

simultaneous exclusion fouls were called. The free throw is taken at the point of the foul or behind. If neither team had possession of the ball when the simultaneous exclusion fouls were called, play shall be restarted with a neutral throw.

12. 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 shall be restarted with a free throw on or behind the half-distance line as after a time-out by the team that last had possession of the ball.

NOTE: Both penalty throws are dead-time penalty throws.

13. When simultaneous calls are made by both referees for personal fouls on the same team, both players shall receive a personal foul; also, the proper penalty (exclusion or penalty foul) shall be assessed to each player.

14. Both referees have the responsibility to observe that the game clock and the shot clock are being properly administered, although the primary responsibility is that of the defensive referee. If a visible mistake is made on the game clock and/or the shot clock, the referees shall correct the mistake immediately.

15. Both referees have the responsibility to signal a change in direction of attack during an exclusion and are encouraged to wave in the excluded player with the other hand, although the primary responsibility is that of the defensive referee.

16. Both referees have the responsibility to determine if the substitution from the re-entry area of one player for another player occurs correctly while play is in progress, although the primary responsibility is that of the defensive referee.

17. If one referee signals for a corner throw and the other referee signals for a goal throw, the corner throw shall be awarded.

18. The referee administering a free throw near the 5-meter line should decide if that foul is inside or outside the 5-meter line in order to determine whether a direct shot on goal can be taken. If that player is eligible to take the direct shot, the referee should immediately point with one arm diagonal to the body to the 5-meter marker on the pool deck.

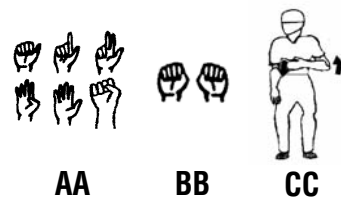
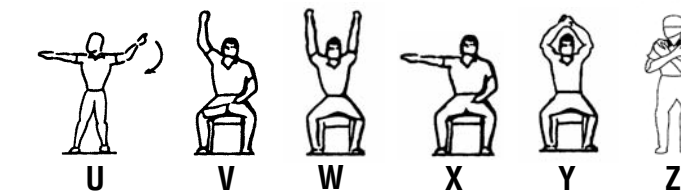
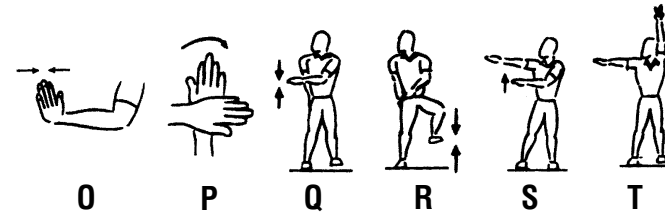
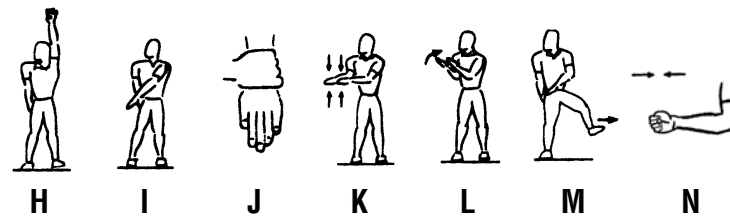
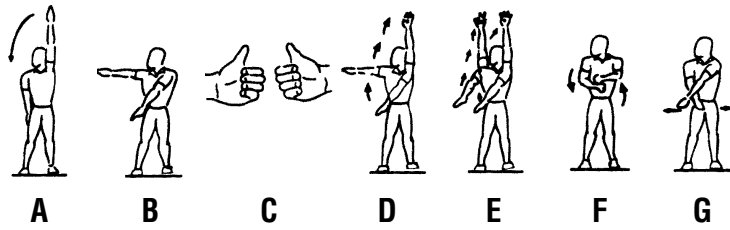
19. At the taking of a corner throw on the side opposite to the attacking referee, the defensive referee shall ensure that the throw is taken from the correct position by moving towards the 2-meter line, pointing with one arm to where the ball is to be put into play and with the other arm the direction of the throw.

APPENDIX F – SIGNALS TO BE USED BY OFFICIALS

- Fig. A The referee lowers the arm from a vertical position and blows the whistle to signal (i) the start of the period, (ii) the restart after a goal and (iii) the taking of a penalty throw.
- Fig. B To point with one arm in the direction of the attack and 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.
- Fig. 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.
- Fig. 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 score table. After the ball is put into play, the referee shall call out the cap color and number of the offending player to the score table.
- Fig. 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, signals the players' cap numbers, calls the ball out of the pool, calls out the cap colors and numbers of the offending players to the score table, and awards a free throw to the team on offense. If neither team was in possession of the ball, a neutral throw is awarded.

