

NEW RULES

APPROVED DURING

THE **World Aquatics**

WATER POLO TECHNICAL CONGRESS

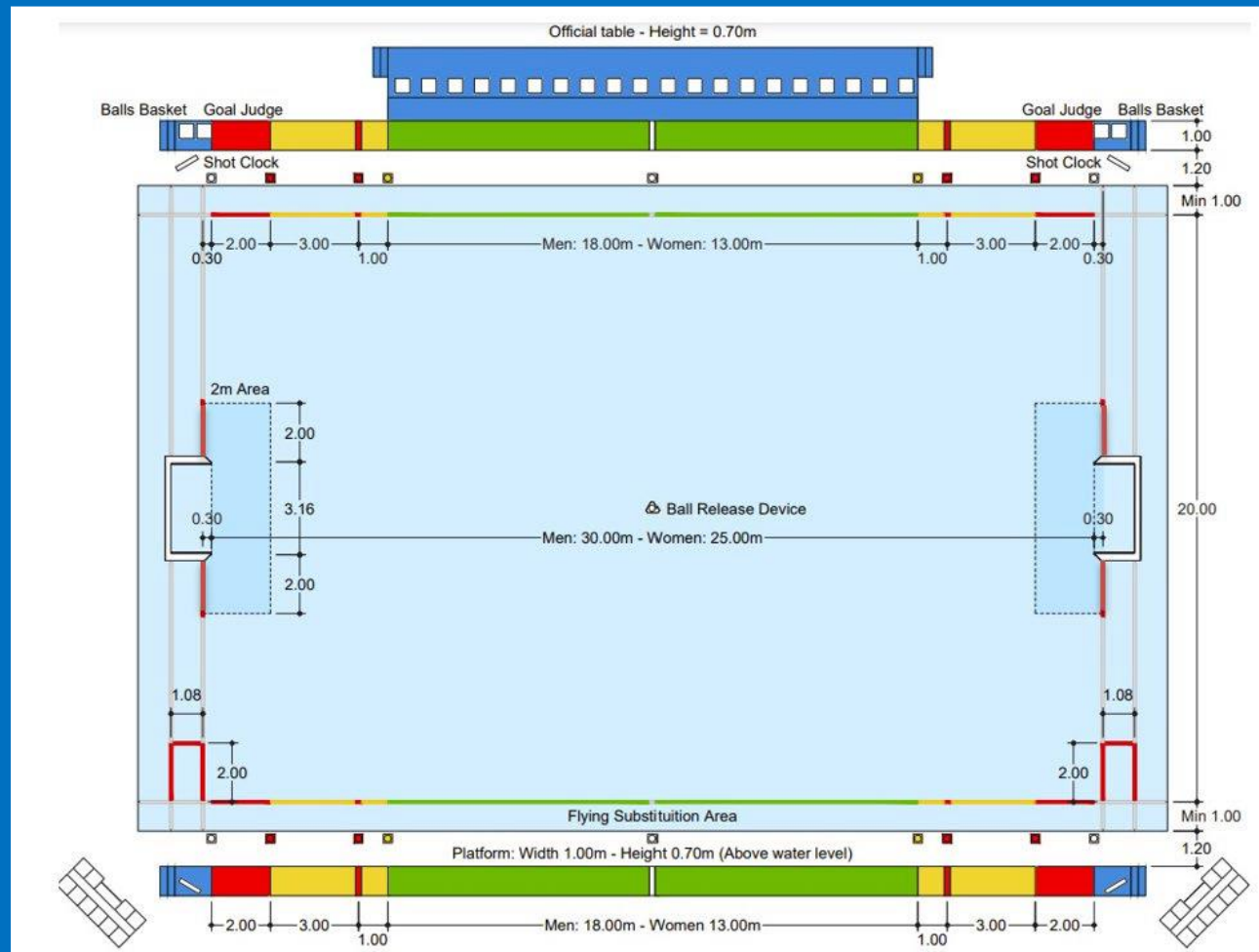
4th October 2022

WP 1

FIELD OF PLAY & EQUIPMENT

WP 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.

