



## Water Polo Rules

### Rule 1:

**Field of Play:** The distance between goals shall be 42 feet (width of pool). The width of the playing area will be 25 feet. A rope or other such object will be designated as the shallow sideline.

### Rule 2:

**Officials:** The officials will consist of 2 referees, a timekeeper, and a scorer. The playing teams will provide one person each to assist the scorer.

A. The referees will have absolute control of the game. Each will have a major responsibility for ½ of the pool. The referee's decisions will be final although a referee may alter their decision before the ball is put into play following the call.

B. The timekeeper must know all rules. They must notify quarter-time, half-time, and time by blowing a whistle or other such device. This signal takes immediate effect.

C. The scorer must keep records of all points and fouls awarded to a team or player. The team representative will assist him with names. The scorers will immediately notify the referee when a player has committed their 5<sup>th</sup> foul.

### Rule 3:

#### Time:

A. There will be four 3 minute quarters. Teams change goals at the half. There will be a 1 minute interval between the 1<sup>st</sup> and 2<sup>nd</sup> quarters as well as the 3<sup>rd</sup> and 4<sup>th</sup> quarters. There will be a 2 minute interval at half.

B. If the game is tied at the end of regulation time, another quarter will be played. Should the score still be tied, the game will go into a "sudden death" with maximum length of 3 minutes. A 1 minute interval will be allowed between each overtime.

C. Time commences upon the referee's signal and terminates upon the referee's signal.

### Rule 4:

**Teams:** Each team shall consist of 6 players (including the goalie). All possible players must be listed prior to the game. If a player is not listed, he cannot play.

### Rule 5:

#### Substitution:

A. Players may be substituted freely between quarters, after goals, or when a player fouls out. NO substitution can be made for any player removed from the game for a major foul until a quarter ends or a goal is scored.

B. If a player gets out of the pool due to a cramp, etc., they may not return until a goal or quarter end. This applies for a substitution also.



## Water Polo Rules

### Rule 6:

#### Goalie:

- A. The goalie is the only person allowed to stand on the bottom, hold onto the side, push off the end, touch the ball with 2 hands, or use a clenched fist in striking the ball.
- B. The goalie may never throw the ball past the halfway mark.
- C. The goalie can never be tackled when standing on the side or jumping out to get the ball, if a goalie comes out of the goal to be a normal player they lose all of their goalie rights.
- D. The goalie cannot hold onto the goal posts or sit on the side.

### Rule 7:

Starting: At the start of each quarter and after goals, all players (excluding the goalie) must have at least one hand holding the gutter of the pool. The start shall be the sounds of the whistle, not the ball.

### Rule 8:

#### Scoring:

- A. The ball must entirely break the plane of the goal. If the ball hits the rim of the goal or the edge of the pool and bounces out, no goal shall be recorded and play continues.
- B. If the goalie or a teammate causes the ball to go through their own goal, it is a score.
- C. After the re-start of the game following a quarter, foul, or turnover, at least 2 players must handle the ball before a goal counts.
- D. If a goal is scored as a result of a violation of the rules, the rule violation takes effect, not the score.

### Rule 9:

#### Out of Bounds:

- A. Goal Throw-In: A player throwing, or off whom the ball goes over his opponents' goal line, concedes a throw-in by the opposing goalie.
- B. Corner Throw-In: A player throwing, or off whom the ball goes over his own goal line, concedes a corner throw-in to the opposing team's player nearest the corner closets to the out-of-bounds.
- C. Sidelines Throw-In: A player throwing, or off whom the ball goes out of bounds, concedes a throw-in to the opposing team's player nearest the place where it went out.
- D. All throw-ins are made from the water. No special privileges are given to the player throwing in the ball.



## Water Polo Rules

### Rule 10:

**Turnovers:** The following violations shall result in the opposing team receiving the ball for a throw-in from the point where the violation occurred. The nearest opposing player to this point will make the throw-in.

- A. to start before the signal
- B. to touch the sides, bottom, or push off the walls
- C. to take or hold the ball underwater
- D. to touch the ball with two hands at the same time
- E. to use a clenched fist
- F. to throw the ball directly at the goal after receiving a throw-in
- G. to hold the ball longer than 5 sec. after being given the ball by a referee
- H. to interfere with the player making a throw-in
- I. any violation by the goalie of their privileges
- J. to “stall” without attacking
- K. for the player who is making a throw-in to move from their position before making the throw-in.

### Rule 11:

**Personal Fouls:** The following violations result in a foul being listed to the fouler. Five fouls causes removal from the game.

- A. to hold, sink, hit, strike, or pull back an opponent
- B. to deliberately splash water in the face of an opponent
- C. to push off from, push or retard the free limb movement of an opponent, or to impede them in any way. This will be at the opinion of the referee in the case of playing the ball, but hitting the body.

### Rule 12:

**Major Fouls:** The following violations result in immediate removal of the fouler from the game and a free throw-in awarded to the nearest opponent.

- A. to attack, strike, or kick an opponent in such a manner as, in the opinion of the referee, to endanger their person in any way. Deliberately throwing the ball at an opponent constitutes such an attack.
- B. to refuse obedience to the referee or to exhibit “unsportsmanlike” conduct.

### Rule 13:

**Offsides:** To be within 6 feet of an opponent’s goal line except when behind the line of the ball. If there is an offside while a goal is scored, the goal shall not count. The ball will be handled as if it was a turnover and the opposing goalie shall receive the ball for a free throw-in. The first lane rope attachment from each end will be designated as the 6 ft. offside mark.