

NOTE : The following section titled "Instructions for Referees" is taken from the FINA Water Polo Guide.

B. INSTRUCTIONS FOR REFEREES

WP1. FIELD OF PLAY AND EQUIPMENT

Before the game, the referees shall ensure that the field of play and or audible equipment comply with the rules. They shall also satisfy themselves regarding the signals made by any electronic equipment.

WP4. CAPS

Referees should not tolerate the situation of the players of one team repeatedly losing their caps or having untied caps. When a cap is lost or untied, the referee shall call for the ball at the first appropriate stoppage.

WP5. TEAMS & SUBSTITUTES

(a) The coach shall be allowed to stand and to move around his team's bench and when his team is in attack, to advance to his team's 4-metre mark. When his team is defending, he should return to the bench.

(b) If the coach makes any remarks to the referee, he shall be instructed by the referee to remain at the bench for the remainder of the game. Any further misbehavior by the coach shall be dealt with as appropriate by the referee or delegate.

The Yellow Card/Red Card system to control the Team Bench must be adopted at all FINA Water Polo Events and will be ministered as follows, namely:

- that the issuing (signaling) of the "Yellow Card" by the referee is an official warning to the Team Coach and/or Team Official on the bench
- that the subsequent issuing (signaling) of the "Red Card" by the referee is the signal that the Team Coach and/or Team Official on the bench must retire to the public tribune or to such designated place as determined by the Technical Water Committee. (it should be noted that, should the actions of the Team Coach and/or Team Official warrant, the referee may issue (signal) the "Red Card" without having issued (signaled) the "Yellow Card", which in normal circumstances would be the initial warning)

(c) The coach may freely advance along the pool side when making substitutions after a goal has been scored.

(d) Players excluded for the remainder of the game under WP 21.9 (Misconduct), WP 21.10 (Brutality) or WP 21.11 (Disrespect) shall remain at the bench with cap.

(e) In addition to the captain's responsibilities, the coaches shall also be responsible for the good conduct and discipline of their teams and all persons on the bench. Smoking shall not be permitted.

WP5.6.

At any time during the game, a player may be substituted by leaving the field at the

re-entry area nearest to his own goal line. The substitute may enter the field of play from the re-entry area as soon as the departing player has visibly risen to the surface of the water within the re-entry area.

A player cannot be substituted after the calling (awarding) of a penalty throw unless in accordance with WF 24.2 or if a timeout is requested.

If a goal-keeper is substituted, the substitute must invariably enter the field of play wearing the red cap (it is up to the team to provide another cap or whether the player changes cap before entering the field of play-but play should go on). The coach is to indicate to the official table the cap number of the substitute player.

After a goal is scored, the referee should not restart the play until he is satisfied that all substitutions have been completed,

In the case of substitutions during play, the referees should take care not to miss fouls and other incidents while observing that the substitution is made correctly. The secretary is also responsible to ensure that substitutions during play are made correctly.

WP7. REFEREES

(a) The referees must use the illustrations as provided in the Rule Book-Appendix B.

(b) It is not necessary to award a free throw to an attacking player other than the player with the ball, so long as his team is in possession of the ball. However, a free throw shall be awarded if the player with the ball loses possession as a result of a foul or if there is real advantage for his team.

(c) The referee shall conduct the game in such a way as to assist the teams to develop the play in accordance with the spirit of the rules.

WP8. GOAL-JUDGES

The referees shall be responsible for the award of goals, goal throws and corner throws irrespective of signals of the goal Judges.

WP8.3

That whenever the ball leaves the field of play, i.e. thrown or deflected, the goal judge must immediately on signal from the referee throw the ball to the nearest player of the team, which will now have possession.

WP12. TIMEOUTS

WP12.1.

Each team shall be entitled to two (2) TIMEOUTS in any game, including extra time. A TIMEOUT may be requested at any time by the coach of the team, in possession of the ball calling "TIMEOUT " and signalling with the hands forming a T-Shape or in another approved manner. When a TIMEOUT is requested, the referees and the secretaries shall stop the game by whistle. The defensive referee should be particularly alert to the possibility of a timeout being called.

N.B. As in almost all cases whenever the TIMEOUT is called, play is developing on the other side of the field of play. The referees, delegate and persons on the official table are looking at the side of play and not in the direction where the coach of the attacking team is sitting. It is recommended that on the official table one person should take care of the TIMEOUTS and pay attention ONLY to the bench of the attacking team to see when the coach calls for a TIMEOUT.

At a TIMEOUT, the defensive referee should take the ball. Other balls may not be used by the players during a TIMEOUT.

