



NEW RULES APPROVED BY  
FINA TECHNICAL WP CONGRESS 2022

## DUTIES OF COACHES AND CAPTAINS OF THE TEAMS (WP 5.3)

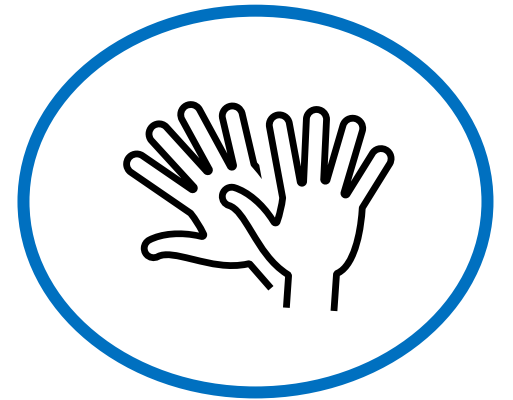
The captains shall be playing members of their respective teams and together with the head coach they shall be responsible for the good conduct and discipline of the team.

So, the new WP 5.3 specifies that now **the head coach** is responsible for the good conduct and discipline of the team and not only the captain



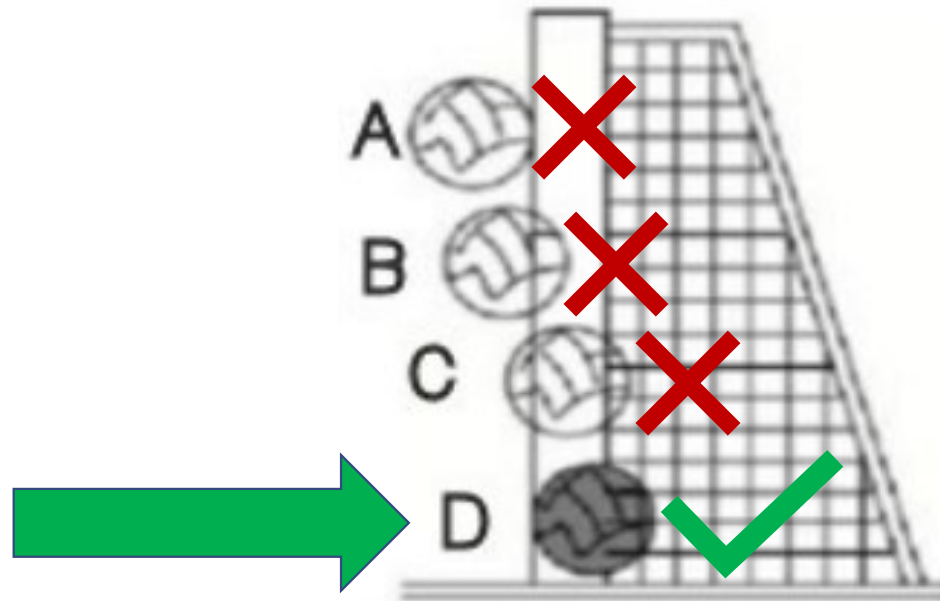
## ADDITIONAL PROVISIONS ABOUT SUBSTITUTIONS OF THE PLAYERS (WP 5.6)

- ❑ During active play the **Goalkeeper may be substituted** by leaving the field of play at the team's designated substitution areas.
- ❑ Even in case of **substitutions from the Re-Entry Area**, the substitute may enter the field of play as soon as the player has visibly risen to the surface of the water within the reentry area **and touched hands above the water with the substitute** (it is the same rule previously applied to Flying Substitutions).
- ❑ **Flying Substitution** from the designated lateral substitution area are allowed only when the substitute enters the area from **behind the extended goal line**.
- ❑ **No substitution** shall be made **during the review** of a VAR situation (as previously provided by VAR Protocol)



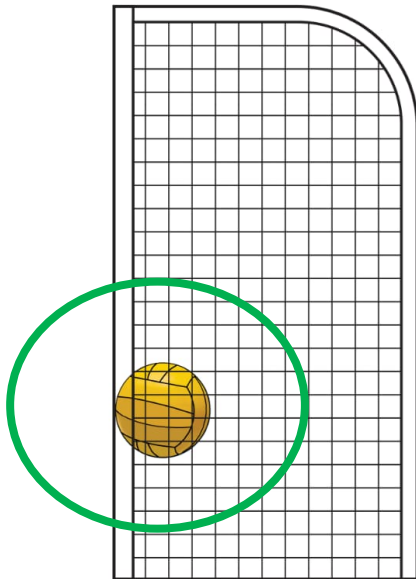
## CLARIFICATION ABOUT METHOD OF SCORING (WP 15)

It was clarified that 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.

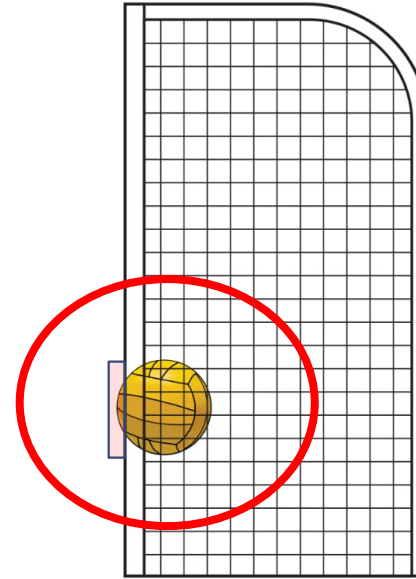


## CLARIFICATION ABOUT METHOD OF SCORING (WP 15)

It is important to apply this rule even using VAR system.



YES



NO

## GOAL THROW (WP 17)

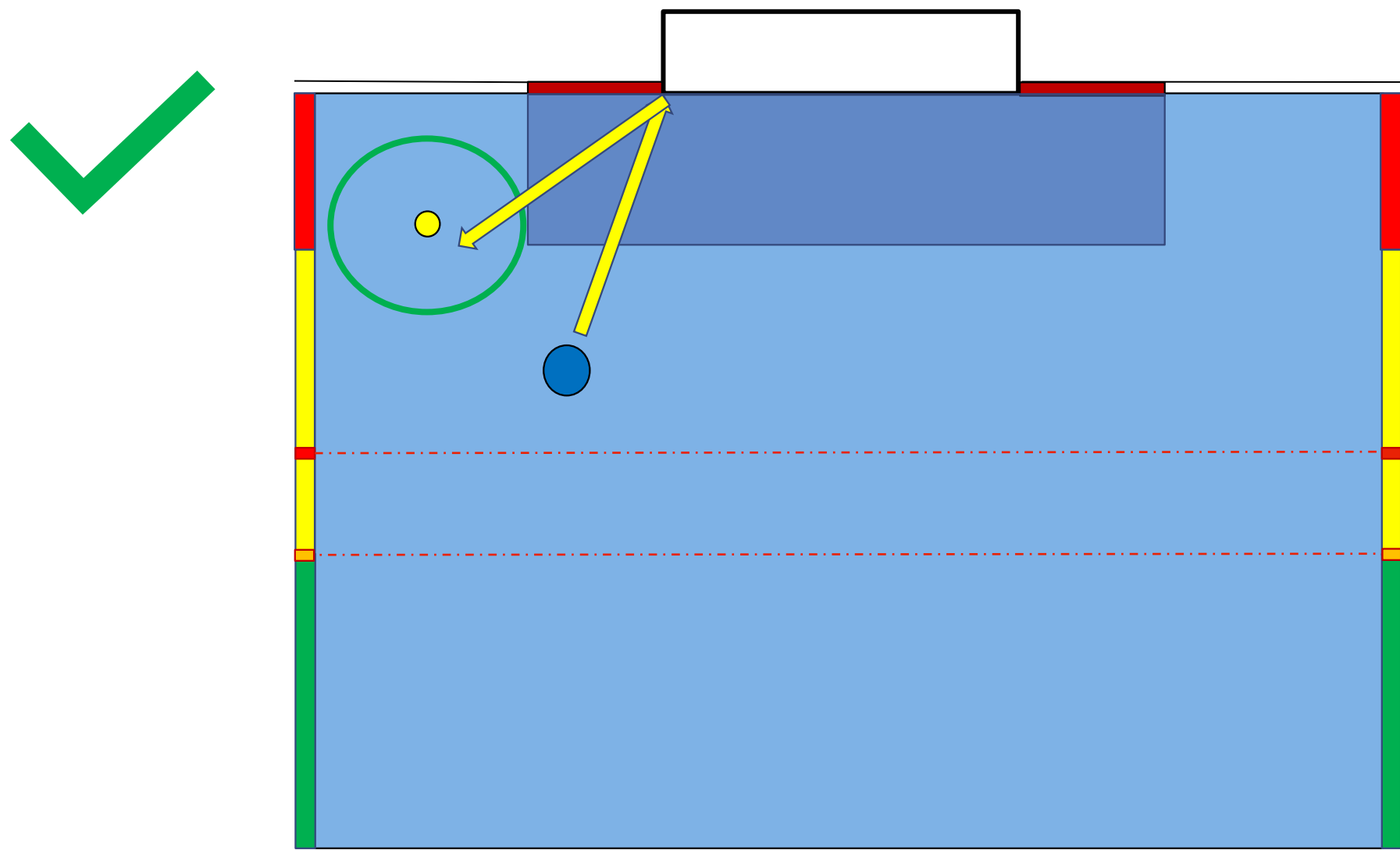
A goal throw shall be awarded when the entire ball has passed fully over the goal line:

