrived) as correctable errors. Is this correct?

Ruling: No, the definition of a correctable error includes technical errors by desk officials, equipment malfunction, timing errors, and misapplication of rules by referees, errors which should be corrected in the interest of fairness. It does not include errors made by coaches or players.

Rule 7-9-b: Signal for Re-entry of Player

Situation: A player is excluded for 20 seconds. The player waves in at the proper time (both the game clock and the shot clock showed that 20 seconds had elapsed at the time of the wave-in) and the player comes under the lane line with 9 seconds remaining on the shot clock as a goal is scored. That team's coach states the player was waved in incorrectly and the goal should be removed. What should be the ruling of the referee?

Ruling: The referee has the authority to determine if the error was significant. In order to disallow a goal, the error must have affected play. In this case, the flag was not late and the player coming under the lane line with 9 seconds remaining on the shot clock would be a typical response time. The referee should take no action.

Rule 7-9-h: Timing Error

Situation: The score is tied in a game. The team with white caps has the ball with 12 seconds remaining in the game and with two seconds remaining on the shot clock. The player with the ball is fouled outside the 5-meter line and the ball is knocked a few feet away. While the player is retrieving the ball, the shot clock expired. What should the referee do in this situation?

Ruling: The referee must take the ball from the water, reset the shot clock to two seconds, put two seconds back on the game clock, and then give the ball back to the player in the white cap to take the free throw. That player may take a direct shot on goal as the ball may be shot if the referee calls the ball out after a foul committed outside the 5-meter area to correct a clock error (Rule 14-3-e).

Rule 7-9-h: Timing Error

Situation: The referees exclude a player with 2 seconds remaining in the game. The game clock operator does not stop the clock so the clock buzzer sounds before the referee has restarted play. The referee

concludes the game at that point, saying the team could not score with 2 seconds remaining. What should the referee do?

Ruling: Since the time of the exclusion was at :02 (there was no disagreement on the time), the referee should put 2 seconds on the game clock and restart play. The referee should not judge whether a team could score in the time run off in error.

Rule 7-9-k: Interruption of Extra-Player Situation

Situation: With 4:53 remaining in the game, the team with blue caps has a two goal lead and is defending a 6 on 5 situation. The white team sets up its power play offense and for 17 seconds maintains possession and successfully passes the ball in order to set up an appropriate shot on goal. With three seconds remaining in the white team's man-up situation, a stray ball from an adjacent warm-up area behind the goal enters the field of play. What should be the action of the referee?

Ruling: If the entrance of the ball affects play, the referee should stop the game, remove the ball, instruct the timekeepers to reset the game clock and shot clock, and restart the extra player situation. It would not be in the spirit of Rule 7-9 for the referees to restart play with three seconds remaining on the player advantage situation. The offense would not have enough time to benefit from its advantage. The player with the ball who was outside the 5-meter line could not take a direct shot on goal because the referee had called for the ball (Rule 14-3-e). Knowing this, the defense would press the other five offensive players, most likely preventing a goal in the remaining three seconds. Similar action should also be taken if a lane line holding the goal in place breaks, the clock fails, etc., if the event affects the extra player advantage situation.

Rule 7-9-k: Correctable Error During an Extra-Player Situation

Situation: A player who lost his/her cap is excluded. Several players on that team have two personal fouls. The referee informs the desk that he thinks the excluded player is cap number 4, who has only one personal foul. The scorekeeper waves the player in at the end of 20 seconds. It is then immediately discovered that the player is cap #6, rather than cap #4, and that cap #6 now has three personal fouls and is not eligible to play. What should the referee and/or exclusion secretary do?

Ruling: The exclusion secretary should immediately blow the whistle and inform the referee that the player has three personal fouls. The referee should remove that player for the remainder of the game, reset the clock to the time of the re-entry of that player (the time of the expiration of the exclusion), reset the shot clock to 10 seconds, and restart play. The time is reset to the time the player re-entered rather than the time of the exclusion because the exclusion time had expired without an extra-player goal being scored. The shot clock was not reset as no shot had been taken and possession had not changed.

Rule 7-9-k: Exclusion of Player Without a Cap

Situation: A player who lost his/her cap is excluded. The referee starts play without informing the scorekeeper of the cap number of that player. When asked, the referee states he did not know. Several players have two personal fouls. What should be the action of the referee?

Answer: The referee should stop play after approximately 5 seconds (to enable the team time to score a quick goal on the extra-player situation), pull the ball out, have the player put on the missing cap, inform the scorekeeper of the cap number, and check that the player is an eligible player. The referee should reset the game clock to the time of the exclusion, reset the shot clock and restart play.

Rule 7-9-h: Timing Error

Situation: With 20 seconds remaining in a game and with the score 4-3 in favor of the blue team, a player is excluded from the blue team. The game concludes without a goal scored or additional personal foul assessed. At that point, the losing coach protests that the game clock has been started incorrectly after that exclusion. Investigation reveals that the coach was correct. The game clock started when one player passed the ball back to the player who the referee had indicated should put the ball into play. What should be the action of the referee?

Ruling: The referees verified that the error had occurred with four seconds being run off before the clock should have started. The referee reset the game clock to the time of the exclusion and the teams replayed the last 20 seconds of the game.

Rule 7-10: Replay of Protested Game; Rule 11-6: Replay of a Game; Rule 5-1: Illegal Players

Situation: In the above situation, the protest was resolved after the conclusion of the game. Must each team restart the game with the same seven players that were in the pool for the last 20 seconds of the game? In this case, there were only 20 seconds to be replayed. In other cases, a much longer period of time or even the entire game must be replayed. What principle must be applied to determine which players are eligible to play?

Ruling: The principle to be followed is that if a game (or portion of a game) is to be replayed, then goals, fouls (including minor act of misconduct), and time-outs that occurred during the time to be replayed are lined through on the scoresheet; however, misconduct, flagrant misconduct, fighting, red cards, and yellow cards are not removed (not lined through) and are still recorded on the scoresheet. All players who had not been excluded for the remainder of the game (at any time from the beginning of the game through the original end of the game) are eligible to play. **Note:** if a player received a third personal foul during the part to be replayed, that player would be eligible to participate in the part to be replayed as that foul would have been lined through.

Rule 7-10: Protest Involving Teams From Two or More Conferences

Situation: In a tournament, a protest involves teams from two different conferences. How should this protest be handled?

Ruling: If the protest is not handled by the referees and there is no tournament committee, the rule states that the protest is to be settled by the sponsoring conference or agency. If the tournament was sponsored by a particular team in a conference, the appropriate governing authority shall be the conference to which the host school belongs, per state association policy or as otherwise directed by the state association.

Rule 7-10: Protest Over Misapplication of Rules

Situation: The coach of the losing team in a situation where a referee misapplies a rule files a protest after the game within the correct time period. The protest is upheld at the site. Should the entire game be replayed at a later date or should play resume at the point of the referee error the same day?

Ruling: Play should resume at the point of the error that same day and all goals and fouls assessed during this time period (from the error to the end of the game) shall not count, except that the following cards and fouls shall remain as issued: any issuance of a yellow or red card, any instance of misconduct excluding minor acts of misconduct, and any instance of flagrant misconduct, including fighting. This is the procedure described in Rule 5-1 for a similar referee error and in Rule 11-6.

Rule 7-10: Who Can File a Protest

Situation: If one coach realizes that the referees have made a serious error in the application of a rule during a game in a tournament, can that coach file a protest during the game, even if that protest would seem contrary to that team's interests?

Ruling: There is nothing in the protest rule that prevents either team from filing a protest during a game. Since it could be advantageous for both teams to only replay part of one period instead of three periods, for example, if the protest were filed by the injured team after the game, either team has the right to file a protest so that the issue is looked at sooner rather than later.

Rule 7-11: Forfeit

Situation: Two teams are scheduled to play a tournament game at 5:30 pm, but the start of the game is delayed due to the late completion of a game earlier that day. One coach informs the other coach that his/her team can't stay later to play the game because of travel arrangements. What is the outcome of the game?

Ruling: Unless there is mutual consent of both teams to either reschedule or cancel the game, the game is recorded as a forfeit in favor of the team that was able and ready to play the game at any time.

Rule 8: Goal Judges

Rule 8-3: Ball Retrieval Over End Line: See cases in Rule 3-5

Rule 9: Timekeepers

Rule 9-1: Timing of Time-outs

Situation: The school does not have timing equipment that allows the game timer to readily time time-outs. Who shall time the time-outs in this situation?

Ruling: The referees must determine before the game if it is referee or if it is the game timer who will time the regular time-outs and give the warning signal (see also Rule 6-2 and Rule 12-1-1). If the school has the proper timing equipment on the game clock or stop watch, the game timer shall time the time-outs and give the warning signal. If the school does not have the proper equipment to time time-outs, the referees shall continue timing regular time-outs. In addition, the referees by the rules must time the 30-second time-outs if these are used as a tournament option, unless there is a time-out secretary at the desk.

Rule 9-2: Reset of Shot Clock on Ball-Under Call

Situation: The referee signals ball-under but did not turn the ball over, the original player still maintaining possession of the ball. The shot clock operator resets the shot clock. Play continues. The coach on defense protests that the shot clock should not be reset. What should be the action of the referee?

Ruling: The referee agrees with the coach, stating that there is not a change in possession. Therefore, the referee has the timers reset the game clock to the time of the ball-under call and reset the shot clock to the appropriate time. The shot-clock timer shall reset the shot clock on a ball-under call only if there is a clear change of possession, not a momentary touching or contact with the ball. The player has to be in control of the ball.

Rule 9-2: Time Displayed on Shot Clock

Situation: The game clock-shot clock console is set by the host so that if the shot clock is reset when less than 30 seconds remain in the period, the shot clock assumes the time on the game clock. Is this correct?

Ruling: No. Rule 9-2 states that the timekeeper shall turn off (blank) the shot clock when less than 30 seconds remain in the period and a new 30-second period of possession is awarded. Note: By default in some new timing systems, the shot clock is set so that the shot clock assumes the game time when the shot clock is reset when less than 30 seconds remain in the period. This default setting should be changed so that the shot clock blanks when it is reset when there is less than 30 seconds in the period in order to eliminate confusion on the part of the coach and players and to conform with the rules.

