



## Rules and Regulations

**Please note these rules and regulations are subject to change.**  
Questions and feedback should be directed to the Water basketball Chief Umpire

Last updated 28-09-2015 - FINAL

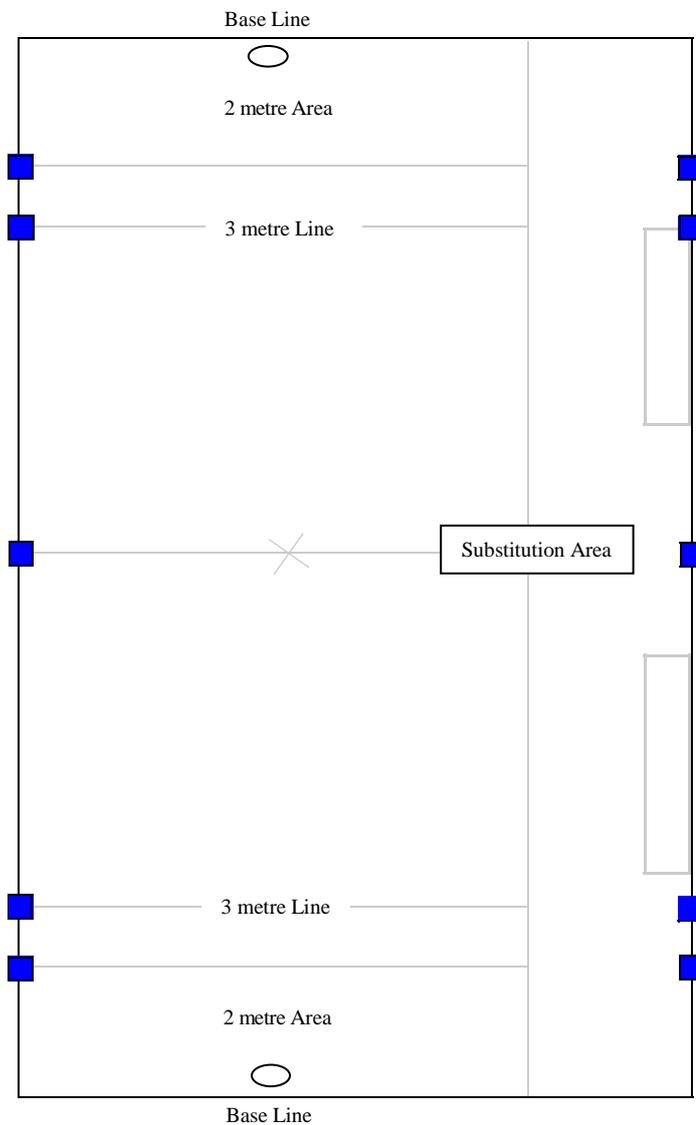
## Document Amendment Procedure

1. Any changes to rules are discussed at an Umpires meeting and recommendations for changes are then forwarded to the Board.
2. Feedback on rules from Captains/Teams will be taken into account but the Umpires meeting is decisive in the finalisation of rule change recommendations as accepted by the majority present.
3. The Board review decides on whether any/all changes are then made and when these changes take effect. This is the Board's responsibility to the program and is supported by the THAC in this regard.
4. Finalised and accepted rule changes are integrated into the latest master copy of the Rules & Regulations and published to the Water Basketball Tasmania Website with confirmation of the date from which the new Rules & Regulations will be enforced.

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# 1 Field of Play and Equipment



- 1.1 The organisation co-ordinating Water Basketball shall be responsible for providing all fixtures and equipment.
- 1.2 The layout and markings of the pool shall be in accordance with the Diagram above.
- 1.3 Distinctive markings or witches' hats shall be provided denoting the 2 metre area (a.k.a. 'Key'), 3 point/metre line and the half-way line.
- 1.4 Lane ropes with coloured markers shall be placed at the side of the pool, to indicate the "Exclusion / Substitution" area.
- 1.5 Sufficient space shall be provided to enable the umpires to have free movement along the side-line.

- 1.6 A standard set of goal posts are provided for each game, one set at each end of the pool.
- 1.7 The ball shall be round and shall have an air chamber with a self - closing valve. It shall be waterproof.
- 1.8 The weight of the ball shall not be less than 400gm and not more than 450gm ( a standard adult size water polo ball)

## **2 Caps, Swimwear, Jewellery and Fins (Flippers)**

- 2.1 Caps of different colours shall be worn by each team, one team wearing light, the other dark and must be fastened under the chin.
  - 2.1.1 Caps are to be worn through the entire duration of the game.
  - 2.1.2 Caps are to have malleable ear protectors of the same colour.
  - 2.1.3 Caps shall be numbered on both sides with numbers 10cm in height and/or clearly visible to the umpires. A player cannot change their cap number during the game except with permission from the umpire.
- 2.2 Players shall wear non-transparent costumes or costumes, of durable material that remains close to the body at all times (to avoid getting caught in the loose material).
- 2.3 Players shall remove jewellery and other articles likely to cause injury (e.g. watches, rings, bracelets etc.).
  - 2.3.1 The umpire will assess and have the final say in whether wearing jewellery during the game presents a danger to any player.
  - 2.3.2 If considered a danger, the item must either be removed or thoroughly covered with waterproof/resistant tape. If that is refused or not possible, the player will be excluded from the game. Refusal to do is dealt with under '16 Gross Misconduct/Dangerous Play'.
- 2.4 Players must wear flippers with the extended fin component not to exceed 30 centimetres beyond the players toe line.
  - 2.4.1 If the umpire determines that a player is not wearing fins or non-regulation size fins, the umpire will stop play and direct the player to leave the pool via the substitution area and that player may not return until he/she is wearing the appropriate fins.
  - 2.4.2 Should a player be sent off in this manner, the player may be substituted if a substitute is available for that team.
  - 2.4.3 Once the player has left the pool, the umpire will signal 'play on' from the situation in which play was stopped (ball possession does not change).
  - 2.4.4 An exception may apply if a player cannot wear fins due to a medical reason (sprained ankle, etc.), which will need to be pre-approved by at least one of the umpires for the relevant game.

