



New Rules and Application 2019-21

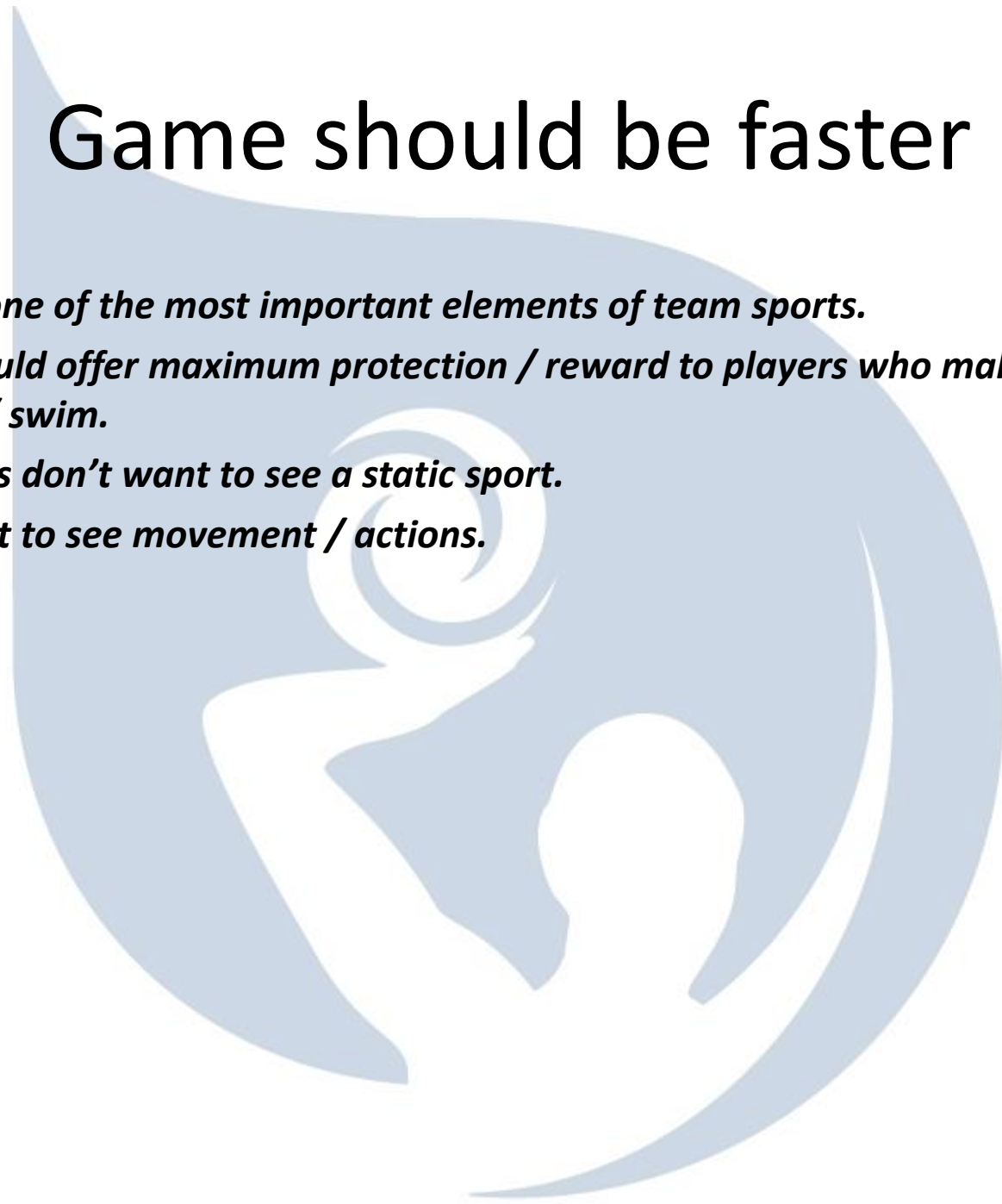


Why the New Rules 2019-21?

- To make the game faster
- To make the game more intelligent
 - To make the game less physical
- To reward more movement / swimming
 - To make the game less static
- To make the game more attractive
- To make the game more understandable

Game should be faster

- *Speed is one of the most important elements of team sports.*
- *Rules should offer maximum protection / reward to players who make the effort to move / swim.*
- *Spectators don't want to see a static sport.*
- *They want to see movement / actions.*



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New Rule: Ordinary Fouls

WP 21.14 for a team to retain possession of the ball for more than:

- i. 30 seconds of actual play, or
- ii. 20 seconds in the case of an exclusion, corner throw, rebound to the attacking team after a shot, including after a penalty shot, without shooting at the opponent's goal.

The timekeeper recording the possession time shall reset the clock:

- a) When the ball has left the hand of the player shooting at goal if the ball rebounds into play from the goal post, crossbar or goalkeeper, the possession time shall not recommence until the ball comes into possession of the attacking team. It shall be reset to 30 seconds if it comes into possession of the defending team.
- b) When the ball comes into possession of the defending team, the clock shall be reset to 30 seconds. Possession shall not include merely being touched in flight by an opposing player.

