



Rules of Play for Underwater Hockey

For The British Octopush Association



DOCUMENT INFORMATION

Copyright

© British Octopush Association 2008. All rights reserved.

BOA maintains that all reasonable care and skill has been used in the compilation of this publication. However, BOA shall not be under any liability for loss or damage (including consequential loss) whatsoever or howsoever arising as a result of the use of this publication by the reader, his servants, agents or any third party.

All third-party trademarks are hereby acknowledged.

Document history

	Name	Telephone	E-mail
Document owner:	BOA		
Authorised by:	Charlie Simms		charles@merlimont.demon.co.uk
Reviewed by:			
Reviewed by:			
Reviewed by:			

REVISION HISTORY

Version	Date	Comments	Author
Issue 11.1	14.10.08	Initial version	Ken Kirby
Issue 11.2	22.10.08	amended	Ken Kirby
Issue 11.3	29.10.08	No annexes	Ken Kirby
Issue 11.4	27.03.09	With annexes	Ken Kirby
Issue 11.4a	23.05.09	Edited by Kevin Whitworth	Ken Kirby



DOCUMENT INFORMATION	2
COPYRIGHT	2
DOCUMENT HISTORY	2
REVISION HISTORY	2
1.1 TEAM COMPOSITION:	5
1.2 TEAM IDENTIFICATION:	5
1.3 PLAYER'S EQUIPMENT AND STICK:	5
2.1 OFFICIALS AND THEIR EQUIPMENT:	6
2.2 MATCH CHIEF REFEREE'S DUTIES:	6
2.3 WATER REFEREE'S DUTIES:	6
2.4 TIMEKEEPER'S/SCORER'S/ADMINISTRATORS DUTIES:	6
2.5 OFFICIAL'S EQUIPMENT AND THE PUCK:	7
3.1 SIGNALS: (SEE ANNEXE 3)	7
4.0 THE MATCH	9
4.1 RULES OF PLAY:	9
4.2 DURATION OF PLAY:	9
5.0 MATCH DETAILS	10
5.1 STARTING PLAY:	10
5.2 SUBSTITUTION:	11
5.3 STOPPING PLAY	13
5.4 SCORING PROCEDURE (SEE ANNEXE 7)	13
6.0 INFRINGEMENTS	13
6.1 ADVANTAGE RULE:	13
6.2 DELAY OF GAME (CORNER RULE):	13
6.3 INFRINGEMENTS	14
7.0 PENALTIES	14
7.1 ACTION BY OFFICIALS:	14
7.2 CAUTIONING:	15
7.3 TIME PENALTY	15
7.4 TOTAL DISMISSAL	15
7.5 EQUAL PUCK (SEE ANNEXE 8)	16
7.6 ADVANTAGE PUCK (SEE ANNEXE 9)	16
7.7 TIME PENALTIES: (SEE ANNEXE 11)	16
7.8 PENALTY SHOT (SEE ANNEXE 10):	16
7.9 PENALTY GOAL:	18
7.10 SIDE-LINE OUT, OR PUCK OUT OF BOUNDS:	18
7.11 INCORRECT STARTS:	18
7.12 OBSTRUCTION:	18
7.13 DANGEROUS PLAY:	18



ANNEXE 1	THE STICK.....	19
ANNEXE 2	THE PUCK.....	20
ANNEXE 3	SIGNALS	21
ANNEXE 4	PLAYING AREA LAYOUT – DECK SIDE SUBSTITUTION	27
ANNEXE 5	IN WATER SIDE SUBSTITUTION	28
ANNEXE 6	END LINE SUBSTITUTION	29
ANNEXE 7	GOAL SCORING	30
ANNEXE 8	EQUAL PUCK	32
ANNEXE 9	ADVANTAGE PUCK	33
ANNEXE 10	PENALTY SHOT.....	34
ANNEXE 11	TIME PENALTIES.....	35