Rule 9-3: Goal Scored at End of Period

Situation: A shot is taken near the end of the period. The buzzer for the end of the period sounds while the ball is in the air. If the ball then crosses the goal line, does the goal count and what time is awarded?

Answer: The goal counts. The time of the goal is recorded as 0:00, since the goal scored after the end of the period.

Rule 10: Secretaries

Rule 10-1: Duties of the Game Secretary

Situation: The home team scoresheet is the official record of the game. How is the visiting team informed of the occurrence of reportable fouls?

Ruling: The referee (Rule 7-8) must verify that both coaches are informed of the occurrence of these fouls. To facilitate this, it is recommended that, if there is not a scorekeeper at the desk from the visiting team, the home team should use either a triplicate scoresheet so that each coach receives a copy showing clearly the occurrence of these fouls or a computerized scoresheet, with each coach receiving a copy after the game.

Rule 10-2: Duties of the Exclusion Secretary and Rule 21-17: Interfering with Play

Situation: A player is excluded for the second time and then interferes with play while leaving the pool. A penalty foul is awarded against the excluded player, that foul making that player's third personal foul. The

exclusion secretary raises the red flag to indicate that this is the third foul on that player. Does the exclusion secretary also blow the whistle?

Ruling: No. Even though the exclusion secretary usually blows the whistle **and** raises the red flag when a third personal foul is a penalty foul since substitution must take place before the penalty shot, that is not true in this case since the penalty throw is taken with the substitute for the excluded player in the re-entry area. Therefore, the exclusion secretary shall only raise the red flag.

Rule 11: Duration of the Game

Rule 11-6: Replay of a Game

Situation: A coach protests after a game that a referee failed to award a penalty throw when an excluded player on defense entered the field of play early (the referee excluded the player for another 20 seconds but did not also award a penalty throw) at 7:05 in the third period. From that time to the end of the game, one player was excluded for misconduct at 6:15 in the third period, a coach received a red card at 6:16 in the fourth period, and several players on both teams scored goals and received exclusion fouls and a yellow card. How is the game restarted?

Ruling: Before restarting the game at 7:05 in the third period by conducting the penalty throw, the referee removed the goals scored from 7:05 in the third period to the end of game, together with exclusion fouls, penalty fouls and time-outs called during that period of time. The red card, yellow card, and fouls of misconduct and flagrant misconduct remain on the scoresheet. The player excluded for misconduct and the coach issued a red card may not play or coach in the part to be replayed even though these fouls occurred later in the part to be replayed.

Rule 12: Time-outs

Rule 12-1: Visible Display of Time-outs

Situation: The host does not have a visible display of time-outs remaining. Is this required?

Ruling: No. There is no NFHS rule that requires that there be a visible display of time-outs remaining.

Rule 12-2: Excluded Player Leaving Water During Time-out

Situation: An excluded player climbs from the water during a regular time-out or during a 30-second time-out in a tournament to meet with the team and then moves down the deck to the re-entry area to enter the pool when signaled. What action should the referee take?

Ruling: No action. During a time-out (either regular or 30-second) an excluded player may leave the water, meet with the team and then move down the deck to the re-entry area. If the coach is substituting for the excluded player, the excluded player does not have to go to the re-entry area before a substitute can enter the pool at the appropriate time.

Rule 12-3-1: Starting After Time-out

Situation: A time-out is called during play. After the warning whistle at 1:45, the players move to take up positions anywhere in the pool as after a time-out. The referee throws the ball on the half-distance line even though the player taking the free throw is approximately 5 yards behind half. What should the referee have done?

Ruling: After a time-out, the players may take any position in the field of play and one member of the team in possession of the ball must put the ball in play at or behind the half-distance line. The referee should throw the ball to the player who signals that he/she is the player putting the ball into play as long as the player is behind the half distance line at the conclusion of the time-out. If a time-out is called before a corner throw or penalty throw, play starts with the taking of the throw.

Rule 12-3-1: Time-out After the Award of a Corner Throw

Situation: A corner throw is awarded. The team on offense immediately calls a time-out. How is the ball put into play after the time-out and what time should be displayed on the shot clock?

Ruling: The shot clock must be reset when a corner throw is awarded (Rule 9-2-f). When a time-out is requested before the taking of a corner throw, that throw shall be maintained. Therefore, play is restarted by taking the corner throw, with players taking any position in the field of play, with the shot clock reset.

Rule 12-3-2: Starting after a Time-out After Goal Was Scored

Situation: The team in blue caps scores a goal with 15 seconds remaining in the period. The team in white caps immediately calls a time-out. How should play be restarted after the time-out?

Ruling: A player from the team in white caps shall put the ball in play after the time-out at or behind the half-distance line on the whistle of the referee as after a time-out. Players may take any position in the field of play.

Rule 12-3-3: Starting After Time-out

Situation: When 30 seconds remain in a regular time-out, the players on the team on offense move down to the offensive end of the pool. Should the referee allow this?

Ruling: No, unless the coach calling the time-out had just notified the referee that the team wanted to resume play early. The referee must inform the other team and give the warning signal at that time. If this notification of shortening had not occurred, teams may not take up their positions to restart until the referee signals when 15 seconds remain in the time-out. In this case if the coach had not requested to start early, the referee must motion the players to return to their half of the course.

Rule 12-4: Additional Time-out Requested by Team on Offense; Rule 12-6 - Note

Situation: The coach of the team in possession of the ball requests a fourth time-out by signaling with an air horn. What should be the action of the referee?

Ruling: The referee must stop the game on the signal of the coach. Play shall be restarted by a player of the opposing team putting the ball into play at or behind the half distance line as after a time-out. The referee may not ignore the signal. The team requesting the extra time-out in Rules 4, 5, or 6 is not charged with a time-out but is penalized according to the rules. In a tournament with the option of a 30-second time-out, if the team has not used its 30-second time-out, the referee could award instead a 30-second time-out if the team on offense had used all its allotted regular time-outs and the team would not lose the ball.

Rule 12-5: Defense Calls Time-out When Offense Has Possession of Ball; Rule 12-6 - Note

Situation: The coach of the team on defense signals for a time-out when it appears that the team on defense was about to take possession of the ball but the team on offense still actually has possession of the ball. What action should the referee take?

Ruling: Since the coach on defense called for a time-out, the referee blew the whistle and awarded a penalty shot as the team on defense was not entitled to call for a time-out at that time. The referee may not ignore the call for a time-out. No time-out is charged to the team.

Rule 12-5: Time-out Called by Team on Defense; Rule 12-6 - Note

Situation: The team on defense calls a time-out with an air horn during a one on nobody. What should be the action of the referee and does this count as a time-out for the team?

Ruling: The referee should blow the whistle, stopping play, and then award a penalty throw to the team on offense. This request for a time-out does not count as a time-out for the team on defense. If the referee believed that this action was a deliberate effort by the coach on defense to stop the fast break and prevent the scoring of a goal, the action of the coach could be regarded as disruptive behavior and the referee could issue the coach a red card (Rule 7-4).

Rule 12-7: Tournament Variation: 30-Second Time-out

Situation: The coach on offense during a tournament calls a 30-second time-out. The players swim to the side of the pool to listen to the coach. Is this permitted?

Ruling: Yes. The referee will sound the warning signal at 20 seconds (Rule 9-1, Note 2). Both teams must be ready to start at the end of 30 seconds.

Rule 12-7: 30-Second Time-out

Situation: The team on offense calls a second 30-second time-out in a tournament game. What is the action of the referee?

Ruling: Since the team had already used its 30-second time-out, the referee shall instead award a regular time-out unless the coach specifically states that it does not want to do this. (The referee would then turn the ball over.) If the team had already used all its time-outs (regular and 30-second), the ball shall be turned over and the ball put into play as described in Rule 12-4.

Rule 12-7: 30-Second Time-out

Situation: The team on offense calls a 30-second time-out to move the team to the other end of the pool. Is the referee or the coach allowed to shorten the time-out?

Answer: The team on offense can shorten a 30-second time-out in the same manner as a regular time-out. If the coach wishes to shorten the 30-second time-out before the warning signal at 20 seconds, the coach calling the time-out must notify the referee that it is ready to start. The referee will notify the other team and start play 10 seconds later.

Rule 13: The Start of Play

Rule 13-1: Coin Toss

Situation: The head coach of one of the teams in a tournament game requests a coin toss prior to the start of the game, stating that the sun was a factor. The program contains the wording that the team in dark caps starts at the right of the scoring table. Should the referee grant this request?

Ruling: Yes. Either team has the right to request a coin toss prior to a game. In addition, either coach can request that the teams change ends and benches after each period and overtime period (Rule 5-2-3).

Rule 13-3: Position of Referees at the Start

Question: In a game without goal judges, may the referees start on the 5-meter line in order to better detect push-offs or an early start?

Answer: The referees may start on the 5-meter line only if a ball-release device is used with a center sprint.

Rule 14: Method of Scoring

Rule 14-3: Direct Shot on Goal

Situation: A foul is committed outside the 5-meter line with the ball behind the player fouled. One of the players behind (outside) the point of the foul takes an immediate direct shot at the goal without hesitation or faking and scores. Does the goal count? Must the referee indicate where the ball is to be put in play before the player may shoot in this situation?

Ruling: The goal counts. There is nothing in the rules to require that the referee point to the precise spot from which a direct shot may be taken or to the exact player who may take this shot, provided that the shot is taken at any place on the line of the foul or behind that line.

Rule 14-3-c: Direct Shot on Goal: Shooting a Goal Throw

Situation: The rule states that in order to score a goal at least two players of either team but excluding the defending goalkeeper must intentionally play or touch the ball except, for example, at the taking of an immediate shot from a goal throw. May a field player taking a goal throw take a direct shot on goal?

Ruling: Yes. A goal throw can be taken by any player of the team from anywhere within the 2-meter area, but shall be taken by the player nearest to the ball (Rule 16-2).

Rule 14-3: Direct Shot from Ball Leaving Side of Field of Play

Situation: A defending field player on the white team tips a shot over the sideline. After the ball is given to the white goalkeeper to put into play, the goalkeeper takes a direct shot on goal and the ball enters the goal. Should the referee allow the goal?