- a) **excluding between the goal posts** and underneath the crossbar, having last been touched by any player other than the goalkeeper of the defending team;
- a) **between the goal posts and underneath the crossbar**, or **strikes** the goal posts, crossbar or the defending goalkeeper direct from:
  - (i) a free throw awarded inside 6 metres;
  - (ii) a free throw awarded outside 6 metres not taken in accordance with the Rules;
  - (iii) a goal throw by the opposite team not taken in accordance with the Rules.

## CLARIFICATION ABOUT GOAL THROW (WP 17)

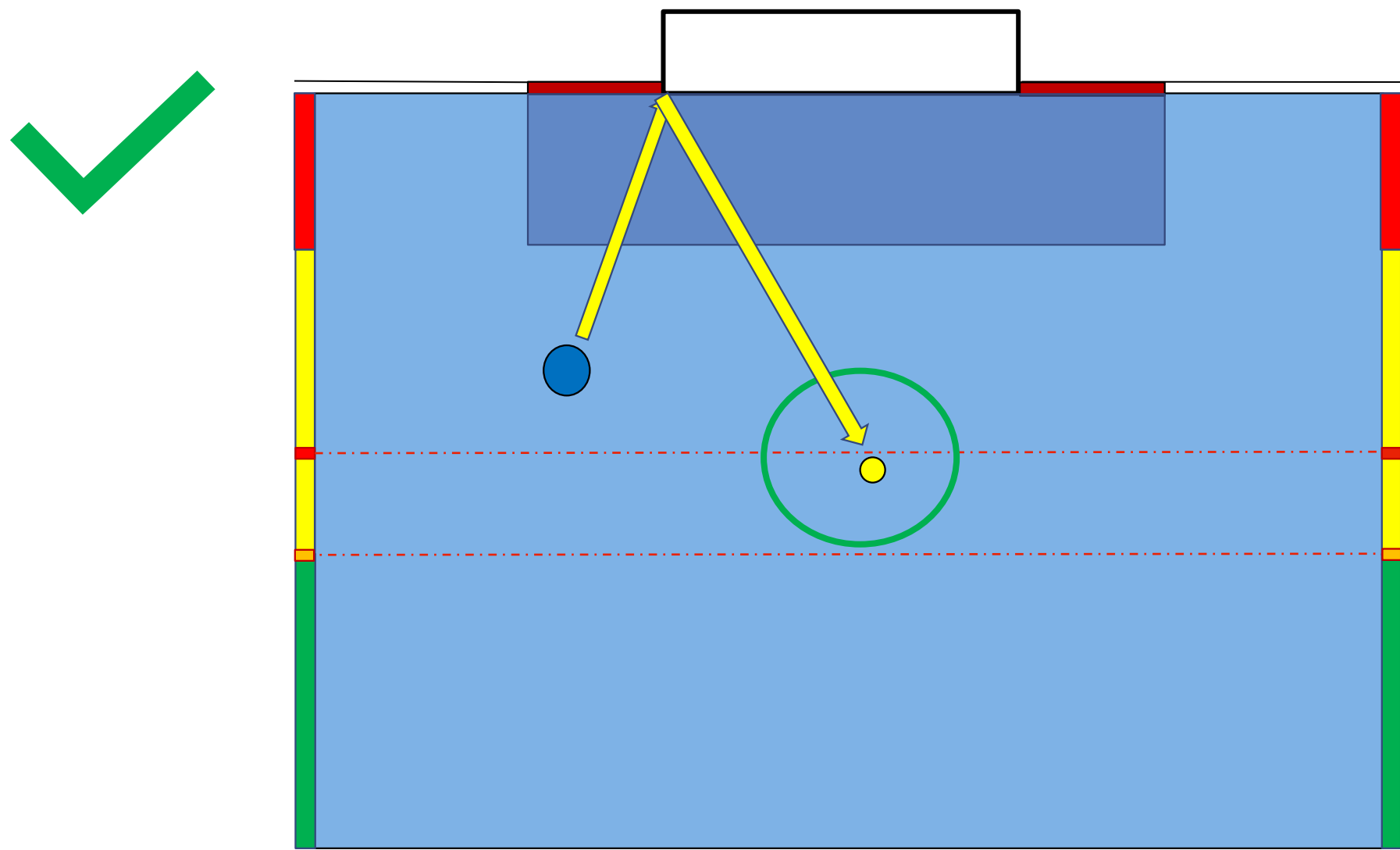
If in one of the previous situations, after a shot the ball rebounds into the field of play **outside the Goal Area**, in this specific situation WP 20.1 is to be applied **and the ball must be put in play at the location of the ball**

After a direct shot taking a free throw inside 6 metre, the ball hits the goal post and rebounds into the field of play outside the Goal Area: **the goal throw shall be taken from the location of the ball**