RESTARTING AFTER CALLING OF A TIMEOUT

The defensive referee with the ball takes position at the mid-field of play. The timekeeper should make a "WARNING " signal by whistle 15 seconds before the end of the TIMEOUT. Both teams must stay in their respective half fields of play to receive instructions from the coach; teams may only take up their position to restart following a TIMEOUT on the "WARNING" signal from the timekeeper (following the expiration of 45 seconds). The TIMEOUT must be the full 60 seconds. Immediately the defensive referee will throw the ball at the centre of the half distance line of the field of play and whistle for restart of the game with the team in possession of the ball putting the ball into play at the half distance line (All players may take any position in the field of play, which they deem to be most advantageous).

WP12.2

If TIMEOUT is requested by the coach of the team in possession of the ball, play shall be restarted on the whistle of the referee and the team in possession of the ball putting the ball into play at the half distance line (All players may take any position in the field of play which they deem to be most advantageous).

WP1 2.2 (a)

If TIMEOUT is requested by the coach of the team in possession of the ball after the calling (awarding) of a penalty throw or corner throw, play shall be restarted by the team in possession of the ball taking the penalty throw or corner throw (All players may take any position in the field of play which they deem to be most advantageous but in accordance with the rules pertaining to the taking of penalty throw or corner throw).

WP12.2 (b)

If TIMEOUT is requested after the scoring of a goal, the referee shall restart play in accordance with WP15 and then immediately stop play for the requested TIMEOUT.

A goal cannot be scored directly from the free throw by which the game is restarted after a timeout. (See notes WP14.3)

CALLING OF ILLEGAL TIMEOUT

WP12.3

If a third or additional timeout is requested by the coach of the team in possession of the ball, play shall be restarted on the whistle of the referee and the team previously not in possession of the ball putting it into play at the half distance line. (All players

may take any position in the field of play, which they deem to be most advantageous).

WP12.4

If the timeout is requested by the coach of the team not in possession of the ball, a penalty throw shall be awarded to the opposing team.

WP13. THE START OF PLAY

At the start of the game and at the restart of each period the referees shall take up a position opposite one another on the half distance line. The starting referee shall wait with his arm raised in vertical position for the signal of his colleague that both teams are correctly positioned on the goal line. This signal shall be made by raising both hands (above the head) when both teams are positioned correctly. The starting referee shall then signal immediately for the start by blowing his whistle and lowering his arm to a horizontal position. This procedure should reduce the possibility of a false start.

FALSE START

Although this should hopefully never happen if correct signalisation by both referees occurs. If it happens, play should restart from half distance line.

WP14. METHOD OF SCORING

WP14.3

A goal may be scored by any part of the body except the clenched fist. At the start or any restart of the game, at least two players (of either team but excluding the defending goalkeeper) must play or intentionally 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 an immediate shot from a free throw awarded outside 7 metres

SHOT AT GOAL FROM FREE THROW OUTSIDE 7 METRES

SCORING A GOAL IN ACCORDANCE WITH WP 14.3 (d).

The defensive referee can assist by taking a position near the "" metre line whenever possible to confirm whether the shot was taken inside or outside the 7 metre area. The shot must be immediate. Referees may find it helpful to use the same criteria as for the taking of a penalty throw.

A goal may be scored by a player shooting from outside 7 metres after his team has been awarded a free throw for a foul committed outside 7 metres. This is also to apply to the situation should the ball be closer to the defending team's goal, in this situation, the ball must without delay be returned to the point at which the foul occurred whereupon the player may immediately shoot.

NOT SCORING A GOAL IN ACCORDANCE WITH WP 14.3 (d)

The player may not score in the following circumstances:

- (a) restarting after calling of a timeout
- (b) restarting after a goal
- (c) restarting following injury, or in bleeding
- (d) restarting following replacement of a cap
- (e) restarting after the referee has called for the ball
- (f) restarting after the ball has left the field of play
- (g) restarting after any other delay
- (h) if the foul is committed inside 7 metres even if the position of the ball is outside 7 metres.

A direct shot at goal taken after a free throw has been awarded inside the 7 metre line is considered to be an ordinary foul and the referee is to award a free throw to the opposing team, whether this shot has entered the goal or whether the ball has been diverted outside the field of play by a defender.

However, if a player taking the free throw inside the 7 metre line passes the ball to a player on his team and the ball is diverted by a defending player into the goal or outside the field of play, then the resulting goal, corner throw or free throw is to stand.

WP15 RESTARTING AFTER A GOAL

After a goal is scored, both referees take up a position on the half-distance line. When both referees are satisfied that any substitutions have been completed, the referee who is to control the attacking play shall raise his hand and advance along the pool side to his right, and the other referee shall restart the play.