Ruling: No. The goal does not count since a goal may not be scored directly from the restart after the ball left the side of the field of play. However, the ball may be shot and a goal scored if the ball went over the goal line and is awarded to the goalkeeper.

Rule 14-3: Direct Shot if Ball Removed From the Field of Play by Referee

Situation: With two seconds remaining in the game, the referee blows the whistle for a foul at 6 meters. The desk lets the clock run and the buzzer sounds, ending the game. The referee removes the ball from the field of play and corrects the error. After the problem is corrected, the referee tosses the ball in to the player at 6 meters who has been fouled at 6 meters. The player immediately takes a direct shot on goal and scores. Should the referee allow this goal?

Ruling: Yes. A goal may usually not be scored after the referee removes the ball from the field of play. However, in this case, the referee removed the ball after a foul to correct a clock error, a correctable error. If this were not allowed, the player fouled would not have been able to take a direct shot.

Rule 14-3-d: Direct Shot on Goal

Situation: A foul is committed behind the 5-meter line. One of the players behind the point of the foul takes an immediate direct shot at the goal and scores. Does the goal count? Must the referee indicate where the ball is to be put in play before the player may shoot in this situation?

Ruling: The goal counts. There is nothing in the rules to require that the referee point to the precise spot from which a direct shot may be made or to the exact player who may take this shot. Rule 14-3 specifically states that, if after the award of a foul outside 5 meters, the ball is inside 5 meters or closer to the defending team's goal, a goal may be scored under this rule if the ball is returned without delay to either the place where the foul was committed, to any place on the same line as the foul or to any place behind the line of the foul, provided the shot is then immediately made from that position.

Rule 14-6-e: Illegal Shot

Situation: A player is fouled inside the 5-meter line and takes a direct shot on goal. The defender puts up two hands. Should the referee award a penalty shot?

Ruling: No. The referee should turn the ball over to the defense since the ball was shot illegally and the goal does not count.

Rule 16: Goal Throws

Rule 16-2: Method of Taking a Goal Throw

Situation: A player, other than the goalkeeper, takes the goal throw. Should the referee allow this?

Ruling: Yes. A goal throw may be taken by any player of the team anywhere within the 2 meter area. The player should be the player nearest to the ball. Therefore, if the ball is shot over the goal and the coach on the bench throws a ball in, the goalkeeper is the player who usually puts the ball into play. If the ball goes behind the goal line but is within or just behind the end line, the closest player to the ball gets the ball (without leaving the field of play) and puts the ball into play.

Rule 17: Corner Throw

Rule 17-1: Rebounding Ball

Situation: A player on offense shoots the ball. The ball rebounds off the goalkeeper or off the face of the goal. The rebounding ball strikes a defender, and the ball then bounces over the goal line out of bounds. To which team should the referee award the ball?

Ruling: The referee should award a corner throw to the offense. The actual shot was completed when the ball rebounded off the goalkeeper or off the face of the goal. Since the rebound after the shot then subsequently struck a defender and the ball then bounced from the defender over the goal line, the referee should award a corner throw because the team on defense last touched the ball.

Rule 18 Neutral Throws

Rule 18-1: When Awarded

Situation: A player from each team is excluded when neither team has possession of the ball. How should the game be restarted? When may the excluded players re-enter the field of play?

Ruling: The game is restarted with a neutral throw. Both excluded players may enter after the next change in possession after the neutral throw provided that the entering players have reached their re-entry areas. The player reaching the re-entry area first may enter immediately without waiting for the second player.

Rule 19: Free Throws

Rule 19-1-a: Ball over Sideline – see cases in Rule 3-5

Rule 20: Ordinary Fouls

Rule 20-5: Using the Bottom

Situation: A field player is excluded for pushing off the bottom at a point approximately seven meters from the goal in a deep pool (two meters or more in depth). Is this the correct call?

Ruling: No. Using the bottom in a deep pool is an ordinary foul, even if the player uses the bottom to play the ball or to tackle an opponent or during a man-down situation. If the player commits this foul within the 5-meter area but for which a goal would probably have resulted, a penalty throw shall be awarded to the opposing team (Rule 22-2).

Rule 20-5 and Appendix C: Using the Bottom

Situation: A defensive field player is excluded for pushing off the bottom at approximately seven meters from the goal in a shallow pool (less than two meters in depth). Is this the correct call?

Ruling: Yes. Using the bottom is an exclusion foul in a shallow pool. This also applies in the shallow end of a shallow-deep pool. If the player committed this foul within the 5-meter area but for which a goal would probably have resulted, a penalty throw shall be awarded to the opposing team (Rule 22-2).

Rule 20-8: Using Two Hands to Block a Pass Outside the 5-Meter Line

Situation: A player uses two hands outside the 5-meter line to block a pass. The referee blows the whistle for an ordinary foul. Is this correct?

Ruling: No. It is an exclusion foul to attempt to block pass with two hands outside the 5-meter line. It is an ordinary foul to touch the ball that is not being shot or passed with two hands at the same time.

Rule 20-8: Using Two Hands

Situation: During an extra-player situation, a shot is taken with three seconds remaining on the game clock. The ball rebounds off the goalkeeper to a player of the team on offense. The ball makes contact with both hands of that player who then pushes the ball into the goal with two hands as the buzzer sounds for the conclusion of the game. Does the goal count?

Ruling: No, the goal does not count. It is an ordinary foul to play or touch the ball with two hands at the same time, whether it is a player on offense or on defense.

Rule 20-9: Impeding; Rule 20-10: Pushing or Pushing Off

Situation: A player on offense impedes an opponent or pushes or pushes off from an opponent during play. What should the referee call?

Ruling: Impeding and pushing or pushing off are ordinary fouls. The referee should turn the ball over.

Rule 20-9 and 20-10: Change in Rules Relating to Dead Time

Situation: There used to be rules relating to dead-time fouls, double dead-time fouls, and there were differing penalties for fouls of impeding or pushing or pushing off if the fouls were committed during dead time or live time. These rules are missing from current rules. What is the significance of this change?

Answer: Several years ago the rules provided a different penalty for a foul committed during dead time (before the ball was put into play) as compared with live time (after the ball was put into play). There was also a difference as to where the ball was put in play if there was a double exclusion during dead time or during live time. In practice, however, there was no difference and the term now used is “during play” to encompass both these periods of time. There is no difference in the penalty awarded or in the location where the ball is put into play if the foul is committed before or after the ball is put into play. The change in the wording brings the language of the rules into conformance with actual practice.

Rule 20-14: Goalkeeper Beyond Half-Distance Line

Situation: With 10 seconds remaining in the game, with the team on offense ahead by one goal, the defensive goalie goes beyond half and guards a player. The referee does not blow a whistle for the ordinary foul of the goalkeeper going beyond half because the referee feels in this instance it would take away the offensive advantage (Rule 7-3). A player on defense then steaks the ball. What should be the action of the referee?

Ruling: The referee should blow the whistle provided that the goalie was still beyond half and turn the ball back to the team that was originally on offense.

Rule 20-14: Goalkeeper Beyond Half-Distance Line

Situation: With 10 seconds remaining in the game, with the team on offense ahead by one goal, the defensive goalie goes beyond half and guards a player. The referee does not blow a whistle for the ordinary foul of the goalkeeper going beyond half because in this instance the referee feels it would take away the offensive advantage (Rule 7-3). A player on offense then commits an offensive exclusion foul. What should be the action of the referee?

Ruling: The referee should exclude the player on offense and turn the ball over as the offensive exclusion foul takes precedence over the ordinary foul of the goalkeeper being beyond half. If the goalkeeper is still beyond half at this time, the referee should then blow the whistle for this ordinary foul committed by the team now on offense and turn the ball over again. The excluded player is eligible to enter at this time.

Rule 20-15: Ball Out of Bounds Over Sideline

Situation: A defending goalkeeper tips a shot over the sideline. To which team should the referee award the ball? To which team should the referee award the ball if a defending field player tips a shot over the sideline?

Ruling: The referee should award the ball to the offense if the defending goalkeeper tips the shot over the sideline, at or behind the point at which the ball goes over the sideline. This ball may not be shot because it goes out over the sideline. If a defending field player tips a shot over the sideline, the ball is put in play by the defense (which may include the goalkeeper) at the point where the ball went over the sideline or at any point behind this point. This ball may not be shot, even if the goalkeeper puts the ball in play at or behind the 2-meter line, because the ball went out over the sideline.

Rule 20-15: Ball Out of Bounds Over Sideline

Situation: The offense sends the ball out of the side of the field of play by a bad pass. To which team is the ball awarded and where?

Ruling: The referee should award the ball to the closest player on defense at or behind the point at which the ball went over the sideline

Rule 20-16: Keeping the Ball More Than 30 Seconds Without Shooting

Situation: The ball is in the offensive end of the field of play. The goalkeeper is the only offensive player in the defensive end. A player passes the ball back to the goalkeeper. Should the referee turn the ball over?

Ruling: No. The referee should allow play to continue. The rule requiring the team to advance the ball has been eliminated.

Rule 20-16: Keeping the Ball More Than 30 Seconds Without Shooting

Situation: When four seconds remain on the shot clock, a player in a blue cap on offense makes a poor pass to another player on the blue team. That player misses the pass and the ball lands between two players, one from each team. The player in the blue cap recovers possession of the ball. Should the shot clock timer reset the shot clock when the ball lands between the two players?

Ruling: No. The shot clock timer should not have reset the shot clock. The team on offense must actually relinquish possession of the ball. Therefore, in this situation, possession remains with the team on offense until the team on defense clearly takes possession of the ball or until the shot clock expires.

Rule 20-16: Keeping the Ball More Than 30 Seconds Without Shooting

Situation: The blue team is in possession of the ball with six seconds remaining on the game clock and four seconds remaining on the shot clock at the end of the 4th period. A player on the blue team throws the ball into a vacant area of the field of play and that team starts swimming towards the other end of the pool. Should the referee immediately blow the whistle for relinquishing possession of the ball? Should the shot clock timer immediately reset (blank) the shot clock?