### **3 Teams (Players, Coaches and Assistants)**

- 3.1 A 'registered player', or 'player' in this document, is someone who is registered with the Hobart Aquatic Centre for Water Basketball for the active season.
- 3.2 A new, non-registered, player who is not assigned to any team, may play no more than 4 regular (non-Final, non-consecutive and not necessarily for one team) games in a season without registering. Registration at THAC and with a team must occur prior to the 5<sup>th</sup> game, unless prior arrangements have been made with the Water Basketball Board Chairman.
- 3.3 Further registration is required with a recognised team. This is done through inclusion of the player on the Team Sheet.
  - 3.3.1 It is the captain's responsibility to complete and provide the Team Sheet (template available at the Board) to the Board Statistics member prior to each season and, if there are any changes, during the season.
- 3.4 A player must be registered and have played with a team at least 3 games before he/she is allowed to play for that team in the Finals, unless prior arrangements have been made with the Board.
  - 3.4.1 If a forfeit occurred, all players registered at the time of that game will be considered as having played that game.
- 3.5 Each team shall consist of six players with no more than four substitutes.
  - 3.5.1 A full team shall consist of a maximum of 3 males and a minimum of 3 females in the pool at any one time.
  - 3.5.2 Fielding more than 6 players at any one time constitutes a minor foul (15.16).
  - 3.5.3 When a team has less than 3 female players, additional (more than the maximum 3) male players may only be fielded after receiving permission in accordance with Section 6.
  - 3.5.4 A team with less than 4 players must forfeit in accordance with Section 19 unless fill-ins (not from other teams for the first 4 players) can be arranged in accordance with Section 6.
- 3.6 Each Team is responsible for ensuring that all player names and numbers, including fill-ins, are correct on the scoring sheet prior to match commencement.
  - 3.6.1 The umpire may stop the game, without stopping the clock, in order to sort out any discrepancies and award a free throw to the non-offending team on the half-way line (neutral ball if both teams are incorrectly listed).
- 3.7 All players not in the game at the time shall sit in their designated team areas in their defensive halves.
  - 3.7.1 Teams shall change areas at half time.
  - 3.7.2 Team areas consist of the team bench or the area of water adjacent to the "Substitution area" (see diagram in Section 1).

- 3.8 Coaches and assistants shall sit in the spectating area and may not interfere with play, duty teams or the umpiring of the game.
- 3.8.1 Coaches and assistants are considered to be part of the team for the purposes of Section 15 and 16.

## 4 Growth Teams

- 4.1 Prior to the start of a season, a team may be designated by the Board as a 'Growth Team', which will be used to place new players during the season and for existing players as a fill-in training opportunity under match conditions. The following rules govern Growth Teams:
- 4.1.1 One umpire and at least one duty team member will be available for a match that includes a Growth Team. Scores will be marked on the sheet and shown on the score board as in regular games.
- 4.1.2 A Growth Team forfeits all games during the season and all regular teams will play a Growth Team an equal number of times. If the roster does not allow for this then alternative equally fair arrangements will be made by the Board.
- 4.1.3 A Growth Team has no minimum dedicated team player requirements (so all its players can be fill-ins), within the standard team setup (minimum 3 females, maximum 6 players).
- 4.1.4 Growth Team games (so for both teams) are not included in the season statistics, including ladder, top-scoring ranking and best and fairest.

## 5 Substitutes & Entry during Game

- 5.1 At any time during a game a player may be substituted by leaving the field of play at the "Substitution area" by diving below the rope and surfacing in the field of play.
- 5.1.1 The substitute may enter the field of play from the Substitution area as soon as the exiting player has visibly risen to the surface of the water within the Substitution area. This is subject to interpretation by the umpires and is generally not enforced unless an unfair advantage is gained through abusing this rule.
- 5.1.2 The game shall continue during substitution.
- 5.2 Any non-substitute player entry to the field of play (e.g. a late arrival) must take place through the Substitution area.
- 5.2.1 Entering the field of play pool in any other manner may result in a minor foul and turn over to be taken from the half-way line if the offending team is in possession of the ball at the time.
- 5.2.2 If the offending team is not in possession then the player must leave the field while play continues and the player must re-enter through the Substitution area. In this scenario, play will only be stopped by the umpire if the in-possession team suffers any disadvantage from the illegal entry.

