

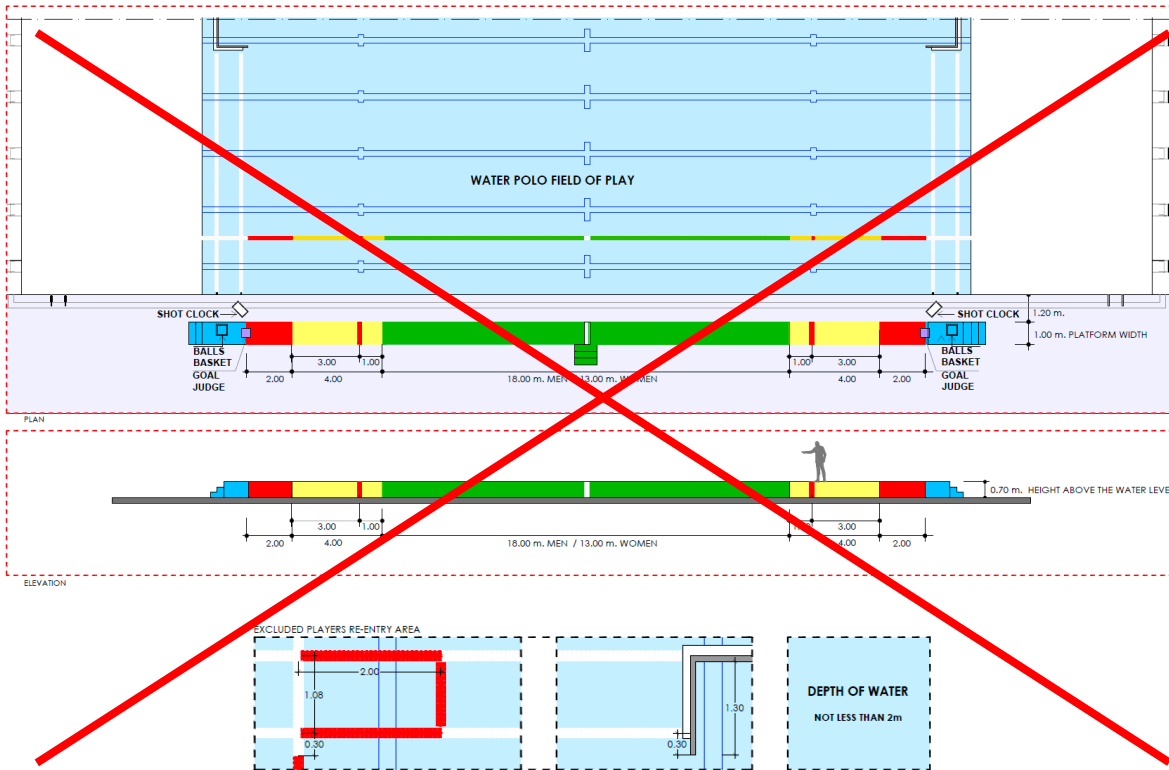
FINA TECHNICAL WATER POLO CONGRESS 2022

RULE N°	SUBMITTED BY:	STATUS	RULE
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WP 1 FIELD OF PLAY & EQUIPMENT

WP 1.2	TWPC		<p>Diagram of the water polo field of play and equipment, crossed out with a large red X. The diagram shows a rectangular pool with dimensions 30.00m by 20.00m. It includes an official table at one end, goal baskets, and a ball release device. Dimensions for the platform (width=1m, height=0.70m) and the pool (width=18.00m for men, 15.00m for women) are provided. The diagram is marked with 'RED - deleted' and 'BLUE - new'.</p>
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FINA TECHNICAL WATER POLO CONGRESS 2022

