



BC Summer Swimming Association
SWIMMING | DIVING | WATER POLO | ARTISTIC

RULES OF THE BC SUMMER SWIMMING ASSOCIATION

Beach Water Polo

The following rules govern all BC Summer Swimming Association activities. These have been approved by the BCSSA Board of Directors and are in effect until any changes are approved by the Board.

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BC Summer Swimming Association

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VISION STATEMENT

To be a competitive sport organization, fostering a culture of fair play, inclusivity, fun and achievement.

MISSION STATEMENT

The BC Summer Swimming Association (BCSSA) promotes, and encourages the development of athletes, coaches, and volunteers through life-long participation in aquatic activities.

CORE VALUES

Through its member clubs, BCSSA provides opportunities for training, competition, and activities in communities throughout BC and surrounding areas.

BCSSA promotes the development of an individual's capacity to achieve excellence and life skills through participation in speed swimming, diving, water polo and artistic swimming.

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GENERAL BCSSA RULES

1. DEFINITIONS

Definitions are now located at the end of the Rule Book, before the Index.

2. REGISTRATION

2.1 CLUB AFFILIATION

2.1.1 Existing Clubs

- a) An affiliated club is a member of the BCSSA during the period of May 1st of one year to April 30th of the following calendar year.
- b) Each club must be an incorporated Society in British Columbia that is in good standing under the Society Act.
- c) Each club must pay an annual BCSSA affiliation fee in advance by forwarding payment to the appropriate Regional Registrar by April 1st. The Regional Registrar shall forward affiliation fees paid plus a club membership list of affiliated clubs to the BCSSA Office, on or before April 15th of each year. The BCSSA may assess a penalty to any club that submits its club affiliation fees after the deadline.
- d) Each club must complete and submit an annual affiliation form and apply for BCSSA Directors and Officers liability insurance coverage by March 1st of each year.
- e) Each club must affirm that the purposes and activities of the club will be consistent with the purposes of the BCSSA, and the club commits to furthering the success of the Region and the BCSSA in advancing the BCSSA's purposes.

- f) Clubs with activities not aligning with BCSSA will not be permitted to affiliate.

2.1.2 New Clubs

- a) To affiliate a new club, the following criteria must be met:
 - (i) The club must include five (5) or more Athletes.
 - (ii) The club must include two (2) or more families.
 - (iii) There must be an executive in place with a minimum of three (3) individuals.
 - (iv) The club must have a budget.
 - (v) The club must not unduly infringe on any current BCSSA club.
 - (vi) The club must have purposes and activities consistent with the purposes of the BCSSA and a commitment to furthering the success of the Region and the BCSSA in advancing the BCSSA's purposes.
- b) A group affiliated as a new club with BCSSA must:
 - (i) Apply to the appropriate Regional Board for Regional approval.
 - (ii) If approved by the Regional Board, the Regional Director shall submit the application to the Provincial Board of Directors for final approval. All applications must be submitted to the BCSSA before January 15th.
 - (iii) Pay the club affiliation fee on or before April 1st to the Regional Registrar.
 - (iv) Incorporate as a Society in British Columbia and be in good standing as per the requirements of the Society Act prior to April 1st of the year the group wishes to join the BCSSA.
 - (v) A group wishing to affiliate may appeal any decision by the Regional Board or the Provincial Board to the BCSSA Appeals Committee.

2.2 INDIVIDUAL REGISTRATION — GENERAL

2.2.1 Registration Requirements

- a) An athlete or coach shall not participate in BCSSA activities — including training, competing, coaching, or otherwise taking part in club activities — at any time of year until fully registered with a BCSSA club.
- b) Clubs shall register all athletes and coaches in their correct age divisions and categories.
- c) At the time of registration, the specific aquatic activities of each Athlete shall be correctly recorded by the Club registrar or delegate.
- d) All new registrants shall show proof of age such as a birth certificate or an equivalent identification to the club registrar (or delegate). No copies or images shall be taken of any identification.
- e) The club registrar shall validate each registration before an athlete's first competition.

2.2.2 Sanctions for Not Meeting Requirements

- a) A club that allows an athlete to participate in a BCSSA activity before that individual is correctly registered shall be subject to immediate suspension, as governed by the Section entitled Disciplinary Action in these rules and regulations.
- b) A penalty of up to \$1,000 may be assessed by the BCSSA Board of Directors to a region or club that fails to submit its registration database or fees by the deadlines set out in this Section.

- c) Any athlete determined to have been competing in the wrong category shall be disqualified from all incorrectly entered events. Said disqualification shall occur at the time of determination in the current season.

2.3 INDIVIDUAL REGISTRATION — COMPETITIVE SEASON

2.3.1 Registration Timing

- a) The competitive season is May 1st through August 31st of each year.
- b) All athletes shall be registered with the Region by the second Thursday of July in order to be eligible to compete at the Regional and Provincial Championships.
- c) An athlete who wishes to compete with BCSSA during the competitive season, but who registers AFTER the second Thursday of July, may do so but is ineligible to compete at the Regional and the Provincial Championships.

2.3.2 Registration Database and Fees

- a) An annual Provincial individual registration fee shall be established by the BCSSA Board of Directors no later than February 1st of each year.
- b) Each Regional Board may levy Regional fees by such amounts as may be deemed necessary for regional activities or expenditures.
- c) Each club shall submit a club competitive season individual registration database for each aquatic sport,

and fees, to the Regional Registrar by the second Thursday of July.

- d) The Regional Registrar shall submit each club's registration database and fees to the Provincial Registrar not later than 12 days before the first day of the Regional Swimming Championships.
- e) A penalty of up to \$1,000 may be assessed by the BCSSA Board of Directors to a region or club that fails to submit its registration database or fees by the deadline.

2.4 INDIVIDUAL REGISTRATION — NON-COMPETITIVE SEASON

2.4.1 Registration Timing

- a) The non-competitive season is September 1st through April 30th.
- b) The closing date for non-competitive season registrations is as set by each Regional Board, but shall be no later than March 31st.

2.4.2 Registration Database and Fees

- a) Each Regional Board may levy Regional fees by such amounts as may be deemed necessary for regional activities and expenditures.
- b) Each club shall submit a club non-competitive season individual registration database, and fees, to the Regional Registrar by April 1st.

- c) The Regional Registrar shall submit each club's registration database and fees to the Provincial Registrar by April 10th.
- d) A penalty of up to \$1,000 may be assessed by the BCSSA Board of Directors to a region or club that fails to submit its registration database or fees by the deadline.

2.5 PROTESTS REGARDING ATHLETE ELIGIBILITY

2.5.1 Responsibilities

- a) All matters of Athlete eligibility are the responsibility of the Provincial Registrar.
- b) All protests regarding Athlete eligibility must follow the current BCSSA Athlete Eligibility Protest Policy.

2.5.2 Process

Removed January 2024 and replaced by BCSSA Athlete Eligibility Policy.

2.6 ATHLETE TRANSFER — COMPETITIVE SEASON

2.6.1 Athletes shall not transfer between clubs:

- a) until all relevant paperwork is complete and signed by all parties
- b) after the second Thursday of July.

2.6.2 Intra-Region Athlete Transfer

- a) The transfer of an athlete between two clubs of the same BCSSA Sport within the same region requires the approval of the athlete, athlete's parent or guardian if necessary, as well as the president or designate of each club.
- b) The transfer shall be initiated by the athlete and/ or parent/ guardian using the BCSSA transfer form.
- c) The receiving club registrar shall submit the completed transfer form, signed by the relevant club presidents or designates, to the Regional Registrar.
- d) The Athlete shall not be required to pay any additional Regional or Provincial fees. Club fees are the responsibility of the Athlete.

2.6.3 Inter-Region Athlete Transfer

- a) The transfer of an athlete between clubs of the same BCSSA Sport in different regions requires the approval of the athlete, athlete's parent/ guardian if necessary, president of each club, and the two Regional Directors or designates.
- b) The transfer shall be initiated by the athlete or parent/ guardian using the BCSSA transfer form.
- c) The receiving club registrar shall submit the completed transfer form to the Regional Registrar.
- d) The Athlete shall not be required to pay any additional Provincial fees. Regional and Club fees are the responsibility of the Athlete.

2.7 ATHLETE TRANSFER — NONCOMPETITIVE SEASON

2.7.1 Process

- a) An Athlete may transfer between clubs during the non-competitive season by registering with the receiving club and paying all applicable fees.
- b) A transfer form is not required.

2.8 ASSIGNMENT TO A SECOND CLUB TO COMPETE IN AN ADDITIONAL SPORT

2.8.1 What is Permitted

- a) An Athlete may become a member of a second BCSSA club in their Region in order to compete in a BCSSA Sport not offered by the home club, as long as the assignment form and registration is completed by the Monday before the second Thursday of July.
- b) If another club in the Athlete's home region offers the desired second BCSSA Sport, then such an assignment may only be made within the same region as the Athlete's home club.
- c) If no club in the Athlete's home region offers the desired second BCSSA Sport, then such an assignment may be made to a club in a different region as long as the BCSSA Assignment form and registration is completed by the Monday before the second Thursday of July.

2.8.2 Process

When registering an Athlete for a second BCSSA Sport, the second club shall ensure that the Athlete Transfer form is completed in its entirety.

2.8.3 Intra-region Athlete Assignment

- a) The assignment of an athlete between two clubs of the same BCSSA Sport within the same region requires the approval of the athlete, athlete's parent or guardian if necessary, as well as the president or designate of each club.
- b) The assignment shall be initiated by the athlete and/ or parent/ guardian using the BCSSA transfer form.
- c) The receiving club registrar shall submit the completed assignment form to the Regional Registrar.
- d) The Athlete shall not be required to pay any additional Provincial fees. Regional and Club fees are the responsibility of the Athlete.

2.8.4 Inter-Region Athlete Assignment

- a) The assignment of an athlete between clubs of the same BCSSA Sport in different regions requires the approval of the athlete, athlete's parent/ guardian if necessary, president of each club, and the two Regional Directors or designates.
- b) The assignment shall be initiated by the athlete or parent/ guardian using the BCSSA transfer form.
- c) The receiving club registrar shall submit the completed assignment form to the Regional Registrar.

- d) The Athlete shall not be required to pay any additional Provincial fees. Regional and Club fees are the responsibility of the Athlete.

2.8.5 Exceptions to Intra-Region and Inter-Region

Under exceptional circumstances, an Individual Athlete Assignment may be approved by the home club, receiving club, the two Regional Directors and the Director of the specific BCSSA Sport by June 1st of each year. Unanimous approval is required for the assignment to be approved. Four or more assignment requests from the same club must be approved by the BCSSA Board of Directors.

2.9 VISITING ATHLETE

2.9.1 What is Permitted

- a) A visiting Athlete is an athlete registered with one BCSSA club who wishes to participate in activities with a different club for a limited time. Such participation is at the discretion of the visited club.
- b) Should a visiting Athlete take part in competition, the visiting Athlete shall be considered competing for the Athlete's home club.

2.9.2 Process

- a) The visited club shall confirm that the visiting Athlete is duly registered with the home club prior to permitting their participation in club activities.
- b) The Athlete shall pay any applicable Regional and club fees.

2.10 REGISTRATION OF COACHES

2.10.1 Registration Requirements

- a) All coaches must be registered as BCSSA participants as provided for in this Section.
- b) Each club must obtain and keep in their secure club files the criminal record checks (vulnerable sector) for their coaches, as per the current BCSSA criminal record check policy. Clubs must declare the successful completion of a criminal record check (vulnerable sector) on the annual Coaches Roster as stated in 2.10.2.
- c) Each club shall ensure that its head coach is certified to a minimum of NCCP Fundamentals Coach (or equivalent) or trained and in the process of obtaining such certification.

2.10.2 Coach Rosters

Each club shall submit a completed BCSSA Coach Roster Form to the BCSSA Office by May 15th annually, or within seven (7) days of the date of hire, whichever comes first.

3. CONDUCT

3.1 GENERAL

3.1.1 Responsibilities

All registered BCSSA members shall treat its clubs, athletes, coaches, officials, and members from other clubs fairly and with respect and integrity as stated in the BCSSA Code of Conduct. All BCSSA members shall follow the current BCSSA General Code of Conduct.

3.2 ATHLETES' CODE OF CONDUCT

3.2.1 All Athletes shall:

- a) respect and compete by the current BCSSA rules of their sport,
- b) not use alcohol, tobacco, cannabis, or illegal products before or during any meets or other BCSSA activities,
- c) respect other athletes and refrain from fighting, striking, or intentionally touching another athlete without their permission,
- d) respect their opponents, coaches, volunteers, officials, and teammates,
- e) direct questions regarding disqualifications, judge's decisions, etc. to their coach.

3.2.2 Disqualification

During a meet, the Referee may cause an athlete to be scratched from the rest of the meet for:

- a) Using obscene or abusive language in the pool area, including the dressing room.
- b) Causing wilful damage.
- c) Interfering with officials in the performance of their duties.
- d) Exhibiting other behaviour as outlined in the BCSSA Harassment Policy.

3.3 COACHES' CODE OF CONDUCT

3.3.1 Requirements

- a) BCSSA has adopted the Coaching Association of Canada's Code of Conduct and Ethics with Reporting Procedures (the "Code"), its principles and its ethical standards, to establish and maintain high standards among BCSSA coaches and to ensure that all coaches act in a manner respectful of the dignity of all Athletes.
- b) Clubs shall require all coaches (paid and volunteer) to be listed on the BCSSA Coach Roster Form, affirming that they adhere to the Code. (Section 2.10.2).