Ruling: The referee should blow the whistle for relinquishing possession of the ball and point in the opposite direction. The shot clock is then reset (blanked) and the game clock restarted when the ball is put into play by the opposing team at the location of the ball.

Rule 20-16: Time-out After Relinquishing Possession of the Ball

Question: The team in white caps relinquishes possession of the ball, by throwing the ball into a vacant area of the pool. The referee then blows the whistle and points in the opposite direction, indicating that the team relinquishes possession of the ball. May the team in blue caps immediately call a time-out?

Answer: Yes. A player in a blue cap does not have to first swim over to physically take possession of the ball. As soon as the referee blew the whistle and turned the ball over, the team in blue caps may call a time-out and the referee shall immediately award that team a time-out.

Rule 20-16: Keeping the Ball More Than 30 Seconds Without Shooting

Question: When does the referee blow the whistle for a team relinquishing possession of the ball: when the ball leaves the hand of the player dumping the ball or when the ball lands in the vacant area of the pool?

Answer: The referee blows the whistle when the team relinquishes possession of the ball. The shot clock is reset when the referee blows the whistle and turns the ball over to the opposing team. The referee must be certain that all members of that team refuse to play the ball before blowing the whistle. If a player of the team that apparently had relinquished possession of the ball is swimming towards the ball to re-take possession of the ball, the referee shall not blow the whistle and the game clock and shot clock continue running.

Rule 21: Exclusion Fouls

Rule 21 (General): Change in Calls When Ball is at Set

Situation: The instructions to referees have changed since 2005-06 where the distributed instructions stated that “It is also correct to call an ordinary foul at set when the ball is on the perimeter and the two players at set are starting to get overly physical. This call can be thought of as a warning to the two players, and the next time an offensive foul or exclusion can be called.” The Points of Emphasis from 2006-07 and later do not contain these two sentences. Why were they removed?

Ruling: These two sentences were removed from the Points of Emphasis for several reasons:

1. This call is confusing to the team on offense. The players at set do not know that this is intended as a warning to them. The ball would be put in play on the periphery where the ball is, so the players would not know that the whistle was meant for the players at set. Even if they did look up at the referee, the referee would be pointing where the ball is to be put into play, which is on the periphery, not at set. In fact, if the referee did point at set to indicate that the players there are overly physical, the player on the periphery could think that this is where the ball is to be put into play and pass the ball there for the free throw.
2. The call takes away the advantage from the offense. Rule 7-3 states that the referees shall refrain from declaring a foul if, in their opinion, such declaration would be an advantage to the offending player’s team. If the play is overly physical at set, the referee should make the appropriate call there (an offensive foul or an exclusion foul or a double exclusion foul).
3. The direction commonly given to referees that a referee may call this a few times in a game as a warning is not appropriate as, if the action is a foul, it should be called. If it is not a foul, it should not be called. A coach should not have to warn players that this may be called a few times in a game so don’t be surprised.

Rule 21-2: Method of Leaving the Field of Play

Situation: An excluded player exits the side of the field of play under the sideline and swims directly to the re-entry area. The referee made no call. Is this correct?

Ruling: This is correct because an excluded player may swim from the field of play at any point on the goal line or sideline in order to reach the re-entry area.

Rule 21-2, Rule 21-3-1, Rule 21-4: Method of Leaving the Field of Play

Situation: In a 25-yard pool with wall goals and with walls instead of sidelines on the sides of the field of play, an excluded player climbs from the pool and walks to the re-entry area. What is the call of the referee?

Ruling: The player is excluded from the remainder of the game. An excluded player must not leave the water to reach the re-entry area.

Rule 21-2: Fouls that are Game Exclusions But Not Misconduct

Question: What are examples of fouls that are penalized by exclusion of the offending player from the remainder of the game but the game exclusion is not classified as misconduct?

Answer: Rule 5-5, a player uses a substance on the hands to improve the grip on the ball after a warning; Rule 21-2, an excluded player leaving field of play and walking to re-entry area; Rule 21-14, interference with a penalty throw; Rule 22-5, for a goalkeeper or any other defending player to pull over the goal completely; Rule 22-6, if a player not entitled to participate, such as an 8th player, enters the field of play.

Rule 21-2: Illegal Entry

Situation: An excluded player exits the field of play at the end of the pool approximately two yards from the re-entry area and swims under water to the re-entry area. The referee signals for play to go in the other direction after a shot goes out of bounds over the goal line (this signal being the signal for re-entry) just as that player (still under water) reaches the re-entry area. The substitute for that player swims under the line marking the re-entry area into the pool before the head of the excluded player appears above the surface of the water in the re-entry area. What should be the action of the referee?

Ruling: The referee should exclude the player entering the field of play for 20 seconds and turn the ball over because the head of the excluded player must appear in the re-entry area before either that player or a substitute for that player can re-enter the pool. The ball should be put into play at or behind the point nearest the infraction (at or behind the 2-meter line closest to the player's re-entry area). Note: This is regarded as an improper entry of a player on offense as the ball had turned over (Rule 21-13).

Rule 21-3: Substitution for an Excluded Goalkeeper During the Exclusion Period

Situation: A goalkeeper is excluded for 20 seconds. The team on offense immediately calls a time-out. The team on defense during that time-out substitutes a different goalkeeper (with a goalkeeper's cap) into the goal for an exiting field player and another field player takes the place of the excluded goalkeeper in the re-entry area. Is this allowed?

Ruling: No. The excluded goalkeeper is considered to be that team's goalkeeper even though this player is in the re-entry area. That field player's replacement can only be another field player, not a goalkeeper in a goalkeeper's cap. The referee should not allow this substitution and does not start play until the situation is corrected.

Rule 21-3: Signal for Re-entry of Excluded Player

Situation: A player is excluded. Should the referee watch the clock and wave in the excluded player at the end of 20 seconds?

Ruling: No. The duty of the exclusion secretary is to wave in the excluded player at the conclusion of the exclusion time. The defensive referee shall signal re-entry by a hand signal when the excluded player's team has retaken possession of the ball during actual play.

Rule 21-3: Signal for Re-entry of Excluded Player

Situation: Should the excluded player watch the referee or watch the exclusion secretary in order to know when to re-enter the pool at the end of 20 seconds?

Ruling: The excluded player should watch the exclusion secretary at the desk in order to know when to re-enter at the end of the exclusion period. It is not a duty of the referee to signal the passage of 20 seconds and the excluded player should not have to guess which person to watch for the passage of the exclusion time. Before 20 seconds have elapsed, the excluded player may re-enter upon the referee's signal of a change in possession. The exclusion secretary does not raise the flag unless 20 seconds have elapsed.

Rule 21-3: Re-entry of an Excluded Player

Situation: Usually the exclusion secretary waves in the excluded player or substitute after 20 seconds of actual play have elapsed. When does the exclusion secretary not wave in the excluded player or substitute at this time?

Ruling: The exclusion secretary would not raise the flag of the appropriate color if the excluded player has not reached the re-entry area when 20 seconds have elapsed (Rule 21-3); if the head of the excluded player has not risen above the surface of the water in the re-entry area before that player or a substitute may enter (Rule 21-2); if the excluded player climbed from the side of the pool and did not go to the re-entry area (the substitute may not enter until after a time-out, a goal or at the start of the next period) (Rule 21-2); or if the excluded player has three personal fouls and is no longer eligible to play and was not substituted for (Rule 21-3).

Rule 21-3: Re-entry of an Excluded Player

Situation: If the ball is stolen when 10 seconds remain in an exclusion or if possession changes because the referee awards an offensive foul, the referee turns and starts to walk towards the other end of the pool with the hand pointing to that end of the pool. May the excluded player re-enter (1) if the referee motions with the other hand for the player to enter? (2) if the referee does not motion with the other hand for the player to enter but is pointing with one arm towards the other end of the pool and walking that way?

Ruling: Yes, in both cases. The player may enter as the referee's signal to award the throw or the change in possession qualifies as the re-entry signal, provided that the excluded player has reached the re-entry area in accordance with the rules.

Rule 21-3: Calling Time-out

Situation: An excluded player is in the re-entry area. The ball is shot and goes over the goal. The referee blows the whistle and signals a change in possession. The excluded player enters the pool. May the coach on offense call a time-out as soon as the referee blows the whistle for the change in possession after the shot and points in the other direction?

Ruling: Yes, as that team is now on offense.

Rule 21-3: Re-entry area

Situation: The rule states that the excluded player or a substitute shall be permitted to re-enter the field of play when signaled when 20 seconds of actual play have elapsed provided that the player is in the re-entry area. If the flag is raised and if the excluded player goes under the end line in the re-entry area but swims underwater a short distance towards the center of the pool before the player's head surfaces, should this be considered an illegal re-entry?

Ruling: No. There is no requirement that the excluded player must emerge from the re-entry area into an area within the imaginary continuation of the boundary of the re-entry area (in other words, there is no requirement that the player must only swim directly straight ahead into the field of play rather than entering on a diagonal from the re-entry area).

Rule 21-3 Entry of a Substitute

Situation: A player on the white team is excluded. A player on the blue team immediately takes a direct shot on goal. The shot goes over the goal line and the referee blows the whistle to award the ball to the white

team. The excluded player turns, before reaching the re-entry area, and starts to swim towards the other end of the pool. Before the ball is put into play after the direct shot, the coach of the white team calls a time-out. Should the referee exclude this player for not going to the re-entry area before swimming towards the other end of the pool?

Ruling: No. During a time-out or between periods or after a goal, an excluded player is not required to go to the re-entry area before meeting with the team. Play should be restarted after the time-out even-up.

Rule 21-3: Entry of a Substitute

Situation: A player on the white team is excluded. A player on the blue team immediately takes a direct shot on goal. The shot goes over the goal line and the referee blows the whistle to award the ball to the white team. The excluded player turns, before reaching the re-entry area, and starts to swim towards the other end of the pool. Before the ball is put into play after the direct shot, the coach of the white team calls a time-out. Should the excluded player be charged with a penalty foul for interfering with play (Rule 21-17) after the exclusion, based on the fact that the player, although starting to swim towards the corner, immediately turns on the change of possession, and starts swimming towards the offensive end?

