



WORLD
AQUATICS

DISCLAIMER:

This standalone rule set for
WATER POLO 4X4 supersedes
Appendix 9 to Part 6.



WATER POLO 4X4

**COMPETITION
REGULATIONS**

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SECTION 7: WATER POLO 4X4

1 GENERAL PROVISIONS

- 1.1** Section seven sets out the rules for Water Polo 4x4 (hereinafter referred to as “WP4”) (previously referred to as ‘Beach Water Polo’). Although there are many similarities between the two (2) sports, WP4 is a distinct sport from Water Polo, and therefore:
- 1.2** the rules set out in this Section 7 are, unless otherwise stated, distinct from the rules for Water Polo (set out in Articles 1 to 21 of this Part Six);
- 1.3** in the event of any conflict between this Section 7 and the other provisions of Part Six, this Section 7 will apply to WP4;
- 1.4** that notwithstanding, to the extent this Section 7 is silent, the provisions of Part Six will apply to WP4, interpreted and applied by World Aquatics and/or the Technical Officials as appropriate to WP4.
- 1.5** Subject to this Section 7, the following Appendices of Part Six apply to WP4:
- 1.6** Appendix 2: Signals to be used by Technical Officials;
- 1.7** Appendix 3: Penalty Shootouts, subject to Article 17 of this Section 7;
- 1.8** Appendix 4: VAR Review Protocol (where Video Assistant Review technology is in use, in accordance with Article 25.5 of Part Six);
- 1.9** Appendix 10: Definitions.
- 1.10** For the avoidance of doubt, Appendix 1 (Diagram of Water Polo Facilities) and Appendix 6 (Age Group Rules and Eligibility) to Section 6 do not apply to WP4.
- 1.11** World Aquatics is the global governing body of WP4, and the rules in this Section 7 apply to WP4 at World Aquatics Events. World Aquatics will publish the rules for qualification, the draw and the schedule for WP4 in advance of relevant World Aquatics Events.

2 TEAMS AND PLAYERS IN WP4

- 2.1 Each team in WP4 will consist of between four (4) and eight (8) Players:**
- 2.1.1 four (4) Players on the Field of Play at any one time:**
- 2.1.1.1** one (1) of which will be the Goalkeeper; and
- 2.1.1.2** three (3) of which will be Field Players; and
- 2.1.2** not more than four (4) other Players, who may be used as Substitutes. Substitutes will remain on their team bench, unless moving to join the Field of Play. It is not required to have any Substitutes, but minimum four (4) players including one goalkeeper are required to start a match.
- 2.2** If during a match a team does not have four (4) Players on the Field of Play, for example due to injury or exclusion (or both), the team must continue the match with its available Players on the Field of Play. The minimum number of Players for a team during a match is three (3). If during a match, a team has fewer than three (3) available Players, that team will forfeit the match, the match will end and the consequences will be determined by the Event Management.
- 2.3** Goalkeepers are permitted to touch the ball with two (2) hands or to play the ball with a closed fist while inside their team’s defensive 5 Metre Area. Field Players are not entitled to do either at any location on the Field of Play.
- 2.4 Team benches:**
- 2.4.1** Two (2) team benches can be located behind the Base and/or Side Line on the same side or on the other side of the Field of Play from the Referee and Technical Officials, one towards each corner on that side. The team benches do not need to be directly behind the Side Line, nor entirely in the corner.
- 2.4.2** Team benches in WP4 may be located on a pontoon or other appropriate surface or structure near the Field of Play. Where appropriate (as determined by World Aquatics), there may also be a designated area in the water, outside of the Field of Play, for Substitutes.



- 2.5 Team Officials:**
- 2.5.1** Each team must have one (1) designated head coach.
- 2.5.2** Teams may have one (1) additional Team Official, who must be located on the Team bench.
- 2.5.3** Teams are permitted to have up to two (2) medical staff in a separate location away from the Team Bench.
- 2.5.4** The Head Coach may walk until the five (5) Meters line when his/her Team has possession of the ball. All other Team officials and Players must remain seated.
- 2.5.5** The Head Coach must stay on or behind the goal line when his/her Team does not have possession of the ball.
- 2.6** Each team will have a Player designated as captain. Team captains, together with the team's Head Coach, must promote the good conduct and discipline of the team.
- 2.7 Prior to the match, the Referee will ensure that Players will only be able to enter the Field of Play if they have:**
- 2.7.1** their fingernails cut in a manner that will mitigate the risk of injury to and from them; and
- 2.7.2** removed any article or item from their body or clothing that is likely to cause injury.
- 2.8** Players must not have grease, oil or any similar or foreign substance, like sunscreen or lotion on the body or hands. If the Referee identifies a failure to comply with Article 2.8 of Section 7:
- 2.8.1** before the match has begun, the Referee will order it to be removed immediately (and such Player will only be able to enter the Field of Play once it has been removed) or can exclude the player from the match;
- 2.8.2** It is allowed to use a substance (such as resin) that helps players grip the ball for better shots and passes

3 SUBSTITUTES IN WP4

- 3.1** In accordance with Article 2.1.1.2 of this Section 7, each team may have up to four (4) Substitutes.
- 3.2 A Substitute may at any time, unless specified otherwise in this Section 7, replace a Player on the Field of Play by either:**
- 3.2.1** substitution at the Touching Corner, once:
- 3.2.1.1** the Player leaving the Field of Play has visibly risen to the surface of the water behind the Goal Line at the Touching Corner; and
- 3.2.1.2** the Players leaving and entering the Field of Play have touched hands above the surface of the water; or
- 3.2.2** entering the Field of Play from the Flying Substitution Area, as soon as:
- 3.2.2.1** the Substitute has entered the Flying Substitution Area from behind the Base/Side Line;
- 3.2.2.2** the Player leaving the Field of Play has visibly risen to the surface of the water in the Flying Substitution Area; and
- 3.2.2.3** the Player leaving the Field of Play and the Substitute have touched hands above the surface of the water in the Flying Substitution Area.
- 3.3** The Players leaving the Field of Play and the Substitute entering the Field of Play must each be ready to do so without causing undue delay to a match, including to the restart of play after any Stoppage.
- 3.4** Notwithstanding a team's wish to substitute a Player, if a Player involved in a substitution is not ready to or does not leave or enter (as appropriate) the Field of Play without undue delay, the Referee may, at their discretion, continue or restart the match without the Substitute entering the Field of Play. At any time thereafter, the Substitute may enter the Field of Play from the relevant area in accordance with Article 3.2 of this Section 7.
- 3.5** Subject to the obligation of Players to be prepared for substitutions without delaying the match in accordance with Article 3.3 of this Section 7, where there is a Stoppage, the Referee will allow substitutions to be completed before restarting play.
- 3.6** A Goalkeeper may be replaced by a Substitute during a match. If there is no goalkeeper in a team at a certain period of the match, only one field player can go to the goal line and replace the goalkeeper with the privileges of a goalkeeper. This shall be in accordance with the procedures set out in this Article 3 of Section 7, except that:
- 3.6.1** During a Penalty Shootout, a Goalkeeper may only be substituted when that Goalkeeper has been excluded for the remainder of the match (including as a result of Misconduct, Violent Action, or as the result of a Red Card) or because of injury or illness.



- 3.6.2** If a Goalkeeper is excluded:
- 3.6.2.1** a Substitute replacing them in accordance with Article 11 of this Section 7 may enter the Field of Play immediately, from any location on the Field of Play;
- 3.6.2.2** if the Goalkeeper is excluded immediately before the taking of a Penalty Throw (whether during a Period or during a Penalty Shootout), the Substitute replacing the Goalkeeper will be permitted to position themselves in the Goal in the same manner as a Goalkeeper for that Penalty Throw, but will not until after the Penalty Throw has been taken have any of the other privileges of a Goalkeeper (i.e., they may play as Goalkeeper but for that Penalty Throw they will not, for example, be permitted to use two (2) hands or a clenched fist to block the ball).
- 3.7** A Goalkeeper who has been replaced by a Substitute (but not excluded for the remainder of the match) may at any time thereafter re-enter the Field of Play to play in any position, but not with the privileges of the goalkeeper.
- 3.8** After a Goal has been scored, substitutions may not be made until after the Goalkeeper has Visibly Put the Ball Into Play.
- 3.9** When a Penalty Foul is committed, substitutions may not be made until after the resulting Penalty Throw is taken, except to provide for the substitution of an excluded Goalkeeper as set out in this Section 7.
- 3.10** Any Player who is substituted from the Field of Play must move to their team bench once substituted, unless or until they are preparing to be substituted onto the Field of Play in accordance with this Article 3 of Section 7.

4 TECHNICAL OFFICIALS IN WP4

- 4.1** Each WP4 match at a World Aquatics Event must be officiated by:
- 4.1.1** one (1) Referee;
- 4.1.2** one (1) Secretary; and
- 4.1.3** two (2) Timekeepers.
- 4.2** Technical Officials will in each case be appointed by World Aquatics or its designee. World Aquatics may in addition to the Technical Officials required by Article 4.1 of this Section 7, appoint any further Technical Officials it deems necessary to officiate a match or an event. If a Technical Official that is not listed in Article 4.1 of this Section 7 is appointed, the rules applying to that Technical Official will be as set out in Part Six (including Article 5 of Part Six).
- 4.3 The Referee:**
- 4.3.1** The Referee has the overall responsibility and authority to officiate a match and have full authority under these to direct Players, Team Officials, Technical Officials, spectators and other persons at the Venue in order to enforce these Competition Regulations, during a match or event.
- 4.3.2** All decisions of the Referee are authoritative and final, unless otherwise stated in this Section 7. Where this Section 7 provides that a Referee may or will take a specified action or decision, the Referee has full discretion as to whether and/or how to take that decision or action in order to enforce these Competition Regulations. Where that requires the judgment, view or discretion of the Referee, the Referee has absolute authority to exercise such judgment, view or discretion.
- 4.3.3** The Referee will not make any presumption as to the facts of any situation during the match but will interpret what they observe to the best of their ability, taking into account the evidence provided by other Technical Officials where appropriate and as provided for by these Competition Regulations.
- 4.3.4** Players, Team Officials, Technical Officials who are not Referees, and all other attendees at a match must follow the decisions and instructions of the Referees throughout a match.
- 4.3.5** A Referee may alter their decision during a match before the match is restarted or a Player Visibly Puts the Ball Into Play, as applicable.
- 4.3.6** Generally, in addition to the specific powers and duties set out in this Section 7, the Referee will:
- 4.3.6.1** Award or not award any Ordinary Foul, Exclusion Foul or Penalty Foul.
- 4.3.6.2** Refrain from awarding any Ordinary Foul, Exclusion Foul or Penalty Foul if awarding it would deny the team being fouled an Advantage or would otherwise be an advantage to the offending Player's team.
- 4.3.6.3** Order the removal from the Field of Play or the Competition Area any Player, Team Official, spectator, Technical Official or other attendee at a match whose behaviour prevents the proper continuance of the match or prevents the Referee, other Technical Officials from carrying out their duties in a proper and impartial manner, or if otherwise necessary to do so in order to enforce these Competition Regulations and this Section 7.