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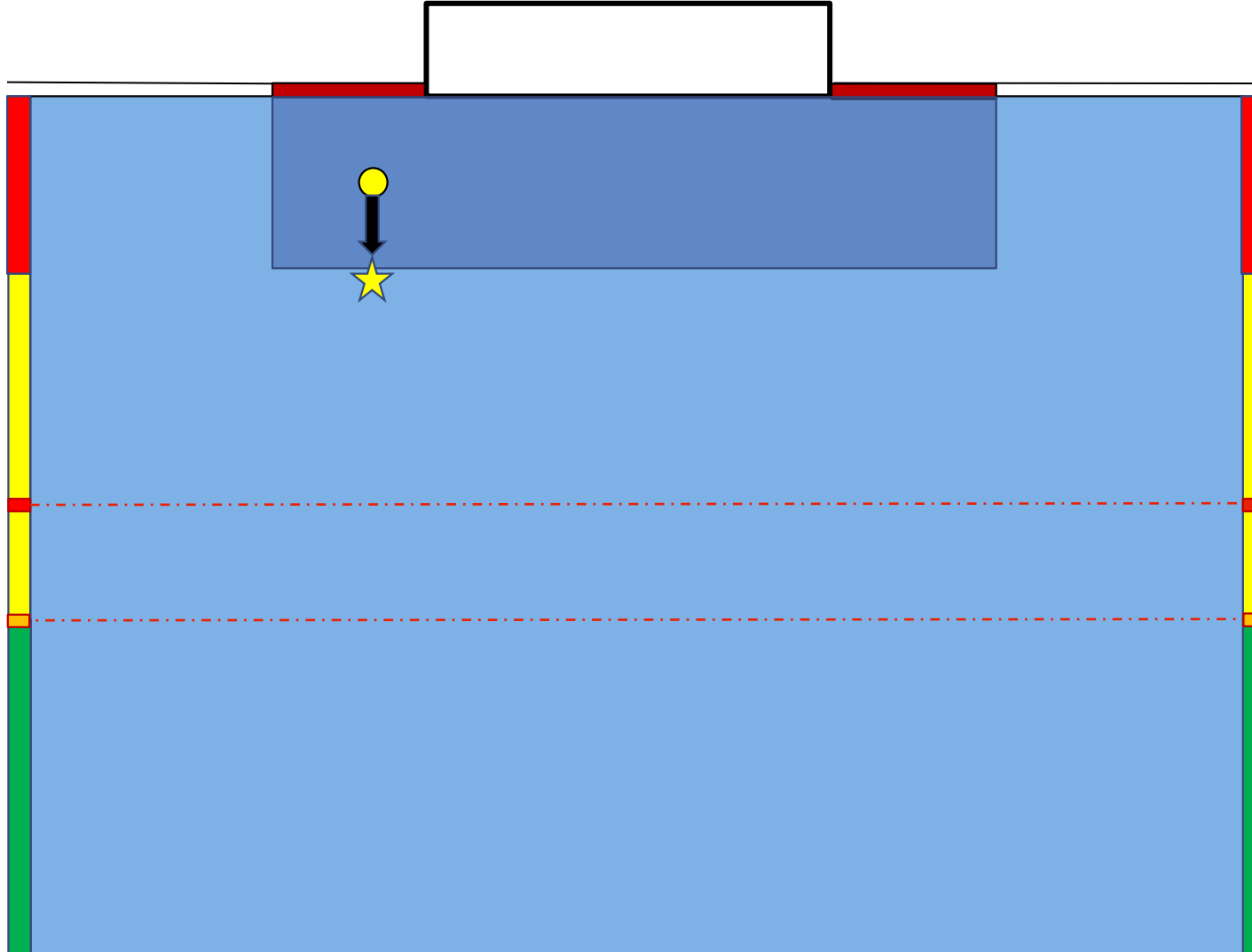
WP 20 – FREE THROWS

## LOCATION OF THE TAKING OF FREE THROWS (WP 20)

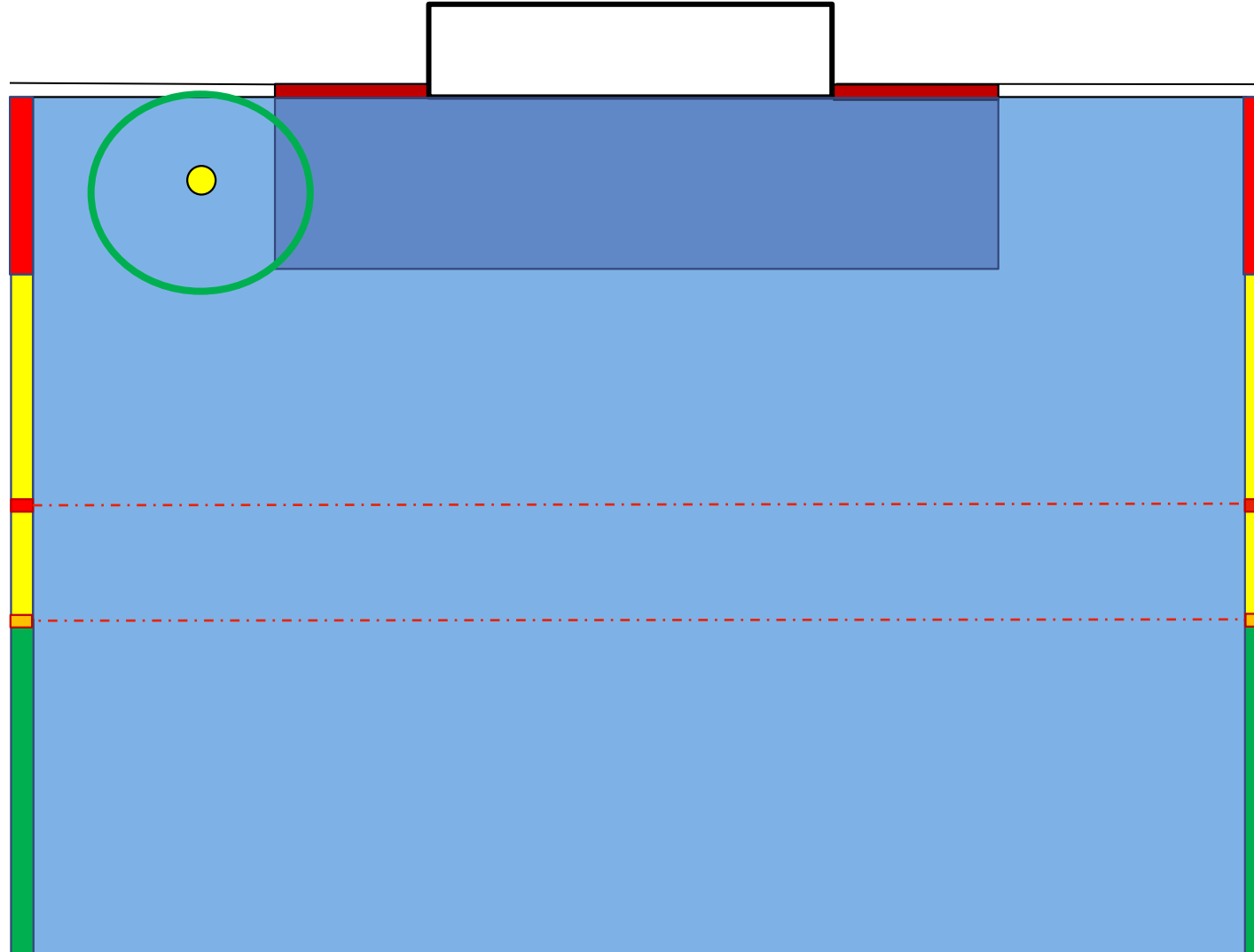
New WP 20.1 clarifies the location from which is allowed to take a free throw after the addition of the new Goal Area, providing that if the ball, at the moment that the foul is awarded, is:

- ❑ **inside the Goal Area**, the free throw shall be taken on the 2-metre line opposite to the location of the ball;
- ❑ **outside the Goal Area**, the free throw shall be taken from the location of the ball.

At the moment that the foul is awarded the ball **goes inside Goal Area**: the free throw shall be taken on the 2-metre line (★) opposite to the location of the ball