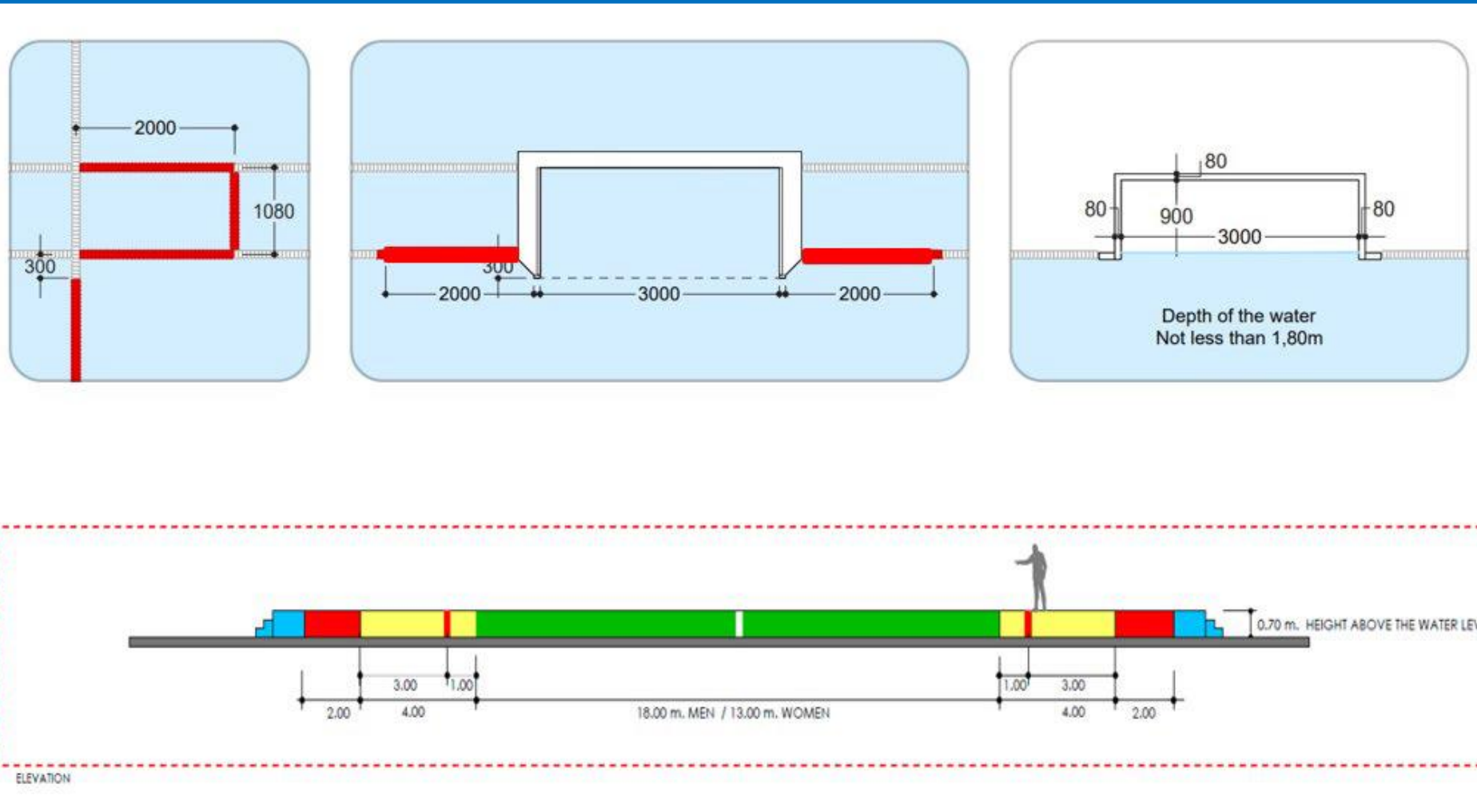
WP 1.2 The layout and markings of the field of play for a game officiated by two referees shall be in accordance with this diagram:



Goal Area

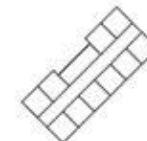
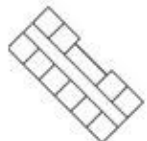
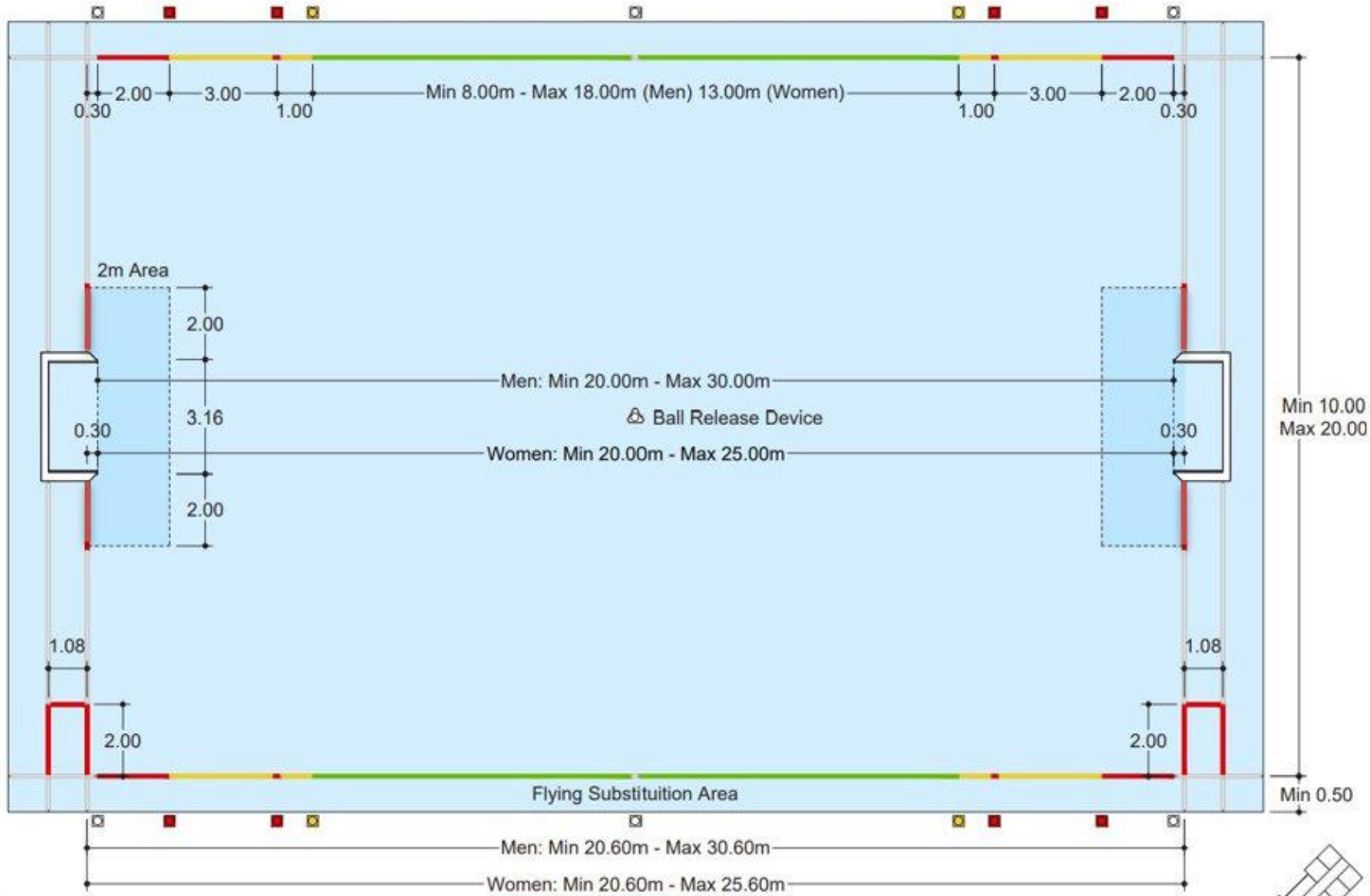
** a RED 5 m. mark on the side line and referees catwalk, indicating the place where a penalty throw has to be taken, must be added and the yellow area must be expanded to be 4 m. at each end reducing the green by 2m to 18/13.