- 4.3.6.4** Abandon or pause a match at any time if the behaviour of Players, Team Officials, spectators or other individuals, or any other circumstance:
- 4.3.6.4.1** prevents the proper continuance of a match, or prevent the match from being brought to a proper conclusion; or
 - 4.3.6.4.2** if necessary to do so to ensure the safety of individuals in attendance at the match (including Players, Team Officials, Technical Officials and/or spectators). In this circumstance, the match will end and the Management Committee (or their nominee) will determine the result of the match and/or the appropriate outcome or next steps.
- 4.3.6.5** Abandon a match if a Player refuses to leave the Field of Play when ordered to. In this circumstance, the match will end, and the result will be a victory to the opposing team from the Player that refused to leave the Field of Play, scored five (5) Goals to zero (0).
- 4.3.7 The Referee will blow a whistle to:**
- 4.3.7.1** indicate the start or restart of play;
 - 4.3.7.2** award any Foul;
 - 4.3.7.3** award a Goal;
 - 4.3.7.4** award any Free Throw, Goal Throw or Penalty Throw;
 - 4.3.7.5** indicate that a Timeout has been called in accordance with Article 6.4 of this Section 7; and/or
 - 4.3.7.6** indicate any other Stoppage, or infringement or decision pursuant to this Section 7 or Part Six, or any other Stoppage or decision, as necessary.
- 4.3.8** The Referee will be positioned so that they have a clear view of the Field of Play during play:
- 4.3.8.1** the Referee may be positioned on a pontoon, on a vehicle, on land next to the Field of Play or any other appropriate surface;
 - 4.3.8.2** during play, the Referee will be positioned on the opposite side of the Field of Play from the team benches. The Referee may move without restriction along that side of the Field of Play in order to take the position that they consider best in order to view and officiate the match as they see fit; and
 - 4.3.8.3** during any Stoppage and in intervals between Periods, the Referee may move freely to any part of the Field of Play or Competition Area.
- 4.3.9** The Referee will use the signals set out in Appendix 2 to Part Six, as applicable to WP4.
- 4.3.10** During a match:
- 4.3.10.1** The Referee may, but is not required to, have an audio headset in order to communicate with the Officials Table and/or other Technical Officials.
 - 4.3.10.2** A Technical Delegate, if attending, may, but is not required to, have an audio headset, in order to:
 - 4.3.10.2.1** receive information from the Officials' Table; and/or
 - 4.3.10.2.2** assist the Referees when requested to do or as set out in these Competition Regulations.
- 4.3.11** The Referee will ensure that an adequate supply of balls is available during each match. When a ball leaves the Field of Play, the Referee will as soon as reasonably possible, throw a ball onto the Field of Play for the match to be restarted.
- 4.4 Timekeepers:**
- 4.4.1** The Timekeepers will record the timings of:
 - 4.4.1.1** Actual Play within each Period;
 - 4.4.1.2** Timeouts;
 - 4.4.1.3** the intervals between Periods;
 - 4.4.1.4** the continuous Possession of the ball by each team; and
 - 4.4.1.5** the periods of Players' exclusions, together with re-entry times of excluded Players and/or the Substitutes replacing them.
 - 4.4.2** Timekeepers will be located within view of the Field of Play and, where possible, on the same side of the Field of Play as the Referee.

- 4.4.3** Timekeepers will audibly announce the start of the last minute of the match, and will signal by whistle (or, if necessary, by any other audible and distinctive means):
- 4.4.3.1** once forty-five (45) seconds of a Timeout has passed;
 - 4.4.3.2** the end of each Timeout;
 - 4.4.3.3** the end of each Period, which will take immediate effect to end the Period, except:
 - 4.4.3.3.1** in the case of the simultaneous award by a Referee of a Penalty Throw, in which case the Penalty Throw will be taken in accordance with this Section 7; or
 - 4.4.3.3.2** if Article 8.6 of this Section 7 applies.
- 4.5 Secretary:**
- 4.5.1** The Secretary will maintain the Record of the Game;
 - 4.5.2** The Secretary will record Personal Fouls and Fouls committed by each team, including the number of Personal Fouls committed for the purpose of exclusion of Players and for the purpose of Bonus Penalty Throws in accordance with Article 18.3 of this Section 7.
 - 4.5.3** The Secretary will supervise the Alternating Possession System by recording and, where necessary, advising the Referee as to which team will receive the next Free Throw under the Alternating Possession System.
 - 4.5.4** The Secretary will record the time and Cap Numbers when Goalkeepers are substituted.
 - 4.5.5** The Secretary will signal to indicate:
 - 4.5.5.1** three (3) minutes into a period of exclusion for Violent Action to indicate that a Substitute may replace the excluded Player, by raising a yellow flag along with a white or blue flag (for the first or second listed team for the match, as applicable);
 - 4.5.5.2** Improper Entry of a Player or Substitute, with a red flag. When this occurs, the Referee will stop the game as soon as reasonably practicable, at an appropriate moment which does not deny an Advantage for the non-offending team;
 - 4.5.5.3** when a Bonus Penalty Throw is awarded, using a suitable audible signal (e.g., whistle or electronic signal); and
 - 4.5.5.4** the Secretary will be provided with separate white, blue, red, and yellow flags, each measuring a minimum of 0.35 metres x 0.20 metres, with which to signal.
 - 4.5.5.5** without delay, when a Player commits their fifth Penalty Foul:
 - 4.5.5.5.1** with the red flag, or by another approved method of signalling, if the fifth Personal Foul is an Exclusion Foul;
 - 4.5.5.5.2** with the red flag and a whistle, or by another approved method of signalling, if the fifth Personal Foul is a Penalty Foul; and/or
 - 4.5.5.6** when a team should be awarded a Bonus Penalty Throw under Article 18.3 of this Section 7
 - 4.5.6** For the avoidance of doubt, the Secretary's role is to record and/or signal events in the match and decisions taken by the Referee and/or other Technical Officials, rather than to make those decisions.
 - 4.5.7** The Secretary will be located within view of the Field of Play and, where possible, on the same side of the Field of Play as the Referee.
- 4.6** The Management Committee may choose to use Video Assistant Review (VAR) technology where it is available and where they consider it to be appropriate. Where VAR technology is in use, VAR Reviews will be conducted by the Referee as set out in Appendix 4 of Section 6 (modified as necessary to meet the rules and the quotient of Technical Officials set out in this Section 7, including that no Video Assistant Referee may be present).
- 4.7** In addition to the other Technical Officials required (according to this Section 7), World Aquatics may appoint one (1) or more of the following Technical Officials to assist in the conduct of any WP4 match or event:
- 4.7.1** Technical Delegates;
 - 4.7.2** World Aquatics Technical Evaluator(s);
 - 4.7.3** Video Assistant Referee(s); and/or
 - 4.7.4** Timeout Officials.



5 DURATION AND OUTCOME OF A WP4 MATCH

5.1 Each WP4 match will have four (4) periods, each of five (5) minutes of Actual Play.

5.2 The Timekeepers are responsible for timing Actual Play. Actual Play:

5.2.1 commences at the start of each period when a Player first touches the ball;

5.2.2 stops at the end of each period, as indicated by the Timekeepers;

5.2.3 during play in each period, stops at any Stoppage, for example as a result of a Foul; and

5.2.4 once stopped, remain stopped until the ball is put back into play by the ball leaving the hand of the Player taking the appropriate throw or making the restart.

5.3 There will be an interval break between each period of:

5.3.1 two (2) minutes between the first and second periods, and between the third and fourth periods; and

5.3.2 three (3) minutes between the second and third periods (i.e., at the half-way point of the match).

5.4 Each team will, for the duration of a match, occupy the team bench on the same side of the Field of Play that the team is defending during that period.

5.5 Each period will have a winner and a loser at the conclusion of the period:

5.5.1 The winner of the period is the team that has more goals after the conclusion of a period of play. The winning period is referred to as a "set". Each set is worth one (1) point.

5.5.2 In the event that each team scores the same amount of goals after the conclusion of regular time in a period, play shall immediately cease and the Referee shall signal to the Players on the Field of Play, or Substitutes as a team may desire, to immediately position themselves on the Goal Line of the Goal that they are defending in that period, each with at least some part of their head in line with their defensive Goal Line.

5.5.3 When the Referee is satisfied that the teams are ready and in position, the Referee will blow a whistle, after which the Referee will release or throw the ball into play on the Halfway Line (aiming to release the ball as close to the Halfway Line as possible).

5.5.4 Once the Referee has blown the whistle to signal the start of the Set, the Players may leave the Goal Line, including to swim to attempt to gain Possession of the ball.

5.5.5 Following the release of the ball, if the Referee is of the opinion that the ball has fallen in a position to the definite advantage of one team, the Referee will stop the match and repeat the start.

5.5.6 The teams will commence play until such time as a team scores a goal. This goal shall be referred to as the "Golden Goal".

5.5.7 The team scoring the Golden Goal will result in such team winning the set.

5.5.8 At the conclusion of each set, the scoreboard will reflect only the winner by sets, not goals, and the beginning of each period will start O:O on goals.

5.5.9 The first team to win three (3) sets, i.e. three (3) points, is the winner of the match. The final score of any match shall result in one of the following combinations: 3:0, 3:1, or 3:2.

5.5.10 If after four (4) sets the result is 2:2 on points, the Penalty Shoot Out (defined in Appendix X of Section 6) procedure will decide a winner. The official scorecard result for the match resulting from a Penalty Shoot Out will be 3:2.