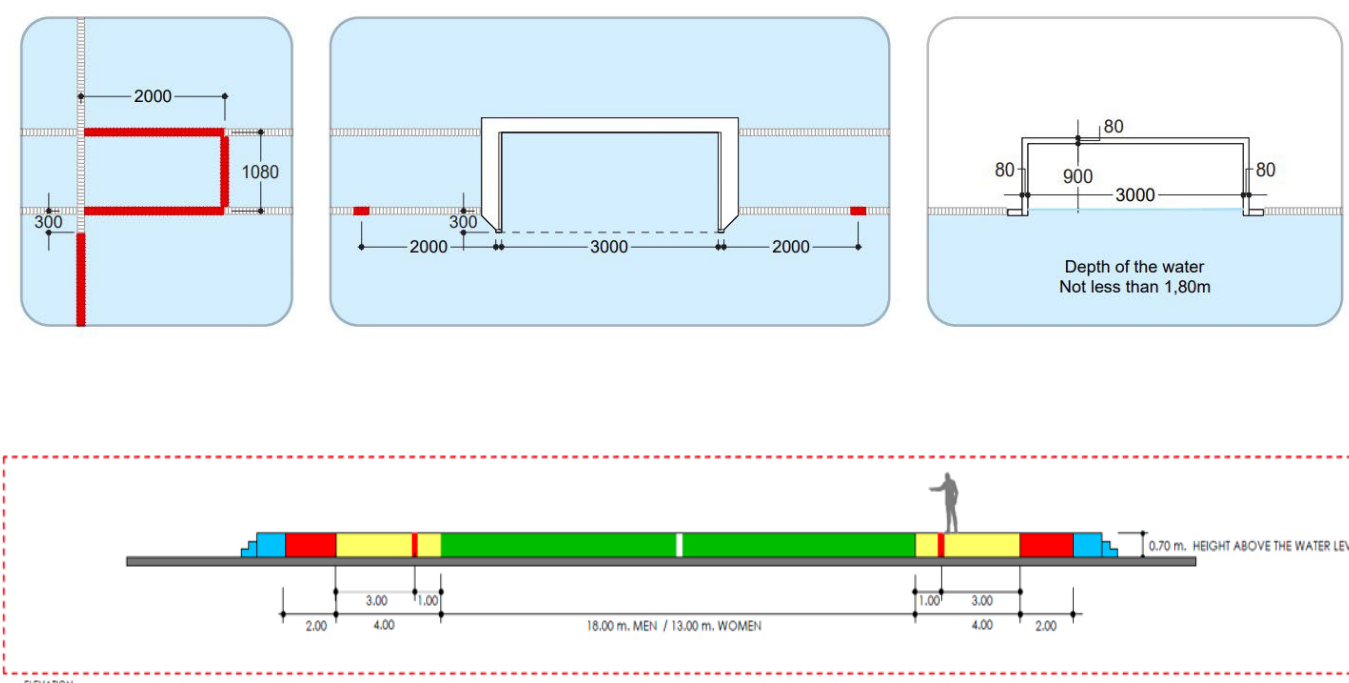
RULE N°	SUBMITTED BY:	STATUS	RULE
WP 1.2	TWPC		 <p>The diagram illustrates the technical specifications for a water polo field of play. It includes a plan view showing the field dimensions (18.00 m for men, 13.00 m for women) and a 3m wide area. The elevation view shows the field's height above the water level (0.70 m) and the goal area's height (1.08 m). A depth of water requirement of 'NOT LESS THAN 2m' is also indicated.</p>

FINA TECHNICAL WATER POLO CONGRESS 2022

RULE N°	SUBMITTED BY:	STATUS	RULE
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WP 1.2	TWPC		<p>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: (NEW DRAWINGS)</p> <p>Official table - Height = 0.70m</p> <p>Balls Basket Goal Judge</p> <p>Shot Clock</p> <p>Men: 18.00m - Women: 13.00m</p> <p>2m Area</p> <p>2.00</p> <p>3.16</p> <p>0.30</p> <p>2.00</p> <p>1.08</p> <p>2.00</p> <p>Ball Release Device</p> <p>Men: 30.00m - Women: 25.00m</p> <p>Flying Substitution Area</p> <p>Platform: Width 1.00m - Height 0.70m (Above water level)</p> <p>Men: 18.00m - Women 13.00m</p> <p>2.00 3.00 1.00</p> <p>1.00 3.00 2.00</p> <p>Min 1.00</p> <p>1.20</p> <p>20.00</p>
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FINA TECHNICAL WATER POLO CONGRESS 2022

RULE N°	SUBMITTED BY:	STATUS	RULE
WP 1.2	TWPC		 <p>ELEVATION</p> <p>** 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.</p>

FINA TECHNICAL WATER POLO CONGRESS 2022

RULE N°	SUBMITTED BY:	STATUS	RULE
WP 1.2	TWPC		<p>A Red Mark must be placed on the goal line, 2 metres from the outsides of the goal posts to mark the goal area (WP 21.10)</p> <p>Official table</p> <p>2m Area</p> <p>Men: Min 20.00m - Max 30.00m</p> <p>Women: Min 20.00m - Max 25.00m</p> <p>Ball Release Device</p> <p>Flying Substitution Area</p> <p>Men: Min 20.60m - Max 30.60m</p> <p>Women: Min 20.60m - Max 25.60m</p>

FINA TECHNICAL WATER POLO CONGRESS 2022

RULE N°	SUBMITTED BY:	STATUS	RULE
WP 3	THE BALL		
WP 3.3	TWPC		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 55–62 kPa (kilo-Pascal's) (8–9 7.5-8.5 pounds per square inch atmospheric).
WP 3.4	TWPC		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 48–55 (kilo-Pascal's) (7–8 6.5-7.5 pounds per square inch atmospheric).
WP 4	CAPS		
WP 4.1	TWPC		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	TWPC		WP 5.3 The captains shall be playing members of their respective teams and together with the head coach they each shall be responsible for the good conduct and discipline of the team.