** Boundary lines from the goal posts in 2 meters long shall be marked in red to distinguish the goal areas (WP 21.10).

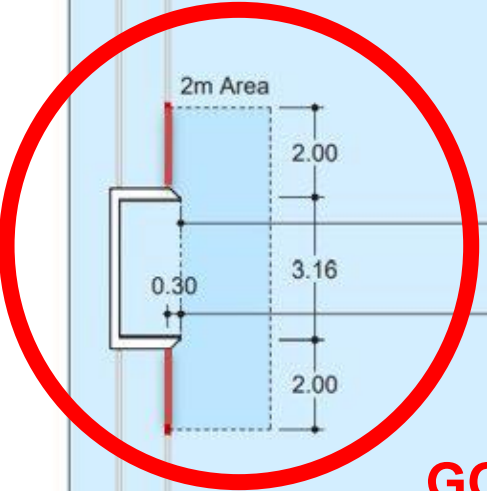
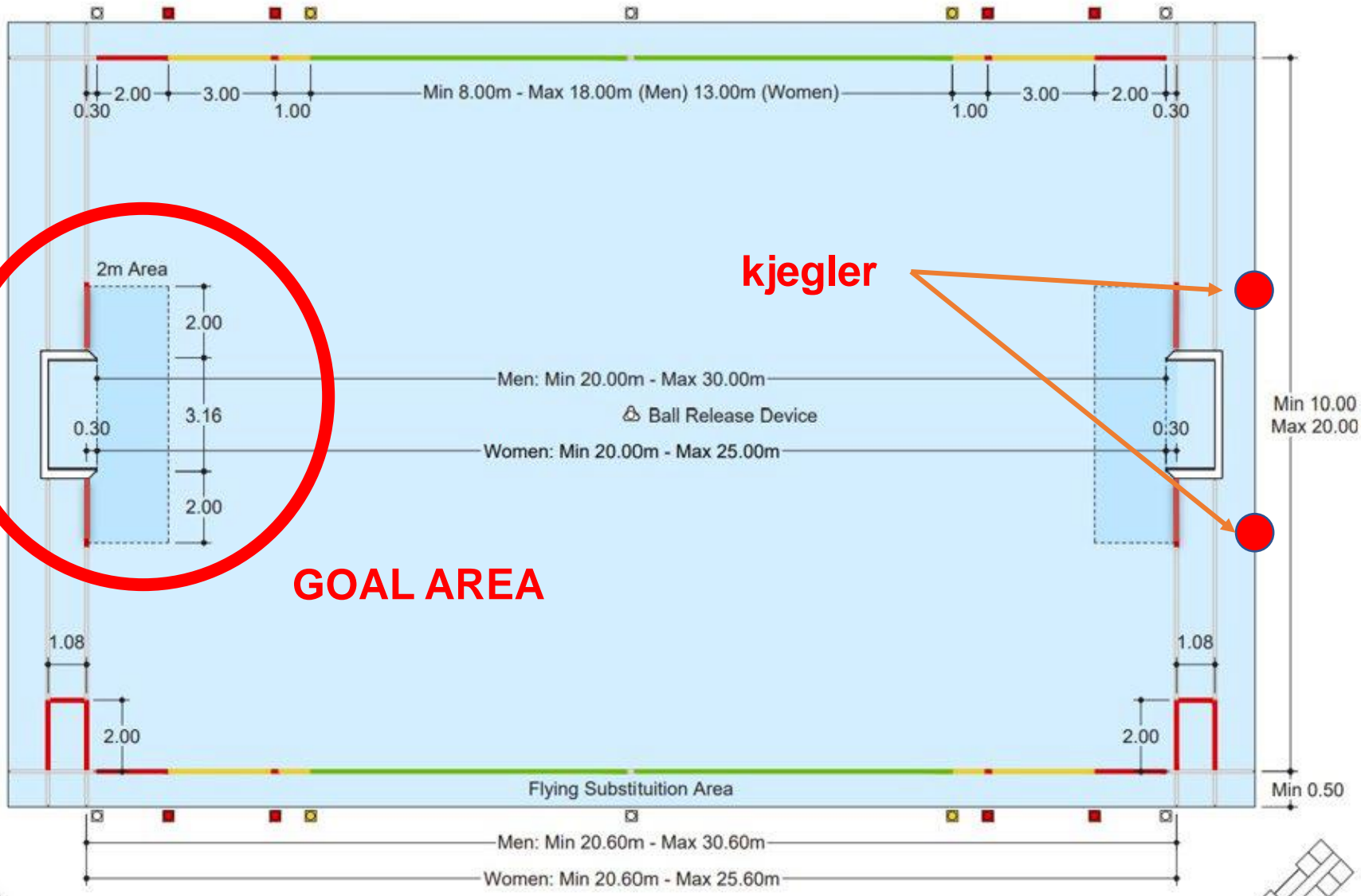