Ruling: No. The player is not considered to interfere in this example, as the direct shot is taken immediately after the exclusion and the coach of the team now on offense calls a time-out immediately after this action before the restart of play. However, if the excluded player had interfered with the direct shot or with any of the players then on offense on the player's way towards the re-entry area, a penalty foul should be called.

Rule 21-3: Entry of an Excluded Player Who Did Not Leave the Field of Play

Situation: A player on the white team is excluded. A player on the blue team immediately takes a direct shot on goal. The shot goes over the goal line and the referee blows the whistle to award the ball to the white team. The excluded player turns, before reaching the re-entry area, and starts to swim towards the other end of the pool. Before the ball is put into play after the direct shot, the coach of the white team calls a time-out. Assume that a time-out is not called. Should the excluded player who turned around without leaving the field of play to swim to the offensive end be charged with a penalty foul for interfering with play (Rule 21-17) or should the player be charged with an improper re-entry of a player on offense (Rule 21-13) after the exclusion, based on the fact that the player, although starting to swim towards the corner, immediately turns on the change of possession, and starts swimming towards the offensive end?

Ruling: The player was not considered to interfere in this example, as the direct shot was taken immediately after the exclusion. Rule 21-17 is only intended to apply to the situation occurring during the time of the exclusion. If the excluded player had interfered with the direct shot or with any of the players then on offense on the player's way towards the re-entry area, then a penalty foul should be called under Rule 21-17. If the player has not left the field of play but his team retakes possession of the ball, the rule to be applied is Rule 21-13, improper re-entry of a player on offense. The ball shall be turned over and the offending player excluded, with another personal foul charged.

Rule 21-4, Rule 25-1: Leaving the Water

Situation: What is the definition of a player leaving the field of play as opposed to a player leaving the water or leaving the pool?

Ruling: The field of play is defined as the area between the sidelines and the end lines. Leaving the field of play usually refers to a player going under the sideline or under the end line but the player is still in the water. Leaving the pool or leaving the water usually refers to a player climbing out of the pool onto the pool deck or sitting on the steps. If a non-excluded player leaves the field of play without the permission of the referee, the player receives an exclusion foul. If an excluded player leaves the pool other than from the re-entry area or leaves the pool to walk on the deck to the re-entry area, the player is excluded for the remainder of the game.

Rule 21-5 Guarding a Player Taking a Free Throw

Situation: A field player guarding a player who is taking a free throw has one arm raised behind the head but the body and arm are within inches of the offensive player. May the referee call interference with the free throw?

Ruling: Yes. There is no set distance the defensive player has to be away from the offensive player with his/her hand straight up or behind the head; the rule is that the defensive player can not interfere with the free throw. For example, the raised hand might be behind the head of the defensive player, but if that defending player is so close that the offensive player cannot make a throwing motion without hitting the defensive player, the defender has to back away or be called for interfering with the free throw. However, the offensive player may not unnecessarily lean or make some extraordinary arm motion into the defender to create this contact; that is, the free throw should be in a normal throwing motion.

Rule 21-5: Guarding a Shooter on a Direct Shot on Goal

Situation: A player is fouled at the 6-meter line. The player picks the ball up and attempts a direct shot on goal. How may a defender guard this player?

Ruling: There is no difference in how a player may guard a player who is attempting a direct shot on goal or who is attempting to pass. The guard may have only one arm up, which may be straight up or behind the guard's head, an appropriate distance away so that the guard is not considered to be interfering with the free throw. The penalty for interference is either an exclusion foul if the defender is outside the 5-meter line or a penalty foul if the defender is inside the 5-meter line.

Rule 21-5: Interfering with Free Throw

Situation: A defender gives the appropriate space to the offensive player for a free throw or direct shot outside the 5-meter line, but the defender is aggressively waving his/her hand behind the head in an attempt to cover more area to block a shot. Should the defender be excluded?

Ruling: The rule is that the defender can not interfere with the taking of a free throw, goal throw, corner throw or direct shot on goal. There is no set distance that the defender must be away from the person putting the ball in play or taking a direct shot – the key is that the defender can not interfere. If the referee considers that the distance away is such that the defender is not interfering, the defender can wave a hand, either behind the head or directly above the head in an effort to shot block.

Rule 21-6, Rule 22-2: Use of Two Hands

Situation: A player puts two hands up to show that the player is not fouling the attacking player. Should the referee allow this? Are there other examples where the use of two hands might be permissible?

Ruling: The player may put two hands up in this situation, on the perimeter, for example, but the player may not put up two hands if the offensive player is attempting to shoot or pass (in each of these cases the player must be prepared to immediately drop one hand if the situation changes). Note: It is usually relatively easy to distinguish between a defender who is trying to show he/she is not fouling as opposed to a defender raising both hands to block a shot or pass. If an offensive player with his/her back to the goal attempts to shoot, the defender who had raised two hands to show he/she was not fouling must immediately lower one hand. Impermissible use of two hands include the following: a player may not put up two hands to block or to attempt to block a shot or pass outside the 5-meter area (exclusion foul); a player may not put up two hands to block or attempt to block a shot within the 5-meter area (penalty foul); a player may not put up two hands to block or attempt to block a pass to prevent a probable goal inside the 5-meter area (penalty foul); a player may not put up two hands to block or attempt to block a pass which would not lead a probable goal inside the 5-meter area (exclusion foul). It is the position of the defender that determines the penalty awarded (exclusion foul or penalty foul) when the defender is attempting to block a shot or pass.

Rule 21-7: Splashing Intentionally

Situation: A player inside the 5-meter line splashes a player outside the 5-meter line. What should the referee call?

Ruling: The referee should exclude the player for 20 seconds. The penalty issued depends on the location of the face splashed, not on the location of the defender. In this case, the player on offense (the player

splashed) was outside the 5-meter line; therefore, an exclusion foul is called. If the player splashed is inside the 5-meter line and is attempting to shoot, a penalty foul should be called.

Rule 21-10-1 and Rule 4-1: Location of Player Excluded from Remainder of Game for Misconduct or Three Personal Fouls

Situation: A player excluded from the remainder of the game for misconduct or for having three personal fouls leaves the team bench for the spectator stands. Should the referee allow this?

Ruling: No. The player must remain on the team bench with cap on for the remainder of the game in the case of either misconduct or for being charged with three personal fouls. The player is required to leave the team bench if the player receives a red card or is excluded for flagrant misconduct but must then remain in the spectator stands for the remainder of the game under direct supervision. That player may not communicate with the team, team officials or referees until after the period of the jurisdiction of the referees (five minutes after the conclusion of the game or until the end of the protest-filing process).

Rule 21-10-1, Rule 21-10-2: Taunting a Player

Situation: A player is taunting another player. What should the referee call?

Ruling: This depends on the severity of the offense. The referee may call a minor act of misconduct or misconduct.

Rule 21-10-1: Profanity

Situation: An excluded player swears at the referee while leaving the pool. The referee awards an additional exclusion foul of a minor act of misconduct. Is this the correct call?

Ruling: No. The use of profanity is considered to be misconduct. The referee should exclude the player for the remainder of the game for misconduct.

Rule 21-10-2: Minor Act of Misconduct; Rule 21-17: Interfering with Play

Situation: A player is excluded but does not leave the field of play. The referee then charges the player with a minor act of misconduct. Is this the correct call?

Ruling: No. The correct rule to be applied is Rule 21-17, Interfering with Play. This is the rule to be applied if an excluded player does not commence leaving the field of play almost immediately. A penalty throw shall be awarded to the opposing team and an additional personal foul charged to the excluded player. The player is in the re-entry area for the taking of the penalty shot.

Rule 21-10: Minor Act of Misconduct Turning Into Misconduct

Situation: A player commits an exclusion foul and then that player makes a few minor comments to the referee. However, the player's comments escalated before the referee blew the whistle to call a minor act of misconduct. What should the referee call?

Ruling: The referee should exclude the player for the remainder of the game for misconduct. Play is restarted with a substitute in the re-entry area.

Rule 21-10-1: Misconduct Committed by a Player in the Re-entry Area

Situation: A player is excluded for the first time. After being in the re-entry area for several seconds, the player speaks to his/her coach on the bench, making a remark critical of the referee. What should be the action of the referee if the referee overhears this comment?

Ruling: Although the referee should not focus on discussions between the coach and players, if the referee does hear the remark and feels it is directed at him/her, the referee may award that player a second exclusion foul for the minor act of misconduct or may exclude the player for the remainder of the game for misconduct for showing disrespect to the referee. If the referee excludes the player for the remainder of the game, a substitute must replace that player in the re-entry area. In either case, the re-entry time of the excluded player is 20 seconds from the time of the second foul and the shot clock is reset.

Rule 21-10-1: Misconduct After a Goal

Situation: A player in a white cap sinks a player in a blue cap immediately after that player in the blue cap scores a goal. The referee calls misconduct, excluding the white player for the remainder of the game and awarding the ball to the blue team. Is this the correct call?

Ruling: No. This action occurred after a goal during what is commonly called interval time. If the referee felt that the action of the player in the white cap merited a misconduct call, the referee must exclude the player for the remainder of the game and the teams start even up with a free throw taken by the team in white caps as after a goal.

Rule 21-10-1.2: Misconduct or Minor Act of Misconduct During a Time-out

Situation: Either misconduct or a minor act of misconduct is committed during a time-out. Is the shot clock reset before play is resumed?

Answer: No. The shot clock is not reset in this situation. Although usually the shot clock is reset after the award of an exclusion foul, this is an exception since the act of misconduct or minor act of misconduct was committed during a time-out. The player who committed misconduct is excluded for the remainder of the game with immediate substitution. After the conclusion of the time-out, the game starts even up with a free throw by the team that was in possession of the ball before the time-out was called. If a minor act of misconduct is committed during a time-out, that player is excluded for 20 seconds with immediate substitution. After the conclusion of the time-out, the game starts even up with a free throw by the team that was in possession of the ball at the time the time-out was called. The excluded player, provided that this foul was not that player's third personal foul, can return later to the game as a substitute. However, if another player from either team commits another minor act of misconduct during interval time, the player is excluded for the remainder of the game for misconduct, no matter to which team that player belongs.