3.4 OFFICIALS' CODE OF CONDUCT

All BCSSA Officials shall follow the current BCSSA Officials' Code of Conduct.

3.5 PARENTS' CODE OF CONDUCT

Parents and legal guardians of Athletes shall follow the current BCSSA Parents' Code of Conduct.

3.6 HARASSMENT POLICY

3.6.1 Requirements

- a) The BCSSA shall maintain a Harassment Policy and make it available through the BCSSA office.
- b) This policy applies to all Athletes, employees, volunteers, and spectators involved with BCSSA activities.
- c) The BCSSA shall work to prevent harassment by providing awareness, education, and training programmes.
- d) All participants shall treat harassment as a serious matter to be dealt with fairly and in consideration of the protection of individual rights and dignity of all people involved.

3.7 COMMUNICATION AND CONFIDENTIALITY

3.7.1 Requirements

- a) While communicating on matters related to the BCSSA, all participants, including Athletes, employees, volunteers, and spectators shall adhere to the principles of respect, courtesy, common sense and dignity.
- b) The BCSSA Board of Directors and staff shall treat information provided by clubs and individuals in accordance with the BCSSA Privacy Policy and British Columbia's Personal Information Protection Act.

3.8 GENDER EQUITY

3.8.1 Requirements

- a) The BCSSA shall work to promote gender equity, which is the principle and practice of just, fair, and equitable allocation of resources and opportunities for all genders.
- b) All participants, including Athletes, employees, volunteers, and spectators shall ensure that gender equity is a key consideration in all BCSSA activities.

3.9 DISCIPLINARY ACTION

3.9.1 Responsibility

- a) The BCSSA Board of Directors or the President or designate may initiate disciplinary action against any club, Athlete, coach, official or other person.
- b) Disciplinary action may include, but is not limited to, suspension from any or all BCSSA activities.
- c) Any club, Athlete, coach, official or other person who has been disciplined may appeal a Discipline Committee decision to the BCSSA Appeals Committee.

3.9.2 Disciplinary action may be initiated for any of the following reasons:

- a) non-payment of any BCSSA fees, dues, levies, fines, assessments, or charges; or,
- b) for cause, which may include but not be limited to:
 - (i) failure to comply with BCSSA rules;

- (ii) failure to adhere to BCSSA policies;
- (iii) actions or behaviour endangering the health or well-being of an athlete, official, coach, volunteer, spectator or others;
- (iv) failure to comply with the ethical code of conduct; or
- (v) failure to submit required documents or other information required by the BCSSA.

3.9.3 Disciplinary action shall follow these procedures:

- a) Upon initiating disciplinary action or being notified by the BCSSA Board of Directors that disciplinary action will be initiated, the President or designate shall establish a Discipline Committee.
- b) The committee shall include three members of the BCSSA Board of Directors, or appointed designates, plus a non-voting chairperson.
- c) Where the President or designate deems the situation to be urgent, the President or designate may immediately impose disciplinary action, subject to timely review by the committee.
- d) The President or designate shall, within a reasonable period of time, provide the affected club or individual with a written explanation of the matter resulting in disciplinary action.
- e) The committee shall assess the matter, including any disciplinary action that has already been imposed.
- f) The committee may, at its discretion, gather evidence and interview individuals with knowledge of the matter.

- g) The committee shall make a decision on what steps are necessary to resolve the matter. This may include disciplinary action.
- h) The committee chair shall notify, in writing, all relevant parties of the decision rendered by the committee.

3.10 ACCIDENT/INCIDENT REPORTS

3.10.1 Responsibility

Clubs must report all accidents and incidents, in writing, to the BCSSA office within seven (7) days, using the applicable BCSSA form.

3.11 BCSSA APPEALS COMMITTEE

3.11.1 Appeals

- a) Any club executive member or coach may appeal any decision or application of BCSSA rules to the BCSSA Appeals Committee.
- b) The purpose of the appeals process is to determine whether the appropriate process and application of rules was followed. The appeals process is not to simply re-try an original protest or complaint.

3.11.2 In order for the appeal to be considered, it must be submitted to the Provincial Office within 2 days of the decision in question and shall include the following:

- a) A written description of the matter being appealed, including the reasons why the decision should be changed.

- b) A \$100 filing fee.

3.11.3 Formation of an Appeals Committee

Upon receipt of an appeal, the President or designate shall establish a BCSSA Appeals Committee composed of three members of the BCSSA Board of Directors, or designates, plus a non-voting chairperson.

3.11.4 Appeals Committee Authority

- a) The Appeals Committee may uphold, reverse or vary the decision that is being appealed, based on the evidence it receives, as long as the committee's decision is consistent with BCSSA rules.
- b) Where an appeal relates to a BCSSA rule that gives a decision-maker discretion (generally indicated by the word "may" or "should"), then the Appeals Committee may use the same type of discretion in its decision.
- c) Where an appeal relates to a BCSSA rule that does not give a decision-maker discretion (generally indicated by the word "shall"), then the Appeals Committee shall not have discretion on that matter.
- d) The decision of the Appeals Committee shall be final.

3.11.5 Appeals Committee Process

The Appeals Committee shall:

- a) conduct its business in private,
- b) make a reasonable effort to complete its work in a timely manner,

- c) give the appellant and the individual whose decision is being disputed opportunities to present their cases to the committee,
- d) review any additional evidence it considers relevant to the appeal,
- e) provide the committee's decision in writing to the appellant and the individual whose decision is being disputed, and
- f) return the filing fee if the appeal is successful.

BEACH WATER POLO RULES

6. BEACH WATER POLO

The rules of Water Polo have been established by World Aquatics and are accepted as the standard reference for BCSSA Water Polo competitions. Some adaptations of these rules have been made to accommodate the unique nature of BCSSA competition.

6.1 ATHLETE CATEGORIES

An Athlete's age as of December 31st each year shall be used to determine the Athlete category. The Athlete categories for water polo are:

CATEGORY	AGE
12U	12 & Under
14U	14 & Under
16U	16 & Under
18U	18 & Under
O-Cat 2	15 to 18 Rostered for NCL Westerns, NCL Easterns, and/ or NCL Nationals
O8	19 & Over

6.1.1 Definition of S and O athletes for BCSSA Water Polo:

- a) S-POLO players are athletes 14 & under and athletes aged 15-18 who are not rostered for NCL Western/ Easterns and/ or Nationals.
- b) O-Cat 2 athletes are any athlete aged 15-18 who are rostered for NCL Westerns, NCL Easterns, and/ or NCL Nationals in the previous two seasons.

- c) An O-Cat 2 Water polo player may revert to an S status player one time only, having not been rostered for NCL Westerns, NCL Easterns, and/ or NCL Nationals in the previous two winter seasons.
- d) Open Category 8 OR O8 is ages 18+
- e) S-Polo can play up with O-Cat 2.
- f) O-Cat-2 cannot play down with S-Polo

6.2 ATHLETE ELIGIBILITY

6.2.1 All water polo players shall declare all aquatic participation between September 1st of the previous year through to April 30th of the current year.

6.2.2 Players who misrepresent their aquatic participation may be disqualified from all BCSSA competition within the current season. A disqualification shall take effect immediately and be in effect for twelve (12) months from the date of the disqualification.

6.2.3 Player Eligibility:

- a) Player eligibility rules will be defined by the BCSSA Board. A player must be eligible to participate in BCSSA Water Polo on the BCSSA member team registration date.
- b) A BCSSA player can only participate in Water Polo activities during the competitive season that have been approved by a BCSSA Standing Committee which includes the Provincial Water Polo Director and two Regional Directors, as appointed by the President.

6.2.4 The following are ineligible to play BCSSA Water Polo:

- a) An athlete not registered with BCSSA.
- b) An athlete who is registered in the wrong age category.
- c) An athlete under suspension due to brutality.

6.3 TOURNAMENT FORMATS

Regional and Provincial Tournaments will be played under the BCSSA Beach Polo Rules.

Clubs can host their own tournaments throughout the year in any format they choose — full 7-a-side, 6-on-6, 5-on-5, 4-on-4, mixed-gender, or single-gender divisions.

6.4 TEAM ELIGIBILITY

6.4.1 Each 12U team shall consist of 6 players, one of whom shall be the goalkeeper, and not more than 6 reserves who may be used as substitutes.

6.4.2 Each 14U team shall consist of 5 players, one of whom shall be the goalkeeper, and not more than 6 reserves who may be used as substitutes.

6.4.3 Each 16U/18U/Ocat team shall consist of 4 players, one of whom shall be the goalkeeper, and not more than 6 reserves who may be used as substitutes.

6.4.4 For mixed teams, there must be at least 1 female player on the field at all times. If a team has only one female and due to exclusions is reduced to zero eligible females, the team may play one member short for the remainder of the game.

6.4.5 Forfeits:

- a) A forfeit will occur when an ineligible player is participating.
- b) A forfeit will occur when less than 6-12U, 5-14U, or 4-16U/18U/Ocat members of a team are present at the start of the game.
- c) A forfeit will occur when a team does not satisfy the minimum player requirements at the end of the first period of play of the scheduled game.
- d) A forfeit will result in a score of 7-0 in favour of the winning team. Any exemption requests must be brought to the BCSSA Board of Directors at the Fall Board Meeting. Where it is established to the satisfaction of the Club, Regional or Provincial Registrar that a water polo player has contravened the provision of the Rules and Regulations, that Registrar shall notify the Regional Director. The Regional Director shall disqualify the player and shall notify in writing: the player, the club president, and the appropriate Registrars. The water polo player, or the club, may exercise the right to appeal any decision under these rules to the Appeals Committee of the BCSSA whose adjudication and decision shall be final.

6.4.6 All Regions shall organize and conduct a Regional Championship to qualify the Athletes for the Provincial Championship. It shall be the responsibility of each Regional Director to ensure that the Regional Championship is properly organized and conducted.

6.4.7 All water polo players must have participated at a BCSSA Water Polo competition prior to being eligible to play at Regionals. All Athletes must have been listed on a

game roster. A Water Polo competition is a competition between two (2) or more clubs using the rules of Water Polo as defined in the BCSSA rule book.

6.4.8 If a Regional Championship cannot be scheduled, a request for an exemption must be submitted to the President of BCSSA one week prior to Swimming Regionals. Exemptions will be granted to clubs that attended at least two tournaments prior to Provincials and submitted the results of these tournaments to the Provincial Director for consideration in lieu of a regional participation.

6.4.9 All water polo players will be checked for eligibility by the Regional Registrar or designate.

6.4.10 An individual may only appear on 2 water polo teams at Regionals.

*(*Note: If an error is found before the competition begins, the entry form(s) will be returned to the club for correction. If an error is found after the competition begins, the player is still eligible for the first 2 teams they played for but is ineligible for the third team. A fine of up to \$100 may be assessed against a club for improper team registration.)*

6.4.11 Any coach who has coached a team during the season will not be permitted to play with that team.

6.4.12 Where it is established that a player is ineligible the tournament chair shall be notified immediately. Any games played by the ineligible player shall be forfeited and the ineligible player shall not be allowed to play in the rest of the tournament.

6.4.13 The BCSSA Board of Directors shall organize and conduct the annual Provincial Championship to be held in

the second half of August each year. The following shall be adhered to:

- a) There shall be no changes to the Provincial Championship Rules and Regulations after March 31st of each year.
- b) The Provincial Championship Meet Package shall be circulated to all BCSSA clubs no later than May 1st of each year.
- c) Athletes must be correctly registered with the BCSSA for the current season.
- d) All entries must be submitted to the BCSSA Office by the date (and time) indicated in the Provincial Meet Package.

6.4.14 Qualifiers

- a) The top team in each water polo division from Regional Championships shall qualify for Provincials.

*(*Note: There will be opportunities for clubs who do not qualify for Provincial Championships through the Regional Qualification standards. These opportunities are available as there is not representation in Water Polo from all eight Regions. Clubs who do not qualify for Provincials and want to have a team enter the Provincial Water Polo Tournament need to contact the BCSSA Water Polo Director. Those clubs will be entered into a draw for team the available Provincial Entries.)*

- b) A 12U water polo entry form to provincials should include the roster of 12 players and 2 listed Alternates.
- c) A 14U water polo entry form to Provincials should include the roster of 11 players and 2 listed alternates.

- d) A 16U/18U/Ocat water polo entry form to Provincials should include the roster of 10 players and 2 listed alternates.
- e) Individuals may be listed as an alternate on more than one form. Once an Alternate replaces a player on the roster, that alternate may not be used as an alternate on another team. Once a player on a roster is replaced by an alternate, that player may not return to that team for the duration of that tournament.
- f) An individual may only appear on 2 water polo teams at Provincials.

*(*Note: If an error is found before the competition begins, the entry form(s) will be returned to the club for correction. If an error is found after the competition begins, the player is still eligible for the first 2 teams they played for but is ineligible for the third team. A fine of up to \$100 may be assessed against a club for improper team registration.)*

- g) Where it is established that a player is ineligible the tournament chair shall be notified immediately. Any games played by the ineligible player shall be forfeited and the ineligible player shall not be allowed to play in the rest of the tournament.

6.4.15 Tournament Schedule

The Tournament schedule will be determined by the number of teams in each division playing.