## 6 Fill-in Players

- 6.1 Fill-in players can be registered or non-registered players.
- 6.2 Once a player has played 3 games with any team, they must register for THAC water basketball and nominate a specific team, as agreed with its captain, unless prior arrangements have been made with the Water Basketball Board.
- 6.3 The 'minimum of 4 players' rule (Section 3.5.4 & 19.1.2) takes precedence over the fill-in rules. In other words, a team must play (on field or in substitution area) with at least 4 of its own players or forfeit the game, no matter how many fill-in players are present, with the exception as noted under 6.4.
- 6.4 During the first 3 games of the season, there is no 4 own (as in, not registered with other teams) requirement and the minimum of 4 players can be met through use of fill-ins from other teams. All scores, including those from fill-ins, count towards the total team score for the match.
  - 6.4.1 During the remainder of the season (after the first 3 games) the 4 own players rule (see 3.5.4) applies.
  - 6.4.2 During the remainder of the season (after the first 3 games) fill-in players are allowed to shoot for goal but their score will not count towards the team's total points. Determining this is the scoring Duty member's responsibility. The umpire will indicate the score and the Duty member will ensure the scores are noted in the fill-in section on the scoring sheet.
  - 6.4.3 At no time during the season will fill-in scores count towards that player's top scoring ranking, nor will a player be eligible for Best and Fairest votes when filling in.
- 6.5 Fill-in players must be arranged before the game only and are not allowed to be added during the game, unless arrangement have been made with the opposing captain and at least one umpire.
  - 6.5.1 Fill-in players must write their name in the Fill-In section (below each team) and indicate whether he/she is a registered (with another team) or non-registered player. The Captain is ultimately responsible for this to be done correctly.
- 6.6 As stated under 3.5, during the regular season teams are allowed to field up to 6 players, with a minimum of 3 females. The following deviations are possible but must be agreed to by both the captain of the opposing team as well as at least one of the umpires:
  - 6.6.1 Insufficient team members, which spots are filled appropriately (in accordance with minimum 3 females rule) by fill-in players.
  - 6.6.2 The team fields insufficient female players (less than 3), which spots are filled by additional male players from the same team. In this instance, the male players from the same team are considered to be regular team players with regards to scoring and award point rules.

- 6.7 During the Finals period of a season, teams may not use fill-ins from other teams or non-registered players and may not field additional male players from the same team should there be less than 3 females available.
- 6.7.1 When a team has less than 6 players (registered with that team) available to play during Finals and the missing player(s) cannot play due to medical reasons (a medical certificate must be presented to a Board member before the game), replacement fill-in(s) may be used. They must be registered but can play regardless of whether they have played the minimum of 3 games with that team (3.4).

## 7 Umpires

- 7.1 At Water Basketball matches a minimum of one and maximum of three umpires must be present at all times during game and rest times.
- 7.2 The umpires shall be in absolute control of the game and have authority over the players during the whole duration of the game within the precincts of the pool.
- 7.2.1 All decisions by the umpires shall be final and their interpretation of the Rules shall be obeyed throughout the game. The umpires shall not make any presumption as to the facts of any situation during the game but shall interpret what they observe to the best of their ability.
- 7.2.2 A umpire may alter their decision provided he does so before the ball is put back into play.
- 7.3 The umpires shall whistle to start and restart the game and to declare goals, goal throws, corner throws, neutral balls and infringements of the Rules.
- 7.4 The umpires shall refrain from declaring a foul if, in their opinion, such declaration would be an advantage to the offending player's team. In these circumstances, the umpire may call "Advantage – Play On", without blowing the whistle, to signify to players that they have allowed play to continue after refraining to declare a foul.
- 7.4.1 The umpires may declare not to award a minor foul when there is still a possibility to play the ball OR no player was disadvantaged by the incident (e.g. accidental contact). In these circumstances, the umpire may call "Play On" to signify to players that they have allowed play to continue after refraining to declare a foul.
- 7.5 The umpires shall have the power to order any player from the water in accordance with the appropriate Rule and to abandon the game should a player refuse to leave the water when so ordered.
- 7.5.1 If the game is thus abandoned, the offending player's team shall forfeit the game in accordance with Section 19.
- 7.6 The umpires shall have the power to order the removal from the precincts of the pool any player, substitute, spectator or official whose behaviour prevents the umpires from carrying out their duties in a proper and impartial manner.

- 7.7 The umpires shall have the power to abandon the game at any time if, in their opinion, the behaviour of the players or spectators, or other circumstances prevent it from being brought to a proper conclusion.
- 7.7.1 If the game has to be abandoned the umpires shall report their actions to the Water Basketball Board nominated Chief Umpire.

## 8 Timekeeper and Scorers

- 8.1 The Time keeper must start the game timer in accordance with instructions from the umpires and in accordance with Section 9.3.
- 8.2 The Time keeper must keep track of time and audibly signal the commencement of the last minute of each period to all players and umpires.
- 8.3 The Time keeper shall audibly signal the end of each period to the umpire and their signal shall take immediate effect except:
- 8.3.1 In the case of a simultaneous award by the umpire of a penalty throw, in which case the penalty throw shall be taken in accordance with the Rules.
- 8.3.2 If the ball is in flight when time is called, and subsequently passes through the goal hoop, in which event the resultant points shall be awarded.
- 8.4 The Scorer is responsible for maintaining an accurate record of the game including the players (verify that names/numbers were entered correctly on the sheet), the score and gross misconduct fouls (written on back of sheet) awarded against each player.