1.1 Team Composition:

- 1.1.1 For a BOA match or tournament a squad may bring teams of up to twelve players. From the team of twelve up to ten players will be selected for any one match. The players not chosen for a match will be the reserves. The team of up to ten will be divided into six players and up to four substitutes.
- 1.1.2 In the event of an accident or injury to a player resulting in stoppage of play and assistance of the injured player to the poolside, the appropriate team Captain must request and obtain the verbal approval of the match Chief Referee to use a substitute.
 - 1.1.2.1 In the event of an injury a reserve may not be used for that match.
 - 1.1.2.2 A player who leaves the playing area and/or deck area due to an injury, having received treatment, may return to the match at the match Chief Referee's discretion.
- 1.1.3 In the event of an injury team members may be replaced for other games in the tournament.
- 1.1.4 During play, the team is allowed up to three people to help them in the match area. One may be in the water on the side lines and the other two in the team substitution area. Only one of the two helpers may be out of the team substitution box and move to the end-wall at any moment. If the team decides not to have a person in the water, they can use only two people in the team substitution and end-wall areas.

1.2 Team Identification:

- 1.2.1 It is desirable that all members of a team wear identical bathing attire (suit and/or rash vest and/or shirt) which may have an imprint of their squad logo. Each team may have two sets of identical bathing attire, one light in colour for when the team is using white sticks and one dark in colour for when the team is using black sticks. Both sets of attire are subject to the approval of the competitions manager or tournament Chief Referee.
- 1.2.2 All ten players of each team shall wear identification headgear or caps either black/dark blue or white, to match the colour of the sticks the team is using. The headgear or caps must have a unique number for each player of the team.
- 1.2.3 To assist in player identification players may mark their headgear number on both upper arms. Numbers must have a minimum height of 75mm and be of a contrasting colour to that of the skin.
- 1.2.4 The Captain of each team must wear the letter 'C' on each arm, above the number if worn. The size of the letter must be identical to the size of the number. In the same manner the Vice Captain must wear the letters 'VC'.

1.3 Player's Equipment and Stick:

- 1.3.1 Each player shall be equipped with a mask, which must have safety glass or other safety material fitted, a non metal, pliable snorkel, a pair of conventional underwater hockey fins (made of non dangerous pliable material), hand protection for the playing hand, internal or external mouth guard and an underwater hockey stick.
 - 1.3.1.1 The mask must be a dual lens design.
 - 1.3.2 Hand protection (e.g. glove) must not contain rigid or sharp reinforcing material.
 - 1.3.3 Gloves used for hand protection may not have webbing between fingers, or be of any design which would aid swimming.
 - 1.3.4 The hand protection (e.g. glove) worn by a player for any given match must be of a colour that strongly contrasts with the colour of that players stick and the colour of the puck used for the match. Players may not wear a glove of a colour that could be confused with the Water Referees gloves which shall always be bright yellow or orange.
 - 1.3.3.2 A players hand protection must not be the same colour as the puck.
 - 1.3.4 Headgear or caps with firm ear protectors must be worn.
 - 1.3.5 Protective knee and/or elbow pads may also be worn if required, provided they are constructed of soft materials.
 - 1.3.6 Wet suits and/or weight belts may not be worn.
- 1.3.7 **The Stick (See Annexe 1)**
 - 1.3.7.1 The stick shall be of an approved material (see annexe 1).
 - 1.3.7.2 The stick must fit wholly in a box with interior dimensions of 100mm x 350mm x 50mm.
 - 1.3.7.3 The stick must not be capable of surrounding the puck or any part of the hand. The stick may not encapsulate the puck by more than 50% or lock the puck to the stick. The stick may not protrude from the heel of the protected hand by more than 25mm.
 - 1.3.7.4 The stick must be considered safe. It must be structurally sound and edges where surfaces intersect must be rounded such that they cannot cause harm. If the Match Chief



Referee or Water Referee determines that the stick may cause harm, the stick may be removed from play for that match.

1.3.7.5 The stick must be uniformly black or white, however it may have a discreet markings in a contrasting colour for identification purposes. If the Chief Referee or Water Referee determines that the symbol or initial(s) could create confusion as to the colour of the stick, the stick may be removed from play for that match.

1.3.7.6 The stick may be secured to the playing hand in a manner that cannot cause harm or interfere with the puck.

1.3.7.7 The puck may not be played with the portion of the stick that may protrude from the heel of the protected hand.

1.3.8 All personal and team equipment must have the approval of a Referee.

1.3.8.1 Any part of a player's equipment which in the opinion of any Referee may be dangerous or may harm another player will not be allowed to be used during a match.

1.3.8.2 In deciding if a piece of equipment should be allowed or not a player may ask for the opinion of the Tournament Chief Referee who's decision will be final.