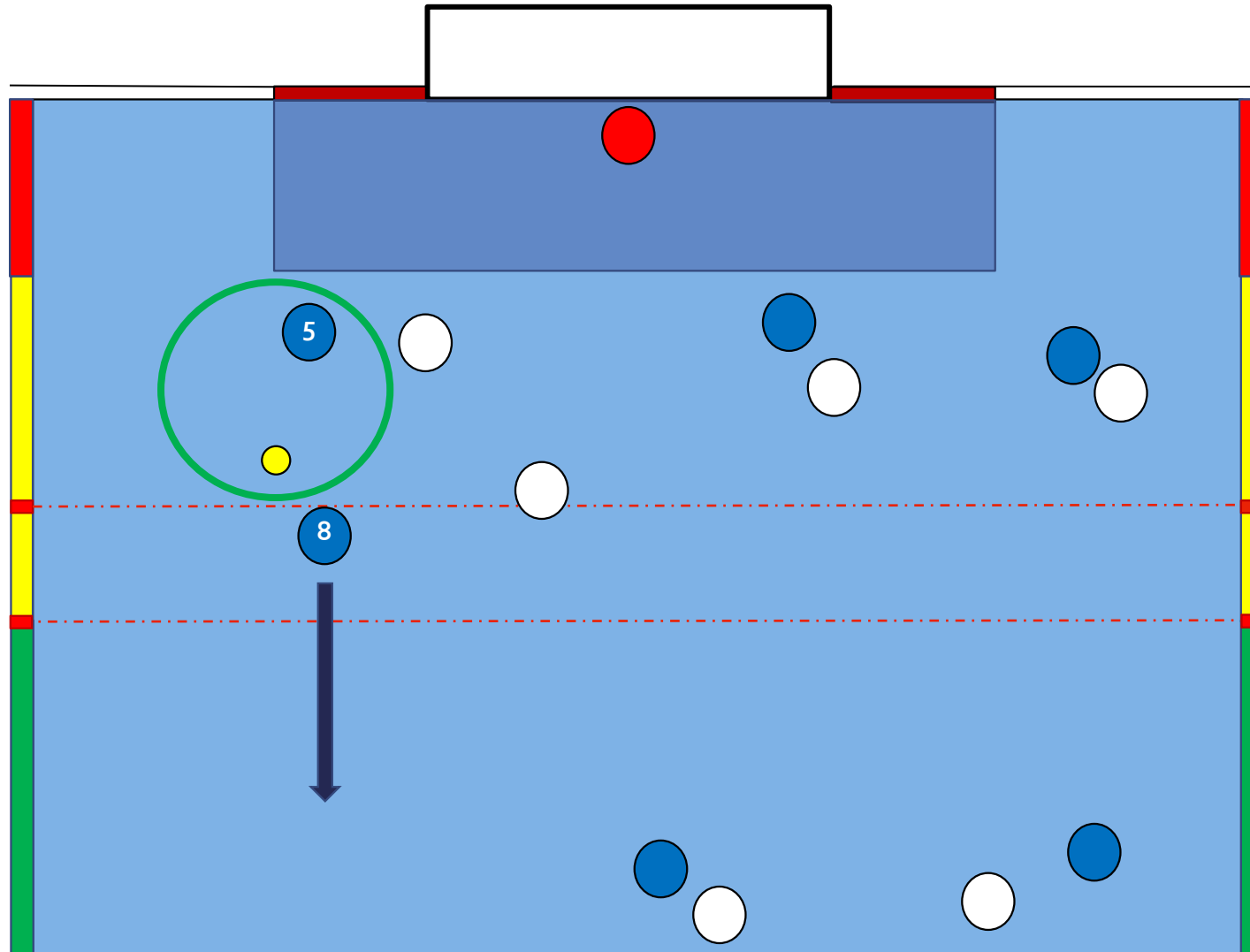
At the moment that the foul is awarded the ball **goes in 2 m line but outside Goal Area:**  
the free throw shall be taken from the location of the ball



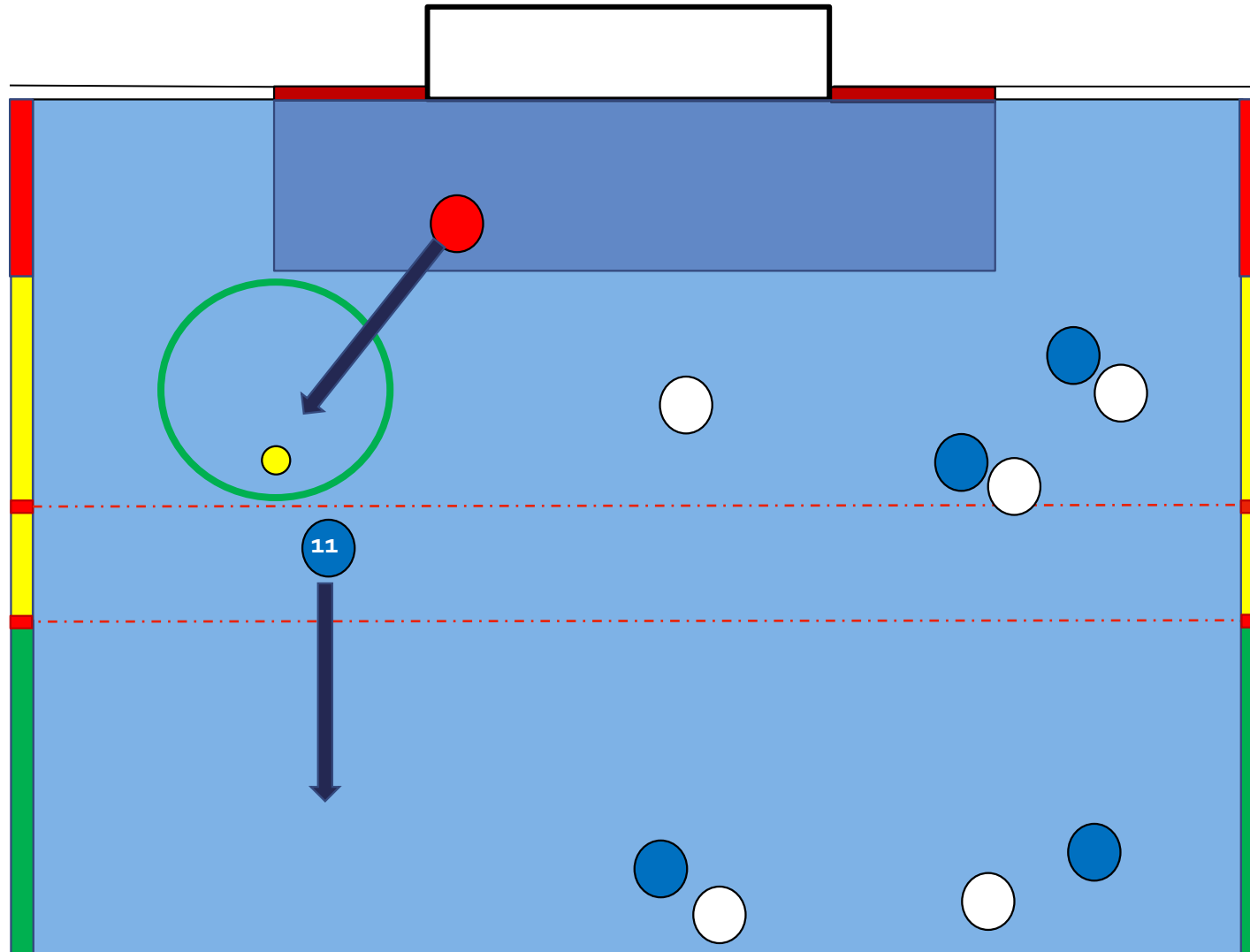
## **ADVANTAGE AND TAKING OF THE THROWS (NEW NOTE UNDER WP 17.3)**

When there is a counterattack, 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