Goal Area

Official table

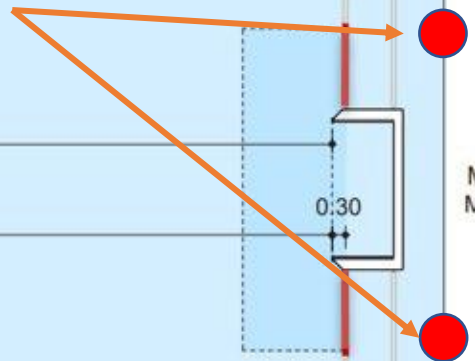


Goal Area



GOAL AREA

kjegler



Goal Area

WP 3

The BALL

WP 3.3 For games played by men, the circumference of the ball shall be not less than 0.68 metres and not more than 0.71 metres, and its pressure shall be 7.5-8.5 pounds per square inch atmospheric).

WP 3.4 For games played by women, the circumference of the ball shall be not less than 0.65 metres and not more than 0.67 metres, and its pressure shall be 6.5-7.5 pounds per square inch atmospheric).



WP 4

CAPS

WP 4.1 Caps shall be of contrasting colour, other than solid red, as approved by the referees, but also to contrast with the colour of the ball. A team may be required by the referees to wear white or blue caps. The goalkeepers shall wear red caps with numbers and/or ear guards in the same colour as their team members' caps. Caps shall be fastened under the chin. 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. Caps shall be worn throughout the entire game.



WP 5

TEAMS AND SUBSTITUTES

WP 5.3 The captains shall be playing members of their respective teams and together with the head coach they shall be responsible for the good conduct and discipline of the team.



WP 5

TEAMS AND SUBSTITUTES

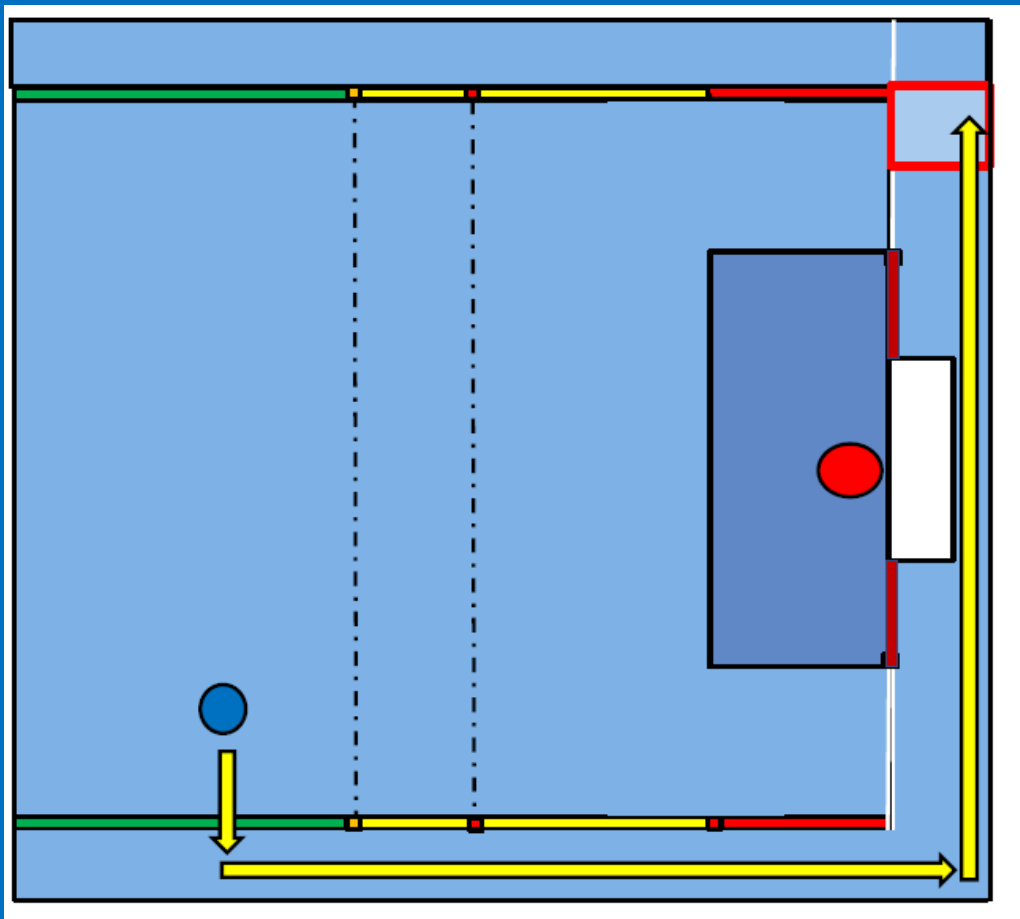
WP 5.6 At any time in the game, a player or goalkeeper may be substituted by leaving the field of play at the team's designated substitution areas. The substitute may enter the field of play from the exclusion re-entry area as soon as the player has visibly risen to the surface of the water within the re-entry area and touched hands above the water with the substitute. Substitution from the designated lateral 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.