The referees shall ensure that the correct numbers of players are in the water before restarting play.

WP17 CORNER THROWS

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 going to the 2 metre line, pointing with his right arm to where the ball has to be put into play and with his left arm the direction.

WP18 NEUTRAL THROWS

If referees award free throws simultaneously for ordinary fouls for opposing teams, the award shall be a neutral throw. (A referee should only change his decision under these circumstance if he realises he made a mistake).

At a neutral throw a referee shall throw the ball into the air at approximately the same lateral position where the event occurred (WP 18.2). Referees are reminded that should the players touch the ball before it reaches the water, there is no foul and play should continue.

WP19. FREE THROWS

A free throw shall be taken without undue delay.

Referees are reminded that it is an offence if a player who is clearly in position most readily to take a free throw does not do so. Provided the throw is taken without undue delay, it is not necessary for the throw to be taken by the nearest player.

WP19.1 TAKING OF A FREE THROW

A free throw shall be taken at the place where the foul occurred, except;

(a) if the ball is further from the defending team's goal, the free throw shall be taken from the location of the ball

(b) if a foul is committed by a defending player within his 2 metre area, the free throw shall be taken, on the 2 metre line opposite to where the foul was committed or, if the ball is outside the 2 metre area, from the location of the ball

(c) where otherwise provided in the Rules

According to this Rule, a free throw shall be taken at the place where the foul occurred but of course there are the three exceptions (a), (b) and (c).

The exceptions as stated in (b) and (c) are quite clear and are being applied generally without any problem whatsoever. However exception (a) needs some interpretation and clarification as to how it should be applied.

In most cases when, a foul is committed the ball is within reach of the player who was fouled and therefore the free throw, is taken from where the foul occurred.

There are other situations when after a foul is committed the ball falls in a zone further from the defending team's goal. A free throw in this situation is taken from where the ball is.

However, there are other situations when the exception as stated in (a) should be applied:

Example 1.

If a foul occurs on the 6 metre line and the ball falls on the 3 metre line i.e. between the defending goalkeeper and the point where the foul occurred. One of the players passes the ball back to where the foul occurred, but it should not be interpreted that it must be passed back to exactly where the foul occurred, If in these circumstances, the ball falls on the 7 metre line, i.e. further from the defending team's goal, then the free throw could be taken from where the ball is located as this conforms with the wording and spirit of exception (a).

Example 2.

If the ball goes out of the field of play in a lateral position, normally the ball falls just outside the line of the field of play within easy reach of the player. He could take the ball (without leaving the field of play) and take the free throw from this point.

WP20. ORDINARY FOULS

During the last years, you could notice players who, in order to easily get a free throw from the referee are pushing their own bodies and/or are ducking their heads under water. This behaviour should not be encouraged by the referee easily awarding an ordinary foul.

Award of a free throw must be the result of a "real" ordinary foul. Sometimes, the player in possession of the ball does not only duck his head under water, but moves his head from under water into the body of his opponent. This is, clearly, a foul committed by the player in possession of the ball.

The referee is not the centre of interest of the game, the real protagonist is the player. His creativity and his ideas form the attractiveness of the game. The good referee tries to make sure that there is always room for creativity as much as the spirit of the rules permit.

A referee should not try to draw attention to himself by exaggerated gestures or impressive attitude. He should try to referee a game without the abuse of his whistle. This means that his decision should be as clear as it is understandable.

But this means also that he should whistle as little as possible. Often, you can see a situation when a player is still able to pass the ball despite being fouled. A whistle in this case could even be a disadvantage for the attacking team. Often, you can see players who do not want to play the ball without a comfortable free throw. Don't reward the player for this kind of behaviour.

Apply the advantage Rule (WP7.3) to the fullest extent. In most cases, referees should only award ordinary fouls to the attacking player having possession of the ball. Otherwise, the referee could disturb the ideas of the attacking team, which then has to rebuild the attack.

Especially on a pass to the centre forward, some referees award an ordinary foul too quickly disturbing the ideas of the attacking players and preventing a possible shooting situation.

It is not in the spirit of the game, if a team losing possession of the ball through a bad pass, that the team is then rewarded by the awarding of a free throw for another foul somewhere else.

Referees are reminded that "impeding" includes an attacking player who is in possession of the ball making backwards movements towards a defender. By observing the position of the attacking player's head, the referee may be able to determine whether the player is pushing backwards or is being pulled back by the defending player.

Referees should not penalise an attacking player who momentarily enters the 2 metre area without interfering with the play.