5.6 If a team is leading by eight (8) or more Goals at any time in a period, the Referee shall end the period and the team with more Goals will be declared the winner of that set. This rule shall be referred to as the "Mercy Rule".

5.7 If a match (or part of a match) is suspended or must be replayed for any reason, the Referee shall recommence play at the earliest possible occasion. The score of the match upon commencement shall reflect the score in completed sets at the time play was suspended. Any incomplete period shall be played from the beginning with a score of O:O on goals as from the period in which the match was suspended.

5.7.1 Any Goals, Personal Fouls and Timeouts that occurred during any part of a concluded set shall be maintained in the Record of the match, along with any consequences resulting from them.

5.7.2 Exclusions for Violent Action, Misconduct and/or any Red Card exclusions will remain on the Record of the match, even if they occurred during a part of a period that is being replayed, and any consequences for future matches arising from those events will continue to apply.

5.8 The Referee has discretion to order a match or a part of a match to be replayed where necessary and appropriate to do so to comply with these Competition Regulations. No match or a part of a match may be replayed as the result of a mistake or other circumstance discovered after the match.

5.9 Appropriate music may be played during a match. At no time, however, shall the intensity of the music interfere with the play of the match. The Referee maintains the right to reduce or eliminate any such music as needed.

6 TIMEOUTS IN WP4

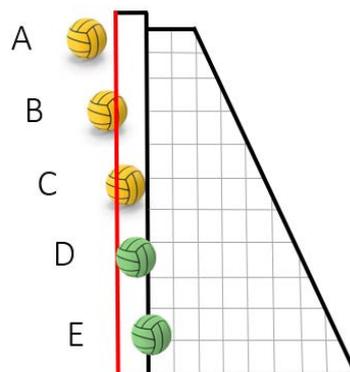
- 6.1** Each team may request 1 (one) Timeouts in a match.
- 6.2** The duration of a Timeout is (1) minute.
- 6.3** A Timeout may be requested:
- 6.3.1** during play, only by a team in Possession of the ball; or
- 6.3.2** during any Stoppage by the team that is due to have Possession of the ball at the restart after the Stoppage (including, for example, after a Goal or after the award of a Penalty Throw), except that a Timeout cannot be called between Periods.
- 6.4** **A Timeout may be requested by:**
- 6.4.1** the Head Coach of a team (or another Team Official acting as Head Coach in accordance with Part Six (or any Team Official or Player if no other Team Official is acting as Head Coach); or
- 6.4.2** any member of the team using any device authorised by the Management Committee for the calling of a Timeout; and
- 6.4.3** in any case, by calling "Timeout" audibly and signalling, to the Officials Table or to a Referee, with their hands forming the shape of a capital 'T' (one hand held horizontally on top of one hand held vertically).
- 6.5** If a Timeout is requested validly in accordance with this Article 6 of Section 7:
- 6.5.1** A Secretary or Referee hearing or seeing the request will immediately signal the Timeout and the immediate Stoppage of play by whistle. The match will remain stopped for the duration of the Timeout.
- 6.5.2** Players on the Field of Play must then without delay position themselves in the half of the Field of Play that they are defending in that Period. Players will stay in that half for the duration of the Timeout.
- 6.5.3** In accordance with Article 4.4.3 of this Section 7, the Timekeepers will by whistle or other audible method announce:
- 6.5.3.1** once forty-five (45) seconds of a Timeout has passed at which point the Players of both teams are permitted to move anywhere in the Field of Play; and
- 6.5.3.2** the end of each Timeout.
- 6.6** **After a Timeout has ended, play will be restarted on the Referee blowing a whistle, as follows:**
- 6.6.1** If the Timeout was requested during play, the team that was in Possession at the time the Timeout was requested (i.e., the team requesting the Timeout) will restart play with a Free Throw taken on or behind the Halfway Line.
- 6.6.2** Subject to Article 6.6.3 of this Section 7, if the Timeout was requested during a Stoppage, play will be restarted with a Free Throw taken on or behind the Halfway Line, taken by the team that would have had Possession after that Stoppage.
- 6.6.3** If the Timeout was requested during a Stoppage:
- 6.6.3.1** between the award of a Penalty Throw and the taking of that Penalty Throw, play will be resumed by the Penalty Throw being taken by the team to which it was awarded;
- 6.6.3.2** that would have preceded a Goal Throw or Free Throw to a team, play will be restarted with a Free Throw taken on or behind the Halfway Line, taken by the team that would have had Possession after that Stoppage in any event.
- 6.7** **Timeouts may only be called in accordance with this Article 6 of Section 7. Requests for Timeouts that do not comply with this Article 6 of Section 7 will be invalid and will not result in a Timeout. Accordingly:**
- 6.7.1** If a Timeout is requested during play by the team that is not in Possession:
- 6.7.1.1** play will be stopped, and a Penalty Throw will be awarded to the opposing team (the team that is in Possession); and
- 6.7.1.2** the team that made the invalid request will lose the right to request one (1) of its (valid) Timeouts if the team still had one (1).
- 6.7.2** If a Timeout is requested by a team in Possession when that team has already called two (2) Timeouts in that match:
- 6.7.2.1** If the Timeout is being called during play by the team in Possession, but with no Timeout requests remaining, play will be stopped and play will be restarted with a Free Throw taken by a Player on the opposing team on or behind the Halfway Line.
- 6.7.2.2** If the Timeout is requested during play by a team that is not in Possession and has no Timeout requests remaining, play will be stopped, and a Penalty Throw will be awarded to the opposing team (the team that is in Possession).
- 6.7.2.3** If the Timeout is being called during a Stoppage by a team that has no remaining Timeout requests, no Timeout will be awarded.

7 START AND RESTART OF PLAY IN WP4

- 7.1** At the start of each Set, including the start of the match, the Players on the Field of Play for each team must each position themselves on the Goal Line of the Goal that they are defending in that Period, each with at least some part of their head in line with their defensive Goal Line.
- 7.2** The team listed first in the official program or schedule for the event will start the match to the left of the Jury table. The other team will start the match to the right of the Jury table.
- 7.3** The teams, including the Players and Team Officials, will change ends before starting the third Set.
- 7.4** Each team will, for the duration of a match, occupy the team bench on the same side of the Field of Play that the team is defending during that Set. Teams will change team benches when changing sides after the second set.
- 7.5** At the start of each Set (including the start of the match):
- 7.5.1** when the Referee is satisfied that both teams are ready and correctly positioned [GK18.1], the Referee shall signal the start of play with a whistle and then release or throw the ball into play on the Halfway Line, aiming to place the ball as close to the Halfway Line as possible.
- 7.5.2** once the Referee has blown the whistle to signal the start of the Set, Players may leave the Goal Line, including to swim to attempt to gain Possession of the ball;
- 7.5.3** following the release of the ball at the start of a Set, the Referee is of the opinion that the ball has fallen in a position to the definite advantage of one team, the Referee will stop the match and repeat the start.
- 7.6** Following a Goal:
- 7.6.1** The Goalkeeper on the team that conceded will Visibly Put the Ball into Play at anywhere on the 2 Metre Line.
- 7.6.2** At the start of play, all Players of the attacking Team must be positioned in their own half of the Field of Play. Players of the defending team may be positioned anywhere within the Field of Play.
- 7.7** A start or restart of play not conducted in accordance with this Section 7 of Part Six may, at the discretion of the Referee, be retaken.
- 7.8** Following a Timeout, subject to the rules relating to the taking of Penalty Throws, or any other applicable circumstance, in this Section 7:
- 7.8.1** Players may take any position in the Field of Play.
- 7.8.2** Play will be restarted on the whistle of the Referee, in accordance with Article 6.6 of this Section 7.

8 METHOD OF SCORING IN WP4

- 8.1** A Goal is scored when the ball passes into the Goal, meaning that the ball has:
- 8.1.1** passed the front edge of the Goal posts (specifically the Goal Line), such that no part of the ball is visible in front of the Goal Line when viewing the Goal from the Side Line and in line with the Goal;
- 8.1.2** between the Goal posts; and
- 8.1.3** underneath the crossbar,
- as demonstrated by the balls marked "D" and "E" in the image immediately below, with the front edge of the Goal Line marked in red.



- 8.2** When a Goal is scored, it is scored for the team who is attacking that Goal, regardless of the Player that last touched the ball or otherwise caused the Goal to be scored.
- 8.3** **Accordingly, a Goal may be scored, unless specified otherwise in this Section 7:**
- 8.3.1** **whether intentionally or unintentionally;**
- 8.3.2** by a Player into the opponent's Goal or their own team's Goal (i.e., the latter case often being referred to as an 'own Goal'), even when (for example) taking a Free Throw;
- 8.3.3** from anywhere within the Field of Play; and
- 8.3.4** with any part of a Player's body, except that an attacking Player may not score a Goal with a clenched fist (for the avoidance of doubt, a defensive Player may score a Goal for the opposing team (an 'own Goal') with a clenched fist).
- 8.4** Except in the circumstances set out in Article 8.5 of this Section 7, a Goal may only be scored, following the most recent start or restart of play following a Stoppage or the start of a Set, after at least two (2) Players from either team (which may include the Player scoring the Goal) intentionally play or touch the ball.
- 8.5** A Goal may be scored without two (2) Players having intentionally played or touched the ball by a Direct Shot, or after the ball is Visibly Put Into Play, but without the need for any other Player to touch the ball, from:
- 8.5.1** a Penalty Throw;
- 8.5.2** a Goal Throw; or
- 8.5.3** a Free Throw awarded and taken outside of the offensive 5 Metre Line (a Free Throw is considered taken 'behind' the offensive 5 Metre Line if, when the Throw is taken, both the head of the Player taking the Free Throw and the ball are behind that line).
- 8.6** **Goals may only be scored during play. A Goal will be awarded if, at the expiration of the Shot Clock or at the expiration of time at the end of a Set:**
- 8.6.1** the ball has left the hand of the Player shooting or otherwise last throwing it; and
- 8.6.2** thereafter enters the Goal, including after deflecting off the water, the Goal posts, crossbar, the Goalkeeper or any other Player (or any combination thereof);
- 8.6.3** unless:
- 8.6.3.1** intentionally played or touched by another attacking Player; or
- 8.6.3.2** any Player (on either team) gains Possession,
- 8.6.3.3** in which case the Goal will not be awarded, and the Set will end and/or the Shot Clock be reset as provided for in this Section 7.
- 8.7** A Goal shall be awarded with one (1) point. However, a shot taken from a Player's defensive Goal Area (i.e. the defensive side of the Halfway Line) resulting in a Goal is worth two (2) points.
- 8.8** If the ball is in flight at the end of a Set and a Goal is not scored in accordance with Article 8.6 of this Section 7, the Set will end.