FINA TECHNICAL WATER POLO CONGRESS 2022

RULE N°	SUBMITTED BY:	STATUS	RULE
WP 5.6	TWPC		<p>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.</p> <p>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.</p>
WP 5.7	TWPC		<p>WP 5.7 A substitute may enter the field of play from any place:</p> <ul style="list-style-type: none"> (a) — during the intervals between periods of play; (b) — after a goal has been scored; (c) — during a timeout; (d) — to replace a player who is bleeding or injured. <p>If a goalkeeper is substituted, 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. In the event that the goalkeeper and substitute goalkeeper, if applicable, are not entitled or able to participate, a team playing with seven players shall be required to play with an alternative goalkeeper who shall wear the goalkeeper's cap. A goalkeeper who has been replaced by a substitute may not play in any position other than goalkeeper. However, if a team has no more substitutes apart from the substitute goalkeeper either the goalkeeper or substitute goalkeeper, if applicable, may play as a field player.</p>

FINA TECHNICAL WATER POLO CONGRESS 2022

RULE N°	SUBMITTED BY:	STATUS	RULE
WP 5.8	TWPC		<p>WP 5.8 A substitute shall be ready to replace a player without delay. If the substitute is not ready, the game shall continue without the substitute and, at any time, the substitute may then enter the field of play from the team's designated substitution areas, after touching hands where applicable.</p> <p>WP 5.8 No substitution shall be made, except for bleeding, between the time a referee awards a penalty throw and the taking of the throw or during video review at the VAR before the referee communicates the decision after the video review.</p>
WP 5.9	TWPC		<p>WP 5.9 A goalkeeper who has been replaced by a substitute may not play in any position other than goalkeeper.</p> <p>WP 5.9 A substitute may enter the field of play from any place : (a) during the intervals between periods of play; (b) after a goal has been scored; (c) during a timeout or (d) to replace a player who is bleeding or injured.</p>
WP 5.10			<p>WP 5.10 Should a goalkeeper retire from the game through any medical reason, the referees shall allow an immediate substitution by the substitute goalkeeper.</p>
WP 5.11 New	TWPC		<p>WP 5.11 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 reenter after a goal, after a time out or at the start of the next period.</p>
WP 10	SECRETARIES		

FINA TECHNICAL WATER POLO CONGRESS 2022

RULE N°	SUBMITTED BY:	STATUS	RULE
WP10.1			WP10.1 B to control the periods of exclusion of players and to signal the expiration of the period of exclusion by raising the appropriate flag or by another approved method of signalling; except that a referee shall signal the re-entry of an excluded player or a substitute when that player's team has retaken possession of the ball. After 4 minutes, the secretary should signal the re-entry of a substitute for a player who has been excluded for violent actions committed brutality by raising the yellow flag along with the appropriate coloured flag or by another approved method of signalling;
WP 11	VIDEO ASSISTANT REFEREE		
WP 11.1	TWPC		<p>WP 11.1 The duties of the Video Assistant Referee shall be:</p> <p>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.</p> <p>(b) if necessary, in other situations, to provide assistance to the referees with video footage.</p> <p>(b) — to show the match referee(s) a re-play of the doubtful "goal / no goal" situation</p> <p>(c) to show the match referee(s) re-plays of other incidents, when requested.</p> <p>During a VAR Review, players may not be substituted.</p>
WP 11.2 NEW	TWPC		<p>WP 11.2</p> <p>In case of injury when 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 Assistant Referee during this stoppage. If the referees determine that an incident did occur, the referees should sanction the incident according to the rules and the game should recommence from the</p>

FINA TECHNICAL WATER POLO CONGRESS 2022

RULE N°	SUBMITTED BY:	STATUS	RULE
			<p>time of the incident. Between the time of incident and time of stoppage, goals and personal fouls are nullified while yellow and red cards, brutalities and misconducts will remain on the match protocol.</p> <p>If no incident was identified, the game should recommence from the time of the stoppage.</p>
WP 11.3 NEW	TWPC		WP 11.3 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 12	DURATION OF THE GAME		