2.1 **Officials and Their Equipment:**

2.1.1 The officials who shall control a BOA match are one Match Chief Referee, two or three water Referees, timekeeper(s)/Scorer(s) and other officials as appointed by the Chief Referee. 2.1.2.1 The Match Chief Referee should be at least a BOA level 2 referee.

2.1.2.2 The Water Referees should be at least a BOA level 1 referee.

2.1.3 The Timekeeper/Scorer/Administrator should be at least a BOA level 1 referee but may be any-one willing to help under the guidance of the Match Chief Referee.

2.2 **Match Chief Referee's Duties:**

2.2.1 The Match Chief Referee's duties are conducted from a position on the pool-side where an uninterrupted view of the playing area can be obtained.

2.2.2 The Match Chief Referee is responsible for:

2.2.2.1 All aspects and overall conduct of the match.

2.2.2.2 Instructing the opposing teams of any special requirements of the match.

2.2.2.3 Signalling the starting and stopping of play in accordance with rules 5.1. and 5.3.

2.2.2.4 Observing any rule infringement which might only be visible from above the water and awarding appropriate penalties to offenders.

2.2.2.5 Stopping and re-starting play as a result of time suspensions or time-outs.

2.2.2.6 Determining that substitutions are done correctly.

2.2.2.7 Authorising (or delegating another suitably qualified official to authorise) penalised players to re-enter the water when advised by the timekeeper.

2.2.2.7.1 Applying rules on the completion of the timed penalty occurs while play is stopped.

2.3 **Water Referee's Duties:**

2.3.1 Water Referees conduct their duty from the water.

2.3.2 Water Referees are jointly responsible for:

2.3.2.1 Inspecting all players and team's equipment prior to the match.

2.3.2.2 Enforcing the rules at all times.

2.3.2.3 Signalling to the Match Chief Referee to stop play when a goal is scored.

2.3.2.4 Signalling to the Match Chief Referee to stop play should any infringement occur.

2.3.2.5 Awarding appropriate penalties for rule infringements.

2.3.2.6 Ensuring the puck is placed in the correct position and indicating the match is ready to be re-started to the Match Chief Referee.

2.3.2.7 Ensuring that the goal frames are aligned in their correct position at all times.

2.3.2.8 Signalling to the Match Chief Referee to stop the match by showing the 'stop play' signal should an accident or injury occur and immediately assisting the injured player to the pool-side.

2.4 **Timekeeper's/Scorer's/Administrators Duties:**

2.4.1 The duties of the Timekeeper/Scorer/Administrator can be performed by one or more persons and shall be carried out from a position adjacent to the Match Chief Referee.

2.4.2 The responsibilities of the Timekeeper/Scorer/Administrator are:

2.4.2.1 Timing all play and indicating the completion of each time period to the Match Chief Referee.

2.4.2.2 Timing players sent out of the water for time penalties and indicating to the Chief Referee (or the Chief Referee's designated official) when players may re-enter the water.



2.4.2.3 Stopping the timing of the time period at the request of the Match Chief Referee in the event of a serious injury, the need to confer with other referees, or other special circumstances.

2.4.2.4 Ensuring all goals are displayed and announced immediately after they have been scored.

2.4.2.5 Announcing the final score at the end of the match, once details of the match have been verified by the referees.

2.4.2.6 Ensuring the match report is filled in correctly and passed to the Tournament Administrator.

2.5 **Official's Equipment and the Puck:**

2.5.1 The Match Chief referee shall be equipped with a means of creating an audible signal above and below the surface of the water.

2.5.2 Each Water Referee shall be equipped with a mask, which must have safety glass or other safety material fitted; a non metal, pliable snorkel and a pair of conventional fins (made of non-dangerous, pliable, synthetic material). Each Water Referee shall also wear a clearly distinguishable shirt, red cap with ear protectors, and a pair of brightly coloured yellow or orange gloves.

2.5.3 The mask must be a dual lens mask.

2.5.4 The Timekeeper(s) shall be equipped with suitable timing facilities, sufficient to time both the match and at least two players sent out of the water for a time penalty.

2.5.5 The Scorer(s) shall be equipped with suitable means of keeping a written record of the match and a scoreboard which is visible from all parts of the playing area.

