



**EUROPEAN
AQUATICS®**

Water Polo

TECHNICAL MEETING

Season 2026/2027



BENCH & BEHAVIOUR REGULATIONS

HEAD COACH

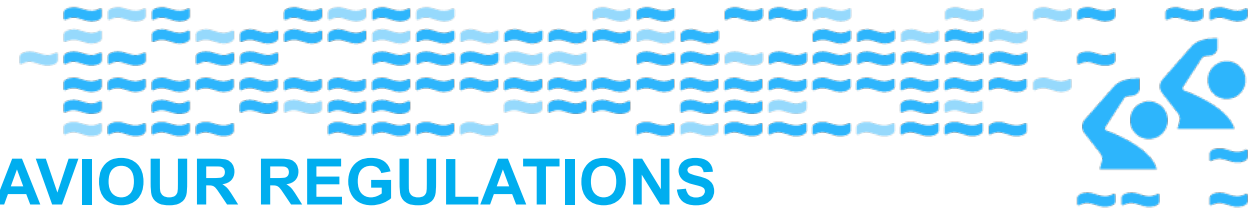
- Only the Head Coach may give instructions to players.
- When the team has possession, the Head Coach may move up to the 6 m line.
- Continuous talking or shouting is not permitted.
- The Head Coach is responsible for bench conduct.
- If the Head Coach receives a red card, the Assistant Coach does not inherit the Head Coach's privileges for that game.

OTHER BENCH OFFICIALS

- They may not speak to the referees or walk along the pool deck during the game.

PLAYERS

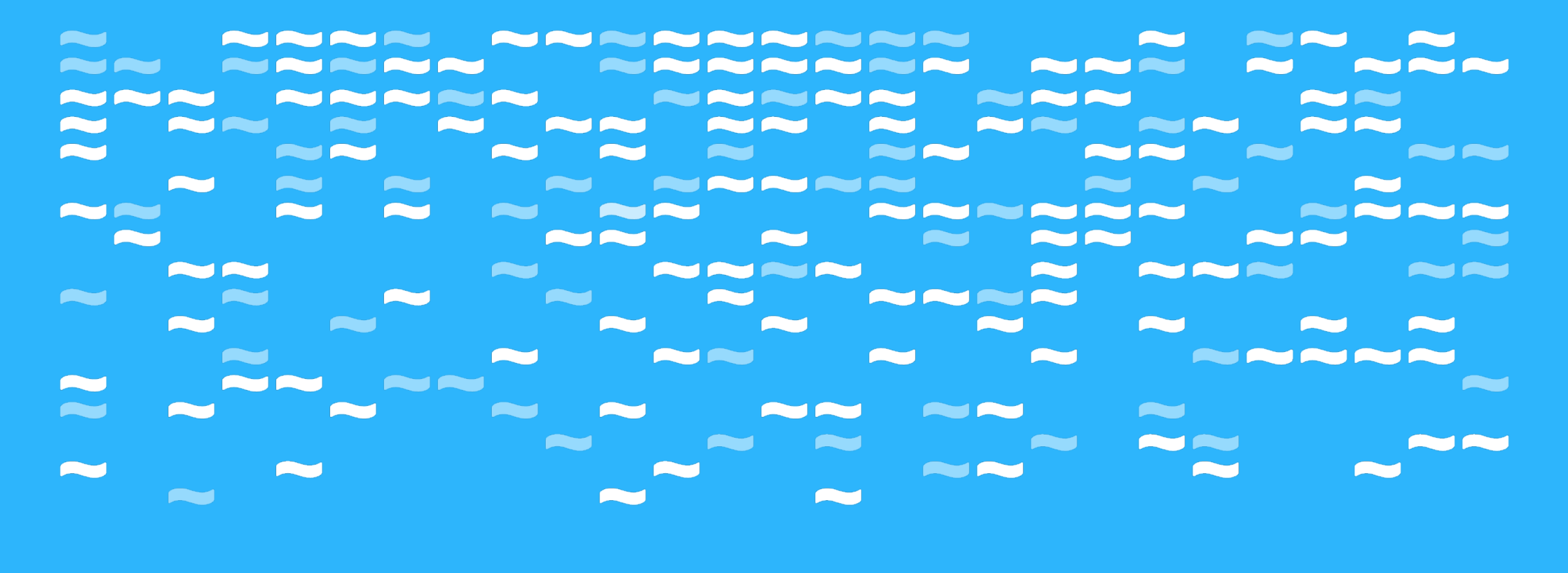
- Players must behave respectfully; comments on referee decisions are not permitted.
- A player excluded for 3 personal fouls must remain on the bench wearing their cap.
- A player sanctioned for Misconduct or Violent Action must leave the pool-deck area immediately.



BENCH & BEHAVIOUR REGULATIONS

SANCTIONS

- Misconduct, aggressive play and Violent Action must be sanctioned in accordance with the Rules.
- Disciplinary sanctions must be applied in accordance with the EA Code of Discipline.
- A suspended player or team official may be replaced while serving the suspension.