6.4.16 Scoring for Round Robin

Teams will be awarded:

2 points for a win

0 points for a loss

6.4.17 Tie Breaking Procedures

At the end of Round Robin Play:

- a) points
- b) game results between the tied teams
- c) lowest goals against
- d) goal differential
- e) coin toss

6.4.18 Tournament Scoring

Points will be awarded to the teams in the final standings as follows:

1st Place	9 Points
2nd Place	7 Points
3rd Place	6 Points
4th Place	5 Points
5th Place	4 Points
6th Place	3 Points
7th Place	2 Points
8th Place	1 Point

6.5 POOL AND EQUIPMENT REQUIREMENTS**6.5.1 Pool Specifications**

The pool shall be well lit (extra outdoor lighting may be necessary for outdoor games played in the evening). The head referee will consult with the head coach of both teams prior to the start of any late afternoon/ evening game to ensure all agree that the pool is well lit. No protests/ appeals will be permitted after this agreement is given.

6.5.2 Field of Play Specifications

- a) The distance between the goal line at each end of the field of play shall be twenty (20) metres where possible. The width of the field of play shall be 10.0 – 12.5 metres. This is the ideal pool set up and may be adjusted as needed due to venue and available equipment.
- b) The depth of the water of the playing area must not be less than two (2) metres.
- c) Distinctive buoys shall be provided on both sides of the playing area:
 - (i) Two (2) metre area red buoys.
 - (ii) Five (5) metre area red buoys, Six (6) metre area yellow buoy, remainder of the playing area green buoys.
 - (iii) Half distance line white buoys.
- d) Red buoys shall be placed at each end, two (2) metres from the corner of the playing area on the side opposite to the official table to denote the touching corner.
- e) The boundary of the field of play at each end shall be in line with the front of the goalpost.
- f) The secretary shall be provided with separate white, blue, red, and yellow flags, each measuring 0.35 metres x 0.20 metres.
- g) An area for flying substitutions must be available on the lateral outer side of the field of play, on the side where the team benches are situated. The width of this area, if segregated by lane ropes, must be between 0.5 metres – 1 metre. The designated area for flying

substitutions for each team will be between the goal line in front of the team bench and the centre of the field of play.

- h) The BWP Goal Area is defined by the space between the goal posts, extending out to the 2-metre line. (See section 6.5.3).

6.5.3 Goalpost Specifications

- a) Two goalposts and crossbar rigidly constructed, rectangular with a dimension of 0.080 metres facing to the field of play and painted in any colour. The goals shall be located on the goal lines at each of the field of play end and equal distances from the sides. While rigidly constructed posts are preferred for Provincial events, inflatable posts are allowed for local tournaments.
- b) The inner sides of the goal posts shall be 2.5 metres and the crossbar shall be 0.80 metres from the surface of the water.
- c) The limp nets shall be securely fastened to the goal posts to prevent the ball from going underneath or through the side of the net. The depth of the goals shall not be less than 0.30 metres.

6.5.4 The Ball

- a) The ball shall be round and shall have an air chamber with a self-closing valve. It shall be waterproof without external strapping or any covering of grease or similar substance.

- b) For the games played by 12U, size 3 balls should be used.
- c) For all other age groups, size 4 balls should be used.

6.5.5 Caps

- a) Caps shall be of contrasting colours other than solid red, as approved by the referee, but also to contrast with the colour of the ball. A team may be required by the referee to wear white or blue caps. The goalkeepers shall wear red caps. Caps shall be fastened under the chin. Caps shall be fitted with malleable ear protectors which shall be the same colour as the team's caps except that the goalkeeper may have red ear protectors.
- b) Caps shall be numbered on both sides with 0.10 metres in height. The goalkeeper shall wear a red cap number one (1) or (13) and the other caps shall be numbered two (2) to twelve (12).
- c) A player shall not be allowed to change cap number during the game except with the permission of the referee and after notifying the secretary. Caps shall be worn throughout the entire game. If a player loses the cap during play, the player shall replace it at the next appropriate stoppage of the game when the player's team is in possession of the ball.
- d) Sunscreen: BCSSA will allow the use of non-greasy sunscreen.

6.6 TEAMS

6.6.1 Player / Coach

All coaches and players not in the water, shall sit on the team bench and shall not move away from the bench at the commencement of play, except during the intervals between periods. The Head Coach may move but not beyond their 5m line. The Head Coach of a U12 team may advance to half court to coach but may not engage in discussion with the referee. At the sole discretion of the referee this exception may be rescinded at any time during the game. Teams shall change ends and benches at half time of regulation time.

6.6.2 Each 12U team shall consist of six players, one of whom shall be the goalkeeper, and not more than six reserves who may be used as substitutes.

6.6.3 Each 14U team shall consist of 5 players, one of whom shall be the goalkeeper, and not more than 6 reserves who may be used as substitutes.

6.6.4 Each 16U/18U/Ocat team shall consist of 4 players, one of whom shall be the goal keeper, and not more than 6 reserves who may be used as substitutes.

6.6.5 Two (2) officials namely the head coach or another official (Assistant Coach or Team Manager) are permitted to sit on the team bench or similar designated area. Only the head coach shall communicate with athletes in the water and are permitted to stand on the pool deck. The head coach of the attacking team may not move past the 5m line. A third coach is permitted to sit on the bench for training and development purposes.

6.6.6 Teams shall change ends at half time.

6.6.7 The substitutes' benches in beach water polo can be a pontoon and must be placed on the opposite side of the field of play from the referee and match officials.

6.6.8 Players have to present themselves for matches with fingernails properly cut and shall remove any articles that are likely to cause injury. Players shall not have grease, oil or any similar or foreign substance on the body or hands. If the referee ascertains before the start of play that such a substance has been used, they shall order it to be removed immediately. If the offence is detected after the play has started, the offending player shall be excluded for the remainder of the game with immediate substitution.

6.6.9 Each team shall have a number of substitutes (based on the age group, see 6.6.2-4) who may participate in the game substituting a player. A substitute may enter the game from the touching corner as soon as the exiting player has visibly risen to the surface of the water in the touching corner and touched hands above the water with the substitute outside of the field of play. Substitution from the designated flying substitution area is allowed when the substitute enters the area from behind the extended goal line, both players, the exiting player, and the substitute, are in the water, outside of the field of play and touch hands above the water.

6.6.10 A goalkeeper who has been replaced by a substitute may play in any position.

6.6.11 The goalkeeper may touch the ball with two (2) hands inside the team's five (5) metre area.

6.6.12 No substitution is allowed when a penalty foul is called, and before the penalty throw is taken.

6.7 OFFICIALS

6.7.1 Dress Code

All officials should wear white clothing and shoes. Shoes should conform to local pool regulations. (*Note: The objective is uniformity of attire. The meet organizing committee may elect to use colours other than white, provided they supply the garments.) The organizing committee may supply distinctive badges or ribbons for all officials.

6.7.2 Referees

- a) A minimum of one Referee is required for all BCSSA competitions. For Regional and Provincial Championships, two Referees are required. If there is a shortage of referees, 12U/14U games may proceed with only one referee. The Referees are in absolute control of the game. Their authority over the players is effective during the entire time that they and the players are within the precincts of the pool. The Referees shall use a shrill whistle. Referees shall be approved by BCSSA. For Provincials, all referees must have completed a Community Referee Course.
- b) **Attacking Referee** shall have the direction of play from their left to right when facing the pool.
- c) **Defensive Referee** shall have the direction of play from their right to left when facing the pool.

*(*Note: Referees, at BCSSA tournaments and Provincial Championships, are asked to guide themselves in the best interest of the development of Water Polo players and teams in British Columbia. It is important that Referees be*

knowledgeable, flexible, and willing to help athletes, coaches and parents learn the sport of Water Polo.)

- d) The Referees shall be in absolute control of the game. Their authority over the players shall be effective during the whole time that they and the players are within the precincts of the pool. All decisions of the Referees on questions of fact shall be final and their interpretation of the Rules shall be obeyed throughout the game. The Referees shall not make any presumption as to the facts of any situation during the game and shall interpret what they observe to the best of their ability.
- e) The Referees shall whistle to start and restart the game to declare goals, goal throws (whether signalled by the Goal Judge or not), neutral throws and infringements of the Rules. A Referee may alter their decision provided it is done so before the ball is put back into play.
- f) The Referees shall refrain from declaring a foul, if in their opinion, such a declaration would be an advantage to the offending player's team. This shall be known as the Circumstance of Advantage.
- g) Circumstance of Advantage
*(*Note: The Referees shall apply this principle to the fullest extent. They should not, for example, declare an ordinary foul in favour of a player who is in possession of the ball and making progress towards his opponent's goal. This is considered giving an advantage to the offender's team.)*
- (i) The Referees shall have the power to order any player from the water in accordance with the

- appropriate Rule and to abandon the game should a player refuse to leave the water when so ordered.
- (ii) The Referees shall have the power to order the removal from the precincts of the pool, any player, substitute, spectator or official whose behaviour prevents the Referees from carrying out their duties in a proper and impartial manner.
 - (iii) The Referees shall have the power to abandon the game at any time, if in their opinion, the behaviour of the players or spectators, or other circumstances prevent the game from being brought to a proper conclusion. If the game must be abandoned, the Referees shall report their actions to the Tournament Director and the Provincial Water Polo Director.
- h) The referee has absolute jurisdiction over the game, from the time the teams enter the playing area until they leave. All decisions are final and have to be accepted by all players and coaches. The referee may alter a decision, as long as this is done before the ball is back in play.
- i) The referee shall whistle to start the game and to declare goals, goal throws, corner throws, neutral throws, and infringements of the rules.
- j) The referee can apply the advantage rule so as not to favour the team that has committed the offence and should not stop play unless it is absolutely necessary.
- k) The referee has the power to order any player from the water in accordance with the rules. If a player refuses to obey the referee's instructions, the match shall be abandoned and the game awarded five (5) goals to zero (0) to the opposing team.

- l) The referee shall have the power to order the removal from the precincts of the pool any player, substitute, spectator or official whose behaviour prevents the referee from carrying out their duties in an impartial manner.

- m) The referee shall have the power to abandon the game at any time if the referee believes that behaviour of players or spectators, or any other circumstances, prevent the match from taking place in a fair and correct manner. If the game has to be abandoned, the referee shall report their actions to the Director of Water Polo.

6.7.3 Minor Officials

- a) For each game where a shot clock is used, a minimum of three (3) minor officials (a secretary and two Timekeepers) are required. For games without a shot clock two (2) minor officials (a secretary and one Timekeeper) are required. Each team shall provide the Secretary with a list of players and cap numbers prior to the commencement of the game.

- b) In all official competitions the match officials shall be as follows:
 - one referee
 - two secretaries
 - two timekeepers

- c) Duties of the Secretary shall be:
 - (i) to maintain the record of the game including the players, the score, timeouts, exclusion fouls & penalty fouls awarded against each player.
 - (ii) to record the exclusion times of players ordered from the water in accordance with the Rules.

- (iii) to signal with the red flag and by whistle for the improper re-entry of an excluded player or substitute
 - (iv) this signal shall stop play immediately.
 - (v) to signal with a red flag and a whistle (if necessary), without delay, the award of a third personal foul against any player.
 - (vi) after two (2) minutes, the secretary should signal the re-entry of a substitute for a player who has committed brutality by raising the yellow flag along with the appropriate coloured flag.
 - (vii) to keep track of personal fouls and team fouls. To record the time and the player's cap number when a goalkeeper is substituted.
- d) Duties of the First Timekeeper shall be:
- (i) to record the exact periods of actual play, timeouts, and the intervals between periods.
 - (ii) to signal by whistle the end of each timeout.
 - (iii) to signal by raising the orange flag at one minute remaining in each period and to lower the orange flag at 10 seconds remaining in each period.
 - (iv) to audibly announce the start of the last minute of the game and the last minute of the second period of any extra time.
 - (v) to signal by whistle (or by other distinctive means), the end of each period.
 - (vi) to signal the expiration of a penalty by raising the flag corresponding with the colour of the cap of the re-entering player.
 - (vii) to announce the start of the last minute of the game.
 - (viii) to signal by whistle after 45 seconds and at the end of each time out.
 - (ix) A timekeeper shall signal by whistling (acoustically efficient and readily understood) the end of each

period independently of the referee and the signal shall take immediate effect and stop the game except:

- in the case of the simultaneous award by the referee of a penalty throw, in which event the penalty throw shall be taken.
- if the ball is in flight and crosses the goal line, in which event any resulting goal shall be allowed.

e) Duties of the Second Timekeeper shall be:

- (i) To operate the shot clock to record possession time. The clock shall be reset:
- (ii) when the ball has left the hand of the player shooting at goal. If the ball rebounds into play from the goal post, crossbar or the goalkeeper, the possession time shall not recommence until the ball comes into the possession of one of the teams.
- (iii) when the ball comes into the possession of the opposing team. Possession shall not include the ball merely being touched in flight by an opposing player.
- (iv) when the ball is put into play following the award of an exclusion foul, penalty foul, goal throw, corner throw or neutral throw.

6.8 DURATION OF THE GAME

6.8.1 The duration of the game shall be two (2) halves of ten (10) minutes each of actual play. Time shall commence at the start of each period when a player touches the ball. At all signals for stoppages, the recording watch shall be stopped until the ball is put back into play by the ball leaving the hand of the player taking the appropriate throw or when the ball is touched by a player following a neutral throw.

6.8.2 There shall be a three (3) minute interval at half time. The teams, including the players, coaches and officials, shall change ends at half time.