It is also relevant to give one instruction and interpretation concerning WP 20.17 (b)

provided that possession shall not include the ball merely being touched in flight by an opposing player.

This Rule is only applied when this occurs during play and the ball remains in the field of play but when it goes out of the field of play over the goal line it is a corner This is rightly so but when the ball goes outside the field of play on the lateral side and it is merely touched by an opponent the free throw should be taken by the team in possession of the ball and the time should continue and not reset. (The possession time should be reset when the team in possession of the ball has thrown the ball out of the field of play)

The same concept should be applied in respect to direct shots. If the ball goes out of the field of play over the goal line from the resultant goal throw the goalkeeper could score directly without passing the ball.

Possession time should be reset, whenever.

(a) a team retains possession of the ball for more than 35 seconds without shooting at their opponents goal

(b) the ball comes into the possession of the opposing team

(c) the ball is put into play following the award of a:

- i. exclusion foul
- ii. penalty foul
- iii. goal throw
- iv. corner throw
- v. neutral throw

WP21. EXCLUSION FOULS

Most often, the point of complaint and criticism of the referees' decisions by the coach, players and the fans is the lack of consistency by the referee.

The referee who has the right attitude in mind and behaviour will try to find his level and maintain it throughout the game.

It is most important that you apply the Rules appropriately and be consistent from the beginning to the end of game.

CONSISTENCY IN THE PENALTY AREA

Even though the knowledge of the Rules concerning ordinary fouls, exclusion fouls or penalties seem to be very good for most referees, the decisions in this area cause much controversy. There are several criteria to be used to arrive at the correct decision. It is not easy to be consistent as to what kind of foul results in penalty, exclusion or ordinary foul.

If a player is under the water when the referee awards a free throw and may not have heard the whistle, the referee shall immediately repeat the whistle when the player has resurfaced.

In the case of splashing, it is the position of the attacking player, which determines whether a penalty throw or exclusion is awarded. If the attacking player is inside the 4 metre area and a probable goal is prevented by a defending player splashing, it is a penalty irrespective of whether the defending player is inside or outside the 4 metre line. In all other cases, the correct decision is exclusion.

Exclusion fouls apply equally to defending and attacking players throughout the entire field of play. Referees must pay particular attention to the offences of holding, sinking and pulling back.

When the ball is in flight and directed towards an attacking player, sinking committed by the defending player must be punished by exclusion. If the attacking player loses the ball or loses the opportunity to receive the ball, because of an ordinary foul by the defending player, the referee shall award a free throw.

Contact between opposing players is permitted. The referees should allow opposing players to struggle for position and should only intervene to penalise a foul committed by a player of the team in possession of the ball, or to award an exclusion foul or in certain circumstances for an ordinary foul.

Referees are recommended that if an excluded player does not commence leaving the field of play almost immediately, the referee has the power to award a penalty throw for interference.

WP21.3

The re-entry of an excluded player must be signalled immediately when the referee indicates a change of possession and/or direction of play

Any form of disrespect towards the referee by a player, whether by word or action, should be punished by exclusion with substitution. The referee should carefully consider the level for this exclusion foul because it is a definitive decision. He should not be too narrow-minded to interpret every critical look, word or gesture of a player as disrespect, but any personal insult would be dealt with by this Rule.

A good referee is SENSIBLE but not SENSITIVE.

WP22. PENALTY FOULS

THE PROBABLE GOAL

WP22.2

Says very clearly "ANY FOUL COMMITTED" and this includes also fouls, which in other cases, are only regarded as ordinary fouls. So, the most important criteria is to decide what is "probable". The application used for many years, is (with the exception) that the attacking player must be in a position or must make movements towards the goal, either in possession of (but not holding) the ball or awaiting a pass so he can shoot.

It is sometimes critical to decide quickly, whether the attacking player releases the ball and the defending player releases the tacking player more or less at the same moment.

It is the referee who has to decide if it is a lazy attacking player or a good actor who wants the penalty as a gift or if it is an attacking player who wants to score and is still hindered from doing so by any foul.

This situation may occur either after a fight between the centre forward and his defending player or by a player swimming in. But the application is clear, in a side position (not swimming towards the goal) or a position with the back to the goal, the referee can imply a probable goal and award a penalty only when the goalkeeper is completely out of his goal (this is the above , mentioned exception).

Position or swimming towards the goal implies that it is absolutely forbidden to award a free throw to the attacking player. The principle should also be applied in a side position when he is in a good position to score. As this is a dangerous position for a defending player, the attacking player very often is held by the defending player, which means exclusion foul, while a defending player usually tries to commit only ordinary fouls when the attacking player has his back to the goal.