9 ORDINARY FOULS IN WP4

9.1 If an Ordinary Foul is committed, a Free Throw will be awarded to the opposing team, unless otherwise specified in this Section 7.

9.2 The Ordinary Foul is committed if a Player:

9.2.1 is at any time positioned in their offensive Goal Area, whether in Possession or otherwise;

9.2.2 commits a False Start;

9.2.3 receives any physical assistance from any member of their team during play;

9.2.4 holds on to or Pushes-Off from the Goal posts or their fixtures, from sides or ends of the Field of Play during play or at the start of a Set;

9.2.5 deliberately affects the alignment of the Goal before the start of a Set;

9.2.6 takes or holds the whole of the ball under the surface of the water when Tackled or with the intention of hiding or shielding it from the opposing team or otherwise preventing the opposing team from being able to Tackle or attempt to gain Possession of the ball;

9.2.7 pushes or Pushes-Off from an opponent who is:

9.2.7.1 Dribbling the ball; or

9.2.7.2 not holding, lifting or carrying the ball;

9.2.8 gives up Possession intentionally;

9.2.9 commits Simulation;

9.2.10 takes a Free Throw, Goal Throw or Penalty Throw other than in the prescribed manner, except a Goal Throw taken in the incorrect position (which may be retaken in accordance with Article 14.4 of this Section 7);

9.2.11 touches the floor during play;

9.2.12 swims or otherwise moves the whole of their body under the surface of the water in order to gain a positional advantage; or

9.2.13 if, except for a Goalkeeper within their defensive 5 Metre Area, a Player:

9.2.13.1 strikes or attempts to strike the ball with a clenched fist; or

9.2.13.2 touches (intentionally or otherwise) the ball with two (2) hands at the same time, unless by the Goalkeeper while within the 5 Metre Area (in which case a Penalty Foul will be awarded).

9.3 An Ordinary Foul is also committed if a team retains Possession at the expiry of the Shot Clock, as set out in Article 10 of this Section 7).

9.4 The Referee may, in their discretion, award or not award Ordinary Fouls in order to enable the non-offending team to maintain an Advantage.

10 TEAM POSSESSION IN WP4

10.1 A team may retain Possession without shooting at the opposing team's Goal for no more than 20 seconds of Actual Play.

10.2 If a team retains Possession for longer than 20 seconds of Actual Play, or otherwise for longer than the time specified in this Article 10 of Section 7, without shooting at the opposing team's Goal, an Ordinary Foul will be committed in accordance with Article 9.3 of this Section 7.

10.3 The time remaining for a team in Possession will be kept by the Timekeepers, using any reliable time-keeping device, and displayed on a Shot Clock visible to Technical Officials and Players.

10.4 A team's Set of Possession commences when a Player for that team gains Possession, including at the start or restart of Actual Play.

10.5 A team's Set of continuous Possession ends, and the Shot Clock will be reset, when:

10.5.1 a Player from the opposing team gains Possession of the ball, at which point the Shot Clock will be reset and the opposing team's possession will begin; or

10.5.2 a Player from that team shoots the ball at the opposing team's Goal.

10.6 For the avoidance of doubt, therefore, a team's Set of Possession will be deemed to continue:

10.6.1 while the ball is being passed or transferred between Players on that team, including by way of deflection off the surface of the water or another Player (whether intentionally or otherwise), without the other team gaining Possession; and

10.6.2 once Actual Play resumes following the Referee's having awarded a Foul or following any other Stoppage in play (except for the end of a Set), unless that Stoppage results in a change of the team in Possession or as otherwise provided in this Section 7.

10.7 A Player will be deemed to have shot the ball at the opposing team's Goal once the ball has left the hand of that Player with the intention of shooting and scoring at the opponent's Goal, whether or not the shot is accurate (i.e., whether or not the ball actually travels towards the Goal).

10.8 Following a shot:

10.8.1 If a Goal is scored, the match will be restarted in the usual manner following a Goal, as set out in Article 7.6 of this Section 7 and the Shot Clock will be reset to 20 seconds.

10.8.2 If the ball rebounds or deflects into the Field of Play after hitting the Goal posts or crossbar, or any other Player(s) (including a Goalkeeper and/or including a Player on the same team) or any combination thereof, without any other Player gaining Possession of the ball:

10.8.2.1 the Shot Clock will be reset and will not restart until the ball comes into a Player's Possession;

10.8.2.2 the Shot Clock will be reset to 20 seconds of Actual Play, regardless of which team gains Possession.

10.8.3 If the ball exits the Side Line of the Field of Play (including after deflection, but without another Player gaining Possession of the ball):

10.8.3.1 play will be restarted with a Free Throw, taken in accordance with Article 13 of this Section 7; and

10.8.3.2 the Shot Clock will be reset to 20 seconds, except under the circumstances set out at Article 10.10.2 of this Section 7.

10.9 If play is restarted following the award of an Exclusion Foul, the Shot Clock will be reset to 20 seconds.

10.10 In the following circumstances, a team may retain Possession without shooting at the opponent's Goal for a maximum of 20 seconds, irrespective of the time previously remaining on the Shot Clock:

10.10.1 following the taking of a Penalty Throw not resulting in a change of Possession; or

10.10.2 when the ball leaves the Field of Play through the Side Lines, not resulting in a change in team Possession.

10.11 When a match is restarted with a change of Possession following the award of a Penalty Throw, a Goal Throw or a Free Throw pursuant to the Alternating Possession System a team may then retain Possession without shooting for 20 seconds of Actual Play.

11 EXCLUSION FOULS IN WP4

11.1 An Exclusion Foul is committed if a Player:

- 11.1.1** interferes with the taking of a Free Throw or Goal Throw, including, but not limited to:
- 11.1.1.1** intentionally touching the opponent or pushing or failing to release the ball; or
 - 11.1.1.2** attempting to play the ball before it has left the hand of the thrower;
- 11.1.2** intentionally splashes water in the face of an opponent, if:
- 11.1.2.1** that opponent is behind their offensive 5 Metre Line; or
 - 11.1.2.2** that opponent is inside their offensive 5 Metre Area, but not in the action of shooting or preparing to shoot at Goal;
- 11.1.3** impedes or otherwise prevents the free movement of an opponent who:
- 11.1.3.1** is Dribbling the ball; or
 - 11.1.3.2** is not holding, lifting or carrying the ball.
 - 11.1.3.3** 'Impeding' an opponent under this Article 11.1.3 of Section 7 includes, but is not limited to:
 - 11.1.3.3.1** swimming or climbing on the opponent's shoulders, back or legs;
 - 11.1.3.3.2** a defensive Player swimming or otherwise moving the whole of their body under the surface of the water in order to gain a positional advantage;
 - 11.1.3.3.3** holding, sinking or pulling-back an opponent; or
 - 11.1.3.3.4** using two (2) hands to hold an opponent who is not holding the ball;
- 11.1.4** commits a Foul (any Ordinary Foul or Exclusion Foul) tactically, meaning a Foul committed with the sole or primary purpose of impeding or stopping the flow of the opposing team's attack. For the avoidance of doubt, a Foul will not be deemed to have been committed tactically if a Player intends to validly Tackle, block or otherwise validly defend the attack, but in doing so impedes or stops the flow of the opposing team's attack;
- 11.1.5** makes any disproportionate movement, i.e., any movement with intent to kick or strike another Player, whether or not it results in such contact with another Player, including Kicking and Striking.
- 11.1.6** interferes with the taking of a Penalty Throw after the whistle of the Referee, in which case:
- 11.1.6.1** the Penalty Throw will still be taken by the opposing team (a Free Throw will not be awarded); and
 - 11.1.6.2** that Player will be excluded for the remainder of the match in accordance with Article 11.6 of this Section 7;
- 11.1.7** fails to take up the correct position at the taking of a Penalty Throw having been ordered once to do so by the Referee:
- 11.1.8** if the defensive Goalkeeper moves forward off the Goal Line before the Referee blows the whistle and the Player proceeds to take the Penalty Throw and:
- 11.1.8.1** a Goal is scored, the Goal will be counted, no exclusion will be necessary and the match will restart in the usual manner following a Penalty Throw;
 - 11.1.8.2** a Goal is not scored, the Goalkeeper will be excluded under this Article 11.1.8 of Section 7 and the Penalty Throw will be retaken;
- 11.1.9** if the defensive Goalkeeper is excluded between the award and the taking of a Penalty Throw (including but not limited to under Article 11.1.7 or 11.1.8 of this Section 7):
- 11.1.9.1** another defensive Player may take the position of the Goalkeeper, but without the Goalkeeper's privileges for that Penalty Throw (i.e., they may play as Goalkeeper but for that Penalty Throw they will not, for example, be permitted to use two (2) hands or a clenched fist to block the ball).
 - 11.1.9.2** the excluded Goalkeeper or a Substitute replacing them may only re-enter or enter the Field of Play after the Penalty Throw has been taken; and
- 11.1.10** commits Improper Entry as set out in Article 12.2.3 of this Section 7.