6.8.3 Every game that is drawn at the end of the two halves of play will be decided by conducting a penalty shoot-out in the same manner as the Water Polo Rules. The goalkeeper can be one of the shooters. The goalkeeper can be substituted only when the goalkeeper is excluded from the remainder of the game for misconduct, violent action, or injury. Immediately after the goalkeeper is excluded, the substitute goalkeeper cannot have the goalkeeper's privileges for the first penalty throw taken after the offence.

The three players nominated will be required to be listed in order and that order will determine the sequence, which cannot be changed. No players excluded for the remainder of the game are eligible to be listed among those players to shoot. Shots will be taken alternately at either end of the pool, unless conditions at one end of the field of play advantage or disadvantage a team, in which case all shots may be taken at the same end. All players taking the shots will remain in the water in front of their team bench.

If the goalkeeper is excluded during the penalty shoot-out, a player from the nominated three players may substitute for the goalkeeper but without the privileges of the goalkeeper. Following the taking of the penalty shot, the player may be substituted by another player or goalkeeper. If a field player is excluded during the penalty shoot-out, the player's position is removed from the list of the three players participating in the penalty shoot-out, and a substitute player is placed in the last position of the list.

The team to shoot first will be determined by the toss of a coin. Should teams still be tied following the completion of the initial three penalty shots, the same three players shall then take alternate shots until one team misses and the other scores.

6.8.4 Any visible clock shall show the time in descending manner.

6.8.5 If a game (or part of a game) must be replayed, then goals, personal fouls and timeouts that occurred during the time to be replayed are deleted from the game score sheet, however brutality, misconduct, and any red card exclusions are recorded on the game score sheet.

6.8.6 Mercy Rule - At any time in the game, if the goal difference between the two teams is 8 or more, the clock will not be stopped after goals. If the score gets within 8, stopping the clock after goals will resume.

6.9 TIME OUTS

6.9.1 Each team may request two timeouts per game.

6.9.2 A time out may be requested at any time by the coach of the team in possession of the ball except when a penalty foul is called. The coach shall call "time out" and signal to the referee or secretary with hands forming a T- shape. If a time out is requested, the secretary or referee shall immediately stop the game by whistle and players shall return to their respective halves of the field of play.

6.9.3 Play shall be restarted upon the whistle of the referee by the team in possession of the ball putting the ball into play on or behind the half distance line.

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

6.10 START OF PLAY

6.10.1 The first team listed in the official program will wear white or light colour caps, or the caps reflecting the colour of their country and will start the game to the left of the official table. The other team will wear blue or dark colour caps, or caps of a contrasting colour and will start the game to the right of the official table.

6.10.2 At the start of each period, both teams will line up on their side of the playing area. When the referee is satisfied both teams are ready the referee shall blow the whistle to start and then throw the ball into play on the half distance line.

6.10.3 If the ball is thrown giving one team a definite advantage, the referee shall call for the ball and award a neutral throw on the half distance line.

6.11 SCORING

6.11.1 A goal shall be scored when the entire ball has passed fully over the goal line, between the goal posts and underneath the crossbar.

6.11.2 A goal can be scored with any part of the body except the clenched fist.

6.11.3 A goal can be scored from inside six (6) metres only if two players from either team intentionally play or touch the ball after the start of play.

6.11.4 At the start or any restart of the game, at least two players (of either team, excluding the defending goalkeeper) must intentionally play or touch the ball except at the taking of:

- a) a penalty throw.
- b) a free throw thrown by a player into his own goal.
- c) an immediate shot from a goal throw; or
- d) an immediate shot from a free throw awarded outside 6 metres

6.11.5 A goal may be scored by a player after visibly putting the ball in play outside of six (6) metre line when the foul is called outside of six (6) metre line, goal throw (either directly or after putting the ball in play), or a free throw thrown by a player into the player's own goal.

6.11.6 A goal may be scored from anywhere within the field of play; except that the goalkeeper shall not be permitted to go or touch the ball beyond the half distance line.

6.11.7 A goal shall be scored if at the end of a half, the ball is in flight and enters the goal.

6.11.8 Game score will not reset at half-time.

6.11.9 All tie games will result in a 3-person penalty shootout.

6.12 SUBSTITUTIONS

6.12.1 A substitute may enter the game from the touching corner as soon as the exiting player has visibly risen to the surface of the water in the touching corner and touched hands above the water with the substitute outside of the field of play. Substitution from the designated flying substitution area is allowed when the substitute enters the area from behind the extended goal line, both players, the exiting player, and the substitute, are in the water, outside of the field of play and touch hands above the water.

6.12.2 No substitution is allowed when a penalty foul is called, and before the penalty throw is taken.

6.13 RESTARTING AFTER A GOAL

6.13.1 Game will re-start at centre after every goal. The timekeeper shall stop the game clock after a goal is scored, and will restart it when the ball is put into play for restart.

6.14 GOAL THROW

6.14.1 A goal throw shall be awarded when the entire ball has passed fully over the goal line excluding between the goal posts and underneath the crossbar, having last been touched by any player.

6.14.2 The goal throw shall be taken by any player of the team from anywhere within the 2 metre area.

6.15 CORNER THROW

6.15.1 A corner throw shall be awarded when the entire ball has passed fully over the goal line excluding between the goal posts and underneath the crossbar,

having last been touched by the goalkeeper of the defending team or deliberately by a defending player.

6.15.2 The corner throw shall be taken without undue delay by a player of the attacking team from the 2 metre mark on the side nearest to which the ball crossed the goal line. The throw does not need to be taken by the nearest player.

6.15.3 At the taking of a corner throw, no players of the attacking team shall be within the goal area.

6.15.4 A corner throw taken from the wrong position or before the players of the attacking team have left the goal area shall be retaken. The ball may be shot directly at the goal: following a free throw when the player, the ball and the foul are outside the 6 M line, from a penalty throw, from a corner throw.

6.16 NEUTRAL THROWS

6.16.1 A neutral throw shall be awarded when:

- a) at the start of a period, a referee is of the opinion that the ball has fallen in a position to the definite advantage of one team;
- b) one or more players of opposing teams commit an ordinary foul at the same moment which makes it impossible for the referees to distinguish which player offended first;
- c) both referees blow their whistles at the same moment to award ordinary fouls to the opposing teams;

- d) neither team has possession of the ball and one or more players of opposing teams commit an exclusion foul at the same moment. The neutral throw shall be taken after the offending players have been excluded;
- e) the ball strikes or lodges in an overhead obstruction.

6.16.2 At a neutral throw, a referee shall throw the ball into the field of play at approximately the same lateral position as the event occurred in such a manner as to allow the players of both teams to have an equal opportunity to reach the ball. A neutral throw awarded within the goal area shall be taken on the 2 metre line.

6.16.3 If at a neutral throw the referee is of the opinion that the ball has fallen in a position to the definite advantage of one team, the referee shall call for the ball and retake the throw.

6.17 FREE THROW

6.17.1 A free throw shall indicate that a foul has been committed. The free throw shall be taken from the location of the ball, except a) if the foul is committed by a defending player within the defender's BWP Goal Area, the free throw shall be taken on the two (2) metre line opposite to where the foul was committed and b) where otherwise provided for in the Rules.

6.17.2 The free throw shall be taken from the location of the ball by the player of the team who is the nearest to the ball. When there is a counter attack, a player with advantage does not have to give up the advantage to go to the ball and take the free throw or goal throw. Another player of that team can take the throw as long as there is no undue delay.

6.17.3 The free throw must be taken in such a manner so as to enable all the other players to see that the throw has been taken. The player can either throw the ball up into the air or let it fall on to the water.

6.17.4 The time allowed for a player to take a free throw shall be at the discretion of the referee. It shall be reasonable and without undue delay but does not have to be immediate. It shall be an offence if a player who is clearly in a position most readily to take a free throw does not do so.

6.18 ORDINARY FOULS

6.18.1 The penalty for an ordinary foul shall be a free throw awarded to the opposing team.

6.18.2 The referee must award ordinary fouls in accordance with the rules to enable the attacking team to develop an advantage situation.

6.18.3 It shall be an ordinary foul to commit any of the following offences:

- a) to start the swim off before the referee's whistle is blown.
- b) to assist or push a player at the start of a period or at any time during the game.
- c) to hold on or push off equipment or structures around the field of play or the goal posts.
- d) To take or hold the entire ball under the water when tackled, or to deliberately hide it from the opposing team.

- e) to touch the ball with two hands at the same time, except for the goalkeeper within the team's own five (5) metre area.
- f) to push or push off from an opponent who is not holding the ball.
- g) for another member of the team in whose favor a free throw has been awarded to commit another ordinary foul before the free throw is taken.
- h) to be within the opponent's goal area except when behind the line of the ball. It shall not be an offence if a player is inside the 2 metre line but outside the goal area. Any player who is behind the line of the ball can enter the goal area to receive the ball. Any player inside the goal area who does not shoot but passes the ball backwards has to leave the goal area immediately to avoid being sanctioned under this rule.
- i) to take a penalty throw not in accordance with the manner prescribed in 6.21.
- j) to send the ball over the buoys delineating the sides of the field of play (the ball remains in play if it just touches the sides of the field of play).
- k) for a goalkeeper to touch the ball with two hands at the same time outside the goalkeeper's five (5) metre area.
- l) when the ball is put into play following the award of an exclusion foul, penalty foul, goal throw, corner throw or neutral throw.
- m) To simulate being fouled.

*(*NOTE: Simulation means an action taken by a player with the apparent intent of causing a referee to award a foul incorrectly against an opposing player. A referee may issue a yellow card against a team for repeated simulation.)*

n) To go under the water to gain positional advantage.

6.19 EXCLUSION FOULS

6.19.1 It shall be an exclusion foul to commit any of the following offences which shall be punished (except in the case of penalty throw) by the award of a free throw to the opposing team. The excluded player shall touch that part of the goal line indicated by red buoy and re-join play immediately. A penalty will be awarded against the team of that player who, when leaving the playing area after being excluded, interferes with play. The excluded player may be substituted by leaving the field of play at that part of the goal line indicated by the red buoy (the touching corner). The substitute may enter the field of play from the touching corner as soon as the player has visibly risen to the surface of the water within the touching corner area and touched hands above the water with the substitute.

6.19.2 For a player to leave the water during play, except in the case of accident, and injury, or with the permission of the referee.

6.19.3 To interfere with the taking of a free throw or goal throw intentionally pushing the ball away to delay the throw any attempt to play the ball before it leaves the hand of the player taking the throw.

6.19.4 To intentionally splash water in the face of an opponent outside the five (5) metre line. The punishment for intentionally splashing an opponent is exclusion.

6.19.5 To hold, sink or pull back an opponent who is not holding the ball.

6.19.6 To impede an opponent's movement who is not in possession of the ball.

6.19.7 To kick or strike an opponent intentionally or make disproportionate movement with that intent.

6.19.8 Upon a change of possession, for a defending player to commit a foul on any player of the team in possession of the ball with the intent to stop the flow of the attack, anywhere in the field of play. This kind of foul is called a tactical Foul.

6.19.9 To be guilty of misconduct, including the use of unacceptable language, violent or persistent foul play, to refuse obedience or show disrespect to the referee or official, or behaviour against the spirit of the rules and likely to bring the game into disrepute. While substitution for a player who has been excluded from the remainder of the game due to misconduct can be made immediately in BWP rules, the player who has been excluded from the remainder of the game due to misconduct will have to leave the field of play from the touching corner first, and then the substitute can enter the field of play immediately thereafter.

6.19.10 To commit a violent action, or brutality, against an opponent or official, during the game. The offending player shall be excluded from the remainder of the game with substitution after two (2) minutes and a

penalty throw awarded to the opposing team. No penalty throw shall be awarded against a violent action committed during an interval or stoppage.

6.19.11 For an excluded player to re-enter or a substitute to enter the playing area improperly, including: from any place other than the player's own re-entry area by affecting the alignment of the goal entering the field of play before the player who is being substituted leaves the field of play.

6.19.12 To interfere with the taking of a penalty throw, in which case the player excluded can only re-enter the field of play after the penalty throw has been taken. Players have to be at least three (3) metres away from the player taking the penalty throw.

6.19.13 The defending goalkeeper, after having been warned by the referee, for not positioning correctly on the goal line before the taking of a penalty throw. Another defending player may take the position of the goalkeeper but without the privileges of the goalkeeper. A goalkeeper who is excluded before a penalty throw, cannot return to the field of play immediately after touching the corner area, but has to leave the field of play and wait in the touching corner. The goalkeeper shall be able to return to play only after the penalty shot has been taken, which means the ball is released from the thrower's hand.

6.19.14 If two players from opposing sides commit simultaneous exclusion fouls, both players will be excluded. The ball possession will be maintained, and the attacking team shall restart the game with a free throw. The game will restart when both of the excluded players have returned to their touching corners. Both players or substitutes will then be allowed to return to

the field of play upon a change of the possession, or after a goal. If the excluded players are substituted, substitutions have to be made outside of the field of play at the touching corner after touching hands with the both players.

6.19.15 A player who has committed three (3) personal fouls shall be excluded from the remainder of the game.

6.20 PENALTY FOULS

6.20.1 It shall be a penalty foul to commit any of the following offences which shall be punished by award of a penalty throw to the opposing team. The referee will indicate that a penalty throw has been awarded by blowing the whistle and raising the arm with five fingers. The referee must delay the call of penalty until the shot or attempted shot is completed. In such case, the referee may raise his/her arm indicating a possible penalty.