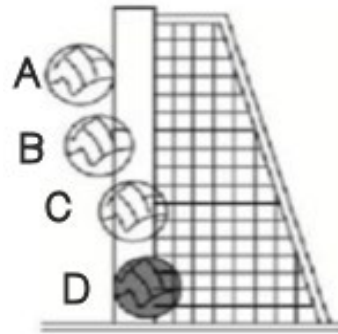
FINA TECHNICAL WATER POLO CONGRESS 2022

RULE N°	SUBMITTED BY:	STATUS	RULE
WP 12.3	TWPC		<p>Should the scores be level at full time in any game for which a definite result is required, there shall be a penalty shoot out to determine the result.</p> <p><i>[NOTE: If a penalty shoot out is necessary, the following procedure shall be followed:</i></p> <p><i>if it involves the two teams having just completed a game, the shoot out will begin immediately and the same referees will be used</i></p> <p><i>otherwise, the shoot out will occur 30 minutes following the completion of the final game of that round, or at the first practical opportunity. The referees involved in the most recent game of that round will be used, provided they are neutral</i></p> <p><i>if two teams are involved</i> the respective coaches of the teams will be requested to nominate five players and goalkeeper who will participate in the penalty shoot out, the goal keeper may be one of the shooters; the goalkeeper may be changed at any time provided the substitute was listed amongst the team list in that game, however he cannot be substituted as one of the shooters</p> <p>(d) the five players nominated will be required to be listed in order and that order will determine the sequence in which those players will shoot at their opponents goal; the sequence cannot be changed no players excluded for the game are eligible to be listed among those players to shoot or substitute as goalkeeper</p> <p><i>if the goalkeeper is excluded during the penalty shoot out, a player from the nominated five players may substitute for the goalkeeper but without the privileges of the goalkeeper; following the taking of the penalty shot, the player may be substituted by another player or alternate goalkeeper. If a field player is excluded during the penalty shoot out, the player's position is removed from the list of the five players participating in the penalty shoot out, and a substituted player is placed in the last position on the list shots will be taken alternately at each end of the field of play, unless conditions at one end of the field of play advantage and/or disadvantage a team, in which case all shots may be taken at the same end. The players taking the shots will remain in the water in front of their bench, the goalkeepers will change ends, and all players not involved must sit on their team bench</i></p> <p>(h) the team to shoot first will be determined by toss of a coin</p> <p><i>should teams still be tied following the completion of the initial five penalty shots, the same five players shall then take alternate shots until one team misses and the other(s) score</i></p> <p><i>if three or more teams are involved, each team will shoot five penalty shots against each of the other teams, alternating at each shot. The order of the first shot will be determined by draw.]</i></p>

FINA TECHNICAL WATER POLO CONGRESS 2022

RULE N°	SUBMITTED BY:	STATUS	RULE
WP 12.5	TWPC		If a game (or part of a game) must be replayed, then goals, personal fouls, and timeouts that occurred during the time to be replayed are deleted from the game score sheet, however violent actions brutality , misconduct, and any red card exclusions are recorded on the game score sheet.
WP 13	TIME OUTS		
WP 13.1	TWPC		<p>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 signaling to the secretary or referee with the hands forming a T-shape.</p> <p>A team has possession of the ball when one of its players is holding or swimming with the ball.</p> <p>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.</p> <p>[NOTE: The timeout cannot be requested after a penalty throw has been awarded.]</p>
WP 13.4	TWPC		<p>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.</p>
WP 15	METHOD OF SCORING		

FINA TECHNICAL WATER POLO CONGRESS 2022

RULE N°	SUBMITTED BY:	STATUS	RULE
WP 15.1 NEW FIG.	TWPC		<p>WP 15.1 A goal shall be scored when the entire ball has passed fully over the goal line, between the goal posts and underneath the crossbar.</p> <p>The goal line is an imaginary laser line which runs on the front side from one goal post to the other post.</p> <p>A goal is scored when the ball fully passed the goal line as in position D</p> 

FINA TECHNICAL WATER POLO CONGRESS 2022

RULE N°	SUBMITTED BY:	STATUS	RULE
WP 15.3	TWPC		<p>WP 15.3 A goal may be scored by any part of the body except the clenched fist. A goal may be scored by dribbling the ball into the goal. At the start or any restart of the game, at least two players (of either team but excluding the defending goalkeeper) must intentionally play or touch the ball except at the taking of:</p> <p>A goal may be scored by a player immediately shooting from outside 6 metres after the player's team has been awarded a free throw for a foul committed outside- 6 metres. If the player puts the ball into play, a goal can be scored after faking (simulating a shot) or swimming with the ball.</p> <p>After a corner throw or goal throw is awarded and the player puts the ball into play, a goal can be scored after faking (simulating a shot) or swimming with the ball.</p> <p>A goal can be scored by:</p> <ul style="list-style-type: none"> (a) a penalty throw; (b) a free throw thrown by a player into the player's own goal; (c) an immediate shot from a goal throw; (d) an immediate shot from a free throw awarded outside 6 metres; or) a free throw taken and awarded outside 6 metres when the player has visibly put the ball into play; (f) an immediate shot from a corner throw; g) after awarding a free throw inside the 6 metre area, when at least two players (of either team but excluding the defending goalkeeper) intentionally play or touch the ball <p>[NOTE: A goal may be scored by a player immediately shooting from outside 6 metres after the player's team has been awarded a free throw for a foul committed outside- 6 metres. If the player puts the ball into play, a goal can be scored after faking (simulating a shot) or swimming with the ball.</p> <p>After a corner throw or goal throw is awarded and the player puts the ball into play, a goal can be scored after faking (simulating a shot) or swimming with the ball.]</p> <p>A goal may not be scored under this Rule by a direct shot from the restart following:</p> <ul style="list-style-type: none"> (a) a swim up or the commencement of a period (b) a timeout (c) a goal (d) an injury, including bleeding