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- c) when the ball is put into play following the award of an exclusion foul to the defending player, the clock shall be reset to 20 seconds unless there are more than 20 seconds of possession remaining, in which case the time shall continue and not be reset.
- d) when the ball is put into play following the taking of a penalty throw without a change of possession, or corner throw, the clock shall be reset to 20 seconds.
- e) when the ball is put into play following the award of a penalty throw with a change of possession, a goal throw, or neutral throw, the clock shall be reset to 30 seconds.

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Application:

The intent is that, from the start of static play, or a second phase of the same team's possession, a team will have a maximum of 20 seconds of possession time.

- If there is a corner throw awarded, the shot clock is reset to 20 seconds.
- If there is a rebound and the attacking team retakes possession of the ball, the shot clock is reset to 20 seconds.
- If there is a rebound and the defending team takes possession of the ball, the shot clock is reset to 30 seconds.
- The shot clock will be reset to 20 seconds when the ball is put into play following the award of a penalty throw.
- If the penalty throw is missed and the attacking team retakes possession of the ball, the shot clock is reset to 20 seconds (no change of possession).
- If the penalty throw is missed and the defending team takes possession of the ball, the shot clock is reset to 30 seconds.
- If the penalty throw is scored the shot clock will be reset to 30 seconds.

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- In the last minute of the game the attacking coach may choose not to take a penalty shot and instead choose for a new ball possession.
 - In this case the game will be restarted from on or behind the halfway line, as after a time out, and the shot clock is reset to **30** seconds.
- The shot clock will be reset to 20 seconds before a free throw is taken after the ball crossed the side line of the field of play having last been touched by the defending goalkeeper.
- The shot clock will be reset to 30 seconds after a neutral throw.
- If there is a double exclusion, the time is not to be reset, and the time on the possession clock will remain the same.
- When a former defender puts the ball under the water, the shot clock must be reset. It must be reset to **20** seconds unless there is more time remaining on the shot clock.

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New Rule: Method of Scoring

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 2 players (of either team but excluding the defending goalkeeper) must intentionally play or touch the ball except at the taking of:

- a) A penalty throw
- b) A free throw thrown by a player into the players own goal
- c) An immediate shot from a goal throw
- d) An immediate shot from a free throw awarded outside the defending team's 6 metres or
- e) 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.

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[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.

After a corner 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.

A goal may not be scored under this rule direct from the restart following:

- a) a swim up or the commencement of a period
- b) a timeout
- c) a goal
- d) an injury, including bleeding
- e) the replacement of a cap
- f) the refereeing calling for the ball or calling for a neutral throw
- g) the ball leaving the side of the field of play
- h) any other delay.

Note: after putting the ball into play following one of the above (a-h) occasions, the player can score a goal also after faking (simulating a shot) or swimming with the ball.

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COMMENT:

A shot can be taken from a free throw taken and awarded outside 6 metres after faking or dribbling or putting the ball onto the water.

When the player is not shooting directly, the ball must be put into play as described in the rules before faking or dribbling or putting the ball onto the water.

This will hopefully give us a more attractive game with different varieties of goals. Players will be dangerous even if they put the ball into play to themselves.

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Application:

- The ball and the free throw have to be outside of 6m
- If the ball is inside 6m, the player cannot shoot.
- If the free throw was awarded inside 6m and the ball is outside, the player cannot shoot.
- If the ball and the free throw are both outside 6m, the player can choose to shoot immediately or to visibly put the ball into play.
- After the player has visibly put the ball into play, the player can fake and shoot or dribble and shoot.

Once the attacker has visibly put the ball into play the defender can tackle the player with the ball.

Visibly putting the ball into play means that the ball must leave the hand of the attacking player with the ball.

Visibly passing the ball from one hand to the other is considered to be putting the ball into play.

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After interval time it is not allowed to take a direct shot at goal.

- When a referee takes the ball out of the water for a cap replacement, injuries or other matters, this is considered to be interval time. After the issue is resolved and the ball returned to a player, NO direct shot at goal is allowed according to the rules.
- However, once the ball is returned to a player taking a corner throw or a free throw outside 6m, after a stoppage for cap replacement injuries or other matters, ***after putting the ball into play*** this player can score a goal also after faking (simulating a shot) or swimming with the ball.

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New Rule: Penalty Fouls

WP 23.9 For a defending player, including the goalkeeper, to impede an attacking player from behind within the 6 metre area when the attacking player is facing goal and making a shooting action, unless the defending player makes contact only with the ball. If the defending player's actions prevent the attacking player from shooting a penalty must also be awarded.