6.20.2 For a defending player to commit any foul within the five (5) metre area but for which a goal would probably have resulted, including: sink or displace the goals for a defending player to play the ball with clenched fist for the goalkeeper or another player to take the ball under the water when tackled within 5m area but outside the BWP Goal Area to splash in the face of an opponent intentionally who is inside the five (5) metre area and is attempting to shoot at goal.

6.20.3 For a defending player within the 5-metre area to kick or strike an opponent or to commit a violent action. In the case of a violent action, the offending player shall also be excluded from the remainder of the game with substitution after two (2) minutes.

6.20.4 For an excluded player intentionally to interfere with play, including affecting the alignment of the goal.

6.20.5 For a player or substitute who is not entitled under the Rules to participate in the play at that time to enter the field of play. The offending player shall also be excluded from the remainder of the game with substitution.

6.20.6 For the coach, any team official, or player to take any action with intent to prevent a probable goal or to delay the game, including:

- a) If a defending player deliberately throws the ball away before the attacking team can take a free throw
- b) If a defending player, after a free throw outside the six (6) metre line, deliberately pushes the ball inside six (6) metre line, to avoid a direct shot. No personal foul shall be recorded for this offence for the coach or any team official.

6.20.7 For a player or substitute, of the team not in possession of the ball, to enter the field of play improperly.

6.20.8 If, in the last minute of the game a penalty throw is awarded to a team, the coach may elect to maintain possession of the ball and be awarded a free throw.

6.20.9 Inside the five (5) metre area, when a player, in a “probable goal situation”, is swimming with and/or is holding the ball and is impeded (attacked) from behind during an attempt to shoot, a penalty foul must be awarded. [Note: unless only the ball is touched by the defender]

6.21 PENALTY THROWS

6.21.1 A penalty throw can be taken by any player of the team in favour of which the throw has been awarded. The penalty throw is taken from the five (5) metre line.

6.21.2 The defending goalkeeper shall be positioned between the goalposts with no part of the body beyond the goal line at water level.

6.21.3 All players except the player who has committed the penalty foul shall leave the five (5) metre area and shall be at least three (3) metres from the player taking the penalty throw. A player who has committed a penalty foul shall move to their team's touching corner inside of the field of play until the penalty throw is taken.

6.21.4 The referee, after seeing that all the players are in correct position, will order the taking of the penalty throw in the following manner: The raised arm will mean ready to shoot and by bringing the referee's arm from vertical to horizontal position and blowing the whistle simultaneously. The lowering of the arm at the same time as the signal by whistle makes it possible under any conditions to execute the penalty throw in accordance with the rules.

6.21.5 The player taking the penalty throw shall have possession of the ball and shall immediately throw it with an uninterrupted movement directly at the goal. The player may take the throw by lifting the ball from the water or with the ball held in the raised hand and the ball may be taken backwards from the direction of the goal in preparation for the forward throw, provided that the continuity of movement shall not be interrupted before the ball leaves the thrower's hand.

6.21.6 If the ball rebounds from the goal post crossbar or goalkeeper, it remains in play and it shall not be necessary for another player to play or touch the ball before a goal can be scored.

6.21.7 If, at precisely the same time as the referee awards a penalty throw, the timekeeper whistles for the end of a period, all players except the player taking the penalty throw and the defending goalkeeper shall leave the water before the penalty throw is taken. In this situation, the ball shall immediately be dead should it rebound into the field of play.

6.22 ACCIDENT AND INJURY

6.22.1 A player shall only be allowed to leave the water during play in the case of accident or injury or with the permission of the referee. A player who has left the water legitimately may re-enter from the re-entry area nearest the player's own goal line at an appropriate stoppage and with the permission of the referee.

6.22.2 If a player is bleeding, the referee shall immediately order the player out of the water with the immediate entry of a substitute. After the bleeding has stopped, the player is permitted to be a substitute in the ordinary course of the game

6.22.3 If accident or injury, other than bleeding, occurs, the referee, at the referee's discretion, may suspend the game for not more than three minutes, in which case the referee shall instruct the timekeeper as to when the stoppage period is to commence. Except in the circumstances of 6.22.2 bleeding, the player shall not be allowed to take further part in the game if a substitute has entered.

6.23 PERSONAL FOULS

6.23.1 A personal foul shall be recorded against any player who commits an exclusion foul or penalty foul. The referee shall indicate the offending player's cap number to the secretary.

6.23.2 Upon receiving a third (3rd) personal foul, a player shall be excluded from the remainder of the game with substitution after he/she reaches the touching corner outside of the field of play, having touched hands with each other.

6.24 YELLOW AND RED CARDS

6.24.1 The referee, if necessary, must use Yellow and Red Cards to control the Team Officials and Substitute Players on the Team Bench as well as the players in the water. The use of Yellow and Red Cards applies to all World Aquatics Water Polo Competitions and will be administered as follows; The issuing of a Yellow Card by the referee is an official warning to the Head Coach of the team. The subsequent issuing of a Red Card by the referee is the signal that the Head Coach and/or other Team Official(s) and/or player(s) on the bench must leave the pool area immediately. Should the actions of the Head Coach require it, the referee may issue a Red Card, without having issued a Yellow Card.

When the Head Coach is excluded from the game, another Team Official may take this position, however without the privileges of the Head Coach. The Team Official is not allowed to stand and move away from the team bench but can ask for a time-out according to the rules. During a time out or after a goal, before the restart of the match the Team Official may move freely

along the poolside till the halfway mark to instruct the team.

During the match, when a team member inside the water commits an act of misconduct, the referee must show a Red Card to the player accompanied by the appropriate sanction. A referee may issue a Yellow Card, if, in the referee's opinion, a player persists in playing in an unsporting manner or engages in simulation. The referee shall show a Yellow Card to the offending team and point to the offending player. Should the action continue, the referee will show the player a Red Card visible to both the team and the table as this is deemed to be misconduct. Team members committing an act of misconduct must leave the pool area immediately.

6.25 SHALLOW END POOL

6.25.1 If possible, all games should be played in an 'all-deep' pool. Due to pool availability, it is sometimes necessary to play in a pool with a shallow end.

*(*Note: All rules governing the use of the bottom shall be under the interpretation and enforcement of the Referee.)*

- a) Goalkeepers are not allowed to stand or use the bottom in any way outside their own 24m line. Goalies may use the bottom to advantage while within their 24m area.
- b) All players should avoid the use of the bottom at any time during the game. If any player uses the bottom to their advantage or to gain advantage over an opposing player, the opposing team shall be awarded a free throw.

- c) If, in an attempt to block a shot at goal, a defending player deliberately uses the bottom and succeeds in blocking the shot, a penalty shot will be awarded to the attacking team.
- d) If any player deliberately uses the bottom to gain an advantage to block a free throw, that player shall receive a major exclusion foul.
- e) If, in the Referee's estimation, a player continually uses the bottom in spite of the Referee's rulings, the Referee may award that player with a major exclusion foul.

6.26 BRUTALITY AND MISCONDUCT

6.26.1 All calls of Brutality and Misconduct occurring during a tournament shall be forwarded to the Tournament Chairperson/ Director. In all other cases they will be forwarded to the BCSSA Water Polo Director. Suspensions will be given if deemed necessary. Calls of brutality and misconduct will result in the disqualification of the player in question from the game. There will be no substitution for players receiving a brutality disqualification. Substitutions may be made for players receiving a misconduct.

6.27 PROTEST

6.27.1 Protest Committee

- a) Submission of Protest:
All protests must be submitted to the Tournament Chairperson/Director, or to the Minor Officials' desk, no later than thirty (30) minutes following the protested game. Protests must be in writing, clearly

indicating the nature of the protest, and the following information must be included:

- what action or person is believed to be at fault?
- in what time frame the action occurred
- names of witnesses (if possible)
- team/game number
- diagram (if applicable)
- signature of complainant

- b) The Tournament Chairperson/ Director shall form and chair a protest committee consisting of 3 or 5 individuals. The committee should include the most senior and experienced individuals available. The chair shall have no vote.
- c) A protest committee receives and adjudicates written protests that are submitted in accordance with these rules.

6.27.2 Provincial Appeals Procedure:

See Section 3.11 BCSSA Appeals Committee.

6.28 DISCIPLINE

6.28.1 Discipline Committees

- a) Tournaments
- (i) A Discipline Committee must review the incident in all cases where a tournament participant has been called for brutality. A participant who has been called for gross misconduct or disrespect will have an automatic one game suspension (from the age grouping in which they were participating when the gross misconduct or disrespect was called) and will not be permitted to participate in any other age group competition until the one game suspension

has been served. A discipline committee may be formed to review the incident.

- (ii) The Tournament Chairperson/ Director shall form a Discipline Committee consisting of three (3) neutral individuals preferably from the following:
 - (1) Tournament Referee-in-Chief
 - (2) Tournament Chairperson/ Director
 - (3) BCSSA Representative
 - (4) Referees of the game who have ejected a participant from a game must provide the Discipline Committee with a report of the incident within thirty (30) minutes following the game. A decision will be made immediately following a review of the report and all concerned parties notified.
 - (5) The Discipline Committee has the authority to prevent a participant from further competition in that specific tournament or a portion thereof.
 - (6) The Discipline Committee must make a full, written report of the incident and forward it to the BCSSA Water Polo Director and the BCSSA President within 48 hours of the conclusion of the tournament. BCSSA may impose further penalties.

- b) Scrimmages (Non-Tournament Competition)
 - (i) The individual who has ejected a participant from the scrimmage must provide the BCSSA Water Polo Director with a written report of the incident within two (2) days following the occurrence.
 - (ii) A Discipline Committee shall be formed by the BCSSA Water Polo Director consisting of three (3) neutral individuals. The Discipline Committee must review the incident where a participant has been called for gross misconduct, disrespect, or brutality.

- (iii) The Discipline Committee must make a full written report of the incident and forward it to the BCSSA Water Polo Director, the BCSSA President and all other involved parties within forty-eight (48) hours of the conclusion of the decision.

6.28.2 Discipline Appeal Procedure

- a) An appeal of a decision from the Discipline Committee must be in writing and received by the BCSSA President and copied to the BCSSA Office within seven (7) days of the occurrence. This appeal must be accompanied with a \$100.00 cheque (refundable if successful).
- b) The President shall appoint an Appeal Committee, comprised of 3 members of the Board of Directors, or appointed Designates, and a non-voting chairperson.
- c) The Appeal Committee shall convene within five (5) days of receipt of the notice of appeal and reach a decision by majority as soon as is practical.
- d) The Appeal Committee shall hear the evidence as it sees fit. The Protestor and the individual whose decision is being disputed shall have the right to present their cases to the Committee.
- e) The Chair of the Appeal Committee shall prepare a written record of the proceedings, including a description of the incident, initial decision and protest, Committee members and the witnesses called, the final decision rendered and a brief description of the rationale. All members of the Committee shall sign the 'record'.

- f) A written decision of the Appeal Committee shall be delivered to the parties involved within three (3) days of the completion of the hearing.

- g) The decision of the Appeal Committee is final, and a copy of the decision is to be forwarded to the BCSSA President.

6.29 TECHNICAL ERRORS

6.29.1 If there is a technical error (desk official mistake, timing error, clock malfunction, etc.) the referee must stop the game at an appropriate time (not necessarily immediately) and correct the error.

6.29.2 The game may have to restart at the last known time before the error. (For example: A player has 3 personal fouls and is still playing because the secretary has forgotten to signal with the red flag. If a goal is not scored on the power play, the game clock may be reset to the end of the exclusion time and all incidents occurring after that time must be erased on the game sheet. If a goal is scored on the power play, the game is restarted from that time.)

6.30 YELLOW AND RED CARD SITUATIONS

6.30.1 Yellow Cards Situations:

- a) For the head coach only:
 - (i) Advance pass the 5 m line (a verbal and/or a warning signal before a yellow card)
 - (ii) The head coach must stay well away from the referee when the referee is in their zone. The coach must not impede on the referee's movement or vision.

- (iii) The head coach must be near their bench when their team has possession of the ball and stay in their zone.
- (iv) The head coach doesn't return near his bench when their team loses possession of the ball.
- (v) When the bench is not situated behind the goal line and outside the sidelines.
- (vi) Comment the referee's calls (after the calls)
- (vii) Directed the referee's call (before the calls)
- (viii) Regarding vi and vii, if the referee cannot determine who is committing the infraction from the bench, the head coach should receive a yellow card (they are responsible for the behaviour of all on the bench)

6.30.2 Red Card Situations:

- a) For a staff member and/or a player of the team other than the head coach:
 - (i) Leaving the bench
 - (ii) Comment on the referee's calls
 - (iii) Direct the referee's calls
 - (iv) Interfere in the play
- b) For head coach:
 - (i) A third infraction from the yellow card list (a).
 - (ii) A second infraction from the yellow card list (i, ii, and iii).
- c) For head coach, staff members and players:
 - (i) Throw or kick an object
 - (ii) Insult personally a referee or minor official
 - (iii) Instigate any personal contact with a referee or minor official

1. DEFINITIONS

“BCSSA Club Hosted Meet” — a swim meet offering events in all Athlete age groups and categories at which BCSSA-registered athletes representing three or more clubs compete using the Rules of Swimming as defined by BCSSA Rules.

“Calendar Week” — a seven-day period between Sunday to Saturday.