N° 8 BLUE IS WITH ADVANTAGE: N° 5 BLUE CAN TAKE **THE FREE THROW**



N° 11 BLUE IS WITH ADVANTAGE: GOALKEEPER CAN TAKE **THE FREE THROW**



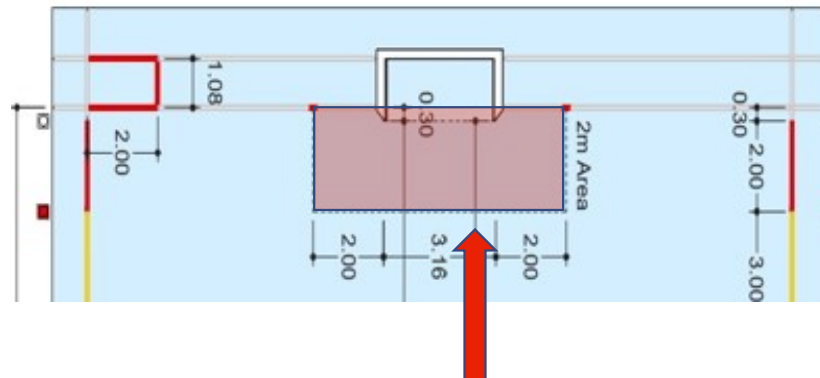




## WP 21 – ORDINARY FOULS

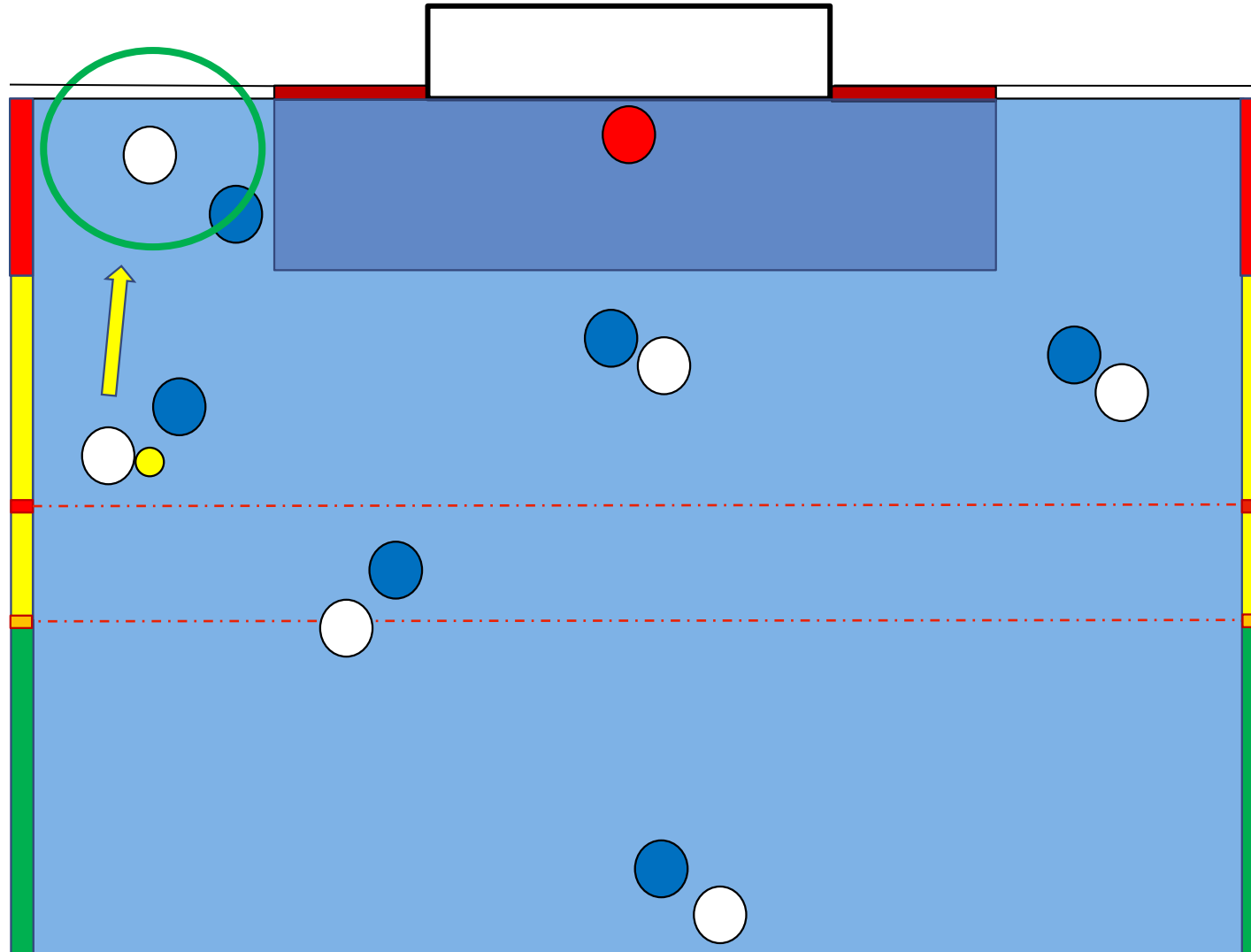
## TO BE WITHIN THE GOAL AREA (NEW WP 21.10)

- ❑ It is an ordinary foul if an attacking player **is within the goal area** except when behind the line of the ball.
- ❑ It shall **not be an offence** if a player is inside the 2-metre line but outside the goal area.
- ❑ Any player who is **behind the line of the ball** can enter the goal area to receive the ball.
- ❑ 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.