FINA TECHNICAL WATER POLO CONGRESS 2022

RULE N°	SUBMITTED BY:	STATUS	RULE
			<p>(e) the replacement of a cap</p> <p>(f) the referee calling for the ball or calling for a neutral throw</p> <p>(g) the ball leaving the side of the field of play</p> <p>(h) any other delay.</p> <p>However, after one of these situations (a) – (h), when the ball is visibly put into play outside the 6 m. area, the player is allowed to shoot, to shoot after faking (simulating a shot) or to swim with the ball and shoot.</p>
WP 17	GOAL THROWS		
WP 17.1	TWPC		<p>WP 17.1 A goal throw shall be awarded:</p> <p>(a) when the entire ball has passed fully over the goal line excluding between the goal posts and underneath the crossbar, having last been touched by any player other than the goalkeeper of the defending team;</p> <p>) when the entire ball has passed fully over the goal line between the goal posts and underneath the crossbar, or strikes the goal posts, crossbar or the defending goalkeeper direct from:</p> <p>(i) a free throw awarded inside 6 metres;</p> <p>(ii) a free throw awarded outside 6 metres not taken in accordance with the Rules;</p> <p>a goal throw not taken immediately. a goal throw by the opposite team not taken in accordance with the Rules.</p> <p>However, if in one of these before mentioned situations, after a shot the ball rebounds into the field of play outside of the 2 metre area, in this specific situation, WP 20.1 is to be applied and the ball must be put in play at the location of the ball</p>

FINA TECHNICAL WATER POLO CONGRESS 2022

RULE N°	SUBMITTED BY:	STATUS	RULE
WP 17.2	TWPC		<p>WP 17.2 The goal throw shall be taken by any player of the team from anywhere within the 2-metre area. A goal throw not taken in accordance with this Rule shall be retaken.</p> <p><i>[NOTE: The goal throw shall be taken by the player nearest to the ball. There should be no undue delay in taking a free throw, goal throw or corner throw, which must be taken in such a manner so as to enable the other players to observe the ball leaving the thrower's hand. Players often make the mistake of delaying the throw because they overlook the provisions of WP 20.4, which permit the thrower to dribble the ball before passing to another player. The throw can thus be taken immediately, even though the thrower cannot at that moment find a player to whom to pass the ball. On such an occasion, the player is allowed to take the throw either by dropping it from a raised hand on to the surface of the water (figure 1) or by throwing it in the air (figure 2) and then swim with or dribble the ball. In either case, the throw must be taken so that the other players are able to observe it.</i></p> <p><i>When there is a counter attack, a player with advantage does not have to give up the advantage to go to the ball and take the free throw, goal throw or corner throw. The next closest player of that team to the ball can take the throw as long as there is no undue delay]</i></p>
WP 20	FREE THROWS		
WP 20.1	TWPC		<p>WP 20.1 A free throw shall be taken at the location of the ball, except if the foul is committed by a defending player within the defender's 2-metre goal area and the ball is inside the 2-metre goal area, the free throw shall be taken on the 2 metre line opposite to the location of the ball. where the foul was committed. If the ball is outside of the goal area at the moment that the foul is awarded, the free throw shall be taken from the location of the ball.</p>

FINA TECHNICAL WATER POLO CONGRESS 2022

RULE N°	SUBMITTED BY:	STATUS	RULE
WP 21	ORDINARY FOULS		
WP 21.6	TWPC		<p>WP 21.6 To take or hold the entire ball under the water when tackled, or to deliberately hide it from the opposing team.</p> <p><i>[NOTE: It is an ordinary foul to take or hold the ball under the water when tackled, even if the player holding the ball has the ball forced under the water as a result of the opponent's challenge (figure 3). It makes no difference that the ball goes under the water against the player's will. What is important is that the foul is awarded against the player who was in contact with the ball at the moment it was taken under the water. It is important to remember that the offence can only occur when a player takes the ball under the water. Thus, if the goalkeeper emerges high out of the water to save a shot and then while falling back takes the ball under the water, the goalkeeper has committed no offence; but if the goalkeeper then holds the ball under the water when challenged by an opponent, the goalkeeper will have committed an infringement of this Rule and if the goalkeeper's actions prevented a probable goal, a penalty throw must be awarded under WP 23.2.]</i></p>
WP 21.9	TWPC		<p>[NOTE: Pushing can take place in various forms, including with the hand (figure 4) or with the foot (figure 5). In the cases illustrated, the punishment is a free throw for an ordinary foul. However, referees must take care to differentiate between pushing with the foot and kicking - which then becomes an exclusion foul or even violent actions brutality. If the foot is already in contact with the opponent when the movement begins, this will usually be pushing, but if the movement begins before such contact with the opponent is made, then this should generally be regarded as kicking.]</p>
WP21.10	TWPC		<p>WP 21.10 To be within two metres of the opponents' goal line the goal area except when behind the line of the ball.</p> <p>The goal area is a rectangular box extending to 2 metres from the lateral outsides of the goal posts to the 2 metre line opposite the goal line.</p> <p>It shall not be an offence if a player takes the ball into is inside the 2 metre line but outside the goal area. and passes it to another</p> <p>Any player who is behind the line of the ball can enter the goal area to receive the ball.</p> <p>Any player inside the goal area who does not shoot but passes the ball backwards has to leave the goal area immediately to avoid being sanctioned under this rule. and who shoots at goal immediately, before the first player has been able to leave the 2 metre area.</p>