“Club” — a duly registered club in good standing with the BCSSA and must be an incorporated Society in British Columbia and be members in good standing under the Society Act.

“May” — an action is optional at the discretion of the person identified as the decision-maker.

“O-Cat 2 Athlete” — 1athletes aged 15-18 who are rostered on an NCL Western, NCL Easterns and/ or NCL National tournament.

“Official/Judge/Referee” — a person charged with responsibility to serve in a particular position of responsibility.

“Pool Area” — any area of the competition under the jurisdiction of the referee.

“S Athlete” — S-POLO players aged 14 & under and aged 15-18 who are not rostered at an NCL Westerns, NCL Easterns and/ or NCL National event.

“Shall” — an action is mandatory, so there is no discretion associated with it.

“Should” — an action is preferred under normal circumstances.

“SC” — Swimming Canada, the national governing body recognized by World Aquatics.

“World Aquatics” — formerly known as FINA — the international aquatic body that regulates and controls competitions in the four aquatic sports world-wide.

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9. APPENDICES

The following appendices are incorporated in and form part of these Rules:

9.1 APPENDIX – DEFINITIONS

9.2 APPENDIX 2 - FIELD OF PLAY & EQUIPMENT

9.3 APPENDIX 3 – OFFICIALS

9.4 APPENDIX 4 - PENALTY SHOOT OUT

9.5 APPENDIX 5 - AGE GROUP TOURNAMENTS

9.6 APPENDIX 6 – PROTOCOL FOR COACH'S CHALLENGE

9.1 APPENDIX 1 - DEFINITIONS

FIELD OF PLAY & EQUIPMENT

Field of Play: The part of the water officially marked as the place for the action of a water polo game.

Official table: The designated location where other necessary officials and authorized persons carry out their responsibilities during a game.

Flying Substitution: The ability of a team to exchange players during play from the flying substitution area.

Flying Substitution Area: The area designated by the Rules at the side of the Field of Play where flying substitutions may occur.

Goal (definition A): The result of the ball fully crossing the goal line past the front line of the goal posts and underneath the crossbar.

Goal line: the end of the field of play, formed by the front face of the goal post

Goal area: Is a rectangular box extending 2 metres from the lateral outsides of the goal posts to the 2 metre line opposite the goal line. In this area, attacking players must not enter without possession of the ball, unless they are behind the line of the ball.

5 metre line: Is the line, from where penalty throw should be taken.

6 metre area: is an area within 6 metres of the goal line where some fouls become a penalty foul, according to the penalty rules.

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

Goal: The structure into which the ball must fully enter in order to score.

TEAMS AND SUBSTITUTES

Team: team of water polo players as described in 6.6.

Player: an individual member of a water polo team.

Goalkeeper: individual member of a team, wearing a red cap 1, whose main role is to prevent the ball from entering the goal. A substitute goalkeeper shall wear any cap from 2 to 14, which must be a red cap. In case of a third goalkeeper nominated to a specific tournament where 15 players or more players are allowed on the team roster, cap number 15 should be red and dedicated for the 3rd goalkeeper,

Substitute: A player entering the field to replace a player already in the field of play or an excluded player.

Reserve: A team member who is not playing at the time.

Designated lateral substitution area: is "Area for Flying Substitutions"

Exclusion Re-entry area: Location from where a player or substitute returns to the field of play after an exclusion.

Advantage: The opportunity of an attacking player and/ or the attacking team to continue to play the ball in order to generate an opportunity to score. Referees must officiate such that the attacking team can maintain its advantage.

Red Card: Signal from the referee to indicate an exclusion from the remainder of the game to a player, coach or any team official.

Yellow Card: Warning signal from the referee to the coach for inappropriate behaviour or insufficient bench sport, or for repeated simulation and persistent foul play of a team.

Offending player: A player committing a foul according to the rules.

REFEREES AND TECHNICAL OFFICIALS

Referee: An official responsible for conducting the game with designated functions fixed by the Rules.

Possibility to play the ball: When the player in possession of the ball is able to continue playing by putting the ball into action.

Centre forward: An attacking player whose primary position is near the opponent's 2 metre line and generally between the width of the goal posts.

Centre back: A defender whose primary responsibility is to mark the attacking centre forward. (See Centre Forward)

Goal Judge or assistant referee: An official seated on the goal line responsible for assisting the referee in determining if the ball has entered the goal or passed the goal line, including who last touched the ball as well as for throwing a new ball according to the referees' instructions.

Start or restart: The commencement of play at the beginning of a period, after a goal or after the referee has called for the ball and stopped play.

DURATION OF THE GAME

Actual play: Teams play two halves, each half consisting of ten (10) minutes of playing time; a total of 20 minutes. Actual play starts at the beginning of each period, when a player touches the ball and stops on every goal indicated by the referee. After a goal has been scored, the players shall take up positions anywhere within their respective halves of the field of play. No part of a player's body shall be beyond the half distance line at water level. A referee shall restart the game by blowing the whistle. At the time of the restart, actual play shall resume when the ball leaves the hand of a player of the team not having scored the goal. A restart not taken in accordance with this Rule shall be retaken.

Penalty Shoot-out: The method of determining a definite result for a game should the scores be level at full time. The method is regulated by Appendix 6.

Attacking Referee: The referee who is giving primary attention to the attacking situation in front of the goal to the referee's right.

Defensive Referee: The referee who is controlling the attacking situation to the referee's left. This referee generally maintains a position behind the last attacking player position who is furthest back from the goal.

TIMEOUTS

Timeout: A one-minute stoppage of play available to the attacking team at any time. Each team is entitled to two timeouts per game.

Illegal Timeout: A requested timeout to which the team is not entitled.

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

METHOD OF SCORING

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

Fake: To simulate a shot.

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

ORDINARY FOULS

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

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

Physical fouls (physical contact of a player preventing an opposing player from continuing with movement)

Technical fouls (against rules, e.g., false start or restart, to strike the ball with clenched fist, two hands, etc.)

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

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

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

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

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

Simulation: To pretend to be fouled.

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

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

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

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

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

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

EXCLUSION FOULS

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

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

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

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

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

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

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

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

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

To sink: To push an opponent under the water.

To Pull back: To pull an opposing player.

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

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

To strike: Means "to hit".

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

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

PENALTY FOULS

Penalty Foul: Any foul committed inside 6 metres preventing a probable goal (6.20.2)). Additionally, violent action (6.20.3)), and delaying the game (6.20.6) may result in a penalty as well.

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

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

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

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

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

FREE THROWS

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

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

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

GOAL THROWS

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

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

Goal Throw: The throw awarded to the defending team as described in 6.14.

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

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

CORNER THROWS

Corner Throw: Throw awarded to the attacking team on the defender's 2m line as described in 6.15.

Direct shot: The ball may be shot directly at the goal:

- following a free throw when the player, the ball and the foul are outside the 6 M line,
- from a penalty throw,
- from a corner throw. (Described in 6.15)

NEUTRAL THROWS

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

PENALTY THROWS

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

PERSONAL FOULS

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

ADDENDUM WITH SOME OTHER OBSERVATIONS AND CLARIFICATIONS:

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

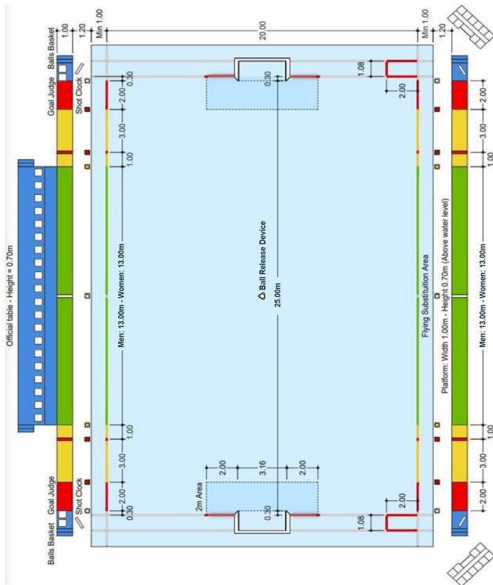
Attacking player: Player whose team has possession of the ball; the team controls the ball and has the opportunity to score a goal.

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

9.2 APPENDIX 2 - FIELD OF PLAY & EQUIPMENT**9.2.1 FIELD OF PLAY**

9.2.1.1 The promoting organisation shall be responsible for the correct measurements and markings of the field of play and shall provide all required fixtures and equipment.

9.2.1.2 The layout and markings of the field of play for a game officiated by two referees shall be in accordance with this diagram:



9.2.1.3 In a game officiated by one referee, the referee shall officiate on the same side as the official table, and the goal judges shall be situated on the opposite side.

9.2.1.4 For BCSSA events, the dimensions of the field of play, water depth and temperature, and light intensity shall be as set forth in section 6.5.2.

9.2.1.5 Distinctive marks shall be provided on both sides of the field of play to denote the following:

- white marks - goal line and half distance line
- red marks - 2 metres from goal lines
- yellow marks - 6 metres from goal lines
- a red marker shall be placed 5 metres from goal lines to indicate the point from which a penalty shot must be taken.

The sides of the field of play from the goal line to the 2 metre line shall be marked in red; from the 2 metre line to the 6 metre line shall be marked in yellow and from the 6 metre line to the half distance line shall be marked in green.

9.2.1.6 A red mark shall be placed at each end of the field of play, 2 metres from the corner of the field of play on the side opposite to the official table, to denote the exclusion re-entry area.

9.2.1.7 Sufficient space shall be provided to enable the referees to have free movement from end to end of the field of play. Space shall also be provided at the goal lines for the goal judges.

9.2.1.8 The secretary shall be provided with separate white, blue, red and yellow flags, each measuring 0.35 metres x 0.20 metres.

9.2.2 GOALS

9.2.2.1 Two goal posts and a crossbar, rigidly constructed, rectangular with a dimension of 0.075 metres facing the field of play and painted white shall be located on the goal lines at each end, equal distances from the sides and not less than 0.30 metres in front of the ends of the field of play.

9.2.2.2 The inner sides of the goal posts shall be 3 metres apart. When the water is 1.50 metres or more in depth, the underside of the crossbar shall be 0.90 metres from the water surface. When the water is less than 1.50 metres in depth, the underside of the crossbar shall be 2.40 metres from the floor of the pool.

9.2.2.3 Limp nets shall be securely fastened to the goal posts and crossbar to enclose the entire goal area and shall be attached to the goal fixtures in such a manner as to allow not less than 0.30 metres clear space behind the goal line everywhere within the goal area.

9.2.5 VISIBLE CLOCKS

9.2.5.1 Any visible clock shall show the time in a descending manner.

9.3 APPENDIX 3 - OFFICIALS

9.3.1 OFFICIALS FOR BCSSA EVENTS

9.3.1.1 For BCSSA events the officials shall consist of two referees, timekeepers and secretaries each with the following powers and duties. These officials shall also be provided wherever possible for other events, except that in a game refereed by two referees and no assistant referees, the referees shall assume the duties (but without making the specified signals) allocated to the assistant referees. 12U and 14U games may be refereed by only one referee if necessary but 16U/18U and OCat games must have 2 referees.

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

- a) Referees and assistant referees: Two referees and two assistant referees; or two referees and no assistant referees; or one referee and two assistant referees.
- b) Timekeepers and secretaries: With one timekeeper and one secretary: The timekeeper shall control the game clock, only stopping after goals. Play will resume on the referee's whistle. The secretary shall record the

timeouts and the intervals between periods, maintain the record of the game as set out in 6.7.3 and shall also record the respective periods of exclusion of players ordered from the water in accordance with the Rules.

With two timekeepers and one secretary: Timekeeper No. 1 The timekeeper shall control the game clock, only stopping after goals. Play will resume on the referee's whistle. Timekeeper No. 2 shall record the timeouts and the intervals between periods and they will also record the respective periods of exclusion of players ordered from the water in accordance with the Rules.

The secretary shall maintain the record of the game and perform all other duties as set out in the Water Polo Rules.

With two timekeepers and two secretaries: Timekeeper No. 1 The timekeeper shall control the game clock, only stopping after goals. Play will resume on the referee's whistle. Timekeeper No. 2 shall record the timeouts and the intervals between periods. Secretary No. 1 shall maintain the record of the game. Secretary No. 2 shall record the respective periods of exclusion of players ordered from the water in accordance with the Rule and carry out the duties relating to the improper re-entry of excluded players, improper entry of substitutes, exclusion of players and the third personal foul limit.

9.3.2 REFEREES

9.3.2.2 All decisions of the referees on questions of fact shall be final and their interpretation of the Rules shall be obeyed throughout the game. The referees shall not make any presumption as to the facts of any situation during the game but shall interpret what they observe to the best of their ability.

9.3.2.3 The referees shall whistle to start and restart the game and to declare goals, goal throws, corner throws (whether signalled by the assistant referee or not), neutral throws and infringements of the Rules. A referee may alter a decision provided it is done before the ball is put back into play.

9.3.2.4 The referees shall have the power to order any player from the water in accordance with the appropriate Rule and to abandon the game should a player refuse to leave the water when so ordered.

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

9.3.4 TIMEKEEPERS

9.3.4.1 The duties of the timekeepers shall be:

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

- b) to record the exclusion times of players ordered from the water in accordance with the Rules, together with the re-entry times of such players or their substitutes;
- c) to audibly announce the start of the last minute of the game;
- d) to signal by whistle after 45 seconds and at the end of each timeout.