- 11.2 An Exclusion Foul will also be committed if a Player:**
- 11.2.1** engages in Violent Action; or
 - 11.2.2** engages in Misconduct, meaning:
 - 11.2.2.1** the use of unacceptable language;
 - 11.2.2.2** Aggressive Play;
 - 11.2.2.3** refusing to follow the orders of the Referee;
 - 11.2.2.4** showing disrespect for a Referee or another Technical Official;
 - 11.2.2.5** leaving the Field of Play (including to sit or stand on the side of the Field of Play or the steps or other exit of the Field of Play), except:
 - 11.2.2.5.1** in the case of substitution or exclusion in accordance with this Section 7;
 - 11.2.2.5.2** in the case of accident, injury, illness; or
 - 11.2.2.5.3** with the permission of the Referee;
 - 11.2.2.6** otherwise behaves in a manner that is against the Spirit of the Game or likely to bring the match, event or competition into disrepute.
- 11.3 Unless otherwise provided in this Article 11 or elsewhere in this Section 7, if an Exclusion Foul is committed the Referee will:**
- 11.3.1** order the exclusion of the Player who committed the Exclusion Foul;
 - 11.3.2** if the Exclusion Foul occurred during play, the Referee will award a Free Throw to the opposing team;
 - 11.3.3** if the Exclusion Foul occurred during any Stoppage (including in the interval between Sets, during a Timeout or after a Goal is awarded):
 - 11.3.3.1** the match will restart in the normal manner (the manner in which play would have restarted irrespective of the Foul; no throw will be awarded); and
 - 11.3.3.2** a Substitute replacing the excluded Player will be permitted to join the Field of Play prior to the restart of the match, except in the case of an Exclusion Foul for Violent Action, where the Substitute may not enter the Field of Play until three (3) minutes of Actual Play have passed since the award of the Exclusion Foul.
- 11.4 If a Player is excluded, other than for Misconduct, Violent Action, interference or Improper Entry, that Player must immediately move to and touch the Touching corner, after which they may either:**
- 11.4.1** re-join play immediately; or
 - 11.4.2** be substituted from the Touching Corner in accordance with Article 3.2.1 of this Section 7.
- 11.5 If an Exclusion Foul is awarded for Misconduct:**
- 11.5.1** The excluded Player will be shown a Red Card and will be excluded for the remainder of the match with immediate effect.
 - 11.5.2** The excluded Player must leave the Field of Play immediately via the Touching Corner.
 - 11.5.3** The excluded Player may be replaced by a Substitute:
 - 11.5.3.1** If the Exclusion Foul was awarded during Play:
 - 11.5.3.1.1** the Referee will award a Free Throw to the opposing team; and
 - 11.5.3.1.2** a Substitute may replace the excluded Player at the earliest occurrence of the excluded Player's team gaining Possession or a Goal.
 - 11.5.3.2** If the Exclusion Foul for Misconduct is awarded during any Stoppage (including between Sets, during a Timeout or after a Goal has been awarded):
 - 11.5.3.2.1** the match will restart in the normal manner (the manner in which play would have restarted irrespective of the Foul; no throw will be awarded); and
 - 11.5.3.2.2** a Substitute replacing the excluded Player will be permitted to enter immediately prior to the restart of the match.

- 11.5.3.3** If the excluded Player is a Goalkeeper:
- 11.5.3.3.1** a Field Player may take the position of Goalkeeper, or a Substitute may replace a Field Player immediately in accordance with Article 3.2 of this Section 7 and play as Goalkeeper; and
- 11.5.3.3.2** in either case, once three (3) minutes of Actual Play have elapsed, a Substitute may join the Field of Play via the Touching Corner, to restore that team to the full number of Players.
- 11.6** **If an Exclusion Foul is awarded for interference with a Penalty Throw:**
- 11.6.1** The excluded Player will be shown a Red Card and excluded for the remainder of the match.
- 11.6.2** The excluded Player must leave the Field of Play immediately via the Touching Corner.
- 11.6.3** The Penalty Throw will be maintained (including that if it had already been taken and scored, that team will score a Goal) or retaken if deemed appropriate by the Referee.
- 11.6.4** A Substitute may replace the excluded Player at the earliest occurrence, following the restart of play after the Penalty Throw, a change of the team in Possession, or a Goal.
- 11.7** **If an Exclusion Foul is awarded for Violent Action:**
- 11.7.1** The excluded Player will be excluded for the remainder of the match and must leave the Field of Play immediately via the Touching Corner.
- 11.7.2** If awarded during Play:
- 11.7.2.1** A Penalty Throw will be awarded to the opposing team.
- 11.7.2.2** Play will resume on the taking of the Penalty Throw, taken in accordance with Article 16 of this Section 7.
- 11.7.2.3** A Substitute may replace the excluded Player when three (3) minutes of Actual Play have elapsed following the award of the Exclusion Foul.
- 11.7.2.4** If the excluded Player is a Goalkeeper:
- 11.7.2.4.1** a Field Player may take the position of Goalkeeper, or a Substitute may replace a Field Player immediately in accordance with Article 3.2 of this Section 7 and play as Goalkeeper; and
- 11.7.2.4.2** in either case, once three (3) minutes of Actual Play have elapsed, a Substitute may join the Field of Play via the Touching Corner, to restore that team to the full number of Players.
- 11.7.3** If awarded during any Stoppage (including a Timeout, after a Goal has been awarded or between Sets):
- 11.7.3.1** Play will restart in the normal manner (the manner in which play would have restarted irrespective of the Foul; no throw will be awarded).
- 11.7.3.2** A Substitute may replace the excluded Player when three (3) minutes of Actual Play have elapsed following the award of the Exclusion Foul.
- 11.8** **If one (1) or more Players from each side commit simultaneous Exclusion Fouls:**
- 11.8.1** Both Players will be excluded and must each return to the Touching Corner on their respective defensive Goal Lines.
- 11.8.2** Once both Players are at the Touching Corners, play will be restarted with a Free Throw, taken by the team in Possession at the time of the Exclusion Fouls. If no team was in Possession, Play will restart according to the Alternating Possession System.
- 11.8.3** The excluded Players, or Substitutes replacing them, will each be permitted to return to the Field of Play upon the earliest occurrence of:
- 11.8.3.1** a change in team Possession;
- 11.8.3.2** a Goal.
- 11.9** If a Player has been excluded for any reason, they must not intentionally participate or interfere with play (including by touching the ball or other Players) until they are permitted to re-enter the Field of Play in accordance with this Article 11 of Section 7. If a Player contravenes this Article 11.9 of Section 7, a Penalty Throw will be awarded as set out in Article 12 of this Section 7;

12 PENALTY FOULS IN WP4

- 12.1** If a Penalty Foul is committed, a Penalty Throw will be awarded to the opposing team.
- 12.2 A Penalty Foul is committed if:**
- 12.2.1** any Player within their defensive 5 Metre Area:
- 12.2.1.1** commits any Foul (including any Ordinary Foul, Exclusion Foul or Penalty Foul listed in this Section 7) if, without that action, a Goal would, in the view of the Referee, have been likely to result;
- 12.2.1.2** takes the ball under the water when Tackled if a Goal would have been likely to result if they had not done so;
- 12.2.1.3** pulls over, pulls down or otherwise displaces or affects the alignment of the Goal that they are defending, during play;
- 12.2.1.4** splashes water in the face of an opponent who is inside the offensive 5 Metre Area, if that opponent is in the action of shooting or preparing to shoot at Goal;
- 12.2.1.5** commits Violent Action, or Kicks or Strikes an opponent. For the avoidance of doubt, as well as awarding a Penalty Throw, a Player who commits Violent Action will also be excluded for Violent Action as set out in Article 11.7 of this Section 7;
- 12.2.1.6** impedes an attacking Player from behind, when that attacking Player is within their offensive 5 Metre Area, is facing towards the Goal they are attacking is making a shooting action. However, under this Article 12.2.1.6 of Section 7:
- 12.2.1.6.1** a defensive Player will not be impeding an attacking Player if they only make contact with the ball and not the Player; and
- 12.2.1.6.2** the Referee will delay the award of a Penalty Foul until after any shot has been attempted, to determine whether the attacking team has an Advantage without the Penalty Foul being awarded. If the shot results in a Goal, no Penalty Foul will be awarded. If the shot does not result in a Goal, the Penalty Foul (and resultant Penalty Throw) will be awarded;
- 12.2.1.7** touches (intentionally or otherwise) the ball with two (2) hands at the same time, unless by the Goalkeeper;
- 12.2.2** an excluded Player or a Substitute intentionally interferes with play, including but not limited to affecting the alignment of the Goal and or intentionally interfering with the ball or another Player;
- 12.2.3** a Player enters the Field of Play not in accordance with this Section 7 (Improper Entry). The resulting Penalty Throw will be taken after the offending Player is removed from the Field of Play; or
- 12.2.4** any Team Official or Player, takes any action not in the usual course of play with the sole or primary intent (in the view of the Referee) to prevent a probable Goal or to delay the match, including but not limited to:
- 12.2.4.1** a Player deliberately throwing the ball away before a Player on the opposing team can take a Free Throw;
- 12.2.4.2** a defensive Player, after a Free Throw outside the 5 Metre Line, deliberately pushing the ball inside the 5 Metre Line with the intention of avoiding a Direct Shot from the opposing team;
- 12.2.4.3** no Personal Foul will be recorded for this offence, where committed by the Head Coach or any Team Official.
- 12.3 If a Player is excluded for interference or an Improper Entry, the excluded Player may re-enter the Field of Play, or a Substitute may enter in their place as follows:**
- 12.3.1** if such interference or Improper Entry occurred following Violent Action, only once the relevant three (3) minute exclusion Set for that Violent Action has expired; and
- 12.3.2** in any case, whether following the taking of the Penalty Throw or following the expiry of such three (3) minute Set or otherwise, at the earliest occurrence of the excluded Player's team retaking Possession, including by being awarded a Free Throw, Goal Throw or Penalty Throw.
- 12.4** The Referee may at their discretion, (and will, in the case of a Penalty Foul committed under Article 12.2.1.6.1) delay the award of a Penalty Foul in order to wait to see if the attacking Player scores a Goal in the same action.
- 12.4.1** If the Player does not score a Goal, the Referee will then award a Penalty Throw.
- 12.4.2** If the Player does score a Goal, no Penalty Throw will be awarded and the match will restart in the usual manner following the award of a Goal.
- 12.4.3** While delaying the award in accordance with this Article 12.4, the Referee should if possible raise one arm to indicate that a Penalty Throw may be awarded (failure to do so will not, however, affect the decision made by the Referee).



13 FREE THROWS IN WP4

13.1 The award of a Free Throw gives the team to which it is awarded Possession in order to restart play.

13.2 Free Throws are awarded:

13.2.1 where the entire ball leaves the Field of Play crossing a Side Line (the ball remains in play if the ball just touches the sides of the Field of Play);

13.2.2 as a result of certain Fouls, as set out in this Section 7; or

13.2.3 as otherwise set out in this Section 7.