*(Note: According to **WP 23.2** the referees must award a penalty unless the attacking player scores).*

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Application

- **Inside the 6m area, in a probable goal position and with the intention to score.**
- If an attacking player with the intention to shoot has front position on a defender while moving toward the goal, the defender is not allowed to commit a foul without giving away a potential penalty throw to the attacker.
- This is stopping a probable goal and falls within the meaning of **WP 23.2**
- The only way to defend from behind in this situation is for the defender to only make contact with the ball or the hand holding the ball.

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Before the referee can whistle a penalty, they must be sure that:

- **Player has clear intention to shoot on goal**
 - **Player is completely turned to face the goal**
 - **Player must be inside 6m area**
 - **Between attacking player and goalkeeper there is no other defender**
 - **Contact from behind by the defender and the attacker holding the ball is preventing a probable goal**
 - **The foul is preventing a probable goal.**
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- When an attacking player is in front of goal with the ball on the water and their hand on top of the ball and the goalkeeper in this situation puts the attacker's hand and the ball under the water in a tackle, this is correct, the goalkeeper tackled from the front and not behind. So in this situation no penalty should be awarded but instead a free throw awarded in the goalkeeper's favour.

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New Rule: Corner Throws

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 touch the ball except at the taking of:

(f) An immediate shot from a corner throw

[NOTE: after a corner 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.

Application:

The player taking the corner throw will not be restricted in what actions they can take, including shooting.

After getting the ball from a goal judge when a corner throw is awarded, a direct shot is allowed and after putting the ball into play, the player can swim and fake before shooting at goal.

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New Rule: Free Throws

WP 20.1 A free throw shall be taken from the location of the ball, except

- If the foul is committed by a defending player within the defending team's 2 metre area and the ball is inside the 2 metre area, the free throw shall be taken on the 2 metre line opposite to where the foul was committed.

Application:

- This change is intended to speed up the game by not requiring the returning of the ball to the location of the foul.
- For any free throw awarded inside 2m, the player must still take the ball out of 2m to take the free throw.

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New Rule:

(This rule applies only to unclear situations around the 6m line)

Note: the signal to be used by the referee is to point with one hand in the air to indicate that the foul was outside the 6m area.

Application:

When the referee makes the signal this indicates that the player is allowed to shoot directly from the free throw.

If there is no signal made by the referee, it means that the player is not allowed to shoot because **either the foul or the ball was / are** inside the 6m area.

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New Rule: GOALKEEPER

The goalkeeper is allowed to move past and touch the ball beyond the half distance line as former rule **WP 20.13** is deleted.

Application:

- A goalkeeper can now go past the half way line.
- The goalkeeper loses their privileges outside the 6m area.
- During a penalty shoot-out, if two teams are involved the respective coaches will be requested to nominate 5 shooters and a goalkeeper to participate in the penalty shoot-out, the goalkeeper may be 1 of the shooters.
- The goalkeeper may be changed at any time during the penalty shoot-out provided the substitute was listed amongst the team list for that game, however they cannot be substituted as one of the shooters.

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New Rule: Timeouts

WP 13.1 Each team may request 2 timeouts during the game at any time, except after the awarding of a penalty throw, by the coach of the team in possession of the ball.

- The timeouts may be called at any time that a team has possession of the ball.
- Timeouts may be called in the same period or back to back.
- There are no restrictions on when a team may call the timeouts, as long as the team has possession of the ball.
- A team cannot call for a timeout after the awarding of a penalty throw.
- Incorrectly called timeouts i.e. when a team is not in possession of the ball result in the loss of a timeout for the responsible team.

New Rule

- Time-out button to be the responsibility of the team, one of the (three) team officials occupying the team bench will be responsible for pressing the timeout button when the coach requests a timeout.
- The intent is to remove timeout officials from beside the bench and transfer responsibility to the team to signal when a timeout is desired.

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New Rule: Penalty Fouls

WP 23.8 For the coach, or any team official to take any action with intent to prevent a probable goal or to delay the game. No personal foul shall be recorded for this offence.

Comment:

If a defending team's coach(es) delay throwing a ball in for a corner throw. Because of increased shooting options from a corner, need to penalise coaches more for delaying throwing a replacement ball in. I think YC at the very least and yellow + penalty if delay interferes with a goal scoring opportunity.

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Player leaving the field of play not through the re-entry area:

In the case that a player, on their own initiative, leaves the field of play in a place other than the re-entry / substitution area as mentioned in the rules, this player will not be punished for leaving the field of play, (previously this would have been an exclusion under **WP 22.4**).

However, as this player did not leave the field of play through the re-entry area, they or a substitute can only re-enter the field of play at the end of the period, during a time-out or after a goal.

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Clarification of change to exclusion without the ball within the 6m area.

Situation:

If there is an exclusion of the centre forward's defender when the ball is on the perimeter, the referee should:

- Whistle and clearly point to the excluded player to avoid any misunderstanding
- Signal the number to the player and to the table.

The ball may be passed immediately, without delay, or waiting for the referee to signal, to the centre forward.



BRITISH WATER POLO LEAGUE