9.3.4.2 A timekeeper shall signal by whistle (or by any other means provided it is distinctive, acoustically efficient and readily understood), the end of each period independently of the referees and the signal shall take immediate effect except:

- a) in the case of the simultaneous award by a referee of a penalty throw, in which event the penalty throw shall be taken in accordance with the Rules;
- b) if the ball is in flight and crosses the goal line, in which event any resulting goal shall be allowed.

9.3.5 SECRETARIES

9.3.5.1 The duties of the secretaries shall be:

- a) to maintain the record of the game, including the players, the score, timeouts, exclusion fouls, penalty fouls, and personal fouls awarded against each player;
- b) to control the periods of exclusion of players and to signal the expiration of the period of exclusion by raising the appropriate flag or by another approved method of signalling; except that a referee shall signal the re-entry of an excluded player or a substitute when that player's team has retaken possession of the ball. After 2 minutes, the secretary should signal the re-entry of a substitute for a player who has been excluded for violent action by raising the yellow flag along with the appropriate coloured flag or by another approved method of signalling;
- c) to signal with the red flag and by whistle, or by another approved method of signalling, for any improper re-entry of an excluded player or improper entry of a substitute (including after a signal by an assistant referee to indicate an improper re-entry or entry), which signal shall stop play immediately;
- d) to signal, without delay, the award of a third personal foul against any player as follows:
 - with the red flag, or by another approved method of signalling, if the third personal foul is an exclusion foul;
 - with the red flag and a whistle, or by another approved method of signalling, if the third personal foul is a penalty foul.

9.3.7 INSTRUCTIONS FOR THE USE OF TWO REFEREES

9.3.7.1 The referees are in absolute control of the game and shall have equal power to declare fouls and penalties. Differences of opinion of the referees shall not serve as a basis for protest or appeal.

9.3.7.2 The committee or organisation appointing the referees shall have power to designate the side of the pool from which each referee shall officiate. Referees shall change sides of the pool before the start of any period when the teams do not change ends.

9.3.7.3 At the start of the game and of each period, the referees will position themselves on the respective six (6) metre line. The starting signal shall be given by the referee on the same side as the official table. If it is not possible to have referees on opposite sides of the pool, they are permitted to both be located on the same side.

9.3.7.4 After a goal, the signal to restart shall be given by the referee who was controlling the attacking situation when the goal was scored. Before restarting, the referees shall ensure that any substitutions have been completed and that teams are properly lined up at centre.

9.3.7.5 Each referee shall have the power to declare fouls in any part of the field of play but each referee shall give primary attention to the offensive situation attacking the goal to the referee's right. The referee not controlling the attacking situation (the defensive referee) generally shall maintain a position no closer to the goal being attacked than that player of the attacking team furthest back from the goal.

9.3.7.6 When awarding a free throw, goal throw or corner throw, the referee making the decision shall blow the whistle and both referees shall indicate the direction of the attack, to enable players in different parts of the pool to see quickly which team has been awarded the throw. Referees shall use the signals set out in the following C.8 to indicate the nature of the fouls which they are penalizing.

9.3.7.7 The signal for a penalty throw to be taken shall be made by the attacking referee, except that a player who wishes to take the throw with the left hand may request the defensive referee to make the signal.





9.3.7.8 When simultaneous awards are made for ordinary fouls but for opposing teams, the award shall be a neutral throw by the attacking referee. When simultaneous awards are made by both referees and one is for a goal throw and the other is for a corner throw, the corner throw award shall be applied





9.3.7.9 When simultaneous awards are made by both referees and one is for an ordinary foul and the other is for an exclusion foul or penalty foul, the exclusion foul or penalty foul award shall be applied.






9.3.7.10 When players of both teams commit an exclusion foul simultaneously during play, the referees shall call the ball from the water and make sure both teams and the secretaries know who is excluded. Play is restarted with a free throw to the team which had possession of the ball. If neither team had possession when the simultaneous exclusions were called, play shall be restarted with a neutral throw.






9.3.7.11 In the event of simultaneous awards of penalty throws to both teams, the first throw shall be taken by the team last in possession of the ball. After the second penalty throw has been taken, the game will restart with the team which had possession of the ball receiving a free throw on or behind the half distance line.






9.3.8 SIGNALS TO BE USED BY OFFICIALS






<p>A. The referee lowers the arm from a vertical position to signal (i) the start of the period (ii) to restart after a goal (iii) the taking of a penalty throw</p>	
<p>B. To point with one arm in the direction of the attack and, if necessary, to use the other arm to indicate the place where the ball is to be put into play at a free throw, goal throw or corner throw.</p>	
<p>C. To signal a neutral throw. The referee points to the place where the neutral throw has been awarded, points both thumbs up and calls for the ball.</p>	
<p>D. To signal the exclusion of a player. The referee points to the player and then moves the arm quickly towards the boundary of the field of play. The referee then signals the excluded player's cap number so that it is visible to the field of play and the table.</p>	

<p>E. To signal the simultaneous exclusion of two players. The referee points with both hands to the two players, signals their exclusion in accordance with Fig. D, and then immediately signals the players' cap numbers.</p>	 <p>A referee in a blue shirt and grey pants stands with both arms raised, pointing towards two different directions. A black arrow points to the right hand, and another black arrow points to the left hand.</p>
<p>F. To signal the exclusion of a player for misconduct. The referee signals exclusion in accordance with Fig. D (or Fig. E if appropriate) and then rotates the hands round one another in such a way that is visible to both the field of play and the table in addition to issuing the player with a red card. The referee then signals the excluded player's cap number to the table.</p>	 <p>A referee in a blue shirt and grey pants stands with his arms crossed in front of his chest. Two black arrows point outwards from the hands, one to the left and one to the right, indicating rotation.</p>
<p>G. To signal the exclusion of a player with substitution after four (4) minutes. The referee signals exclusion in accordance with Fig D (or Fig. E if appropriate) and then crosses the arms in such a way that is visible to both the field of play and the table in addition to issuing the player with a red card. The referee then signals the excluded player's cap number to the table.</p>	 <p>A referee in a blue shirt and grey pants stands with his arms crossed in front of his chest. Two black arrows point outwards from the hands, one to the left and one to the right.</p>
<p>H. To signal the award of a penalty throw. The referee raises an arm with five fingers in the air. The referee then signals the offending player's cap number to the table.</p>	 <p>A referee in a blue shirt and grey pants stands with his right arm raised high, showing five fingers. His left hand is held at waist level.</p>

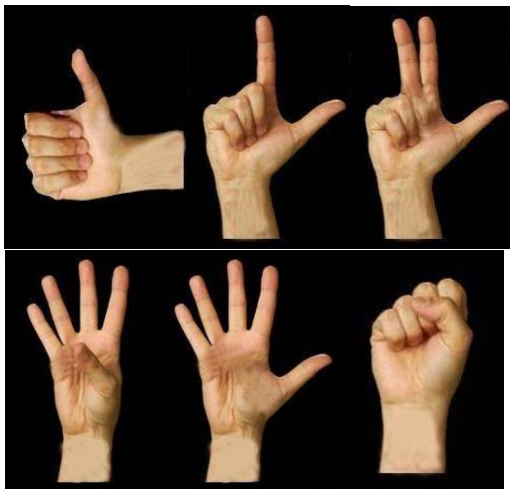
<p>I. To signal that a goal has been scored. The referee signals by whistle and by immediately pointing to the centre of the field of play.</p>	 A male referee in a blue polo shirt and grey trousers is shown from the waist up, pointing his right arm towards the center of the field.
<p>J. To indicate the exclusion foul of holding an opponent. The referee makes a motion holding the wrist of one hand with the other hand.</p>	 A male referee in a blue polo shirt and grey trousers is shown from the waist up, holding the wrist of his right hand with his left hand.
<p>K. To indicate the exclusion foul of sinking an opponent. The referee makes a downward motion with both hands starting from a horizontal position.</p>	 A male referee in a blue polo shirt and grey trousers is shown from the waist up, with both hands extended horizontally. Two downward-pointing arrows are positioned above his hands, and two upward-pointing arrows are positioned below his hands, indicating the downward motion.
<p>L. To indicate the exclusion foul of pulling back an opponent. The referee makes a pulling motion with both hands vertically extended and pulling towards their body.</p>	 A male referee in a blue polo shirt and grey trousers is shown from the waist up, with both hands extended vertically. A curved arrow above his hands indicates the pulling motion towards his body.
<p>M. To indicate the exclusion foul of kicking an opponent. The referee makes a kicking movement.</p>	 A male referee in a blue polo shirt and grey trousers is shown from the waist up, in a kicking motion with his right leg. A horizontal arrow points to the right from the tip of his foot.

<p>N. To indicate the exclusion foul of striking an opponent. The referee makes a striking motion with a closed fist starting from a horizontal position.</p>	 A male referee in a blue polo shirt and grey trousers is shown from the side. He has his right arm extended forward with a closed fist. Two horizontal arrows, one pointing left and one pointing right, are positioned to the left of his hand to indicate the striking motion.
<p>O. To indicate the ordinary foul of pushing or pushing off from an opponent. The referee makes a pushing motion away from the body starting from a horizontal position.</p>	 A male referee in a blue polo shirt and grey trousers is shown from the side. He has his right arm extended forward with an open hand, palm facing forward. Two horizontal arrows, one pointing left and one pointing right, are positioned to the left of his hand to indicate the pushing motion.
<p>P. To indicate the exclusion foul of impeding an opponent. The referee makes a crossing motion with one hand horizontally crossing the other.</p>	 A male referee in a blue polo shirt and grey trousers is shown from the front. He has his right arm extended horizontally across his chest, crossing over his left arm. A curved arrow indicates the crossing motion.
<p>Q. To indicate the ordinary foul of taking the ball under the water. The referee makes a downward motion with a hand starting from a horizontal position.</p>	 A male referee in a blue polo shirt and grey trousers is shown from the front. He has his right arm extended horizontally. Two vertical arrows, one pointing down and one pointing up, are positioned to the left of his hand to indicate the downward motion.
<p>R. To indicate the ordinary foul of standing on the bottom of the pool. The referee raises and lowers one foot.</p>	 A male referee in a blue polo shirt and grey trousers is shown from the front. He is standing on his right leg, with his left leg raised and bent at the knee. Two vertical arrows, one pointing down and one pointing up, are positioned to the right of his raised foot to indicate the raising and lowering motion.

<p>S. To indicate the ordinary foul of undue delay in the taking of a free throw, goal throw or corner throw. The referee raises a hand once or twice with the palm turned.</p>	
<p>T. To indicate the ordinary foul of a violation of the two-metre rule. The referee indicates the number 2 by raising the fore and middle fingers in the air with the arm vertically extended.</p>	
<p>U. To indicate that a shot from outside the 6 m. area is permitted.</p>	
<p>U1. To raise up the yellow card and point with one arm parallel to the side line in the direction of the location of the sanctioned team's bench to indicate the team which is sanctioned with a yellow card in the circumstances of 6.30.</p>	
<p>U2. To raise up the yellow card and point with one arm in the direction of the head coach sanctioned with a yellow card in the circumstances of 6.30.1.</p>	

<p>U3. To raise up the red card and point with one arm in the direction of the head coach or other team official or player to indicate the person sanctioned with a red card in the circumstances of 6.30.2 or as additional signal in case of exclusion of a player from the remainder of the game in the circumstances of 6.19.9 or 6.19.10</p>	 A male referee in a blue polo shirt and grey trousers stands with his right arm raised, holding a red card. His left hand is on his hip.
<p>V. To indicate a change of possession.</p>	 A male referee in a blue polo shirt and grey trousers stands with his right arm extended horizontally to the side, pointing. His left hand is on his hip.
<p>W. By an assistant referee to signal for the start of a period.</p>	 A male referee in a blue polo shirt and grey trousers is kneeling on one knee. His right arm is raised vertically with the hand open. His left hand is on his hip.
<p>X. By an assistant referee to signal an improper start, restart or improper re-entry of an excluded player or substitute.</p>	 A male referee in a blue polo shirt and grey trousers is kneeling on one knee. Both his right and left arms are raised vertically with the hands open.
<p>Y. By an assistant referee to signal a goal throw or corner throw.</p>	 A male referee in a blue polo shirt and grey trousers is kneeling on one knee. His right arm is extended horizontally to the side, pointing. His left hand is on his hip.

Z. By an assistant referee to signal a goal.



To indicate a player's cap number. To enable the referee to communicate better with the players and the secretary, signals are made using both hands if appropriate where the number exceeds five. One hand shows five fingers with the other hand showing additional fingers to make up the sum of the player's number. For the number ten, a clenched fist is shown. If the number exceeds ten, one hand is shown as a clenched fist with the other hand showing additional fingers to make up the sum of the player's number.

9.4 APPENDIX 4 - PENALTY SHOOT OUT

9.4.1 Officials Involved

9.4.1.1 Delegates: priority to check if the shooters can participate in PSO (no player with three (3) personal fouls or has received a red card or can no

longer participate due to injury) and to control the same order of shooters (three (3) shooters) after the first round of penalties has taken place.