An abstract graphic consisting of numerous wavy, horizontal lines of varying lengths and heights. The lines are colored in white and a light blue shade, set against a solid medium blue background. They are arranged in a dense, somewhat chaotic pattern that fills the upper two-thirds of the image.

POINTS OF EMPHASIS



“LESS IS MORE” — BUT CONTROL THE GAME

YELLOW CARD NEW RULE 18.2



A referee may, at their discretion, issue a Yellow Card to a team when a player or substitute:

- commits repeated or persistent fouls (other than Violent Action or Misconduct);
- commits Simulation;
- acts in an unsporting manner; or
- protests decisions by referees or Technical Officials without using unacceptable language.

Use the Yellow Card when it helps prevent escalation and maintain control.



“LESS IS MORE” — BUT CONTROL THE GAME

RED CARD MISCONDUCT



AGGRESSIVE / INTENTIONAL ACTIONS

Intentional actions against an opponent such as:

- touching the face;
- pulling the cap;
- touching or holding the neck; or
- similar deliberate actions

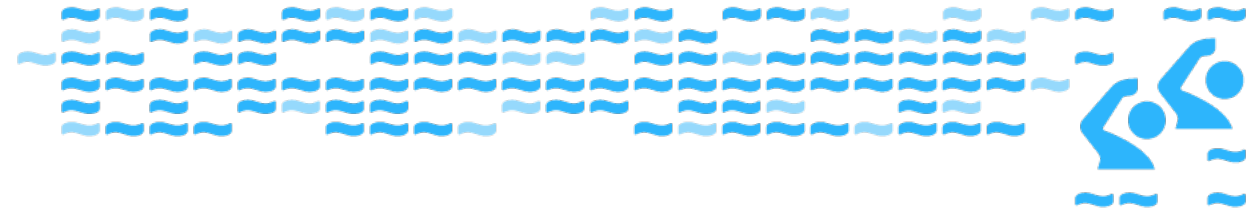
must be recognized and sanctioned appropriately under Rule 18.3.

A Red Card may be issued to a player, Head Coach or other Team Official.

For players, a Red Card applies when:

- the player is excluded under the relevant rules; or
- a Yellow Card has already been shown to the team and the player subsequently commits conduct deserving another Yellow Card.

Violent Action requires the appropriate immediate sanction.



YELLOW & RED CARDS

MISCONDUCT IN THE WATER

- When a player commits Misconduct, show the Red Card together with the appropriate sanction.
- The player must leave the pool area immediately.

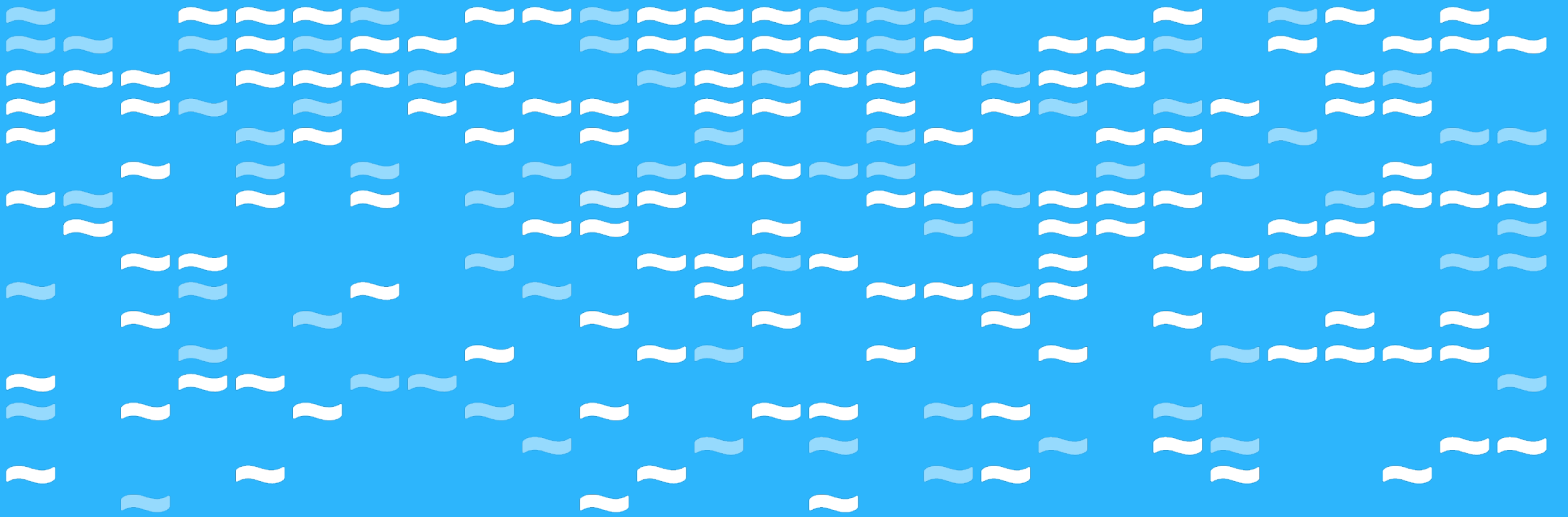
SIMULATION / UNSPORTING BEHAVIOUR

- A Yellow Card may be issued when a player persists in unsporting behaviour or Simulation.
- If the behaviour continues after the team has received a Yellow Card, the offending player may receive a Red Card.