Rule 21-10-2: Minor Act of Misconduct After a Third Personal Foul

Situation: A player is excluded for the third time. On the way out from the pool, the player commits a minor act of misconduct. A live-time penalty throw is awarded, with the substitute for that player in the re-entry area. The penalty shot rebounds from the goal post to a player on the team shooting the penalty shot. May the excluded player enter?

Ruling: No. There has been no change in possession. The player must remain out for 20 seconds or until the ball changes hands.

Rule 21-10-1: Misconduct After a Third Personal Foul – an Exclusion Foul

Situation: A player commits misconduct after a third personal foul, an exclusion foul. The referee issues a red card. Is this the correct penalty?

Ruling: No. The referee should award a penalty shot, with a substitute in the re-entry area. A red card would be issued if a player refuses to leave the water when so ordered after a call of misconduct.

Rule 21-10-1 Misconduct

Situation: A player is disrespectful to the referee while exiting the pool after being excluded for misconduct, that player's first personal foul. What should the referee call?

Ruling: The player is excluded for the remainder of the game and a penalty throw is awarded. If the player continues to be disrespectful to the referee, the referee should also issue a red card to the player. The player is also excluded from the next game because of the receipt of the red card. The substitute may enter after the earliest occurrence of an event described in Rule 21-3.

Rule 21-10-1, 2: Misconduct or MAM after Third Personal Foul, an Exclusion Foul

Situation: A player commits the foul of misconduct or the foul of a minor act of misconduct while exiting the pool after committing that player's third personal foul, an exclusion foul. The referee excludes the player for the remainder of the game for committing his/her third personal foul, with the substitute in the re-entry area, and then awards a live-time penalty shot for the foul of misconduct or the minor act of misconduct after a third personal foul. Is this the correct procedure?

Ruling: Yes. As soon as the exclusion secretary sees the signal for misconduct or for a minor act of misconduct after the third personal foul, an exclusion foul, the exclusion secretary must immediately raise

the red flag and blow the whistle. The substitute may not enter for 20 seconds or the earliest occurrence of an event described in Rule 21-3, and a penalty throw is awarded.

Rule 21-10-1, 2: Misconduct or MAM after Third Personal Foul, a Penalty Foul

Situation: A player commits the foul of misconduct or the foul of a minor act of misconduct while exiting the pool after committing that player's third personal foul, a penalty foul. The referee excludes the player for the remainder of the game for committing the third personal foul, the substitute enters immediately, and then the referee awards first a dead-time penalty shot for that penalty foul and then a live-time penalty shot for the foul of misconduct or for the foul of a minor act of misconduct after a third personal foul. Is this the correct procedure?

Ruling: Yes. As soon as the exclusion secretary sees the signal for misconduct or a minor act of misconduct after the third personal foul, a penalty foul, the exclusion secretary must immediately raise the red flag and blow the whistle. The substitute enters immediately as the third foul was a penalty foul. The first penalty throw is a dead-time penalty throw. The second penalty throw is a live time penalty throw.

Rule 21-10-2: Minor Act of Misconduct and Rule 7-9: Correctable Errors

Situation: A player commits his/her third personal foul, an exclusion foul. The exclusion secretary raises the red flag. The player is substituted and play resumes with the substitute in the re-entry area and the team on offense scoring a goal five seconds later. It is then realized that the referee on the opposite side of the pool from the desk signaled that the player committed a minor act of misconduct during that player's exit from the pool and a penalty shot should have been awarded at that time. The referee removes the goal that had just scored and has the team take a penalty shot for a minor act of misconduct committed after a third personal foul. Is this the correct ruling?

Ruling: No. The extra-player goal should not have been removed and the penalty shot should not have been taken. The team should not be penalized because either the referee calling the minor act of misconduct did not see the red flag or because the referee on the desk side did not relay the signal for the minor act of misconduct to the scorekeeper. Applying the principle of correctable errors (which includes the statement that technical errors by desk officials or misapplication of rules by referees should not affect the outcome of the game), the extra-player goal should stand and the referee should not have conducted the penalty shot as a team could miss the penalty shot whereas the team had already scored the extra-player goal.

Rule 21-10-1-c: Personal Fouls Committed During and After a Penalty Throw

Situation: A penalty throw is awarded to the blue team. After several warnings to an offensive and a defensive player concerning their positions and actions prior to the penalty shot, the referee excludes both players for the remainder of the game for misconduct prior to the penalty shot. Both players are immediately replaced by substitutes as this is regarded as interval time. The penalty shot is then taken and the blue team scores. Prior to restarting play, the goalkeeper of the white team is excluded from the remainder of the game for misconduct. How should the referee restart play?

Ruling: The white team must substitute another goalkeeper (with the privileges of a goalkeeper) for the goalkeeper who was excluded for misconduct as this occurred during interval time. The referee should start play with the teams even up with the white team putting the ball into play as after a goal.

Rule 21-11, Articles 1-4: Comparison of the Penalty for Flagrant Misconduct Occurring During Play and During Interval Time

Situation: A player commits flagrant misconduct during play or during interval time (during a time-out, between periods or after a goal or before a penalty throw). Is there a difference in how the penalty is awarded during these different times?

Ruling: The general penalty is the same in all cases. The player committing flagrant misconduct is excluded for the remainder of the game, a dead-time penalty throw awarded, the team shooting the penalty throw shall get the ball back at or behind the half-distance line as after a time-out whether the penalty shot is made or missed. The substitute for the excluded player must remain in the re-entry area for 20 seconds or until the earliest occurrence of an event referred to in Rule 21-3. If the act of flagrant misconduct occurred during a

time-out, the team calling the time-out is still charged with the time-out and the penalty shot is not taken until after the conclusion of the time-out. This is in contrast with misconduct, where the penalty is different if the foul occurs during play as compared with interval time.

Rule 21-11, Articles 1-3: Flagrant Misconduct During the Game

Situation: A player with a white cap is excluded during play. During the time before the ball is put into play (while the referee is removing the player and communicating this information to the scoring table), a player on the blue team commits an act of flagrant misconduct. What should be the action of the referee?

Ruling: The referee should take the ball from the water, remove the player who committed the act of flagrant misconduct from the remainder of the game, and allow the excluded white player to enter (as there was a change of possession due to the call of flagrant misconduct). The referee should then conduct the dead-time penalty throw. The team with the white caps will get the ball back, whether the penalty shot was made or missed, with the substitute for the player who committed flagrant misconduct in the re-entry area.

Rule 21-11: Double Flagrant Misconduct During a Time-out or After a Goal

Situation: A double flagrant misconduct foul is called during a time-out or after a goal. How does the referee conduct the penalty throws and restart the game after the conclusion of the time-out or after the goal?

Ruling: The offending players are removed for the remainder of the game, with their substitutes in the re-entry areas. The first dead-time penalty throw is taken by the team that would normally have possession (the team which called the time-out or was in possession of the ball at the time a time-out was called by the defense or by the team on which the goal was scored). This results in a goal or no goal. The second team then takes a dead-time penalty throw. This results in a goal or no goal. The referee will then award a free throw on or behind the half distance line as after a time-out to the team that would normally have had possession after the time-out or after the goal. The substitutes may not enter until the earliest occurrence of one of the events described in Rule 21-3.

Rule 21-11: Double Flagrant Misconduct When Neither Team Has Possession

Situation: A double flagrant misconduct foul is called when neither team has possession. How does the referee conduct the penalty throws and restart the game?

Ruling: The offending players are removed for the remainder of the game, with their substitutes in the re-entry areas. The first dead-time penalty throw is taken by the team that last had possession. This results in a goal or no goal. The second team then takes a dead-time penalty throw. This results in a goal or no goal. The referee will then conduct a neutral throw on the half distance line. The excluded players may not enter until the next change in possession after the neutral throw or until the earliest occurrence of one of the events described in Rule 21-3.

Rule 21-11-9: Penalty for Flagrant Misconduct, Including Fighting

Situation: Players participate in a fight during a game. The appropriate penalties as described in the rules are awarded during the game. What penalty is awarded subsequent to the game?

Ruling: The players are suspended from the next traditional season game. A state association may enact more serious penalties for flagrant misconduct or for participating in a fight, including suspension for multiple games or for the remainder of the season.

Rule 21-12: Simultaneous Exclusion Fouls

Situation: The referee calls a double exclusion just as the game clock goes to 0 and the buzzer sounds. The referee states it is interval time and the next period starts even-up with substitutes for those players in the field of play, with the excluded players eligible to enter as substitutes after 20 seconds. Is this the correct call?

Ruling: No. This is correct only if the call on the two players was for double misconduct (or for the first double minor act of misconduct during interval time), which was not the case here. The next period should start with a sprint, with the excluded players or their substitutes in the re-entry areas. The players can enter immediately after the sprint only if there is a change of possession on the sprint.

Rule 21-12: Simultaneous Exclusion Fouls

Situation: A player with a dark cap is excluded. Several seconds later, but before the ball is put into play, a player in a white cap is excluded. The player in the dark cap reaches his re-entry area. The coach asks the referee if his player could enter because the first foul was some time before the white player was excluded – they were not simultaneous. The referee denies the request. The player in the white cap then arrives in the re-entry area and climbs out on the pool deck and walks to the other end of the pool to the re-entry area. What should have been the action of the referees?

Answer: The referee should have allowed the player in the dark cap to reenter as the exclusion fouls were not simultaneous. When the player in the white cap climbed up on the pool deck he should have been excluded immediately for the remainder of the game (Rule 21-2).

Rule 21-12: Re-entry After Double Exclusion

Situation: A double exclusion occurs when 3 seconds remain in a period when the team with blue caps have possession of the ball. Time expires with that team still retaining possession of the ball. The team with blue caps wins the sprint at the beginning of the next period and the excluded player with the blue cap immediately enters the pool from the re-entry area. What should be the action of the referee?

Ruling: The player should be excluded for 20 seconds and a free throw awarded to the opposing team (Rule 21-13) because there was no change of possession (Rule 21-3). To avoid this situation, it is suggested that in the case of a double exclusion near the end of the period the referee remind the benches and desk during the interval that both teams start down a player and which team had possession of the ball at the end of the period.