2.5.6 **The Puck: (See Annexe 2)**

2.5.6.1 The outside of the puck with any protective covering shall have a diameter of 80mm +4mm/-2mm.

2.5.6.2 The radius of the puck edge shall be from 3mm to 10mm in radius.

2.5.6.3 The puck shall weigh 1.3kg +/- 0.2kg.

2.5.6.4 The puck must be a bright distinctive colour. High visibility pink or orange is preferred.

2.5.6.5 The puck must be approved by the Tournament Chief referee.

3.1 **Signals: (See Annexe 3)**

3.1.1 **Ready to start:**

The ready to start signal is one arm raised straight up in the air with signal hand open, fingers together.

3.1.2 **Stop Play:**

The stop play signal is one arm extended up in the air with the signal hand open, giving a wide rapid waving motion side to side.

3.1.3 **Time:**

The end of timed match period is signalled by one hand on top of the other to form the letter 'T'.

3.1.4 **Equal Puck:**

Equal puck is signalled by the arms being crossed above the head with hands clenched into fists.

3.1.5 **Advantage Puck:**

An advantage puck is signalled by backing up the infringing team using an extended arm with the palm towards the offenders. Then use the free arm moving in a 90 degree arc over the water surface to indicate the infringing team line. Once the infringing team's position is established the backing up arm is raised vertically with open hand. When both Water Referees have raised their backing up arm play can be re-started by the Match Chief Referee.

3.1.6 **Time Penalty:**

A time penalty is signalled by pointing with one arm to the infringing player then to the penalty box with the same arm while indicating the penalty time with the fingers of the other hand held over the head.

3.1.7 **Total Dismissal:**

A total dismissal is signalled by pointing to the dismissed player while swinging the other arm back and forth horizontally to the water in a 90 degree arc, then pointing to the penalty area.

3.1.8 **Goal:**



The stop play signal is followed by the two water referees signalling to each other that a goal has been scored by raising the index finger of each hand vertically just above the water. When both water referees are satisfied they both agree a goal has been scored one or both will indicate a goal by raising both arms straight up in the air with open hands.

- 3.1.9 **No Goal or Goal Successfully Defended During a Penalty:**
A 'no goal' series is the stop play signal followed by both elbows extended to the side from shoulders, forearms and hands straight, perpendicular to the water surface, fingers together and palms facing away from the chest. Both forearms make arcs simultaneously towards the water surface, right arm arcing left and left arm arcing right. Repeat several times.
- 3.1.10 **Penalty Shot:**
A penalty shot signal series is the stop play signal followed by vertically pumping one arm up and down from the shoulder with a clenched fist.
- 3.1.11 **Penalty Goal:**
A penalty goal series is signalled by a stop play signal followed by a penalty signal followed by a goal signal.
- 3.1.12 **Time-out:**
Time-out is signalled by raising both arms above the head to form a large letter 'O' then pointing to the end line of the team to be charged with the time out.
- 3.1.13 **Illegal Use of Free Arm:**
Illegal use of free arm is signalled by one arm parallel to the water, bent at the elbow with fist clenched and the arm moving in a horizontal pumping action.
- 3.1.14 **Obstruction, Barging, Blocking or Shepherding:**
General blocking fouls are signalled by the two arms above the water being clasped at the wrists and moving the joined arms in and out from the chest.
- 3.1.15 **Advancing the Puck With The Glove, Free Hand or body:**
These fouls are signalled by one fist punching into the palm of the other hand, followed by touching the part of the body used to illegally advance the puck.
- 3.1.16 **Illegally stopping the Puck:**
The signal for illegally stopping the puck is an open hand held in a vertical plane and moving up and down in a chopping action.
- 3.1.17 **Stick Infringement:**
Signal is a repeated chopping motion of one hand against the middle forearm of the other arm. The forearm is held parallel to the chest at arms length away from the body.
- 3.1.18 **Call By the Referee:**
The Referee may call anyone in the water by using one hand palm facing towards the Referee, moving the fingers backwards and forwards in a beckoning or calling motion while pointing with the other hand to the concerned player.
- 3.1.19 **Time Suspension (Official's Time Out):**
Referees may signal a time suspension by forming a large letter 'O' over the head then bringing the hands to the shoulder level and patting shoulders.
- 3.1.20 **Illegal Substitution:**
An official will signal an illegal substitution by a hand over hand rolling motion.
- 3.2.21 **Un-Sportsmanlike Conduct:**
Un-sportsmanlike conduct is signalled by clenching the fist and then repeatedly tapping the top of ones head with the thumb side of the fist.
- 3.1.22 **Breaking, False Start or Encroachment:**
The signal is an arm extended and straight up with index finger pointing up. Hand is then rotated several times such that the index finger inscribes an imaginary circle above the head that is parallel to the surface of the water.
- 3.1.23 **Grabbing and/or Pulling on Wall Barriers:**
Signal is an open fingered hand, fingers curled and moving back and forth in a pulling motion mimicking the grabbing of the top of an invisible barrier.
- 3.1.24 **Infringement Seen But the Advantage Rule is in Effect:**
A signal made beneath the surface of the water in which the Referee points with the index finger, the other fingers clenched in a fist, and the hand moving in a circular motion. The purpose of this signal is to allow players to see that a Referee has seen an infringement and is, at that moment, exercising the 'advantage rule'. This signal is to reduce frustration and possible retaliation by players.
- 3.1.25 **Side Line Out or Puck Out Of Bounds:**
Signal is a straight forearm and hand, fingers straight and together, forearm held parallel to the water surface with palm facing chest, and extended away from the chest by the