FINA TECHNICAL WATER POLO CONGRESS 2022

RULE N°	SUBMITTED BY:	STATUS	RULE
			[NOTE: If the player receiving the pass does not shoot at goal, the player who passed the ball must immediately leave the 2 metre area to avoid being penalized under this Rule.]
WP21.16	TWPC		<p>WP 21.16 To waste time.</p> <p><i>[NOTE: It is always permissible for a referee to award an ordinary foul under this Rule before the applicable possession period has elapsed.</i></p> <p><i>In the last minute of the game, the referees must be certain that there is intentional wasting time before applying this Rule</i></p> <p><i>If the goalkeeper or any other player 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 or player to receive the ball from another member of that team who is in the other half of the field of play.]</i></p> <p><i>In the last minute of the game, the referees must be certain that there is intentional wasting time before applying this Rule.]</i></p>
WP21.18 NEW RULE	TWPC		To go under the water to gain positional advantage.

WP 22	EXCLUSION FOULS
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FINA TECHNICAL WATER POLO CONGRESS 2022

RULE N°	SUBMITTED BY:	STATUS	RULE
WP 22.2	TWPC		<p>WP 22.2 The excluded player shall move to the re-entry area nearest to the player's own goal line without leaving the water. An excluded player who leaves the water (other than following the entry of a substitute) shall be deemed guilty of an offence under WP 22.13 (Misconduct).</p> <p><i>[NOTE: An excluded player (including any player excluded under the Rules for the remainder of the game) shall remain in the water and move (which may include swimming underwater) to the re-entry position nearest to the player's own goal line without interfering with the play. The player may leave from the field of play at any point and then swim to reach the re-entry area provided the player does not interfere with the alignment of the goal.</i></p> <p><i>On reaching the re-entry area, the excluded player shall be required to visibly rise to the surface of the water and touch hands above the water with the substitute, if applicable, before the player (or a substitute) shall be permitted to re-enter in accordance with the Rules. However, it shall not be necessary for the excluded player to then remain in the re-entry area to await the arrival of an intended substitute.]</i></p>
WP 22.8	TWPC		<p>A common form of impeding is where the player swims across the opponent's legs (figure 12), thus reducing the pace at which the opponent can move and interfering with the normal leg action. Another form is swimming on the opponent's shoulders. It must also be remembered that the foul of impeding can be committed by the player who is in possession of the ball. For example, figure 13 shows a player keeping one hand on the ball and trying to force the opponent away to gain more space. Figure 14 shows a player in possession of the ball impeding the opponent by pushing the opponent back with the head. Care must be taken with figures 13 & 14, because any violent movement by the player in possession of the ball might constitute striking or even violent actions brutality; the figures are intended to illustrate impeding without any violent movement. A player may also commit the offence of impeding even if the player is not holding or touching the ball. Figure 15 shows a player intentionally blocking the opponent with the player's body and with the arms flung open, thus making access to the ball impossible. This offence is most often committed near the boundaries of the field of play.</p>
WP22.11	TWPC		<p>WP 22.11 Tactical foul.</p> <p>Upon a change of possession, For a defending player to commit a foul on any player of the team in possession of the ball with the intent to stop the flow of the attack, anywhere half of the field in the field of play. This kind of foul is called a tactical foul.</p>

FINA TECHNICAL WATER POLO CONGRESS 2022

RULE N°	SUBMITTED BY:	STATUS	RULE
			[NOTE: 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.]
WP22.12			One of the most serious acts of striking is elbowing backwards (figure 19), which can result in serious injury to the opponent. Similarly, serious injury can occur when a player intentionally heads back into the face of an opponent who is marking the player closely. In these circumstances, the referee would also be justified in punishing the offence under WP 22.14 (Violent actions Brutality) rather than under WP 22.12]
WP22.14			WP.14 To commit a violent action an act of brutality (including to play in a violent manner, kicking, striking or attempting to kick or strike with malicious intent) against an opponent or official, whether during actual play, during any stoppages, timeouts, after a goal has been scored or during intervals between periods of play. If the referees call simultaneous violent actions brutalities or actions of play in a violent manner on players of opposing teams during play, both players are excluded for the remainder of the game with substitution after four minutes of actual play have elapsed. The team, which had possession of the ball, will first shoot a penalty throw followed by the other team shooting a penalty throw. After the second penalty throw, the team, which had possession of the ball, will restart play with a free throw on or behind the half distance line.
WP22.17	TWPC		WP 22.17 To interfere with the taking of a penalty throw after the whistle by the referee . The offending player shall be excluded from the remainder of the game with substitution after the earliest occurrence referred to in WP 22.3 and the penalty throw shall be maintained or re-taken as appropriate. The referees may use the VAR system to determine if there has been interference with the penalty throw. [NOTE: The most common form of interference with a penalty throw is when an opponent aims a kick at the player taking the throw, just as the throw is about to be taken. It is essential for the referees to ensure that all players are at least 3 metres from the thrower and outside of the 6 metre area , to prevent such interference taking place. The referee should also allow the defending team the first right to take position.]