If a goalkeeper is substituted under this Rule, it must only be by the substitute goalkeeper. If the team has less than seven players, the team shall not be required to have a goalkeeper. No substitution shall be made under this Rule between the time a referee awards a penalty throw and the taking of the throw or during the review of a VAR situation.



WP 5

WP 5.11 (NEW) If a player, on the player's own initiative, leaves the field of play for other than a substitution from the designated lateral substitution area in a place other than the re-entry area or the designated lateral substitution area, this player will not be punished for leaving the field of play and this player or a substitute will be able to (re-)enter the field of play from the exclusion re-entry area only with permission of the referee. The player may also re-enter after a goal, after a time out or at the start of the next period.



Re-entry

WP 11

WP 11.1 The duties of the Video Assistant referee shall be:

- (a) to alert and assist the match referee(s) in doubtful “goal / no goal” situations or in case of violent action situations by providing the video footage at the appropriate moment.
- (b) If necessary, in other situations, to provide assistance to the referees with video footage.
- (c) to show the match referee(s) re-plays of other incidents, when requested

During a VAR review, players may not be substituted.

WP 11.2 (NEW) In case of injury and the match is stopped by the referees, if the referees suspect that an incident of misconduct, including violence, may have occurred, the referees may review the video provided by the Video Assistance Referee during the stoppage. If the referee determine that an incident did occur, the referees should sanction the incident according to the rules and the game should recommence from the time of the incident. Between the time of incident and time of stoppage, goals and personal fouls are nullified while yellow and red cards violent actions and misconducts will remain on the match protocol.

If no incident was identified, the game should recommence from the time of the stoppage.

WP 11.3 (NEW) Situations involving the VAR and/or VAR equipment must be managed by the referees according to the VAR protocol as explained in Appendix D of the FINA Water Polo Rules.

WP 13

WP 13.1 Each team may request two timeouts per game. The duration of the timeout shall be one minute. A timeout may be requested at any time, including after a goal, but not after a penalty throw has been awarded or during VAR review, by the coach of the team in possession of the ball calling “timeout” and signalling to the secretary or referee with the hands forming a T-shape.

A team has possession of the ball when one of its players is **holding or swimming with the ball**

If a timeout is requested, the secretary or referee shall immediately stop the game by whistle and the players shall immediately return to their respective halves of the field of play. The timeout request can also be made by any device authorized for use in the game.

WP 13.2 Play shall be restarted on 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, except that if the timeout is requested before the taking of a corner throw, that throw shall be maintained.

[NOTE: The possession clock continues from the recommencement of the play after the timeout.]

WP 13.3 If the coach of the team in possession of the ball requests an additional timeout 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.