## 9 Start of Play

- 9.1 Starting possession shall be determined by the toss of a coin, or picking the umpire's hand with an object in it, prior to commencement of the game.
- 9.1.1 The team who wins the toss may choose to have possession first or choose a starting end. If a starting end is chosen, the team that lost the toss must take first possession.
- 9.1.2 The team that does not take first possession of the ball may choose a starting end. The result of the toss shall be recorded on the score sheet.
- 9.2 At the start of each period of play, the players shall take up positions on their respective defensive halves. No part of a player's body shall be in the opposing team's defensive half.
- 9.3 Each period will be started when the red or white dial reaches the top/12 o'clock mark on the 60 seconds pool clock (above the meeting rooms). The umpire will clarify this to all players by calling 'red top' or 'white top'.
- 9.4 In order to maintain game schedules, the timekeeper may begin timing at the scheduled game start prior the umpire signalling the start of play (in consultation with the umpire).

- 9.5 When the umpires are satisfied that the teams are ready, a umpire shall blow the whistle to signal the start of play.
- 9.6 A player of the team in possession must release or throw the ball from the centre point.

## 10 Duration of the Game

- 10.1 A game shall comprise of four (4) periods of eight (8) minutes of playing time.
- 10.2 Rest time between playing quarters shall be two (2) minutes.
- 10.3 In a game where a result is required;
  - 10.3.1 If the score is level at the end of the fourth period in a final, there shall be a two minute rest period followed by two further periods of extra-time comprising of three (3) minutes of running time with no rest period in between.
    - 10.3.1.1 The team that previously won the toss has starting possession for the first period of extra-time and the opposing team has starting possession for the second period of extra-time.
  - 10.3.2 If the scores are level at the end of extra-time, there shall be a further two (2) minute rest period followed by a continual period of “Golden Goal” extra-time, whereby the team who scores the first goal shall be awarded the winner of the game.
    - 10.3.2.1 The team starting with starting possession for “Golden Goal” extra-time will be determined by a new toss.

## 11 Scoring

- 11.1 A goal shall be scored when the entire ball has passed through the goal hoop.
- 11.2 A goal may be scored from anywhere within the field of play;
  - 11.2.1 Two points shall be awarded for a goal scored within the Three Metre line.
  - 11.2.2 Three points will be awarded for a goal scored outside the Three Metre line.
- 11.3 The umpire stationed at the 2-point line shall call the score.
  - 11.3.1 The 3-point line umpire is responsible indicating to the 2-point line umpire whether the score was 3 points by holding up 3 fingers to the other umpire.
- 11.4 Umpires shall call the score in the order of: score – cap colour – player number (e.g. 2 points Blue 9). A 3-point score should be indicated by clearly holding up the thumb -, index - and middle finger.

## 12 Throw-in

- 12.1 The following general Throw-in rules form the basis for all subsequently mentioned specific throw-in scenarios:

- 12.1.1 A Throw-in shall be taken through the ball leaving the hand of the player taking the throw-in (e.g. a pass), or through swimming away from the designated throw-in spot with the ball before passing to another player.
  - 12.1.2 The ball shall be in play immediately when it leaves the hand of the player taking the Throw-in or when a player swims away from the designated throw-in spot, followed by the umpire's 'Play On' call.
  - 12.1.3 The Throw-in need not be taken by the nearest player but shall be taken without undue delay. Undue delay can be called by the umpire and will result in a turn-over and free throw for the opposing team.
  - 12.1.4 A Throw-in taken from the wrong position shall be retaken.
  - 12.1.5 No player within two (2) metres may contest the taking of a Throw-in.
  - 12.1.6 Any event where a umpire is unable to determine the team the throw-in should be awarded to shall be called as a Neutral Ball (Section 13).
- 12.2 After a goal has been scored, a **Restart Throw-in** shall be taken by any player on the defending team from anywhere within their defending two (2) metre crease area but along the baseline.
- 12.2.1 The player taking the Restart Throw-in is not permitted to carry, dribble or throw the ball beyond the half way line unless having previously passed the ball to another player.
- 12.3 A **Goal-line Throw-in** shall be awarded to the defending team when the ball passes completely over their defensive base line having last been played by a member of the offensive team (The defensive baseline is the black line on the edge of the pool in the defensive area).
- 12.4 A **Side-line Throw-in** shall be awarded to the team opposing the team that last touched the ball before passing over the side-line (bouncing against the pool wall is not considered out of play).
- 12.4.1 A side-line throw-in must be taken from the exact spot where the ball first crossed the side-line.
- 12.5 A **Corner Throw-in** shall be awarded to the offensive team when the ball passes completely over their offensive base line having last been played by a member of the defensive team (The offensive baseline is the black line on the edge of the pool in the offensive area).
- 12.5.1 Any player on the attacking team shall take the Corner Throw-in from the pool corner on the side nearest to where the ball crossed the goal line.
  - 12.5.2 A goal may be scored directly from a corner throw-in.

## 13 Neutral Throw/Ball

- 13.1 Throughout the game the umpire shall award neutral throws to teams on an alternating basis commencing with the team who won the toss (S. 9).
- 13.2 A Neutral Throw shall be awarded:

- 13.2.1 When one or more players of each team commit a foul (either Minor or Misconduct – see Sections 20 and 21) at the same moment which makes it impossible for the umpire to distinguish which player offended first,
  - 13.2.2 when the ball has completely crossed the goal line or side line and the umpire is unable to determine which player touched the ball last,
  - 13.2.3 when one or more players of each team are in simultaneous possession of the ball making it difficult for play to continue, and
  - 13.2.4 when the ball strikes or lodges in any obstruction.
- 13.3 In these instances the umpire shall award a Neutral Throw/Ball to a player of one team who must put the ball into play as per a Free Throw (see Section 14).
- 13.3.1 A player is not permitted to score a goal from a Neutral Throw.

