



2013-14 WATER POLO MAJOR RULES CHANGES

**1-7, Note 2
New** Addresses the depth of the re-entry area, specifies space to be marked and how the referee shall notify captains if the re-entry area is not clearly marked by lane lines and/or the back of the pool of the boundaries of the re-entry area.

Rationale: This describes the re-entry area and clarifies that the area does not necessarily have a precise rear boundary line.

**1-12-1 thru 3
New** Permits the use of electronic devices by the team during the game under certain circumstances, but such devices shall not be used for any review of an official's decision.

Rationale: The advancement in the technology in the area of electronic audio and video devices has made such items easy to use and very accessible. Their use, if not used during the actual competition when a competitor is in the pool, no longer creates an advantage or disadvantage among teams. The contest officials should be responsible for what takes place in the competition venue, and not monitoring who is using an electronic device in various locations in the facility, which is difficult, at best, to identify.

**4-1-5-
Interpretation
1** For risk minimization, the referee should stop play as soon as possible when a player must replace a cap with few exceptions, as provided within the rule.

Rationale: Clarifies how play is handled when replacing a cap.

**4-2-
Interpretation
New** The ear guards must be a single, solid color that matches the color of the cap as closely as possible.

Rationale: This clarifies that stars or other decorations may not be used on the ear guards, which serve both for protection and for identification of the team to which a player belongs.

**7-8, Notes,
10-1** Changes the duties of referees after the game to verify the score and sign the scoresheet, along with verification of incidents of misconduct cards and filing of protests. The referees shall notify appropriate coaches of the reportable fouls.

Rationale: This change will decrease the time the referee must spend after a game checking the scoresheet, (checking required by Rule 7-8 and Rule 10-1). The change in wording permits the elimination of 7-8-NOTE 1.

**7-9h Note
New** When buzzer sounds on shot clock immediately after referee whistles for a foul, referee must determine if clock operator erred or if operator correct and buzzer sounded after whistle due to reaction time. Clock operator error is correctable.

Rationale: Establishes the principle that not all errors should be corrected.

- 7-9-m- Interpretation** If the goal did not score, the coach may request to take the time-out over, since his/her strategy was evident to opposing team.
- Rationale:** This error should be corrected in the interest of fairness.
- 7-10-3** A coach filing a protest should do so as soon as possible after the protestable event occurs during the game.
- Rationale:** The timely submission of a protest prevents prolonging the length of that game, allows for the same players to still be eligible to play and for a fairness to both teams and the referees.
- 7-10-5 Note 1** Clarifies that an upheld protest should not disadvantage the offended team by the correction of the error.
- Rationale:** This principle would help decide if a correctable error should be addressed.
- 9-2- Note** Clarifies directions on starting and stopping the shot clock and the shot clock timer, usually resetting the shot clock as the shot clock is usually integrated with the game clock.
- Rationale:** Accuracy is increased if starting and stopping the two clocks is integrated, the usual method of operation if the school has an electronic system.
- 9-2c- Interpretation 2 New** When the referee signals “ball under,” the timer resets the shot clock due to an ordinary foul being committed and results in a change of possession and a new shot clock.
- Rationale:** The use of the ball-under signal by the referees when a player takes the ball under when tackled (an ordinary foul) clarifies if the shot clock timer should reset the shot clock.
- 9-2-Note** Addresses how the shot clock is handled when less than 30 seconds remain in the period and a new period of possession is awarded.
- Rationale:** The blanking of the shot clock assists the referees and the team personnel know that there is less than 30 seconds remaining in the period.
- 11-2 Note** Clarifies if both teams are ready to play before the time has elapsed for the scheduled interval between periods, the referee may start play.
- Rationale:** This clarifies that the game may also start before the conclusion of the interval between other periods of the game besides half-time, provided both teams are ready to resume play.
- 12-1-1 Note** Clarifies the procedure for what will be displayed on the scoreboard in regard to time remaining in a time-out.
- Rationale:** The referee needs to know if the time remaining in a time-out will be displayed on the electronic scoreboard. This is important as, in some type of clocks,

the game clock will not start if the time-out was stopped early, unless the time remaining in the time-out is cancelled. In other type of clocks, the time remaining in the time-out will be cancelled automatically when the timer starts the game clock after the time-out.

13-4 Note Clarifies location of free throw resulting from a player pushing off the wall when not entitled.

Rationale: This clarifies that the free throw is always awarded after an improperly taken spring at the side wall, not in the center or other position on the half-distance line.

14-3-3 Clarifies that the referee administering a free throw should signal toward the 5-meter marker to indicate that the player was fouled outside the 5-meter line and is eligible to shoot a direct shot on goal.