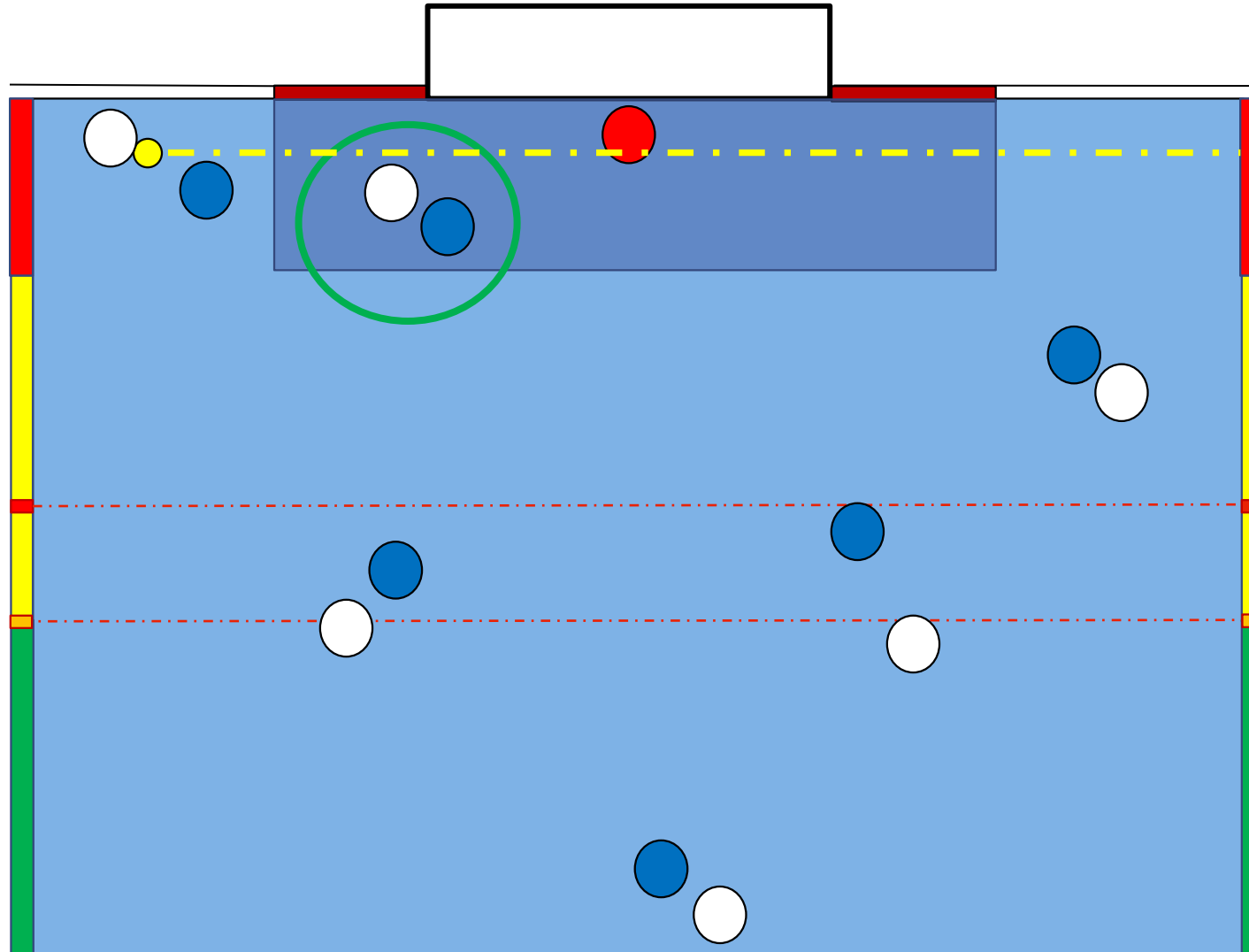


New Goal Area

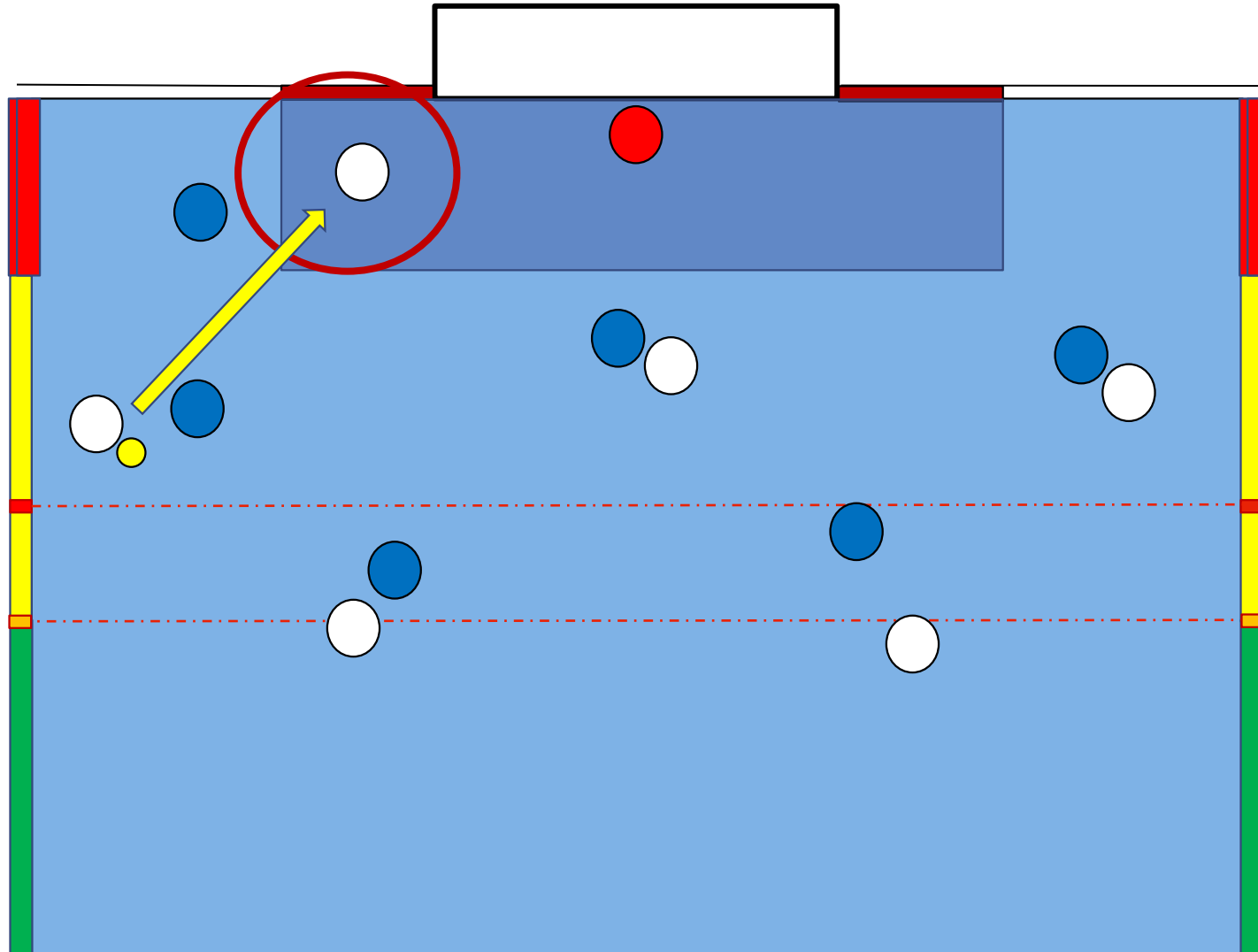
THE ATTACKER IS OUTSIDE THE GOAL AREA: **ALLOWED**



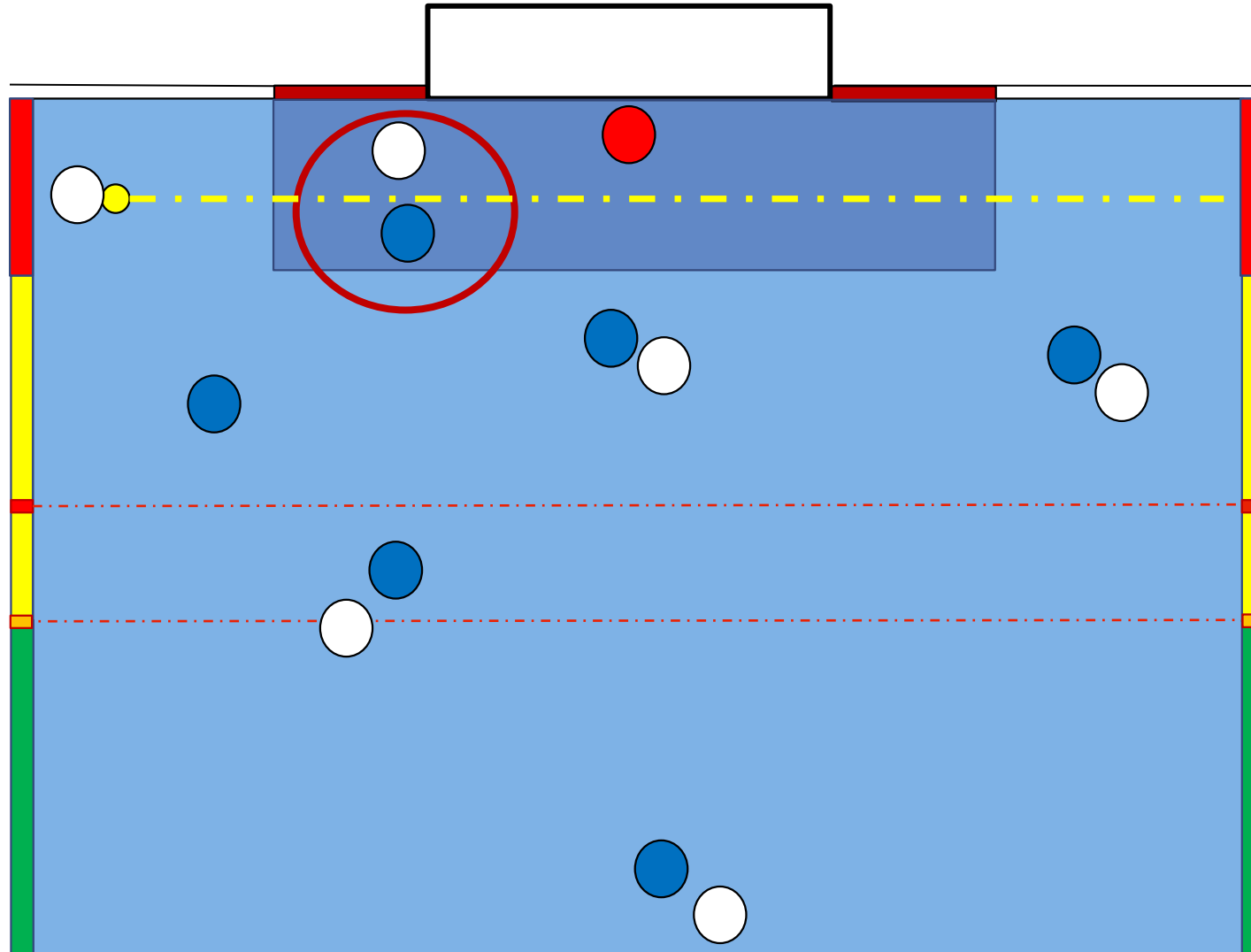
THE ATTACKER IS INSIDE THE GOAL AREA BUT  
BEHIND THE LINE OF THE BALL: **ALLOWED**