- Fig. F To signal the exclusion of a player from the remainder of the game with substitution. The referee signals exclusion in accordance with Fig. D (or Fig. E, if appropriate) and then rotates both hands round one another in such a way that is visible to both the field of play and the score table. The referee then signals the excluded player's cap number to the field of play and to the score table and then calls out the cap number of the offending player to the score table. The referee also must notify the scorer of this ruling, including the general reason for the game exclusion, such as misconduct, the entrance of a player not entitled to participate or an excluded player walking to the re-entry area, etc.
- Fig. G To signal the exclusion of a player from the remainder of the game for flagrant misconduct. The referee signals exclusion in accordance with Fig. D (or Fig. E if appropriate) and then crosses the arms down over the abdomen in such a way that this signal is visible to both the field of play and the score table. The referee then signals and calls the excluded player's cap number to the field of play and to the score table. The referee also must notify the scorer of this ruling for notation on the scoresheet.
- Fig. H To signal the award of a penalty throw. The referee raises one arm with five fingers in the air. The referee then signals the offending player's cap number to the field of play and to the score table. The referee shall also call out the cap color and number of the offending player to the score table.
- Fig. I To signal that a goal has been scored. The referee signals by whistle and by immediately pointing to the center of the field of play. The referee shall signal the cap number and call out the cap color and number of the player scoring the goal to the score table.
- Fig. 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.
- Fig. K To indicate the exclusion foul of sinking an opponent. The referee makes a downward motion with both hands starting from a horizontal position.
- Fig. 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 the referee's body.
- Fig. M To indicate the exclusion foul of kicking an opponent. The referee makes a kicking movement.
- Fig. 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.
- Fig. O To indicate the ordinary foul of pushing or pushing off from an opponent. The referee makes a pushing motion away from the referee's body starting from a horizontal position.
- Fig. P To indicate the ordinary foul of impeding an opponent. The referee makes a crossing motion with one hand horizontally crossing the other.
- Fig. Q To indicate the ordinary foul of taking the ball under the water. The referee makes a downward motion with the hand starting from a horizontal position.
- Fig. R To indicate the ordinary foul of standing on the bottom of the pool. The referee raises and lowers one foot.
- Fig. S To indicate the ordinary foul of undue delay in the taking of a free throw, goal throw or corner throw. The referee raises one hand once or twice with the palm turned upwards.
- Fig. T To indicate a violation of the two-meter rule. The referee indicates the number 2 by raising the fore and middle fingers in the air with the arm vertically extended.
- Fig. U To indicate the ordinary foul of expiration of 30 seconds possession or of relinquishing possession of the ball before 30 seconds has elapsed. The referee moves a hand in a circular motion two or three times and points in the opposite direction.
- Fig. V By a goal judge to signal for the start of a period by raising one arm vertically.

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- Fig. W By a goal judge to signal an improper start by raising both arms vertically.
- Fig. X By a goal judge to signal a goal throw or a corner throw by pointing the arm in the direction of the attack.
- Fig. Y By a goal judge to signal a goal by raising and crossing both arms.
- Fig. Z By a coach in the last minute of the game or the last minute of overtime to request a free throw and to maintain possession of the ball instead of taking the penalty throw awarded. The coach crosses both arms up across the chest. If the coach decides to request the penalty throw, the coach raises an arm with five fingers in the air.
- Fig. AA To indicate a player's cap number (signals for 1, 2, 3, 4, 5, and 10). To enable the referee to communicate better with the players and the secretary, signals are made using both hands, if appropriate, when the number exceeds five. For numbers 6 through 9, 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. For numbers 11 through 15, 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. For cap numbers 16 through 19, the referee holds up one clenched fist. With the other hand the referee holds up first five fingers and then raises the other digits as necessary for the cap numbers. The referee must also call out the cap number to the players in the field and to the score table. **NOTE:** The referee shows the higher number of fingers on the right hand. For example, to signal number 16, the referee will clench the right fist and then show 5 fingers with the left hand, followed by the thumb of the left hand.
- Fig. BB. To indicate cap number 20, the referee raises and clenches both fists. To indicate cap numbers above 20, the referee clenches both fists and then raises the correct number of fingers on the right hand to indicate cap numbers 21 through 25 or uses two hands if the cap number is above 25. The referee must also call out the cap number to the players in the field and to the score table.
- Fig. CC To signal a minor act of misconduct. The referee rotates one arm/forearm in a circular motion so that it is visible to the other players, coaches and score table. The referee must signal the offending player's cap number to the players in the water and to the score table. After the ball is put in play, the referee must also call out the cap color and number and the nature of the offense (minor act of misconduct) to the score table.

APPENDIX G – INSTRUCTIONS FOR REFEREES FOR OFFICIATING IN SHALLOW-BOTTOM POOLS

The goal of this instruction is to increase the consistency of the punishment for inappropriate use of the bottom by either the offense or defense in a pool involving a shallow bottom (less than two meters deep) and to decrease the number of times a player chooses to use the bottom during a game because of the deterrent effect of a severe punishment (exclusion or offensive foul) for doing so. In pools over two meters (6.5 feet) deep, the rules are very clear and should be applied as written.

For pools with shallow ends less than two meters deep, referees are instructed to apply the following rules.

- (1) Rule 20-5 and Rule 7-3: Referees should continue to apply these rules in all games. Under Ordinary Fouls Rule 20-5 states, "It is an ordinary foul to take any active part in the game when standing on the floor of the pool, to walk when play is in progress or to jump from the floor of the pool to play the ball or tackle an opponent. This rule shall not apply to the goalkeeper while within the goalkeeper's 5-meter area. In addition, referees are expected to apply Rule 7-3, Advantage Rule, which states, "The referees shall refrain from declaring a foul if,