Rationale: Since there is not actual 5-meter line in the water, the player frequently is not certain if he/she is eligible to take a direct shot on goal. With this change, the player will know that he/she is eligible to take a direct shot on goal.

14-3-4 Clarifies the article does not apply to a free throw awarded for an offensive foul called on a player outside of the 5 meters with the ball inside the 5 meters.

Rationale: This clarifies where the ball is put in play in the case of an offensive foul.

14-3-5- Interpretation The referee shall restart the game with a whistle after correcting a clock error on a direct shot involved.

Rationale: This clarifies how the referee should restart play after correcting a clock error when a direct shot is involved.

16-1 Note Places situations of goal throws in more appropriate rule (19-1) and addresses the exception if a shot on goal is taken improperly and goes out of bounds.

Rationale: Although these are not described as offensive fouls, the four situations described in this rule should be treated in the same manner as any other offensive foul (that is, the resultant free throw should be taken at the location of the ball when the defending team takes possession of the ball (Rule 19-1c)) as opposed to going back to the goalkeeper for a goal throw.

18-1-e Clarifies procedure for a neutral throw when the ball unintentionally strikes or lodges in an overhead obstruction.

Rationale: If, in the opinion of the referee, the player deliberately tried to have the ball hit the ceiling in order to have a neutral throw awarded, the referee should turn the ball over rather than rewarding the team about to lose the ball with a neutral throw.

- 19-1c and Interpretation New** Clarifies the location of where a free throw is taken for an offensive foul applies to both ordinary and exclusion offensive fouls.
- Rationale:** This interpretation is necessary to clarify where the ball is put into play if the foul is called when the ball is in the air.
- 19-1d** Improperly-taken shots on goal are treated same as any other offensive foul.
- Rationale:** Improperly-taken shots on goal should be treated like any other offensive foul (free throw is taken at the spot of the ball). Also see Rule 16-1 Note.
- 20-6- Interpretation** Clarifies “ball under” by offensive player is an ordinary foul resulting in a change of possession and a new shot clock.
- Rationale:** The use of the ball-under signal by the referees when a player takes the ball under when tackled (an ordinary foul) clarifies if the shot clock timer should reset the shot clock.
- 20-11- Interpretation 2 New** Clarifies application of penalty when an offensive player attempted to swim from deep wing position to other side inside 2-meter area.
- Rationale:** Referees should not penalize an attacking player who momentarily enters the 2-meter area without interfering with play. However, in this example, the player would be interfering with play, as that player is forcing a change in how or where the defense plays.
- 20-16b- Interpretation** The timer shall reset the shot clock if the referee signals “ball under.”
- Rationale:** It is an ordinary foul to keep the ball for more than 30 seconds without shooting. The use of the “ball under” signal assists the shot clock timer in knowing when to reset the shot clock since taking the ball under is an ordinary foul and the ball is turned over.
- 21-10-1- Interpretation 2 New** Clarifies intentionally splashing an opponent is a 20-second exclusion foul.
- Rationale:** This clarifies that a player may not be excluded for the remainder of the game for misconduct, unless the foul is classified as misconduct.
- Appendix E** Revised instructions for mechanics of two referees regarding when a player is eligible to take a direct shot on goal will assist the players as there is no 5-meter line in the water.
- Rationale:** Since there is no actual 5-meter line in the water, the player frequently is not certain if he/she is eligible to take a direct shot on goal. With this change, the player will know that he/she is eligible to take a direct shot on goal if the referee administering the free throw is pointing at the 5-meter marker on the pool deck (yellow cone on pool deck at the 5-meter mark, change in color of the sidelines at 5 meters, the end of the yellow horizontal marker on the pool deck, etc.).

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Pool Diagrams
New Clarifies that information on pool diagrams are not required by NFHS rules. The construction and layout of all venues are subject to any controlling laws, building codes and sound judgment of the persons in charge of the facilities.

Rationale: Clarifies controlling authority on pool construction and design.

5-4-3 Note,
Interpretation
4 Removes reference to soft headgear.

Rationale: The rules should no longer specifically address the wearing of soft headgear for an injury. Such items are not manufactured for concussion management and any such decision to permit the wearing of such item shall be considered on an individual basis by the state association.

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4-1, 5-4-1, 5-4-3 Note, 18-1e

2013-14 WATER POLO POINTS OF EMPHASIS

1. Responsibilities of Sportsmanship
2. Putting the Ball Into Play
3. Use of Electronic Equipment
4. Cap Replacement
5. Change in Duties of Referees after Game
6. Protest
7. Ball Under
8. Signal for Eligibility to Take Direct Shot on Goal
9. Location of Free Throw in Case of Offensive Foul
10. Goal Throw
11. Offensive Foul