## 14 Free Throws

- 14.1 A Free Throw shall be taken at the place where the foul occurred.
- 14.2 If a specific player is fouled (e.g. in the act of shooting or contact on field), the same player must take the free throw.
- 14.2.1 If there is a request for that player to be substituted, he/she must take the throw before leaving the game.
  - 14.2.2 If the player must leave the game due to injury or exclusion, their substitute shall take the free throw.
  - 14.2.3 If no substitute is permitted, the nearest team mate shall take the free throw.
- 14.3 If a foul occurred but no specific player was fouled the nearest player of the team awarded the foul shall take the free throw.
- 14.3.1 If no specific place can be determined, or the foul is committed outside the field of play, the free throw must be taken from the 2 metre line, directly in front of the basket.
  - 14.3.2 An exception regarding the free throw taking spot is made when the foul is a violation of the (15.8, 15.9) '2 in the key' rule.
    - 14.3.2.1 If attacking team is *in possession of the ball* at the time of the foul, then the in-possession player may take the free throw from the position the player is in at the time of the foul being committed or choose to take the free throw from the 2 meter line, directly in front of the basket.
    - 14.3.2.2 If the team that is awarded the free throw is not in possession of the ball at the time of the foul being committed, the free throw *must* be taken from the 2 meter line, directly in front of the basket.
- 14.4 The time allowed for a player to take a Free Throw shall be at the discretion of the umpires; it shall be reasonable and without undue delay (e.g. exceeding 5 seconds as per 15.6) but does not have to be immediate.

- 14.4.1 Undue delay can be called by the umpire and will result in a turn-over and free throw for the opposing team.
- 14.5 Although courtesy is encouraged, the responsibility for returning the ball to the player who is to take the Free Throw shall be that of the team to which the Free Throw is awarded.
- 14.6 The Free Throw shall be taken in a manner to enable the players to observe the ball leaving the hand of the player taking the throw, who shall also then be permitted to carry or dribble the ball before passing to another player.
  - 14.6.1 The ball shall be in play immediately when it leaves the hand of the player taking the Free Throw.
- 14.7 No player within two (2) metres of the player taking the Free Throw may contest the taking of the throw or obstruct mechanics of the throw in any way.
  - 14.7.1 Players may be no closer than one (1) meter from the player taking the free throw.
- 14.8 A goal may be scored directly from a free throw.
- 14.9 A umpire may revert the decision to a free throw for the opposing team (including disallowing any subsequent goal score) if in their opinion, the player taking the original free throw has delayed the throw unnecessarily or the player has deliberately taken the throw from a position closer to their goal than where the foul occurred (14.1) and therefore cannot have “played on”.
- 14.10 Should a Minor or Gross Misconduct Foul occur after a Free Throw has been awarded and a shot at goal can be taken, the shot at goal may be attempted before the next Free Throw, for the Minor or Gross Misconduct Foul, is taken.
- 14.11 Should the end of a period be signalled after a Free Throw has been awarded and if a shot at goal can be taken, the umpire shall signal time, and the shot at goal may be attempted.

## 15 Minor Fouls

It shall be a Minor Foul to commit any of the following offences, which shall be punished by the award of a Free Throw (S. 14) to the opposing team:

- 15.1 To advance beyond the centre line at the start of a quarter, before the umpire has given the signal to start (if unintentional, a retake may be required).
- 15.2 To intentionally assist a player during the game in a manner where either player gains a positional advantage from that assistance (e.g. lifting a player out of the water).
- 15.3 To gain positional advantage by holding on to, resting or pushing off from the goal or their fixtures or by holding on to, resting or pushing off from the sides or ends of the pool during actual play except with the permission of the umpire.

- 15.3.1 The umpire may give permission for a player to hold onto the goal or sides of the pool in the event of injury or illness.
- 15.4 To take or hold the entire ball under the water for more than 2 consecutive seconds.
- 15.5 To strike at the ball with a clenched fist or to strike at the ball in an aggressive manner.
- 15.6 To delay unduly when taking a Restart, Goal, Corner, Penalty or Free Throw.
- 15.7 To intentionally send the ball out of the side of the field of play, including the ball touching the pool's side boundaries or rebounding from the side of the field of play above water level.
- 15.8 For more than two (2) members of the offensive team to enter their offensive two (2)-metre crease area once play is in progress.
- 15.9 For more than two (2) members of the defensive team to enter their defensive two (2)-metre crease area once play is in progress.
- 15.10 For a substitution or entry to the field of play to occur in a manner other than outlined in Section 5.
- 15.11 To interfere with the taking of any throw-in, free throw or neutral throw, including to intentionally throw away or fail to release the ball to prevent the normal progress of the game.
- 15.12 To intentionally splash in the face of an opponent.
- 15.13 Use of foul language.
- 15.14 For the player taking the Restart Throw to carry, swim with or throw the ball beyond the half way line without having previously passed the ball to another player.
- 15.15 For a stationary player in possession of the ball and under pressure by a defender failing to play the ball, preventing the flow of the game, for a period of time exceeding five (5) seconds. The attacking player will be deemed to be 'holding the ball'
- 15.16 For a team to field more than 6 players at any one time. The umpire will call the foul and the non-offending team will be awarded a free throw from the centre point.
- 15.17 For a team to field fill-in players in a manner other than detailed in Section 6. The umpire will stop play (clock may be stopped) until the appropriate configuration of players is in place and award a free throw to the other team from the place the game was stopped upon resuming play.