FINA TECHNICAL WATER POLO CONGRESS 2022

RULE N°	SUBMITTED BY:	STATUS	RULE
WP 23	PENALTY FOULS		
23.2	TWPC	RECOMMEND	<p>WP 23.2 For a defending player to commit any foul within the 6 metre area but for which if a goal would probably have resulted.</p> <p>[NOTE: In addition to other offences preventing a probable goal, it is an offence within the meaning of this Rule:</p> <ul style="list-style-type: none"> (a) for a goalkeeper or other defending player to pull down or otherwise displace the goal (figure 20); (b) for a defending player to attempt to block a shot or pass with two hands (figure 21); (c) for a defending player to play the ball with a clenched fist (figure 22); (d) for a goalkeeper or other defending player to take the ball under the water when tackled. <p>The referee can delay whistling and wait to see if the attacking player scores a goal in the same action. If the player does not score, the referee should sanction the penalty. The referee may raise an arm indicating a possible penalty.</p> <p>It is important to note that while the fouls described above, and other fouls such as holding, pulling back, impeding, etc., would normally be punished by a free throw (and exclusion if appropriate), they become penalty fouls if committed within the 6 metre area by a defending player if a probable goal would otherwise have been scored.]</p> <p>Figures as per rules</p>

FINA TECHNICAL WATER POLO CONGRESS 2022

RULE N°	SUBMITTED BY:	STATUS	RULE
23.3	TWPC		WP23.3 For a defending player within the 6 metre area to kick or strike an opponent or commit a violent action an act of brutality . In the case of a violent action brutality , the offending player shall also be excluded from the remainder of the game, and a substitute may enter the field of play after four minutes of actual play have elapsed, in addition to the award of the penalty throw. If the offending player is the goalkeeper, a substitute goalkeeper may be changed for another player in accordance with WP 5.6.
WP 23.8	TWPC	RECOMMEND	<p>WP 23.8 For the coach, any team official, or player to take any action with intent to prevent a probable goal or to delay the game, including:</p> <ul style="list-style-type: none"> a) If a defending player deliberately throws the ball away before the attacking team can take a free throw b) If a defending player, after a free throw outside the 6 metre line, deliberately pushes the ball inside 6 metre line, to avoid a direct shot. <p>No personal foul shall be recorded for this offence for the coach or any team official.</p>
WP 23.9	TWPC	RECOMMEND	<p>WP 23.9 For a defending player to impede an attacking player from behind within the 6 metre area when the attacking player is facing the goal and making a shooting action, unless the defending player makes contact only with the ball. If the defending player's actions foul, described in this rule, prevents the attacking player from shooting scoring, a penalty must also be called. The referee must delay the call of penalty until the shot or attempted shot is completed.</p> <p>[NOTE: The referees must award a penalty unless the attacking player scores.]</p>
WP 24	PENALTY THROWS		

FINA TECHNICAL WATER POLO CONGRESS 2022

RULE N°	SUBMITTED BY:	STATUS	RULE
WP 24.2	TWPC	RECOMMEND	<p>WP 24.2 All players shall leave the 6 metre area and shall be at least three metres from the player taking the throw. On the 6 metre line, on each side of the player taking the throw, one player of the defending team shall have the first right to take position. The defending goalkeeper shall be positioned between the goal posts with no part of his body beyond the goal line at water level. The referees can give one warning to the players or the goalkeeper to take up the correct position. If that person does not do so, the player or goalkeeper shall be excluded and shall reenter in accordance with WP22.3. Should the goalkeeper be out of the water, another player may take the position of the goalkeeper but without the goalkeeper's privileges and limitations. The referees may use the VAR system to determine if there has been interference with the penalty throw.</p>
WP 26	YELLOW AND RED CARDS		
WP 26.1 NEW	TWPC	RECOMMEND	<p>WP 26.1 YELLOW AND RED CARDS. The referee, if necessary, must use Yellow and Red Cards to control the Team Officials and Substitute Players on the Team Bench as well as the players in the water. The use of Yellow and Red Cards applies to all FINA Water Polo Competitions and will be administered as follows.</p> <p>a) The issuing of a Yellow Card by the referee is an official warning to the Head Coach of the team.</p> <p>b) The subsequent issuing of a Red Card by the referee is the signal that the Head Coach and/or other Team Official(s) and/or player(s) on the bench must leave pool area immediately. Should the actions of the Head Coach require it, the referee may issue a Red Card, without having issued a Yellow Card.</p>