THE ATTACKER IS INSIDE THE GOAL AREA: **NOT ALLOWED**

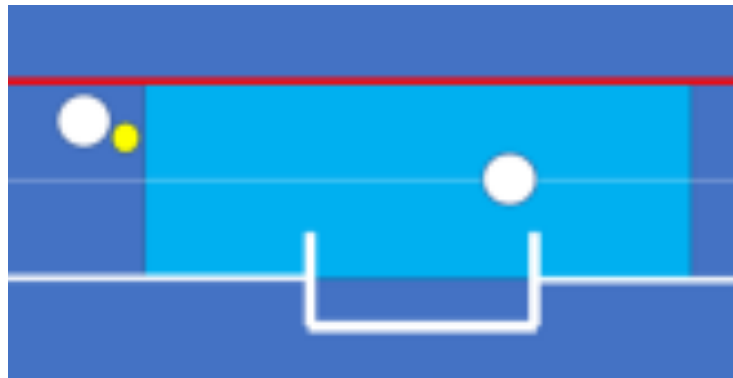


THE ATTACKER IS INSIDE THE GOAL AREA AND  
IN FRONT OF THE LINE OF THE BALL: **NOT ALLOWED**



## CLARIFICATIONS ON GOAL AREA FOUL

- ❑ A player in the **Goal Area** of the opponent team **can never be in front of the line of the ball** at any time during the game.
- ❑ When a player is inside the Goal Area, even without getting the ball, he/she has a big influence on the defense and can give very big advantage for the attacking team.  
The foul must be called every time because **no passive situation** exists when the player is in the Goal Area.



## CLARIFICATIONS ABOUT 'WASTING TIME' FOUL (NEW NOTE UNDER WP 21.16)

- ❑ It is always permissible for a referee to award an ordinary foul under this Rule before the applicable possession period has elapsed.
- ❑ In the last minute of the game, the referees must be certain that there is intentional wasting time before applying this Rule
- ❑ 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.



## **‘GOING UNDER’ FOUL (NEW WP 21.18)**

It is punished with an ordinary foul the player who goes under the water only to gain a positional advantage.

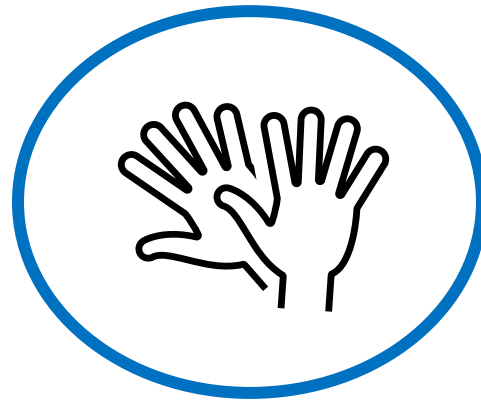




## WP 22 – EXCLUSION FOULS

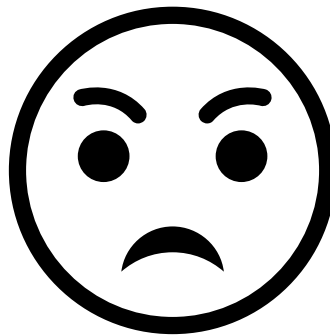
## RE-ENTRY AFTER EXCLUSION FOUL (NEW WP 22.2)

- ❑ The excluded 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.
- ❑ 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 shall be permitted to re-enter in accordance with the Rules.



## TACTICAL FOUL (NEW WP 22.11)

- ❑ It is an exclusion foul 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** in the field of play.
- ❑ This kind of foul is called a 'tactical foul'.



## **EXAMPLES OF TACTICAL FOUL (NEW WP 22.11)**

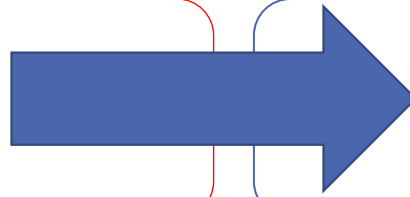
All the following are exclusion foul:

- ☐ Raisings both hands
- ☐ To interfere with a free throw
- ☐ Pushing the ball after a free throw
- ☐ Fouls with two hands
- ☐ Aggressive foul to prevent advantage
- ☐ Physical fouls while men up situation is in progress

## NEW WORDS IN WATER POLO VOCABULARY

- ❑ The word 'Brutality' is deleted from the Rules.
- ❑ All the words 'brutality' or 'brutalities' are changed in 'act of violence' or 'violences'
- ❑ Nothing changes about the sanction: the player responsible of an act of violence will be punished as by WP 22.14

**'BRUTALITY' or 'BRUTALITIES'**



**"ACT OF VIOLENCE" OR "VIOLENCES"**

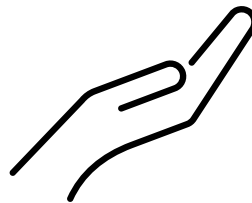




## WP 23 – PENALTY FOULS

## PENALTY FOUL AND ADVANTAGE RULE (WP 23.2)

- ❑ When a defending player commits any foul within the 6-metre area if a goal would probably have resulted, 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.





## **IMPEDING FROM BEHIND IN 6 METRE AREA (WP 23.9)**

- ☐ It is punished with a penalty foul the defending player who impedes 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 scoring, a penalty must also be called.
- ☐ The referee must delay the call of penalty until the shot or attempted shot is completed.
  - ☐ The referees must award a penalty unless the attacking player scores.

## ACTIONS TO PREVENT A PROBABLE GOAL OR TO DELAY THE GAME (WP 23.8)

- ❑ A team will be punished with a penalty throw if the coach, any team official, or player takes any action with intent to prevent a probable goal or to delay the game, including:
  - 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.



## WP 24 – PENALTY THROWS

## NEW REGULATION FOR TAKING PENALTY THROWS (WP 24)

- ❑ **All players** – except the attacker who is going to take the penalty throw - **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.

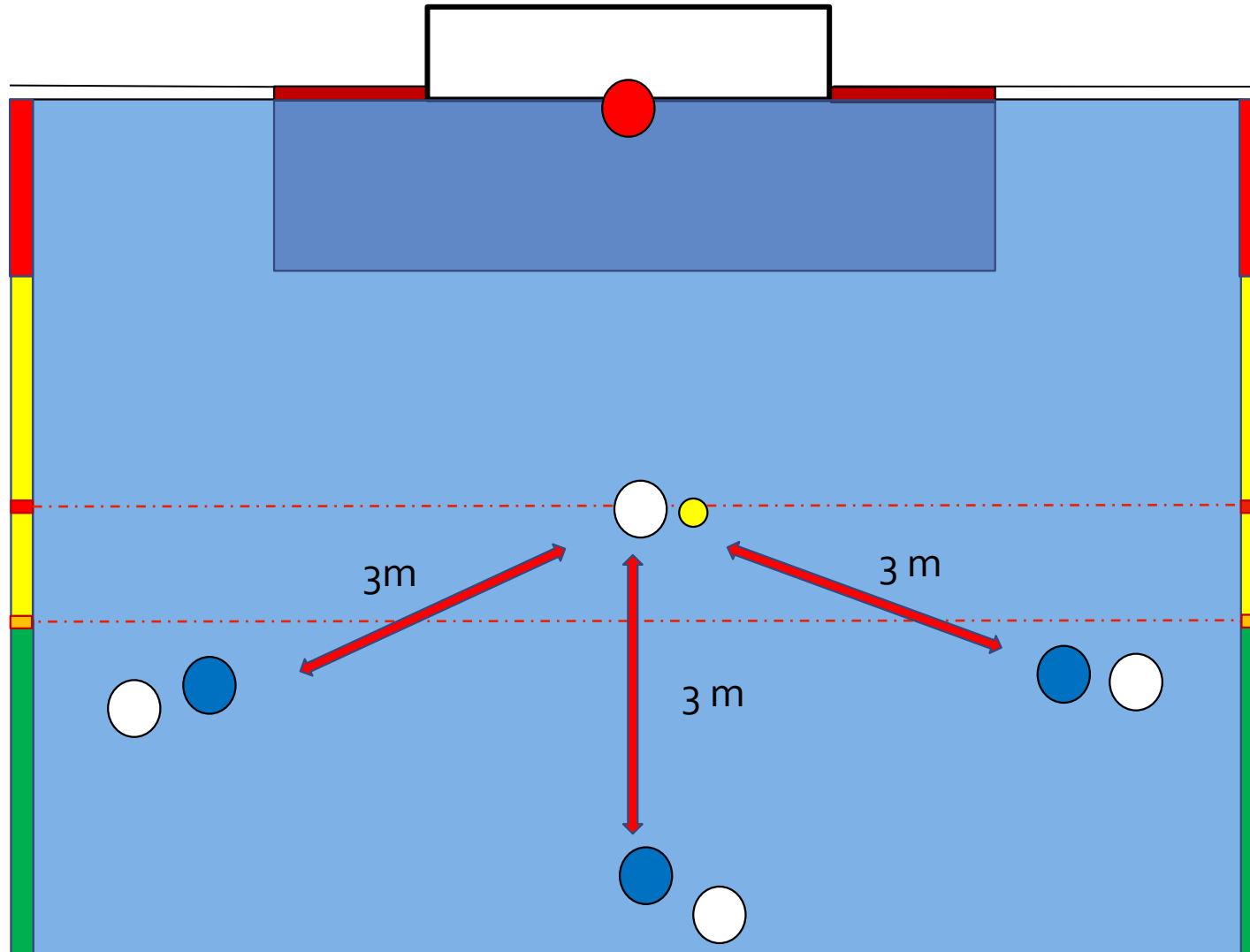
## NEW REGULATION FOR TAKING PENALTY THROWS (WP 24)