- 15.18 For a player to intentionally swim underwater for more than 2 consecutive seconds.

### **Physical Contact & Cylinder Related Minor Fouls:**

- 15.19 To make contact with any part of the body of another player either accidentally or deliberately (Contact).
- 15.19.1 A player without the ball initiating contact will be deemed to have made 'contact', while a player in possession of the ball and initiating contact is considered to be 'barging'.
- 15.19.2 While contact applies to the whole body, the barging and impeding related rules are specific to the area of the body known as the 'cylinder', which is the shoulder-width space *around* the person.
- 15.19.3 Once a player has been deemed to have possession (control) of the ball in their hands, the no contact and barging rules extend to include the ball itself.
- 15.19.3.1 If, e.g. during a shot or throw, a defending player remains stationary outside of the attacking player's cylinder and the ball hits the defending player and affects the shot/throw, it is not considered to be Contact. The key point here is that the defender had already taken up position and the attacking player brings the ball out of his/her and into the defending player's cylinder.
- 15.19.4 Accidental contact will be interpreted by the umpire in terms of severity, location and intent, within the spirit of the game.
- 15.19.5 Contact can be made, and called, both on (includes a player in possession of the ball) and off the ball (none of the involved players have ball possession at the time of the foul).
- 15.19.5.1 While the 'on the ball' scenarios are more obvious, umpires should also call 'off the ball' fouls. E.g.:
- Two players are swimming towards the ball and (elbow) contact is made.
  - A ball is passed to a player and before the ball is in possession of the receiving player the defending player reaches over the shoulder and makes contact.
- 15.19.6 Any contact will be interpreted by the umpire in terms of advantage (7.4).
- 15.20 A player with the ball may not push into an opponent's cylinder, if that opponent has remained static for at least 1 full second (Barging).
- 15.21 A player defending a static player in possession of the ball may not impede the cylinder of the player with the ball (Impeding).
- 15.22 When both the player with the ball (called *attacking player* here) and the defending opposing player (*defending player*) are in motion, impeding rules become less relevant and instead contact and barging rules apply as follows:

- 15.22.1 If the defending player moves sideways (laterally to the baseline) or backwards (towards his/her own baseline), from an established position between the attacking player and the defensive goal, and the players physically connect, the attacking player is committing a barging violation.
  - 15.22.1.1 If the attacking player has already passed the defending player (laterally to the baseline), without making contact (barging) and the defending player belatedly swims sideways into the attacking player, the defending player is committing a contact violation.
- 15.22.2 If the defending player moves forward (towards the opposing baseline)), from an established position between the attacking player and the defensive goal, and the players physically connect, the defending player is committing a contact violation.
  - 15.22.2.1 If the defending player has already moved to the side of or behind the attacking player, static defending rule 15.20 applies. If that defending player is still in motion and the players physically connect, the defending player is committing a contact violation.
  - 15.22.2.2 If both players are swimming side-by-side and the players physically connect, the defending player is committing a contact violation. In line with 15.22.1 and 15.22.2, if the defending player does not start from an established position between the attacking player and the defensive goal, and is in motion, simultaneous contact will favour the attacking player.
- 15.23 Screening is an attempt by a player (screen setter) to delay or prevent an opponent (screen receiver) without the ball from reaching a desired position on the playing court.
  - 15.23.1 A player who sets an illegal screen is, depending on the type of contact, deemed to be committing a Contact, Impeding or Swimming-under violation. Legal screening is when the screen setter:
    - 15.23.1.1 Was stationary when contact occurs.
    - 15.23.1.2 Screens with the cylinder and not the arms.
  - 15.23.2 If the screen receiver is aware of the legal screen being in place then strict barging rules apply.
  - 15.23.3 If the screen receiver can't reasonably see the screen then relaxed barging rules apply; meaning that if the contact with the screen setter is light and the screen receiver stops immediately upon that contact, play continues (Play On can be called for clarity). Alternatively, if the screen receiver keeps moving into the screen (hard or softly) or the contact is of significant impact, then barging is called on the screen receiver.
  - 15.23.4 If a player, who is leading the screen receiver into the screen, pushes/nudges the screen receiver in the process then normal barging/contact rules apply to that player.

## 16 Gross Misconduct/Dangerous Play

- 16.1 When called for gross misconduct/dangerous play, the offending player shall be excluded from the game for at least the remainder of the quarter, or for the remainder of the game at the umpire's discretion, without substitution.
- 16.2 Excluded players shall immediately remove themselves from the water via their "Substitution" area.
- 16.3 Those players that are excluded for the remainder of the game, shall not be allowed on the pool deck or surrounding area.
- 16.4 The game will pause while the excluded player gathers their possessions and leaves the pool deck.
- 16.5 In accordance with Section 7, the umpire may abandon the game should a player refuse to leave the water when so ordered.
  - 16.5.1 If the game is thus abandoned, the offending player's team shall forfeit the game in accordance with Section 19.
- 16.6 It shall be considered Gross Misconduct to commit any of the following offences:
  - 16.6.1 To commit an act of violent behaviour (including kicking or striking or make disproportionate movements with that intent) against an opponent or official, whether during play (including any stoppages or timeouts) or the intervals between periods of play.
  - 16.6.2 To be guilty of the persistent use of foul language and/or violent or persistent foul play.
  - 16.6.3 To refuse to reasonably obey a umpire or official. Whether during play (including any stoppages or timeouts) or the intervals between periods of play
  - 16.6.4 To commit dangerous play that threatens the safety of players, umpires and/or officials.