Rule 21-12: Re-entry After Double Exclusion

Situation: A double exclusion occurs when 3 seconds remain in a period when the team with blue caps have possession of the ball. Time expires with that team still retaining possession of the ball. The team with blue caps wins the sprint at the beginning of the next period and the excluded player with the blue cap immediately enters the pool from the re-entry area. When may the excluded player from the white team re-enter the pool?

Ruling: Since there was a change of possession when the blue player was excluded after the sprint and the ball was turned over to the team with white caps, the excluded player (or substitute) from the white team would re-enter at that time. The player with the blue cap must be in the re-entry area for 20 seconds or a change in possession.

Rule 21-13: Entering Field of Play Improperly: Early Entry of an Excluded Player

Situation: An excluded player re-enters the pool early. The referee awards a penalty throw and excludes the player from the remainder of the game. Is the correct ruling?

Ruling: No. If a player on the defensive team enters early or improperly, the player is excluded for an additional 20 seconds and a penalty throw awarded to the attacking team. If a player on the offensive team enters improperly, the player is excluded for an additional 20 seconds and a free throw awarded to the opposing team.

Rule 21-13: Early Entrance of an Excluded Player

Situation: A player is excluded when 26 seconds remain in the period. The player re-enters during the 6 on 5 when 10 seconds remain on the shot clock when instructed by the coach. The exclusion secretary did not wave in the player. What is the penalty for the player on defense entering before the correct time?

Ruling: The player shall be excluded for an additional 20 seconds, a penalty throw awarded and the player receives an additional personal foul, marked EP on the score sheet. This situation resulted because the shot clock assumed the game time when the shot clock was reset when less than 30 seconds remained in the period. The coach, not realizing this, instructed the player to enter when the shot clock showed 10 seconds, assuming that 20 seconds would have elapsed on the exclusion. (Actually only 16 seconds had elapsed.) An excluded player should not re-enter the pool until signaled by either the exclusion secretary or by the referee if the ball turned over. To avoid this type of problem, Rule 9-2 requires that the shot clock is to be turned off

(blanked) when less than 30 seconds remain in the period and a new 30-second period of possession is awarded.

Rule 21-13: Entering Field of Play Improperly

Situation: A player is excluded. A few seconds later a penalty foul is awarded against a player from the same team. The penalty shot is conducted but the ball rebounds from the top of the goal into an area in the field of play away from players of either team. The excluded player re-enters the field of play. What should be the action of the referee?

Ruling: Because this offense was committed by a player of the team not in possession of the ball, the referee should blow the whistle and exclude the player for 20 seconds and award a penalty throw to the opposing team. One additional personal foul is recorded against the offending player (marked as EP).

Rule 21-13: Entering Field of Play Improperly

Question: Player #8 is excluded and a substitute in cap #11 replaces him/her in the re-entry area. The substitute enters early, before being waved in. What penalty should be charged to each player?

Answer: Player #8 is charged with the original exclusion foul. Player #11 is excluded for 20 seconds and a penalty throw is awarded to the opposing team for the early re-entry of a player on defense. That player (#11) should receive only one personal foul, marked as EP on the scoresheet. The time of the exclusion foul is calculated from the time of the improper re-entry of the substitute player, player #11.

Rule 21-13: Entering Field of Play Improperly 7-10-10

Situation: A player is excluded and is in the re-entry area. The team on offense shoots and the goalkeeper tips the ball out over the goal line. The excluded player enters the field of play. Is this an improper re-entry?

Ruling: Yes. Since the goalkeeper tips the ball out over the goal line, a corner throw is awarded to the team on offense. Therefore, there is no change of possession. The player entering the pool is excluded again for an additional 20 seconds and a penalty throw is awarded. The player receives only one additional foul, marked EP on the scoresheet. The re-entry time of the subsequent exclusion is calculated from the time of the improper re-entry of the excluded player.

Rule 21-14: Interference with Penalty Throw

Situation: Immediately after the referee blows the whistle for the taking of a penalty throw, the player on the right side of the shooter hits the shooter's arm before the shooter releases the ball. The penalty shot does not score. What should be the action of the referee?

Ruling: It is a game exclusion for a person to interfere with the taking of a penalty throw, if this interference occurs before the referee blew the whistle or after the referee blew the whistle but before the shooter released the ball. It is considered interference if a defensive player on the side of the shooter moves towards the shooter or hits the player's arm (shooting arm or non-shooting arm) before the shooter releases the ball or if a defender takes other actions towards the shooter such as shouting, splashing or whistling. The offending player is excluded for the remainder of the game with the substitute in the re-entry area, and the penalty shot is retaken. If this penalty shot is scored, the substitute enters immediately. If the shot is missed, the substitute may not enter until after the earliest occurrence of an event described in Rule 21-3.

Rule 21-14: Interference with Penalty Throw

Situation: Immediately after the referee blows the whistle for the taking of a penalty throw, the player on the right side of the shooter hits the shooter's arm before the shooter releases the ball. The penalty shot does not score. What should the referee call?

Ruling: The penalty shot is counted and the substitute enters immediately. The player who interfered with the penalty shot is excluded for the remainder of the game. Note: This game exclusion is not considered to be misconduct.

Rule 21-14: Misconduct Before a Penalty Throw is Taken

Situation: If a player on either team commits an act of misconduct before a penalty throw is taken, what should the referee call?

Ruling: Since a player committed misconduct before the penalty throw was taken, the offending player is excluded for the remainder of the game and a substitute enters before the penalty throw is taken, as this time is considered to be interval time.

Rule 21-15: Goalkeeper Failure to Take Position on Goal Line

Situation: During the administration of a penalty throw, the goalkeeper comes forward before the shot is administered. What should the referee do?

Ruling: The referee should warn the goalkeeper. If the goalkeeper fails to take up the correct position on the goal line after having been warned once by the referee, the referee should then exclude the goalkeeper for 20 seconds. Another defending player may take the position of the goalkeeper but without the goalkeeper's privileges or limitations.

Rule 21-17: Excluded Player Interfering With Play

Situation: An excluded player swims through the 6-on-5 to reach the re-entry area. What should the referee call?

Ruling: If the referee believes there is interference with play, the referee awards a penalty throw and another personal foul against the excluded player. The penalty throw is taken with the excluded player (or substitute) in the re-entry area. The re-entry time is 20 seconds from the time the penalty throw is awarded.

Rule 22: Penalty Fouls

Rule 22-2-b: Two-Hand Shot Block Inside 5-Meter Line

Situation: A player within the 5-meter area puts up two hands in an attempt to block a shot. The referee blows the whistle for the foul when the ball is in the air. The shot goes out of bounds over the goal line, untouched by any player. What should be the award of the referee?

Ruling: The referee should award a penalty foul. The defending player does not have to touch the ball nor does a shot have to be taken. The player is being punished for intent.

Rule 22-2-b: Two-Hand Shot Block Inside 5-Meter Line

Situation: A player within the 5-meter area puts up two hands in an attempt to block a shot. The referee blows a whistle for the foul when the ball is in the air. The ball goes into the goal, untouched by any player. What should be the award of the referee?

Ruling: The referee should award a penalty foul and does not count the goal. The goal does not count because the ball was in flight towards the goal when the referee blew the whistle for a foul (Rule 14-6-a).

Rule 22-2-b: Two-Hand Shot Block Inside 5-Meter Line

Situation: A player within the 5-meter area puts up two hands in an attempt to block a shot. The ball goes into the goal, untouched by any player. The referee blows the whistle for the foul. Should the referee count the goal? Should the referee award a penalty foul?

Ruling: Since the goal scored, the goal counts and the referee should not award the penalty foul against the player who put up two hands.

Rule 22-2-b: Two-Hand Block of a Pass Inside 5-Meter Line

Situation: A player within the 5-meter area puts up two hands to block or to attempt to block a pass which would lead to a probable goal. What action should the referee take?

Ruling: It is a penalty foul for a defending player to commit any foul within the 5-meter area but for which a goal would probably have resulted. Therefore, if the defending player intentionally blocks or attempts to block a pass with two hands which prevents a probable goal, a penalty foul is awarded.

Rule 22-2-b: Two-Hand Block of a Pass Inside 5-Meter Line

Situation: A player within the 5-meter area puts up two hands to block or to attempt to block a pass which would not lead to a probable goal. What is the ruling of the referee?

Ruling: It is not a penalty foul if the ball is being passed to a player who is in such a position that the pass would not have led to a probable goal. The referee should call an exclusion foul in this case.

Rule 22-6: Player Not Entitled to Participate Entering the Field of Play

Situation: A player is removed for the remainder of the game upon the award of a third personal foul. The red flag is raised properly and is observed by the referees. Later in the game, the player enters during live time after a change in possession as a substitute for an excluded player and is observed by the desk shortly after. What should the exclusion secretary and referee do?

Ruling: The exclusion secretary should blow the whistle as soon as the player with three personal fouls is observed. The referee should remove the player, the substitute for that player should be in the re-entry area, the game clock reset to the time of entrance of the illegal player, a penalty throw awarded, and the substitute may enter after the earliest occurrence of an event described in Rule 21-3.

Rule 22-8: Penalty Foul in the Last Minute

Situation: A penalty foul is awarded in the last minute. The coach does not signal to the referee if the coach wants to take a penalty throw or wants to keep the ball. Should the referee conduct the penalty throw?

Ruling: Even though it is the responsibility of the coach to give a clear signal without delay (Appendix B, Figure Z) if the team wishes to maintain possession of the ball or by showing five fingers to request a penalty throw, the referee must take the ball from the pool and must verify the decision of the coach if no clear signal was given. The referee then restarts play either with the penalty throw or by the team on offense restarting play by taking a free throw on or behind the half distance line as after a time-out. The shot clock is reset.

Rule 22-8 Award of Penalty Foul in the Last Minute

Situation: A penalty foul is awarded for either misconduct or for a minor act of misconduct committed after a third personal foul, an exclusion foul. If this situation occurred in the last minute of the game or in the last minute of the second overtime period or at any time during sudden-victory overtime periods, may the coach elect to maintain possession of the ball in lieu of taking the penalty throw?