13.3 If a Free Throw is awarded:

13.3.1 as a result of the ball leaving the Field of Play crossing or rebounding from a Side Line, the Free Throw will be awarded to the opposing team from the team that last touched the ball, except that:

13.3.1.1 if the ball leaves the Field of Play from a Side Line when the ball was last touched by a Field Player blocking a shot, a Free Throw will be awarded to the team that blocked the shot;

13.3.2 as a result of a Foul or other circumstance, the Free Throw will be taken by the team that did not commit the Foul or as otherwise set out in this Section 7.

13.4 A Free Throw must be taken:

13.4.1 without undue delay;

13.4.2 by a Player Visibly Putting the Ball Into Play;

13.4.3 by either:

13.4.3.1 the Player who is closest or equal closest to the ball, or otherwise most ready (or equally ready as any Player on that team) to take the Free Throw; or

13.4.3.2 only if there is an attack or Counterattack in progress (such that it may hinder the offensive team for the Player closest to the ball to take the Free Throw (for example, if that Player would have to swim away from the Goal that they are attacking in order to take the Free Throw)), by a Player who is second or equal second closest to the ball – so long as the Free Throw is still taken without undue delay.

13.5 Actual Play will resume immediately when the ball is Visibly Put Into Play.

13.6 A Free Throw will be taken from the location of the ball at the time of the award of the Free Throw, allowing in the Referee's discretion for slight movement of the ball, not to the advantage of either team, between the award and

13.7 taking of the Free Throw (for example, on the surface of the water), except that:

13.7.1 If a Foul is committed by a Player within their defensive Goal Area, the resulting Free Throw will be taken from the 2 Metre Line at the closest point to the position of the ball at the time the Free Throw is awarded.

13.7.2 If a False Start is committed, the resulting Free Throw will be taken:

13.7.2.1 if the Referee had already released the ball, from the location of the ball once the team taking the Free Throw has reached it (which it will do without undue delay); or

13.7.2.2 if the Referee had not yet released the ball, from any location on the Halfway Line.

13.8 When a Free Throw is awarded, each defensive Player must:

13.8.1 position themselves more than one (1) metre away from the ball; and

13.8.2 not raise any arm to block (for example a pass or a shot) until they are at least one (1) metre away from the ball; except that

13.8.3 for the avoidance of doubt, it will not be a Foul if a Free Throw is taken by the offensive team while a defensive Player is in the process, without delay and without raising an arm to block, of moving away from the ball.

13.9 In accordance with Article 9.2.9 of this Section 7:

13.9.1 it will be an Ordinary Foul if a Free Throw is taken in a manner not according with this Article 13 of Section 7, including but not limited to a Free Throw (taken with undue delay or taken by a Player who is not in a position most readily (or equally as readily as another Player on that team) to take the Free Throw); and

13.9.2 it will be an Exclusion Foul for interference pursuant to Article 11.1 of this Section 7 if a defensive Player fails to move to a position at least one (1) metre away from the ball once a Free Throw is awarded and/or raises an arm to block a pass or shot before being at least one (1) metre away from the ball.

14 GOAL THROWS IN WP4

14.1 A Goal Throw will be awarded when the entire ball has crossed the entire Goal Line, leaving the Field of Play, but not into the Goal, subject to Article 6.6.3.2 of this Section 7.

14.2 A Goal Throw must be taken:

14.2.1 by any Player of the team that is defending the Goal on the relevant Goal Line;

14.2.2 from anywhere within their defensive 2 Metre Area;

14.2.3 without undue delay; and

14.2.4 by a Player Visibly Putting the Ball Into Play or taking a shot or a pass.

14.3 No Corner Throws are taken in WP4.

14.4 In accordance with Article 9.2.9 of this Section 7, it will be an Ordinary Foul if a Goal Throw is taken in a manner not according with this Article 14 of Section 7, except that a Goal Throw not taken in the correct position may be retaken in the correct position (and will not result in an Ordinary Foul).

15 THE ALTERNATING POSSESSION SYSTEM

15.1 **No Neutral Throws are taken in WP4. Instead, the Alternating Possession System is used to restart play with a Free Throw where, pursuant to Article 15 of Part Six, a Neutral Throw would otherwise have been awarded.**

15.2 The Alternating Possession System will therefore be applied if:

15.2.1 at the start of a Set, the Referee is of the opinion that the ball has fallen in a position to the definite advantage of one team;

15.2.2 one (1) or more Players of each team commit Ordinary Fouls simultaneously;

15.2.3 neither team has Possession and one (1) or more Players of each team commit Exclusion Fouls simultaneously;

15.2.4 the ball strikes, or lodges in, an overhead obstruction; or

15.2.5 a Neutral Throw would otherwise have been awarded in accordance with Article 15 or elsewhere in this Part Six.

15.3 The Alternating Possession System will be applied as follows:

15.3.1 If an event occurs prior to a team gaining Possession at the start of a Set that would lead to a Free Throw under the Alternating Possession System as set out in Article 15.2 of this Section 7, the Set will be restarted.

15.3.2 When the first event occurs requiring the Alternating Possession System pursuant to this Article 15 of Section 7, the team that first gained Possession at the start of the match will be awarded a Free Throw.

15.3.3 Thereafter, the team awarded a Free Throw under the Alternating Possession System will alternate.

15.3.4 The team entitled to the next Free Throw under the Alternating Possession System will be indicated by a visible arrow, shown by the Secretary or another Technical Official, pointing towards the Goal that the team is attacking (the direction of that arrow will therefore be reversed each time a Free Throw is taken under this Article 15 of Section 7).

15.4 A Free Throw taken pursuant to the Alternating Possession System will be taken in the usual manner for a Free Throw, in accordance with Article 13 of this Section 7. Unless otherwise stated, a Free Throw referred to in this Section 7 includes, as required by the context, a Free Throw awarded as a result of the Alternating Possession System.

16 PENALTY THROWS IN WP4

16.1 A Penalty Throw will be awarded as set out in this Section 7, including but not limited to in the case of a Penalty Foul.

16.2 Penalty Throws will be taken:

16.2.1 from any point on the taking team's offensive 5 Metre Line;

16.2.2 by any Player of the team to which it is awarded; and

16.2.3 upon the Referee's signal, without undue delay, by throwing the ball in one, uninterrupted movement, with the intention of shooting the ball directly at the Goal.

16.2.4 For the avoidance of doubt, in accordance with this Article 16.2 of Section 7, a Player may:

16.2.4.1 take a Penalty Throw by lifting the ball from the water and then throwing it in one continuous movement; or

16.2.4.2 take a Penalty Throw, starting with the ball held in a hand raised out of the water; and

16.2.4.3 in any case, a Player may take the ball backwards from the direction of the Goal in their hand in preparation for the shot, provided that the Penalty Throw is taken (i.e., leaves the Player's hand) without undue delay and in one uninterrupted movement.

16.3 When a Penalty Throw is taken:

16.3.1 No Player, except for the Player taking the Penalty Throw and the Goalkeeper of the opposing side, is permitted within the 5 Metre Area within which the Penalty Throw is being taken.

16.3.2 All Players must be positioned (such position determined by the position of each Player's head) at least three (3) metres from the Player taking the Penalty Throw.

16.3.3 The defensive Goalkeeper must be positioned between Goal posts with some part of their head not beyond (i.e., level with or behind) the Goal Line.

16.3.4 The Player taking the Penalty Throw must be positioned with their head not beyond their offensive 5 Metre Line.

16.3.5 Subject to Article 16.2 and Articles 16.3.1 to 16.3.4 of this Section 7, other Players (both offensive and defensive) may position themselves on the 5 Metre Line (or otherwise behind that line). If numerous Players choose to position themselves on the 5 Metre Line, one (1) Player on the defensive team for each side will have the right to their first choice of position thereon.

16.4 The signal for a Penalty Throw to be taken will be given by the Referee:

16.4.1 once the Referee is satisfied that all Players are in the correct positions;

16.4.2 by the Referee blowing a whistle and simultaneously lowering the arm from a vertical to a horizontal position.

16.5 If any Player, including a Goalkeeper, fails to take up the correct position in accordance with this Article 16 of Section 7, the Referee will:

16.5.1 give one warning to the relevant Player, with instruction to take up a correct position; and

16.5.2 if after that warning the Player does not do so, award an Exclusion Foul for interference in accordance with Article 11.1 of this Section 7.

16.6 If the defensive Goalkeeper moves forward before the Referee blows the whistle, and the Player then takes the shot and a Goal is not scored, in accordance with Article 11.1.8 of this Section 7 the Goalkeeper will be excluded and the Penalty Throw retaken.

16.7 If a Penalty Throw is taken and the ball rebounds into the Field of Play having touched a Goal post or crossbar or the Goalkeeper (whether intentionally or not), or any combination thereof, Actual Play will resume immediately and it will not be necessary for a Player other than the Player who took the Penalty Throw to touch the ball before a Goal may be scored.

16.8 If the Referee awards a Penalty Throw as, simultaneously, a Timekeepers signals for the end of a Set:

16.8.1 All Players except the Player taking the Penalty Throw and the defensive Goalkeeper will leave the Field of Play before the Penalty Throw is taken.

16.8.2 Play will cease and the ball will be deemed 'dead' once the Penalty Throw has been taken.

- 16.8.3** For the avoidance of doubt, if a Penalty Throw is deemed to be taken under this Article 16.8 of Section 7 when it has left the hand of the Penalty Throw taker and, whether directly or after touching the Goal post, crossbar or the Goalkeeper (whether intentionally or otherwise), or any combination thereof:
- 16.8.3.1** enters the Goal, in which case a Goal will be awarded;
 - 16.8.3.2** misses the Goal and exits the Field of Play; or
 - 16.8.3.3** rebounds into the Field of Play.
- 16.9** **If a Penalty Throw is awarded within the last minute of a match, the coach of the team to which the Penalty Throw is awarded may elect to be awarded a Free Throw instead of a Penalty Throw. In this circumstance:**
- 16.9.1** play will be restarted by that team with a Free Throw on or behind the Halfway Line;
 - 16.9.2** the Shot Clock will be reset to 20 seconds; and
 - 16.9.3** it is the responsibility of the Head Coach to give a clear signal to the Referee, without delay, if the team elects to maintain Possession of the ball in accordance with this Article 16.9 of Section 7.