## 17 Penalty Shot

- 17.1 A Penalty Shot shall be awarded in the following cases:
  - 17.1.1 An act of gross misconduct occurs in the last minute of the game or during extra time if the umpire believes the intent of such act was to prevent a possible goal being scored or to waste time.
  - 17.1.2 If an excluded player intentionally interferes with play.
  - 17.1.3 A defensive player (either with their body or equipment) reaches through the basket from below and touches the ball OR touches the basket or the backboard while the ball is in contact with the ring or backboard.
  - 17.1.4 A defensive player causes the backboard or the ring to vibrate in such a way that, in the judgement of the umpire, the ball has been prevented from entering the basket.

- 17.1.5 For a “Technical Foul” as awarded by a umpire to the non-offending team. A Technical Foul is usually awarded against players or teams for unsportsmanlike conduct or continual disputing of umpires’ decisions. The penalty shot is taken in front of goal on the two point line and worth two points if successful.
- 17.2 A Penalty Shot shall be taken by an offensive player from a position two (2) metres directly in front of their attacking goal.
- 17.3 A successful Penalty Shot can be awarded as worth two (2) points for breaches that occur under Section 17.1 inside the two point line or three (3) points if they occur outside the three point line.

## 18 Game Stoppages

- 18.1 The umpire may stop a game in the event of accident, injury or illness
- 18.2 In the event of a game stoppage a player shall be allowed to leave the water, or sit or stand on the steps or side of the pool with the permission of a umpire.
- 18.3 If accident, injury or illness, including bleeding, occurs, a umpire may at their discretion suspend the game for not more than three minutes, in which case he shall instruct the timekeeper as to when the stoppage period is to commence.
  - 18.3.1 The team in possession of the ball at the time of the stoppage shall put the ball into play at the place of stoppage when the play is resumed.
  - 18.3.2 The player who puts the ball back in play after a stoppage is not permitted to shoot.
- 18.4 The captain of a team may forfeit in accordance with Section 19, but it must occur during a game stoppage.

## 19 Forfeiting

- 19.1 A game will be forfeited in the following cases:
  - 19.1.1 A team captain has informed the Game Roster Coordinator accordingly, at least 24 hours before game start.
  - 19.1.2 A team fields less than 4 players (Section 5).
  - 19.1.3 In accordance with Section 8 and Section 20, the umpire may abandon the game should a player refuse to leave the water when so ordered. If the game is thus abandoned, the offending player’s team shall forfeit the game
  - 19.1.4 A team decides to forfeit during the game and its captain informs the opposing captain and at least one umpire accordingly during a game stoppage.
  - 19.1.5 For any other reason under Section 20 all umpires umpiring the game agree a team is in violation and stop (abandon) the game, the violating team shall forfeit the game.

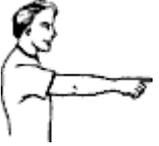
- 19.2 A forfeit means that the forfeiting team loses the game and the opposing team wins the game. The 'winning' team will be awarded 4 competition points and 20 goal points and the forfeiting team 0 competition and 0 goal points.
- 19.3 During a forfeited game scenario, no player is awarded scored goal points (the 20 points go towards team goal percentage only) or Best and Fairest points.
- 19.4 If a game was forfeited during the game itself, the opposing team, through its captain, must decide whether to let the game be recorded in line with above forfeited game rules or let it be recorded as is at the time it was stopped (game result, individual scores). In case of the latter, best and fairest points will be awarded by the umpires based on game time played.
- 19.5 If a team starts off with 4 or more players but loses players during the game (e.g. due to injury), which brings the on-field number of players below 4, then that team does not have to forfeit, although if desired its captain may still forfeit to the opposing captain and at least one umpire at any time during a game stoppage.

## 20 Complaints

- 20.1 If direct communication regarding behaviour with the player in question is not possible or has been exhausted (the player won't listen or becomes agitated), then as a second option, the complaint may be made to the umpires.
- 20.1.1 If during the game then the player, accompanied by his/her captain, should make the complaint directly to one of the umpires.
- 20.1.1.1 If critical, then immediately.
- 20.1.1.2 If it concerns a more general behaviour type of complaint, then in the break.
- 20.2 If 20.1 does not lead to a satisfactory resolution, or improvement of the person's behaviour, the complaint may be made after the game, either directly to one of the umpires that presided over the game in question or directly to the Chairman or Chief Umpire if present, If to the Chairman or Chief Umpire, then ASAP via email is also acceptable.
- 20.3 Additional information will be sought if needed and discussed within the Board.
- 20.4 If needed, a mediation session is held (informal or formal), attended by both players in question, their captains, and two Board Members (Chairman and Chief Umpire, unless replacement by another Board Member is needed due to loss of impartiality) to attempt to resolve the issue amicably.
- 20.5 If 20.4 is unsuccessful and a decision by the board is required, possible outcomes are:
- 20.5.1 The Board finds the player, who is subject of the complaint, not guilty of an offence and drops the matter, informing all involved of the outcome and reasoning.