Ruling: Yes, the coach may elect to maintain possession of the ball in this situation, in lieu of taking a live-time penalty throw, with the substitute for the excluded player in the re-entry area. If the third personal foul is a penalty foul and the player committed a minor act of misconduct after this foul while leaving the pool, there would be immediate substitution, and the first penalty throw is a dead-time penalty throw. The second penalty throw is a live-time penalty throw and the coach may elect to maintain possession of the ball in lieu of taking that live-time penalty throw. If the coach does elect to maintain possession of the ball, the team will be awarded a free throw on or behind the half-distance line with a new shot clock and will start play as after a time-out.

Rule 22-8 and Rule 21-11: Flagrant Misconduct Foul in the Last Minute of the Game

Situation: An act of flagrant misconduct is committed by a player on the white team in the last minute of the game. The player is excluded for the remainder of the game. The blue team is ahead by one goal. Should the referee ask the coach of the blue team if he/she prefers to take the penalty throw or to maintain possession of the ball?

Ruling: Yes. By the rule the referee must ask the coach his/her preference although here there may be no advantage to be gained by the coach declining to take the penalty throw and keeping the ball, since the penalty throw awarded for flagrant misconduct is a dead-time penalty throw. If the coach decides to take the penalty throw, the dead-time penalty throw is taken with the substitute for the excluded player in the re-entry area. The team retains possession of the ball, whether the penalty throw is made or missed and the substitute for the excluded player must remain in the re-entry area for 20 seconds or until the earliest occurrence of an event described in Rule 21-3. The team starts play at the half-distance line as after a time-out with a new shot clock. If the coach declines to take the penalty throw, the substitute must remain in the re-entry area for 20 seconds or until the earliest occurrence of an event described in Rule 21-3, and the team is awarded a free throw on or behind the half-distance line, the shot clock is reset, and the team will start play as after a time-out.

Rules 22-8 and 21-11: Simultaneous Flagrant Misconduct During the Last Minute of the Game or During the Last Minute of Overtime

Situation: Simultaneous flagrant misconduct fouls are committed by a player of each team during the last minute of the game, during the last minute of overtime, or at any time during sudden-victory overtime. What should be the action of the referee?

Ruling: If simultaneous flagrant misconduct fouls were committed by a player from each team during the time frame described, the referee must remove both players for the remainder of the game, with their substitutes in the re-entry areas. The coach whose team was in possession of the ball will decide whether each team will shoot a dead-time penalty shot or whether the team in possession of the ball will maintain possession of the ball and be awarded a free throw at or behind half as after a time-out. In either case, the substitutes for the excluded players must remain in the re-entry area for 20 seconds or until the earliest occurrence of an event described in Rule 21-3 whether the penalty shots are made or missed. The shot clock is reset.

Rule 23: Penalty Throws

Rule 23-2: Penalty Throw

Situation: The goalkeeper is excluded for 20 seconds and, on the way out, interferes with play, resulting in the award of a penalty throw. A field player takes the place of the goalkeeper in the goal with the goalkeeper in the re-entry area during the taking of the penalty throw. The field player comes forward with both hands outstretched to the side in an attempt to block the penalty throw. The player blocks the penalty throw with one hand out of bounds over the goal line. What should the referee call?

Ruling: The referee should call a penalty foul against that player because the field player in the goal does not have the privileges of a goalkeeper. It is a penalty foul if a field player raised two hands in an attempt to block a shot inside the 5-meter area, no matter how high the player raised the hands or if the player blocked the ball with one or both hands or if the player did not actually touch the ball or if the shot missed the goal completely. The player should retake the penalty shot. However, if the penalty shot scored, the goal would count and no foul would be awarded against the field player in the goal.

Rule 23-2: Position of Other Players and Goalkeeper

Situation: A penalty foul is awarded against a player on the blue team. The head coach of the blue team directs one of the field players to take the goalkeeper's place in the goal for the taking of the penalty throw. Should the referee allow this?

Ruling: No. The goalkeeper is the only person who can defend a penalty throw, provided that there is a player in a goalkeeper's cap in the water at that time. The rule that states this most clearly is Rule 23-2: "With floating goals, the defending goalkeeper shall be positioned between the goal posts, with no part of the goalkeeper's body beyond the goal line at water level....Should the goalkeeper be out of the water, another player may take the position of the goalkeeper but without the goalkeeper's privileges and limitations."

Rule 23-3: Position of Referee Administering the Penalty Throw

Situation: The referee administers a penalty throw while standing on the goal line. Should this be allowed?

Ruling: This is acceptable as there is no particular point specified in the rules for the referee to administer the penalty throw. This lack of specificity in designating the position of the referee when the whistle is blown allows the referee controlling the taking of the throw to determine the most advantageous position for that referee to watch the shooter, the defensive players and the goalkeeper.

Rule 23-3: Role of the Back Court Referee in a Penalty Throw (revised)

Situation: The front court referee prepares to administer a penalty throw. The back court referee takes a position farther behind in the back court. The front court referee raises the arm to administer the penalty throw, blows the whistle and lowers the arm. At the same time, the back court referee blows a whistle to indicate interference. The player shoots and scores the penalty shot. Should the goal be allowed?

Ruling: Yes. The front court referee, the referee controlling the throw, is responsible for lining up the players, the back court referee watches for interference. Since the whistles were simultaneous, the goal counts; the player who interfered with the shooter is excluded for the remainder of the game (Rule 21-14).

Rule 23-4: Taking of a Penalty Shot

Situation: After the referee blows the whistle for the penalty shot but before the ball leaves the hand of the shooter, the defensive players on either side of the shooter move forward towards center cage. Is this permitted?

Ruling: Yes. After the whistle but before the ball is released, the defensive player on either side of the shooter may move forward at an angle towards the goal as long as the player does not interfere with the penalty shot. After the ball is released, the defensive players may move towards the shooter.

Rule 23-4: Method of Taking the Penalty Throw

Situation: A penalty throw is awarded. The player picks up the ball with the left hand and immediately transfers the ball to the right hand and then waits for the referee's signal for the penalty throw. The penalty shot scores. Should the referee count the goal?

Ruling: Yes. If the player transfers the ball to the right hand before the referee signals for the throw, there is no violation of the rule that the player shall immediately throw the ball with an uninterrupted movement directly at the goal. If the player transfers the ball from one hand to the other after the referee signals for the penalty throw to be taken, then the throw will be disallowed and the ball turned over (Rule 23-4, Rule 20-12). There is no rule specifying the speed at which the ball must travel to the goal. The shooter may lob the ball, for example, provided that the shot is taken without delay.

Rule 25: Accident, Injury and Illness

Rule 25-1: Leaving the Field of Play

Situation: The referee stops play for an injury, malfunctioning equipment or to replace a cap. May the players hang onto the side of the field of play in a pool without sidelines or move under the sideline to hang onto the pool wall?

Ruling: The referee must indicate to the players if they can hang onto the side of the pool or if they must remain within the field of play. The referee usually requires the players to remain within the field of play in the case of a cap off or missing or for resetting a clock. If there is a lengthy equipment malfunction, the referee may indicate that the players may hang onto the sides of the pool or may move to their bench. Otherwise, players should not leave the field of play nor hang on the sidelines, etc., without the referee's permission.

Rule 25-2: Bleeding

Situation: With 5 seconds remaining in a tournament game, the coach of the white team calls a 30 second time-out. The referee discovers at that time that one of the players on the white team is bleeding. The referee calls an injury time-out of three minutes, during which time the trainer stops the bleeding. The player is then allowed back in the field of play and play is resumed. Is this the correct procedure for handling this type of injury?

Ruling: No. There is no 3-minute injury time-out in NFHS rules. If there was bleeding, the player should have been immediately replaced by a substitute and play should have been resumed immediately after the conclusion of the 30-second time-out. After the bleeding stopped, the player would be permitted to enter the game as a substitute. The procedure is exactly the same for an injury that does not involve bleeding. The player is to be removed immediately and may return to the game at a later time after treatment.

Rule 25-4: Concussion

Situation: A player accidentally hits another player in the head. The player later appears dizzy. What should be the action of the referee?

Ruling: The referee should stop play and refer the player to the coach for proper care and evaluation. The player must be cleared by an appropriate health-care professional before returning

to play, if diagnosed with a concussion. In the vast majority of cases, the player and his/her coach will be the first to notice the signs and symptoms which go along with a possible concussion. However, all parties should be familiar with signs and symptoms. The referee's role is to stop play, remove the player for evaluation, with immediate substitution. For further information, refer to Suggested Guidelines for Management of Concussion, page 161 of the 2010-11 NFHS Swimming and Diving and Water Polo Rules Book.

Appendix A: Instructions for the Use of Two Referees

#10: Simultaneous Exclusion and Ordinary Fouls

Situation: If one referee calls an exclusion foul or penalty foul on the defense and, at the same time, the other referee calls an offensive turnover on the offense, which call prevails?

Ruling: The exclusion foul or the penalty foul on the defense. An offensive turnover is an ordinary foul.

Appendix B: Signals to be Used by Officials

Appendix B-F, G, CC: Referee Signals for Exclusion Fouls

Situation: The referee needs to distinguish between the fouls of flagrant misconduct, misconduct, and a minor act of misconduct because of differing penalties for these fouls. What signals should the referee use?

Ruling: The referee crosses the arms down across the abdomen for flagrant misconduct (Fig. G); rotates both hands round one another for exclusion from the remainder of the game (usually for misconduct) (Fig. F); and makes a rolling motion with one arm instead of two arms for a minor act of misconduct (Fig. CC). In addition the referee must notify the scoring table verbally of these fouls and the scorekeeper must record the nature of the foul (for example E-flagrant misconduct, E-misconduct, or E-MAM). However, if the player was excluded for the remainder of the game for interfering with a penalty shot, for example, the referee must inform the scorekeeper, who will then record the foul as E-game or E-game interference with penalty throw.

Appendix B, Fig H: To Signal the Award of a Penalty Throw, Fig. AA: To Indicate a Player's Cap Number

Situation: A penalty foul is committed. How should the referee signal the scoring table that it is a penalty foul and to whom it should be charged?

Ruling: The referee should first hold up five fingers to indicate the penalty foul and then indicate the cap number to whom it should be charged. In this example the referee raised five fingers, lowered that hand and then raised four fingers on that hand. This indicates that the penalty foul is to be charged against the player with cap number four. The cap number must also then be verbally communicated to the desk.