

WATER POLO AUSTRALIA LIMITED

Notice regarding new FINA rules

Water Polo Australia will implement all new rules passed by FINA at the Congress in Barcelona on 15 July 2013 except for rules relating to two goalkeepers - a decision on what level to implement this rule will be taken in the near future, until then the existing rule relating to number of players and goalkeepers will remain in place.

Below is a brief summary of the major rule changes. An electronic copy of the new rule book, with the changes to existing rules highlighted in blue is attached in a pdf and can be downloaded.

A brief summary of significant changes appears below.

All technical questions should be addressed to Noel Harrod at nharrod@bigpond.com Noel, a former FINA referee and WPA Board/Referees Commission member will coordinate a reply to questions regarding the new rules with John Whitehouse, Secretary TWPC and Daniel Flahive, FINA Referee. Both the question and answer will be published on this web site for the information of all.

WP 7.3 The rule makes it very clear the instruction to referees to play advantage at all times. A referee must not call a foul if it clearly disadvantages the attacking team. This should not be seen as an excuse not to call a foul but rather a direction to play advantage if it is there.

WP 11.3 The rule removes extra time from games that require a decision. If the scores a level at full time then a penalty shoot-out will occur.

WP 12.1 Each team may request one timeout in each period of play. This replaces the rule where each team was allowed two timeouts per game. NOTE: Time outs DO NOT accumulate - each team can only call one time out per quarter - if a team does not use a time out in a quarter it is lost.

WP 19.2 A player awarded a free throw shall put the ball into play immediately, including by passing or by shooting, if permitted by the Rules. 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. A defending player having committed a foul shall move away from the player taking the free throw before raising an arm to block a pass or shot; a player who fails to do so shall be excluded for "interference" under WP 21.5. The significant change here is that the player who commits the foul must now move away from the player who has been fouled

to allow the free throw to be taken. Whilst a distance is not specified it must be far enough to allow the player to take the free throw.

WP 20.16 To waste time. The rule allows the referee to award a foul to the defending team if the team with the ball deliberately wastes time - for example if the goalkeeper is the only player of the team in that team's half of the field of play, it shall be deemed wasting time for the goalkeeper to receive the ball from another member of that team who is in the other half of the field of play. The last minute of the game is the most contentious time for this foul to occur. In this situation the referees must be certain that there is intentional wasting time before applying this Rule. The responsibility lies with the team with the ball to play in the spirit of the game and not waste time.

WP 20.17 To simulate being fouled. It is an ordinary foul to simulate being fouled. In this case 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.

WP 21.8 To impede or otherwise prevent the free movement of an opponent who is not holding the ball, including swimming on the opponent's shoulders, back or legs. "Holding" is lifting, carrying or touching the ball but does not include dribbling the ball. This rule was previously applied as an ordinary foul - it is now a major foul and a significant change. Please read the entire rule to understand what is and what is not impeding. The figure numbers are still to be changed by FINA so the table below illustrates which figure applies to the new rule.

Figure 11 to Figure 4
Figure 12 to Figure 5
Figure 13 to Figure 6
Figure 14 to Figure 7
Figure 15 to Figure 8
Figure 4 to Figure 9
Figure 5 to Figure 10
Figure 6 to Figure 11
Figure 7 to Figure 12
Figure 8 to Figure 13
Figure 9 to Figure 14
Figure 10 to Figure 15

WP 21.10 To use two hands to hold or otherwise tackle an opponent anywhere in the field of play. This is very important clarification of the rule. It is now an exclusion foul for a player to hold or otherwise tackle (foul) an opponent with two hands. The correct application of this rule will be important in assisting the objective of faster and more free swimming water polo. Note - The word tackle is going to be changed in the near future.

WP 21.11 It is an exclusion foul, upon a change of possession, for a defending player to commit a foul on any player of the team in possession of the ball, anywhere in the attacking team's half of the field of play. This Rule is to be applied if the team losing possession of the ball attempts to restrict the attack of the other team by committing a foul on any attacking player before that player has crossed the half-distance line. This rule change will need to be clearly and consistently applied by all referees. The most important point is to make sure there has been a change of possession - if the ball is in the air and not clearly in either team's possession then this rule does not apply.

WP 21.15 When two players are excluded for simultaneous fouls the 30 second clock is NOT now re set.