FINA TECHNICAL WATER POLO CONGRESS 2022


RULE N°	SUBMITTED BY:	STATUS	RULE
			<p>c) When the Head Coach is excluded from the game, another Team Official may take this position, however without the privileges of the Head Coach. The Team Official is not allowed to stand and move away from the team bench but can ask for a time-out according to the rules. During a time out or after a goal, before the restart of the match the Team Official may move freely along the poolside till the halfway mark to instruct the team.</p> <p>d) During the match, when a team member inside the water commits an act of misconduct, the referee must show a Red Card to the player accompanied by the appropriate sanction.</p> <p>e) A referee may issue a Yellow Card, if, in the referee's opinion, a player persists in playing in an unsporting manner or engages in simulation. The referee shall show a Yellow Card to the offending team and point to the offending player. Should the action continue, the referee will show the player a Red Card visible to both the team and the table as this is deemed to be misconduct. (WP 21.17)</p> <p>f) Team members committing an act of misconduct will be punished according to WP 22.13 and must leave the pool area immediately.</p>
WP 26	WP 26 RENUMBER WP 27 ACCIDENT, INJURY AND ILLNESS		
	AGE GROUP RULES - WATER POLO		
WAPG 2	TWPC		<p>WAPG 2 Age grouping for Water Polo for boys and girls are as follows:</p> <ul style="list-style-type: none"> - 15 and 16 years of age and under (16U.) - 17 and 18 years of age and under (18U.) - 19 and 20 years of age and under (20U.) <p>The age for Cadet, Youth and Junior World Championships is 16 years and under, 18 years and under and 20 years and under.</p>

FINA TECHNICAL WATER POLO CONGRESS 2022

RULE N°	SUBMITTED BY:	STATUS	RULE
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APPENDIX A - INSTRUCTIONS FOR THE USE OF TWO REFEREES			
9	TWPC		9. When simultaneous free throws are awarded by both referees to the same team, the award shall go to the player awarded the throw by the attacking referee.
10	TWPC		10. 9. When simultaneous awards are made for ordinary fouls but for opposing teams, the award shall be a neutral throw, to be taken by the attacking referee.
11	TWPC		11. 10.
12	TWPC		12. 11.
13	TWPC		13. 12.
APPENDIX B - SIGNALS TO BE USED BY OFFICIALS			
Fig. B	TWPC		Fig. B To point with one arm in the direction of the attack and, if necessary, to use the other arm to indicate the place where the ball is to be put into play at a free throw, goal throw or corner throw.
Fig. S	TWPC		Fig. S To indicate the ordinary foul of undue delay in the taking of a free throw, goal throw or corner throw. The referee raises a hand once or twice with the palm turned upwards. à graphic of palm is wrong! the palm of the hand must be turned upwards in the graphic
Fig. V-2	TWPC		

FINA TECHNICAL WATER POLO CONGRESS 2022

RULE N°	SUBMITTED BY:	STATUS	RULE
			 <p>Fig. V-2 To indicate a change of possession</p>
APPENDIX C - REGULATIONS FOR DISCIPLINARY ACTIONS IN WATER POLO			
Article 4.	OFFENCES AGAINST TEAM MEMBERS OR TEAM OFFICIALS		
4.1	TWPC		For brutality violent actions , or any offence not covered in FINA Rules WP 20-22 committed by a player against other players or team officials, the minimum suspension shall be for one (1) match two (2) matches up to a maximum of all water polo matches for a one (1) year period.
4.2	TWPC		For incidents of brutality or extreme violence violent actions , after the match the Management Committee is entitled to review official video of any match and is entitled to apply a sanction for the incident, notwithstanding that the referees did not make a call of brutality or extreme violence violent actions during the match. Players taking their caps off during violent incidents or players without caps entering the field of play during an incident where violence is involved may be sanctioned additionally.
NEW	APPENDIX D – VAR PROTOCOL		
	TWPC		TO BE ADDED TO THE RULE BOOK as APPENDIX D, the VAR Protocol

FINA TECHNICAL WATER POLO CONGRESS 2022

RULE N°	SUBMITTED BY:	STATUS	RULE
NEW	APPENDIX E – PENALTY SHOOT-OUT PROTOCOL (PSO)		
	TWPC		TO BE ADDED TO THE RULE BOOK as APPENDIX E, the PENALTY SHOOT-OUT (PSO) PROTOCOL
BWP 9	TIME OUTS		
BWP 9.3	TWPC		Play shall be restarted upon 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 a time out is requested before the taking of a penalty throw or corner throw, that the corner throw shall be maintained.

ATTACHED:

1. Proposal APPENDIX D, the VAR Protocol
2. Proposal APPENDIX E, the PENALTY SHOOT-OUT (PSO) PROTOCOL