- ❑ 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 WP 22.3.
- ❑ 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.

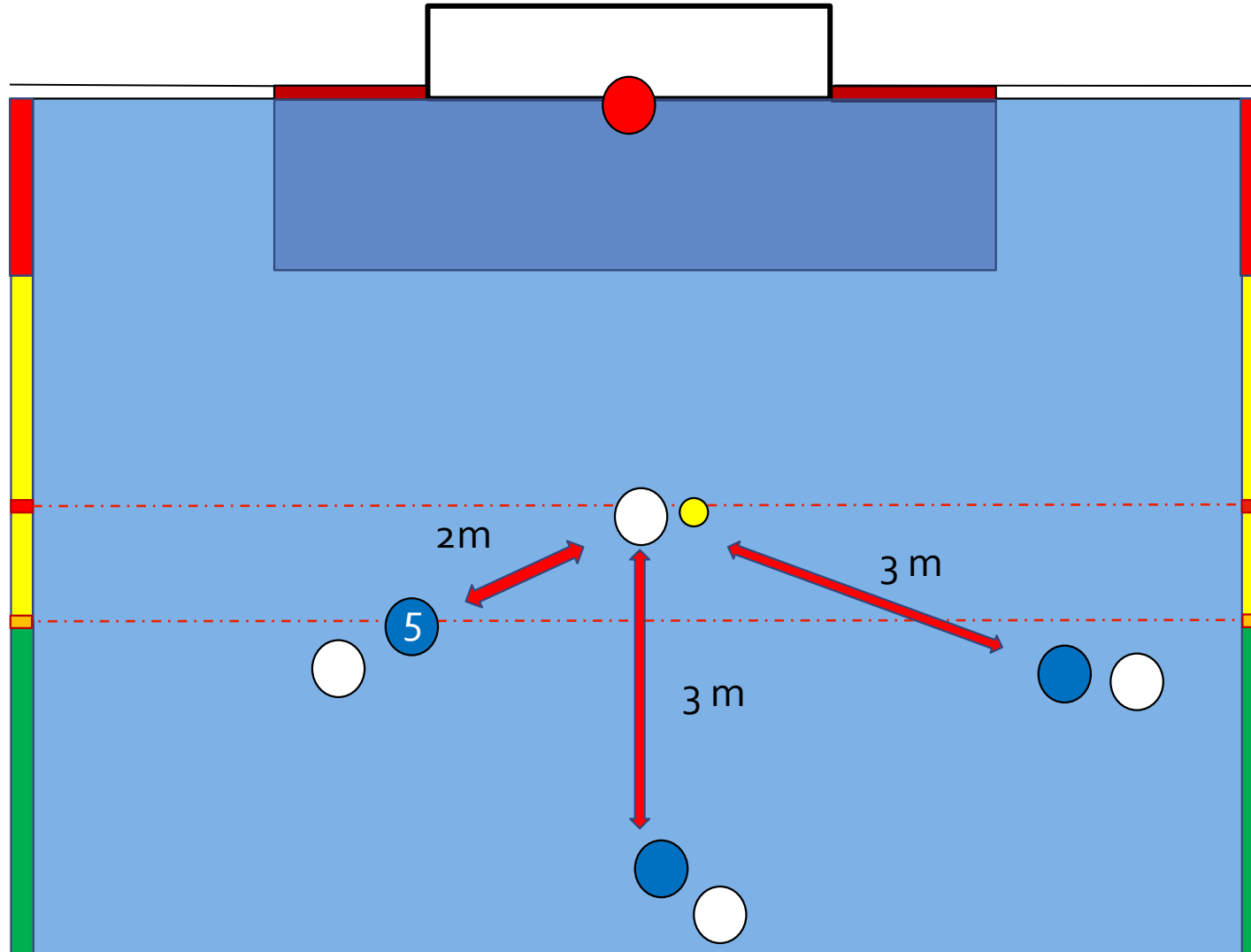


The referees **may use the VAR system** to determine if there has been interference with the penalty throw.

# NEW **CORRECT POSITION** OF THE PLAYERS BEFORE TAKING A PENALTY THROW (WP 24)

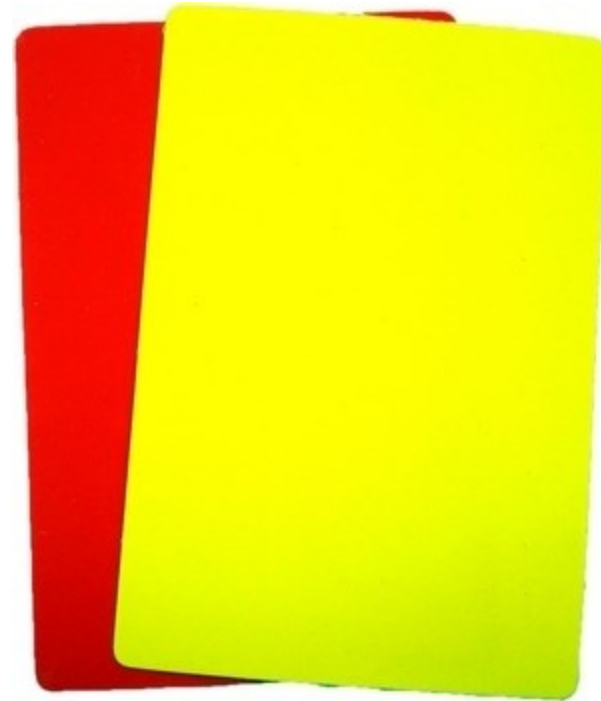


**N. 5 BLUE IS LESS THAN 3 METERS FROM THE SHOOTER. THE REFEREE GIVES ONE WARNING TO THIS PLAYER TO TAKE UP THE CORRECT POSITION. IF THAT PERSON DOES NOT DO SO, THE PLAYER SHALL BE EXCLUDED AND SHALL REENTER IN ACCORDANCE WITH WP 22.3**









## WP 26 – YELLOW AND RED CARDS

## YELLOW AND RED CARDS (WP 26)

- a) The **issuing of a Yellow Card** by the referee is an official warning to the Head Coach of the team.
- 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.
- 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.

## YELLOW AND RED CARDS (WP 26)

- 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.
- 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)
- f) Team members **committing an act of misconduct** will be punished according to WP 22.13 and must leave the pool area immediately.

Thank you!

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