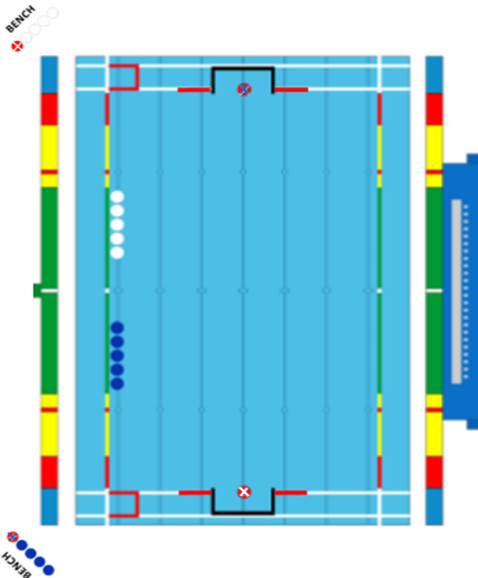
9.4.1.2 Referees: priority to control the field of play, benches, position of goalkeepers and shooters in the field of play.

9.4.2 Procedure

9.4.2.1 If a penalty shootout (PSO) has to determine the outcome of a game, the following procedure and protocols must be followed.

9.4.2.2 Immediately after the end of the 2nd half, there is a 2-minutes break during which the following actions need to be completed:

- the players leave the water and sit on their respective team benches, except for three (3) shooters from each team who will remain in the field of play in their respective team's half of the field of play and out of 6m line, and the goalkeepers. Shooters shall not hang on the lane ropes.
- the goalkeepers change ends and position themselves in the goal in the opposite team's half of the field. Substitute goalkeepers can remain on the bench or they can be before the start of the PSO procedure on the opposite side of the benches out of the field of play and out of 6 meters in their designated area before the start of the PSO.
- the referee who last officiated on the side of the team benches will call the team captains and with a coin toss will determine which team will shoot the first penalty. The team who wins the coin-toss can decide which teams starts the penalty-shoot-out.



9.4.2.3 After the end of the 2-minute break, the PSO will start immediately. If the two teams are ready before the 2 minutes expire, the referees can stop the descending clock and start the PSO earlier. If a team fails to be ready on time, the team's coach shall be warned by issuing a yellow card. If the coach has already been warned with a yellow card, a red card shall be issued for delaying the PSO. If the head coach has already been excluded, any other bench official can only receive a red card for delaying the PSO.

9.4.2.4 When shooting alternately at each goal, only one referee will control each penalty. Referees will position themselves on the 5-metre lines at opposite ends of the field such that right-handed shooters can easily observe the referee's signals. A referee will only walk to the other end of the field if a left-handed shooter is ready to take the next penalty.

9.4.2.5 Multiple balls can be used for the PSO. The ball shall not be thrown from one end of the field to the other. Each side will use their own set of balls.

9.4.2.6 The order in which shooters of each team shall be determined is the order in which they shoot the first round of three (3) penalties. (No list of shooters needs to be written down before the start of the PSO.) The secretary shall record the numbers of the players who take the penalties and, together with the delegate, shall check that the shooters are eligible to participate in the PSO (no three (3) personal fouls or excluded with red card, or due to injury).

If the teams are tied after the first round of three (3) penalty shots, the same players shall continue in the same order as established after the first round of penalty takers.

9.2.7 Shots will be taken alternately at each end of the field of play, unless conditions at one end of the field of play advantage and/or disadvantage a team, in which case all shots may be taken at the same end.

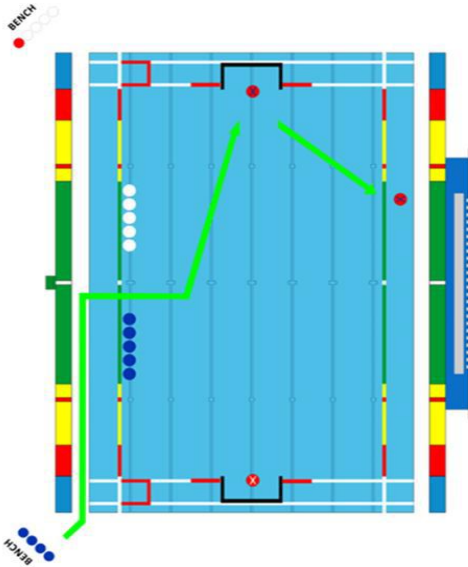
9.4.2.8 If during the shootout procedure the defending goalkeeper fails to take up the correct position on the goal line at the taking of a penalty throw having been ordered once to do so by the referee, the goalkeeper shall be excluded and a player from the three players participating in the penalty shootout may take the position of the goalkeeper but without the goalkeeper's privileges. Following the taking of the penalty throw, the goalkeeper or a substitute shall be permitted to (re)-enter except in the circumstances of it being the third personal foul.

9.4.2.9 If at the taking of a penalty throw the goalkeeper moves forward before the referee blows the whistle and the player takes the shot and a goal is not scored, the goalkeeper shall be excluded and the penalty throw shall be re-taken according to 9.4.2.8. The goalkeeper or a substitute shall be permitted to (re)-enter according to 9.4.2.8.

9.4.3 Substituting the goalkeeper.

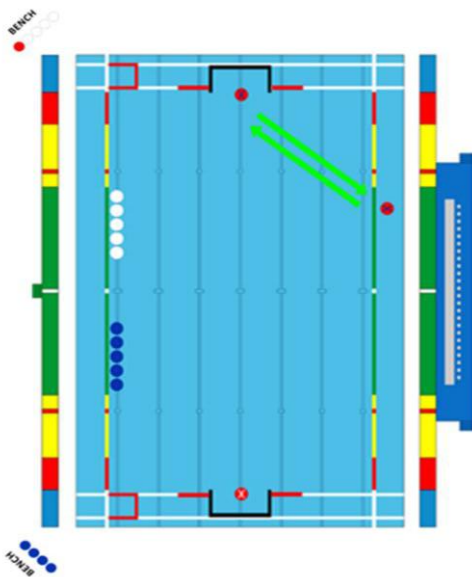
9.4.3.1 Substituting the goalkeeper, during the PSO, is allowed according to the following procedure (see below the green arrows):

- The substitute goalkeeper has to walk to the half distance line and then to swim to the goal and take the position of the first goalkeeper.
- The goalkeeper who is substituted must swim to the side of the jury table and to wait out of 6 meters and outside the field of play (to be re-substituted or until the end of PSO).



9.4.4 Re-substituting the goalkeeper

9.4.4.1 It is possible to substitute the goalkeeper again during a PSO by swimming according to the green arrows below:



9.4.5 Exclusion of goalkeeper and players during penalty shoot out

9.4.5.1 If the goalkeeper is excluded from the remainder of the game during the penalty shoot out (other than the circumstances of VI.16.2.), a player from the three players participating in the penalty shootout may take the position of the goalkeeper but without the privileges of the goalkeeper; following the taking of the penalty throw, the excluded goalkeeper can take part in the PSO again. The excluded goalkeeper may be also substituted by the substitute goalkeeper or an alternate goalkeeper if substitute goalkeeper is not entitled or able to participate, who shall wear the goalkeeper's cap.

9.4.5.2 If a field player is excluded from the remainder of the game during the penalty shoot out, the player's position is removed from the sequence of the three players participating in the penalty shoot out, and a substitute player is placed in the last position of the sequence.

9.4.6 Summary

During the PSO:

The secretary and the delegate control the correct order of the shooters and the score.

The referees manage the teams. No warming up is allowed during the PSO. All players not involved in the PSO must sit on the bench together with the team officials. During the PSO, none of the players is allowed to hang onto the line. A goalkeeper can substitute by swimming, as indicated in the PSO protocol, to the goal. The substituted goalkeeper will stay in the water, out of the 6 metre line and outside the field of play. Every subsequent substitution of the goalkeeper occurs in a similar manner.

9.5 APPENDIX 5 - AGE GROUP TOURNAMENTS

9.5.1 All age group competitors remain qualified from 1 January to the following 31 December at their age at the close of day (12 midnight) on 31 December of the year of competition.

9.5.2 Age Locator

Age grouping for Water Polo for boys and girls are as follows:

- 11 and 12 years of age and under (12U)
- 13 and 14 years of age and under (14U)
- 15 and 16 years of age and under (16U)
- 17 and 18 years of age and under (18U)

[AGE LOCATOR LINK](#)

9.6 APPENDIX 6 – PROTOCOL FOR COACH’S CHALLENGE

Procedures:

Each Coach is entitled to challenge one (1) call, made by a referee, per match (a “Coaches’ Challenge”), so long as the challenge is one of the following:

1. A Referee’s perceived failure to call a violent action;
2. A Referee’s perceived failure to call a penalty foul;
3. A Referee’s perceived incorrect call of a penalty foul; or
4. One of the following field of play situations:
 - a) A corner throw or goal throw.
 - b) A goal.
 - c) A declaration of no goal.
 - d) An interference in an Athlete’s penalty throw.
 - e) A goal recorded at the conclusion of a period.
 - f) An Athlete’s improper or illegal entry or re-entry into the field of play.
 - g) A shot taken at the end of a period, during which time, a player is wrongfully excluded from the
 - h) field of play.
 - i) Any perceived error made by the jury table

If a Coach’s Challenge is successful, he/she is entitled to make a second challenge, in the same match, subject to the same criteria as set out above.

In the event a team makes a challenge that is not allowed pursuant to the aforementioned guidelines during stoppage as timeout, goal, intervals between periods, before the taking of a penalty throw, or any other stoppage, the coach shall be sanctioned by a yellow card or red card if yellow was already given before. If the head coach has already been excluded, any other bench official can only receive a red card.

Timing:

The timing of a Coach's Challenge must comply with the following criteria:

1. Challenge against an uncalled violent action: The challenge must be brought immediately upon the challenging team's ball possession, and not afterwards.
2. Challenge against a penalty foul: The challenge must be made by the team against which the penalty foul has been called before the penalty throw is taken.
3. Challenge against an uncalled penalty foul: The challenge must be made on the earliest occurrence of one of the following moments:
 - a) Upon the challenging team's immediate next ball possession, but not afterwards.
 - b) At a timeout called by the non-challenging team before the challenging team's next immediate ball possession, but not afterwards.
 - c) At a corner throw in favor of the non-challenging team before the challenging team's immediate next ball possession, but not afterwards.
 - d) At a penalty foul call in favor of the non-challenging team before the challenging team's immediate next possession and before it is taken, but not afterwards.
 - e) When the non-challenging team scores at its immediately following possession, but not afterwards.
 - f) When the referees stop the game and take the ball for any reason during the non-challenging team's next immediate possession.
 - g) Against a goal scored at the end of a period: The challenge must be made instantaneously following such shot.
 - h) Against all other cases:
 - i) The challenge must be made by the challenging team upon the earliest occurrence of the following moments:
 - j) Upon the challenging team's immediate next ball possession, but not afterwards.
 - k) At a timeout called by the non-challenging team before the challenging team's next immediate ball possession, but not afterwards.
 - l) At a corner throw in favor of the non-challenging team before the challenging team's immediate next ball possession, but not afterwards.

- m) At a penalty foul call in favor of the non-challenging team before the challenging team's immediate next possession and before it is taken, but not afterwards.
- n) When the non-challenging team scores on the challenging team, immediately upon the challenging team's possession, but not afterwards.
- o) When the referees stop the game and take the ball for any reason during the non-challenging team's next immediate possession.
- p) For the avoidance of doubt, if a Coach's Challenge is lost, the challenging team shall lose the right to make any further challenges for the remainder of the match.

Signaling a Coach's Challenge:

1. A Coach (head coach or assistant coach) must press the timeout button (or use a horn) to signal the challenge. The Coach must also signal with a green flag or by making the VAR square-signal (the motion of creating a square with one's index fingers) to indicate "review" of his/her challenge.
2. When a Coach's Challenge is made, the referees and the RIC if available must attend to review the subject matter of the challenge. The RIC or if not available, either referee, after rendering a final decision, shall go to the half distance line of the field of play to announce the decision.
3. If the Coach's Challenge is rejected:
 - a) The match continues from the time at which the game was stopped by the challenge in case of the result of a challenge for violent action a yellow card for simulation for the challenging team. There will be no further consequences for either team.
 - b) If the case is determined to be a simulation, as defined in section 19.17 of the Competition Regulations, as a result of a challenge made for a suspected violent action, the referee shall use the protocol for simulations, and the game shall restart with a free throw awarded to the non-challenging team at the time when the simulation occurred.
 - c) If the Coach's Challenge is accepted:
 - d) In the case of a violent action, the time of the match is reset to the moment at which the violent action or misconduct occurred, and the referees shall follow the protocol for the violent action or misconduct as the case may be.
 - e) In the case of a penalty foul that has been cancelled as a result of the Coach's Challenge, the game will restart from the time at which the penalty foul was called. The penalty foul called on that occasion shall be nullified and the referees shall change the call in accordance with Water Polo rules in the following manners.
 - f) If fouls other than the penalty foul are determined to have taken place, the referees shall act in
 - g) accordance with the Water Polo rules.

- h) In the case of an uncalled penalty foul that has been reviewed and determined to be a penalty foul, the match time shall reset to the time at which the penalty foul should have been called, and the Referees shall implement the penalty foul protocol procedures.
- i) In the case of a challenge determining that a corner throw or goal throw should have taken place, the match time shall reset to the time at which the corner throw or goal throw should have occurred.

While a Coach's Challenge is being reviewed, both teams may substitute their players from any of the re-entry areas before the RIC/referee communicates the final decision.

All goals, personal fouls, and timeouts that occurred during the time that has been recredited to the clock (due to a successful Coach's Challenge) are nullified. However, yellow cards, red cards, violent actions and misconducts will remain on the game protocol.