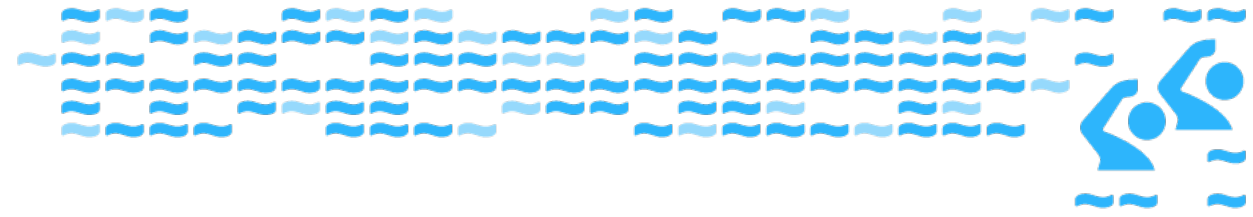
DISCIPLINARY CONSEQUENCES

- Yellow Card: €100 fine.
- Misconduct: 1–5-game suspension and €200 fine.
- Violent Action: 2–10-game suspension and a minimum fine of €500.

Apply all disciplinary measures in accordance with the current EA regulations and Code of Discipline.



IMPORTANT POINTS



IMPORTANT POINTS — KEY CRITERIA

The application of the rules and existing instructions remains unchanged.

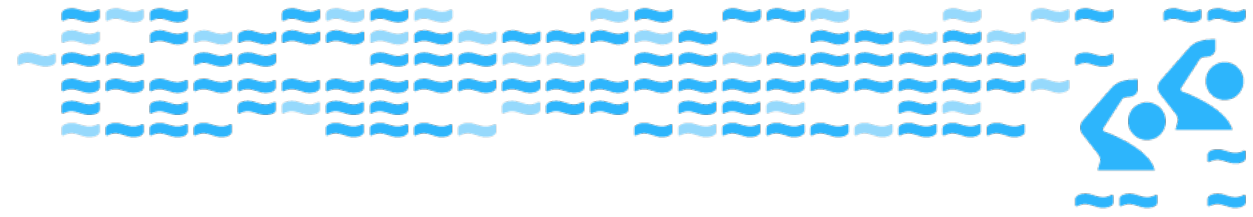
MAIN OBJECTIVE

Support the free movement of attackers.

IMPEDING — EXCLUSION FOUL

- Holding an attacker with two hands on the perimeter.
- Swimming over an opponent's body or legs.
- Pushing back a driving attacker.
- Any action that clearly prevents the attacker's free movement.

Recognize the action early and apply the exclusion consistently.



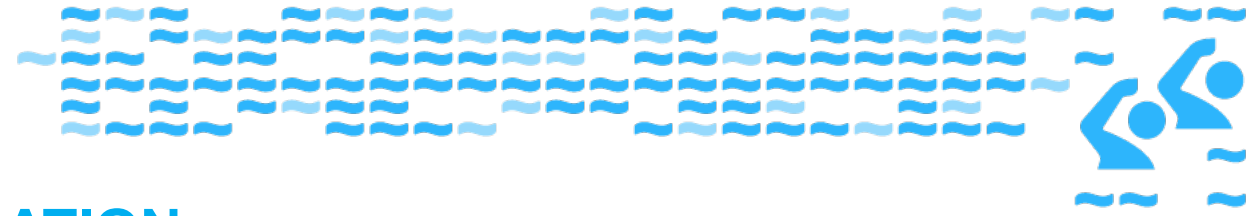
PENALTY FOUL — 5 KEY CRITERIA

A Penalty Foul should be called inside the 6 m line when:

1. The attacker is facing the goal and attempting to score.
2. A probable-goal situation exists.
3. The attacker has a clear intention to score.
4. The attacker is impeded from behind, even while holding the ball.
5. No defending player is in front — i.e. within the triangle formed by the attacker's head and the two goalposts.

IMPORTANT

Do not incorrectly call an exclusion when the attacker is holding the ball and the impeding action is unclear. A player holding the ball cannot be “impeded” in the technical sense of the rule.



SIMULATION

SIMULATION IS A FOUL

- Whistle only what you clearly see — not what players, coaches or spectators demand.
- Do not reward Simulation.
- Attempts to deceive the referee by pretending to have been fouled are unsporting behaviour.

SANCTIONS

- Yellow Card: warning to the team.
- Red Card: issued to the individual if the conduct continues, in accordance with the Rules.

POINT OF EMPHASIS

Simulation is an increasing problem in our sport. Referees should recognize it early and apply the available sanctions consistently.

 Simulation must never create an advantage for the player who simulates.

THANK YOU