A penalty throw must always be awarded when a foul committed by a defending player inside the 4 metre area prevents a probable goal, and In the other situations described in WP 22.2 to WP 22.9

However, the referee should not award a penalty throw:

- When the attacking player has his back to the goal
- When the ball is legitimately intercepted by a defending player, or when a bad pass is made (including the ball being too high).

In these situations, the referee shall not make any award in favour of the attacking player, even if he has been fouled

- When the attacking player is not in a position to score a probable goal.

If the attacking player, holding the ball, turns the defending player in front of the goal, no offence has been committed, If the attacking player releases the ball and the defending player immediately then releases the attacking player, there is still no offence.

However, if the attacking player makes an attempt to regain the ball and is prevented from doing so by a foul committed by the defending player, then a penalty throw is awarded,

It is important to consider whether the attacking player could have reached the pass if the foul was not committed. Do not award a penalty throw on a bad pass.

KICK, STRIKE, BRUTALITY

All referees should note that to kick, strike or commit an act of brutality is ALWAYS a penalty, no matter where it occurs if within the 4 metre area.

BRUTALITY

In the Rules there are three similar but different types of exclusions (WP 21.8; WP 21.9 and WP 21.10) with three different sanctions for kicking, striking, violent foul play and brutality.

As in the Rules WP 21.8 and WP 21.10 the criterion "intention" is mentioned, the difference between these fouls must be the degree or gravity of fouling. On the other hand the criterion to distinguish between violence and brutality must be the "intention" to cause an injury.

WP25. ACCIDENT, INJURY AND ILLNESS

The attention of referees is drawn to the special provision when a player is bleeding. The referee should stop play to allow the player leave the water.

A substitute shall be permitted to enter immediately. When the player has been treated and bleeding has stopped, he may return to the under the normal substitution rules.

APPENDIX A

INSTRUCTIONS FOR THE USE OF TWO REFEREES

COLLABORATION

A referee who has in mind "Help your colleague and YOU help yourself", follows the right principle.

Both referees are helping each other to recognise and indicate goal or corner throw. The referee in the back part of the field does not whistle goal or corner throw but may indicate them especially in the case of uncertainty of his colleague.

There is no strict division of the field of play. Generally, the principle should be applied, but whenever the colleague cannot fully control the situation, because players are obstructing his view, the other referee should declare fouls and penalties. He may not refer to the fact that these fouls have been committed in the area of his colleague. This principle applies especially for major fouls. On the other hand, a referee shall not award anything into his colleague's area if it is clear that the colleague is controlling the situation and allowing the advantage to the attacking team.

The key-word for all kinds of situations is communication, and communication in this case does not mean to speak to each other,

Both referees are responsible for the behaviour of the players and officials on the bench. They may assist each other with the observation of the bench and intervene to assist their colleague.

The referees shall pay particular attention to the teams while they are changing ends.

Referees should make sure that it is obvious for everybody in the pool that they are going to officiate the game as a couple, which means, to fulfil together the duties before the game, to speak to each other how to apply the guidelines for the two referee system, to assume and together the responsibility for the decisions and to help each other as much as possible. Referees should meet at least 30 minutes

before the start of the game.

For technical errors, both the referees are responsible. It is not important which referee has committed the error because the other referee has the chance to correct it if necessary.

If either referee displays the wrong signal, he shall stop the play, call for the ball, display the correct signal and allow the players to take their positions before resuming the play. If both referees simultaneously award free throws but for opposing teams, one referee should not change his opinion or reverse his decision merely to avoid disagreement between the referees.

The referees shall apply the relevant Rules, which deal with simultaneous fouls.

After the game, the referees should leave the poolside together as a team.

APPENDIX B

SIGNALS TO BE USED BY OFFICIALS

In order to communicate better with players and the official table, the referees are to signal the number of the caps with both hands. In signalling a player's cap number from 11 to 13, a referee must show a clenched fist with one hand and the rest of the number with the fingers of the other hand. (This will enable also the public to better follow the situation).

If an incorrect signal by the referee has resulted in a change of possession, the referee should stop play and call for the ball. He should wait until the players have understood the new situation, taken their positions so that there is no disadvantage to any team.

MISTAKES OF JUDGEMENT

Finally, we have to state that, as is the nature of human beings, every referee is liable to commit mistakes. Most players and most coaches at the international level accept this fact as well, though they like to criticise the referees' decisions.

But it is much more important that the referees also recognise and accept this fact.

If a referee has the impression or feeling of having made a mistake, he should never start thinking about it. Otherwise he may commit another mistake.

It is the responsibility of the referee only to interpret what he observes to the best of his ability (WP 7.1)