17 PENALTY SHOOTOUTS IN WP4

- 17.1** Except as set out in this Article 17 of Section 7, Penalty Shootouts in WP4 will follow the rules set out in Appendix 3.
- 17.2** **Prior to the start of the Penalty Shootout, each team will:**
- 17.2.1** nominate three (3) Players to take Penalty Throws, each of which must not have been excluded for the remainder of the match; and
 - 17.2.2** state the order in which they will take Penalty Throws (which cannot thereafter be changed, unless otherwise provided for in this Article 17 of Section 7).
- 17.3** **A Goalkeeper may be one of the Players to take a Penalty Throw.**
- 17.4** All Players taking Penalty Throws will remain in the water, on the Field of Play at the location closest to their team bench, but behind their offensive 5 Metre Line. All Players not taking Penalty Throws must be seated on their team bench.
- 17.5** **If during a Penalty Shootout:**
- 17.5.1** a Goalkeeper is excluded:
 - 17.5.1.1** a Player from the nominated three (3) Players taking Penalty Throws for that team may take the place of the Goalkeeper for the next Penalty Throw, but without the privileges of a Goalkeeper (i.e., they may play as Goalkeeper but for that Penalty Throw they will not, for example, be permitted to use two (2) hands or a clenched fist to block the ball); and
 - 17.5.1.2** following the taking of that Penalty Throw, that Player may either (1) return to their position as a Field Player, and a Substitute may replace the Goalkeeper (with the privileges of a Goalkeeper) for the remainder of the Penalty Shootout, or (2) remain as the Goalkeeper, with the privileges of a Goalkeeper).
 - 17.5.2** One of the nominated three (3) Players taking Penalty Throws is excluded, that Player's position is removed from the list of the three (3) Players taking Penalty Throws and a Substitute will be placed in the last position in the team's order.
 - 17.5.3** If the teams are tied following the completion of three (3) Penalty Throws each, the same three (3) Players will then take alternate Penalty Throws in a 'sudden death' format, until one team misses and the other scores in the same pair of Penalty Throws (for example, in each team's fourth Penalty Throw).

18 PERSONAL FOULS AND BONUS PENALTY THROWS IN WP4

- 18.1** A Personal Foul will be recorded against any Player who commits an Exclusion Foul or a Penalty Foul.
- 18.2** A Player who has committed four (4) Personal Fouls will be excluded for the remainder of the match.
- 18.3** If a Player is excluded as the result of having committed four (4) Personal Fouls, that Player:
- 18.3.1** must leave the Field of Play from the Touching Corner without delay, without participating or interfering with play (including by touching the ball or other Players); and
- 18.3.2** may be replaced by a Substitute once they have left the Field of Play, having risen to the surface of the water at the Touching Corner.
- 18.4** **For every fourth (4) Personal Foul awarded against a team in a Set, a Bonus Penalty Throw will be awarded to the opposing team:**
- 18.4.1** Once the Bonus Penalty Throw is taken, a new set of four (4) Personal Fouls will apply for the team against which the Bonus Penalty Throw was awarded.
- 18.4.2** When a Bonus Penalty Throw is awarded, the Player who committed that Foul will move to the Touching Corner and may not re-enter the Field of Play or be replaced by a Substitute until the Penalty Throw has been taken.
- 18.4.3** If any fourth Personal Foul within a Set is a Penalty Foul:
- 18.4.3.1** One (1) Penalty Throw (only) will be taken.
- 18.4.3.2** After that Penalty Throw is taken, the offending team's total of Personal Fouls for the purpose of this Bonus Penalty Throw rule will reset to zero (0).
- 18.5** Each team's number Personal Fouls for the purpose of the Bonus Penalty Throw rule will reset to zero (0) at the start of each Set.
- 18.6** If a Bonus Penalty Throw results in a Goal, the team that took that Penalty Throw will restart play in the same manner as after a Timeout in accordance with Article 6.6 of this Section 7. If the Penalty Throw does not result in a Goal, play will continue in the usual manner.

19 YELLOW AND RED CARDS IN WP4

- 19.1** The Referee may issue a Yellow Card or a Red Card in order to enforce this Part Six including, as appropriate, as the result of acts or omissions of Team Officials or Players, as described in this Article 19 of Section 7.
- 19.2** **Yellow Cards:**
- 19.2.1** A Yellow Card may be issued by the Referee to the Head Coach of a team.
- 19.2.2** A Yellow Card constitutes an official warning, effective for the remainder of the match.
- 19.2.3** A Referee will issue a Yellow Card to a Head Coach, if a Head Coach:
- 19.2.3.1** acts in an unsporting manner (including through, but not requiring, persistent acts);
- 19.2.3.2** protests the decisions of the Referee or another Technical Official, without using unacceptable language; or
- 19.2.3.3** is not positioned on their team bench; or
- 19.2.3.4** makes a Coach's Challenge that is not permitted, as set out in Article 1.3.3 of Appendix 5.
- 19.2.4** A Referee may at their discretion issue a Yellow Card to a Head Coach, if a Player or a Team Official on that team, including a Substitute and whether on the Field of Play or otherwise:
- 19.2.4.1** commits repeated or persistent Fouls (other than Violent Action or Misconduct) during a match;
- 19.2.4.2** commits Simulation;
- 19.2.4.3** acts in an unsporting manner (including through, but not requiring, persistent acts); or
- 19.2.4.4** protests the decision of the Referee or another Technical Official, without using unacceptable language.

19.3 Red Cards:

19.3.1 A Red Card may be issued by the Referee to a Player, a Head Coach or another Team Official.

19.3.2 A Red Card will be issued to a Player:

19.3.2.1 if that Player is excluded for the remainder of the match in accordance with this Section 7; or

19.3.2.2 if a Yellow Card has previously been shown to their team in that match, and thereafter that Player commits conduct requiring or deserving the issue of a Yellow Card as described in Article 19.2.

19.3.3 A Red Card will be issued to a Head Coach if:

19.3.3.1 After having received a Yellow Card pursuant to Article 19.2 of this Section 7, that Head Coach commits conduct that would otherwise (if that prior Yellow Card had not been issued) cause a Yellow Card to be issued pursuant to Article 19.2 of this Section 7, whether or not such action(s) are the same or different from the action(s) that caused the first Yellow Card to be issued; or

19.3.3.2 the Referee deems that the conduct in question is sufficiently serious and/or unsporting such that the award of a Red Card is appropriate, irrespective of whether that person has already received a Yellow Card in the match (for similar or other conduct). A Red Card will be issued under this Article 19.3.3.2 of Section 7 if a Head Coach uses unacceptable language towards a Technical Official.

19.3.4 A Red Card may be issued to a Team Official, other than Head Coach, who:

19.3.4.1 acts in an unsporting manner (including through persistent acts), including the use of unacceptable language towards a Technical Official;

19.3.4.2 protests the decision of the Referee or another Technical Official in a manner deemed unacceptable by the Referee;

19.3.4.3 is not positioned on their team bench; or

19.3.4.4 makes a Coach's Challenge that is not permitted, as set out in Article 1.3 of Appendix 5.

19.3.5 For the avoidance of doubt:

19.3.5.1 the Referee may issue a person with a Red Card at any time without that person having first received a Yellow Card in the match;

19.3.5.2 a Red Card may be issued pursuant to Article 19.3.2.2 or 19.3.3.2 of this Section 7 whether or not the action(s) or conduct in question is the same as that which caused the initial Yellow Card to be issued; and

19.3.5.3 a Red Card may be issued pursuant to Article 19.3.2.2 of this Section 7 whether or not the Player receiving the Red Card caused or contributed towards the issuance of the initial Yellow Card.

19.3.6 If a Red Card is issued to a Head Coach or another Team Official, that person must leave the team bench and leave the Competition Area without delay and for the remainder of the match.

19.3.7 When a Head Coach is given a Red Card, and therefore excluded from the match in accordance with this Article 19.3 of Section 7, another Team Official may act as that team's Head Coach for the remainder of the match, assuming the rights and responsibilities attributed to a Head Coach under this Section 7.

19.4 Where in a match one (1) or more Players of the same team persist in repeated Fouls, including but not limited to protesting the decision of the Referee or another Technical Official without the use of unacceptable language, the Referee:

19.4.1 will award the relevant Fouls and order the relevant consequences for each individual Foul, as appropriate;

19.4.2 may, in respect of the team's persistent Fouls, issue a Yellow Card to the offending team, effective as a warning to the entire team; and

19.4.3 for the remainder of the match, if any Player(s) on that team engage in repeated Fouls, including but not limited to protesting the Referee's or Technical Officials' decisions not using unacceptable language, the Referee will issue that Player(s) with a Red Card, excluding the Player(s) for the remainder of the match.

19.5 When issuing a Yellow Card or Red Card, the Referee will:

19.5.1 show the card visibly to the recipient; and

19.5.2 show the card visibly to the Officials' Table, indicating the recipient's Cap Number (if a Player) or identity, which will be recorded by the Secretary.



- 19.6** If a Player or a Team Official has or may have committed conduct that could have led to them being excluded for the remainder of the match, regardless of whether the conduct was addressed or sanctioned by the Referee during the match, the Management Committee or its designee may:
- 19.6.1** assess and decide, with regard to the nature and circumstances and the severity of the conduct in question, whether the Player or the Team Official should be excluded from future matches in the event (up to and including all further matches in the event).
- 19.6.2** Review official video footage, if available, and/or any other reliable evidence available in order to make that assessment.
- 19.6.3** If a decision is made to exclude a Player or Team Official from future matches at the event, the Management Committee will, within 24 hours of the end of the match in which the relevant conduct occurred, notify the relevant Player or Team Official and their team of their exclusion.
- 19.6.4** Where necessary or appropriate to do so, with regard to the rules and regulations of World Aquatics, refer the matter to the Aquatics Integrity Unit.
- 19.7** If a Team Official is excluded in advance from any match in an event pursuant to Article 19.6 of this Section 7, the relevant team will have their maximum number of Team Officials for that match reduced accordingly, except that a team will always be permitted to have at least one (1) Team Official for that match.
- 19.8** If a Player is excluded in advance from any match in an event pursuant to Article 19.6 of this Section 7, that Player's team will, notwithstanding such exclusion, be permitted to have seven (7) Players listed for each match. A team may therefore in that circumstance replace the excluded Player on their team's Start List with another Player. The replacement Player may participate for the team at that event, provided that all Players on the Start List remain free of any suspension or exclusion that prevents them from participating in that match or event.