WP 13.4 If the coach of the team not in possession of the ball requests a timeout, the game shall be stopped and a penalty throw awarded to the opposing team. After requesting this illegal time-out, the coach shall lose the right to request a legal time-out if the team still has one.

WP 13.5 At the restart following a timeout, players may take any position in the field of play, subject to the Rules relating to the taking of corner throws.

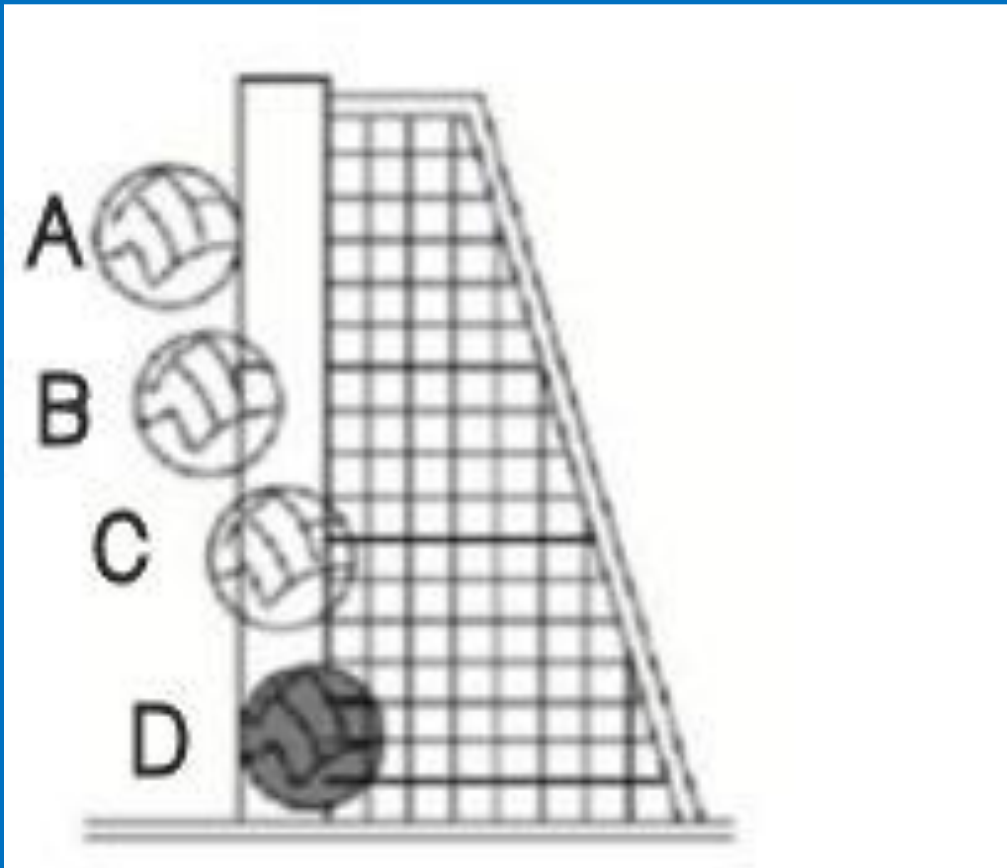
WP 15

METHOD OF SCORING

WP 15.1 (NEW FIG) A goal shall be scored when the entire ball has passed fully over the goal line, between the goal posts and underneath the crossbar.

The goal line is an imaginary laser line which runs on the front side from one goal post to the other post.

A goal is scored when the ball fully passed the goal line as in position D



link

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- <https://www.youtube.com/watch?v=nqBDEJKykJY>

VAR

- https://total-waterpolo.com/updated-var-protocol-six-situations-for-review/?fbclid=IwAR2XRDdQ8J0ftHVK1o4Xg_JTuZ_hap2jfVWuzhcV8MmlA3fcSZ4nVlq2nCE

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- <https://wwpra.org/2022/09/26/new-instructions-water-polo-rules-2022-2023/>

Test

- https://wwpra.org/2023/03/19/online-test-22-2/?fbclid=IwAR0Fg4t6G5hvGtkRnwrbleTUPKF5CiIJ3a_gDKPqaJt5q6FDvE7BS3rTuQg