- 20.5.2 The offending player is given a warning. Three warnings constitute suspension from Water Basketball for a period determined by the Board (this includes lifetime).
- 20.5.3 The offending player is suspended immediately for a period determined by the Board (this includes lifetime).
- 20.6 If players feel a umpire is making inconsistent calls or is deemed unprofessional, the umpires (preferably with both in attendance) may be approached during breaks and raise their concerns in a calm and rational manner.
  - 20.6.1 Discussing issues with umpires during the breaks should be done in a short, concise manner, as breaks are limited to 2 minutes.
  - 20.6.2 As noted under 20.1.1, if an issue is raised with the umpire, the player *must* either be accompanied by his/her captain, or raised by the captain on his/her behalf.
- 20.7 If players still have concerns after the game then they can ask the umpire if they can discuss aspects of the game. This should be done in a calm and rational manner and involve the player's captain.
- 20.8 If a player or team captain still feels aggrieved that their issues have not been listened to, they may be written on the back of the scoresheet, named, dated and signed by both the player and the captain.
  - 20.8.1 The scoresheet will then be passed formally onto the Chief Umpire, after which the issue will be addressed in a rational, unbiased and calm manner after the event.
  - 20.8.2 The umpire then has the right of reply.
  - 20.8.3 The Chief Umpire on behalf of the Board will then respond to the issues raised by the player or team in due course after all sides of the situation have been reviewed. If needed, a mediation session, as per 20.4, may be arranged.

## 21 Appendix – Umpire Hand Signals and Calls

Hand Signal	Verbal Call & Description	Section(s)
	<p><b>“Two Points”</b></p> <p>Indicates a score within the 2-point area. The 2-point line umpire will inform the scoring Duty member regarding the score in the order of: score – cap colour – player number (e.g. 2 points Blue 9)</p>	11
	<p><b>“Three Point Score”</b></p> <p>Indicates a score outside of the 2-point area (<u>on</u> the 3-point line is 2-points). After receiving 3-point confirmation from the 3-point line umpire, the 2-point line umpire will inform the scoring Duty member regarding the score in the order of: score – cap colour – player number (e.g. 3 points Blue 9)</p>	11
	<p><i>No verbal call, pointing at specific player</i></p> <p>Used in combination with any call to designate a specific player.</p>	N/A
	<p><i>No verbal call, open directional arm</i></p> <p>Use in all cases (fouls, neutral ball, throw-ins, etc) where it is required to indicate which team takes control of the ball. Indicate what team the ball goes to by extending the arm with open hand in the direction that team plays. Also used for starting each quarter.</p>	N/A
	<p><b>“Barging”</b></p> <p>Arm with clenched fist extending in the playing direction of attacking (and offending) team.</p>	15

	<p><b>“Contact”</b></p> <p>Applies to all forms of contact on or off the ball. May be used instead of Holding or Pushing</p>	<p>15</p>
	<p><b>“Holding”</b></p> <p>Applies to all forms of holding on or off the ball.</p>	<p>15</p>
	<p><b>“Pushing”</b></p> <p>Applies to all forms of pushing on or off the ball.</p>	<p>15</p>
	<p><b>“Neutral Ball”</b></p> <p>Cross forearms to indicate neutral ball.</p>	<p>13</p>
	<p><b>“Misconduct”</b></p> <p>Cross fists and designate specific player to indicate Gross Misconduct foul. Verbally explain whether the player is excluded for the remainder of the quarter or for the entire game (game means exclusion from pool deck).</p>	<p>16</p>
	<p><i>No verbal call</i> or <b>“Correct Play”</b></p> <p>Hold up thumb to indicate that the play was correct when there may be doubt. E.g. when blocking a ball just after it has left the hand, when just edging out a player in a sprint for the ball, etc.</p>	<p>N/A</p>
	<p><b>“No Score”</b></p> <p>E.g. after <i>Time</i> or a foul has been called. Fill-in no score determination is the Duty team’s responsibility.</p>	<p>8, 11, 13.3.1, 15, 16, 18</p>

	<p><b>“Basket Interference” / “Goal Tending”</b></p> <p>This signal is followed by the appropriate score signal if the interference was with a scoring attempt (Goal Tending).</p>	<p>17</p>
	<p><b>“Three in the Key” or “Too many in the Key”</b></p> <p>Move the arm up and down along the 2-point line. Either hold the hand flat or indicate the number of players in violation.</p>	<p>15.8, 15.9</p>
	<p><b>“&lt;Apparel&gt; Not Correct”</b></p> <p>Substitute apparel with the item not suitable/correct (e.g. cap, bathers, fins, jewellery). Called on specific player, in combination with a ‘Time Out’ sign, who will then need to replace or discard the item.</p>	<p>2</p>
	<p><b>“Official Time Out”</b></p> <p>Used for any type of irregular stoppage. Time out called by umpire as ‘official’ or ‘umpire’ time out.</p>	<p>18</p>
	<p><b>“Time”</b></p> <p>Called at the end of each quarter in combination with two-tone whistle to indicate end of play.</p>	<p>8, 9, 10</p>