20 ACCIDENT, INJURY, ILLNESS, AND SAFETY REQUIREMENTS IN WP4

- 20.1** A Player is not permitted to leave the Field of Play (including sitting or standing on any steps or the exit of the Field of Play or water, during play, except:
- 20.1.1** in the case of substitution or replacement permitted in this Section 7;
- 20.1.2** where necessary in the case of accident, injury, or illness; or
- 20.1.3** with the permission of a Referee.
- 20.2** The Referee may at any time stop play to order the immediate substitution of any ill or injured Player, or on account of any accident, if they consider it appropriate to do so.
- 20.3** **If a Player is bleeding:**
- 20.3.1** Play will continue without interruption unless the Referee deems it necessary or appropriate to stop play.
- 20.3.2** The bleeding Player must leave the water as soon as possible. The Referee will order any Player they observe to be bleeding to leave the Field of Play (however, for the avoidance of doubt, a Player who is bleeding must leave the Field of Play and water, if possible, whether observed by and/or ordered to do so by the Referees or otherwise).
- 20.3.3** A Substitute will be permitted to replace a bleeding Player who has left the Field of Play (whether voluntarily or having been ordered to do so by the Referee), with immediate effect. The Substitute may enter the Field of Play from any location.
- 20.3.4** A Player must not re-enter the Field of Play while still bleeding. Once the Player has stopped bleeding, the Player may re-enter the Field of Play as a Substitute in accordance with this Section 7.
- 20.4** If play has been stopped as a result of accident, injury, illness or through any other unforeseen reason not provided for in this Part Six, play will be restarted:
- 20.4.1** on the Referee blowing a whistle;
- 20.4.2** at the location of the ball when play was stopped;
- 20.4.3** by the team that was in Possession at the time of the Stoppage;
- 20.4.4** by a Player on that team Visibly Putting the Ball Into Play; or
- 20.4.5** if no team was in Possession at that time, according to the Alternating Possession System.

- 20.5** World Aquatics seeks to minimise the occurrence of injuries, including through issuing the provisions of this Part Six and this Section 7. However, WP4 is a contact sport and there is therefore an inherent risk of traumatic injuries. The incidence of such injuries in Water Polo (including WP4) is the highest of any Aquatic sport. Therefore, the Management Committee must ensure that at every competition there are:
- 20.5.1** a medical team, trained in trauma recognition and in water extractions;
 - 20.5.2** a Chief Medical Officer and a Venue Medical Officer, one (1) or both of which must have a proper medical kit in order to respond to traumatic injuries, including suture material and/or skin glue to treat bleeding Players;
 - 20.5.3** ice packs available for use during matches;
 - 20.5.4** an appropriate number of lifeguards, who must practice water retrieval on a daily basis during the duration of the competition.
- 20.6** While dental services are not mandatory, the Management Committee should consider providing dental services including:
- 20.6.1** to, where appropriate, treat and stabilise Players with oro-facial injuries, prior to referral elsewhere;
 - 20.6.2** to provide treatment that will enable Players with oro-facial injuries to return to a match, where medically appropriate; and
 - 20.6.3** the Management Committee may consider whether to ensure a dentist is 'on call' during the competition, if one is not present.

21 THE FIELD OF PLAY IN WP4

- 21.1** The Management Committee of a competition is responsible for ensuring the correct measurements and markings for the Field of Play are used.
- 21.2** The Goal Line in WP4 will be in line with the end of the Field of Play.
- 21.3** The length of the Field of Play (the distance between the inner edge of each Goal Line) shall be between 15-16 metres.
- 21.4** The width of Field of Play (the distance between the inner edge of each Side Line) will be 10 metres.
- 21.5** **The depth of the water in the Field of Play must not at any point be less than 2.0 metres.**
- 21.6** **Distinctive buoys will be placed on both Side Lines as follows:**
- 21.6.1** Red buoys, at the 2 Metre Line (2 metres from each Goal and Base Line).
 - 21.6.2** Green buoys, at the 5 Metre Line (5 metres from each Goal and Base Line).
 - 21.6.3** White buoys at the Halfway line.
 - 21.6.4** Red buoys will be placed to denote each Touching Corner.
- 21.7** **The Flying Substitution Area:**
- 21.7.1** If segregated by lane ropes, must be between 0.5 metre and 1 metre wide.
 - 21.7.2** Will be behind the Side Line on the same side as the team benches.
 - 21.7.3** For each team, will be between the Goal Line that team is defending and the Halfway Line.
- 21.8** **The Touching Corner:**
- 21.8.1** Is the point on each Base Line:
 - 21.8.1.1** two (2) metres inside the Side Line;
 - 21.8.1.2** on the side of the benches; and
 - 21.8.1.3** denoted by a red buoy.
 - 21.8.2** As required by the context, a reference to a Touching Corner in this Section 7 is a reference to the Touching Corner on the Base Line that the relevant team or Player is defending.
- 21.9** **The Goal Area in WP4 is the rectangular area at each end:**
- 21.9.1** The width of which is between the outer edge of each of the Goal posts.
 - 21.9.2** The length of which is 2 metres (from the Goal Line to the 2 Metre Line).

22 FACILITIES AND EQUIPMENT IN WP4

22.1 The Management Committee of a competition is responsible for ensuring that the facilities and equipment used accord with the requirements of this Section 7.

22.2 The ball in WP4 must:

22.2.1 be round;

22.2.2 have an air chamber with a self-closing valve;

22.2.3 be waterproof without external strapping or any covering of grease or similar substance;

22.2.4 weigh between 400 grams and 450 grams;

22.2.5 have an air pressure of:

22.2.5.1 In men's matches have a circumference between 0.68 metres and 0.71 metres and a pressure between 6.0 - 7.0 pounds per square inch atmospheric; and

22.2.5.2 In women's matches, have a circumference between 0.65 metres and 0.67 metres and a pressure between 6.0 - 7.0 pounds per square inch atmospheric.

22.3 Goals:

22.3.1 Two Goals will be located, one in the centre of each Goal Line (an equal distance from each Side Line).

22.3.2 Goals will be comprised of:

22.3.2.1 two (2) vertical posts, joined at their top by one (1) horizontal crossbar;

22.3.2.2 fixtures necessary to fix the position of the Goal; and

22.3.2.3 a net, securely fastened to the Goal's posts and crossbar (and (where necessary) other fixtures) to enclose the entire Goal space behind the Goal Line (away from the Field of Play), as one netted space behind the posts and beneath the crossbar.

22.3.3 Each Goal post and crossbar:

22.3.3.1 May be any colour that can be easily seen by Players and Technical Officials.

22.3.3.2 May be made of any material. While it is preferable for events to use rigidly constructed and non-inflatable posts and crossbars, inflatable posts and crossbars may be used.

22.3.3.3 Must be between 75 mm and 80 mm in diameter.

22.3.3.4 Must be free from any obstruction (in view or object) from the Field of Play.

22.3.4 Goal posts must:

22.3.4.1 Be 2.5 metres apart, measured from the inside of each post.

22.3.4.2 Be perpendicular to the surface of the water and the crossbar, and parallel to the other post.

22.3.4.3 Be level at their front edge with the front edge of the Goal Line.

22.3.5 Crossbars must be:

22.3.5.1 0.8 metres from the surface of the water.

22.3.5.2 Parallel to the surface of the water, perpendicular to the Goal posts.

22.3.6 Referees will stand on a platform or pontoon with a view of the Field of Play. The nature and location of that structure will be determined by the Management Committee and/or World Aquatics, with regard to the nature of the Venue.

22.3.7 Anchors, lane ropes, markers and/or other fixtures should, if possible be in accordance with Article 21 of Part Six, adjusted for the dimensions and requirements of a WP4 Field of Play and the nature of the Competition Area. The Management Committee and/or World Aquatics have discretion to use fixtures and facilities that are available and appropriate for each match or event.

22.4 Caps in WP4

22.4.1 Caps must be worn by any Player who at any time during a match is on the Field of Play or in the Flying Substitute Area or at the Touching Corner.

22.4.2 Each team's Field Players will wear Caps of one colour. Each team's cap colour must:

22.4.2.1 be easy to distinguish from the other team's cap colour;

22.4.2.2 be easy to distinguish from the colour of the ball; and

22.4.2.3 be approved by the Referee before a match begins.

22.4.3 A team's Field Players may instead be required by the Referee to wear white or blue caps.

22.4.4 Caps will be fastened under the chin. Caps will be fitted with malleable ear protectors that will be the same colour as that team's caps except that Goalkeepers may have red ear protectors.

22.4.5 Caps will be numbered on both sides with numbers that are 0.10 metres in height. The Goalkeeper will wear Red Cap Number 1, and the other caps will be numbered 2 to 99 in any combination.

22.4.6 Goalkeepers will wear red caps. Each team will have a set of red caps numbered one (1) to eight (8) or any other combination, as well as a caps of each number in the colour of that team's Field Players.

22.4.7 A Player (whether designated as a Goalkeeper or otherwise) who replaces a Goalkeeper on the Field of Play wear a red cap with the same number as he/she was wearing as a Field Player. A Goalkeeper who is substituted will keep Cap Number 1, but once substituted will wear the same-coloured cap as their team's Field Players (unless returning to the Field of Play as a Goalkeeper).

22.4.8 A Player will not be permitted to change Cap Number during the match except with the permission of the Referee and after notifying the Secretary.

22.4.9 If a Player loses the cap during play, play will continue but that Player must replace their cap at the next appropriate Stoppage of the match when that Player's team is in Possession.

22.4.10 For international matches, the caps will display the international three letter country code on the front and may display the national flag.

22.5 Shot Clock

22.5.1 The time remaining on the Shot Clock in accordance with this Section 7 will be kept by the Timekeepers, using any reliable time-keeping device.

22.5.2 One (1) or more clocks showing the time remaining on the Shot Clock should be placed in the Field of Play in a location(s) visible to Technical Officials and Players.

22.5.3 If a Shot Clock is not possible or visible given the conditions of a Competition, the Management Committee may use a different method to keep such time.

22.6 Swimwear

22.6.1 Article 21.5 of Part Six applies to swimwear for WP4, except that World Aquatics and/or the Management Committee may make reasonable adjustments in their discretion, notified to teams in advance of the relevant competition.