length of the upper arm. The other hand then makes a diving motion over the stationary forearm/hand mimicking a puck being flicked over a barrier. This signal is then to be followed by the appropriate equal puck or advantage puck signal.

3.1.26 Delay of Game Infringement (Corner):

Delay of game infringement is signalled by laying one hand on the opposed shoulder with the arm held horizontally.

3.1.27 Official Caution/Warning:

An official caution/warning is indicated by a rigid extended arm held parallel to the water surface and perpendicular to the chest. The hand is held in a clenched fist with the thumb extended and held parallel to the water surface.

4.0 THE MATCH

4.1 Rules of Play:

A match is 'in play' during the period between the starting and ending of play as indicated by the Match Chief Referee. A match is 'out of play' during a time-out called by a team, an official's time-out, the breaks between timed periods, including between the two timed over-time periods, and the break before 'sudden death'.

4.1.1 A player is only 'in possession' whilst the playing area of the players stick remains in physical contact with the puck and the stick remains grasped in the player's playing hand.

4.1.2 Only the playing area of the stick may be used to move the puck. The playing area is that area of the stick which is not covered by the players hand when the stick is gripped in a natural manner excluding any part of the stick which extends past the protected little finger.

4.1.3 The puck may not be lifted up or carried in any direction whilst balanced on the stick; and should the puck be lifted accidentally onto a stick it must be dropped off the stick immediately.

4.1.4 The stick may be held in either the right or left hand; changing hands is allowed.

4.1.5 A player may have two hands on the stick when not in possession of the puck (e.g. when trying to achieve a streamlined position when sprinting toward the puck).

4.1.6 The free hand may not be used to support the stick, stick hand or arm whilst in possession of the puck.

4.1.7 Whilst a match is in play the puck may be pushed or passed in any direction along the pool bottom anywhere within the playing area by the player in possession.

4.1.8 At no time may a player handle the puck with either the free hand or playing hand. Should the puck accidentally touch the playing hand this will not be considered handling the puck unless used deliberately to advance the puck.

4.1.9 The puck, while being propelled by the stick, may rest against the index finger when the hand is in its natural position of holding the stick.

4.1.10 When players are swimming on the surface, over-arm strokes are permitted only when other players are not in danger of being struck.

4.1.11 During the match all substitutes must be in their team substitution area.

4.1.12 Methods of substitution are defined in rule section 5.2

4.2 Duration of Play:

4.2.1 The length of matches will be decided before play commences.

4.2.2 Matches may be played in two halves, if so during the break the teams will change ends.

4.2.3 Once started time is continuous until the last two minutes of a match and can only be stopped by the Match Chief Referee in the event of a serious injury, the need to confer with the other Referees, or other special circumstances.

4.2.3.1 During the last two minutes of a match, or the last two minutes of the second over-time period, the match clock will be stopped during all breaks in play excepting a goal.

4.2.3.2 In case there is a break in play just before the last two minutes is effective the clock must be stopped on the moment of last two minutes.

4.2.4 Should it be necessary to have a winning team from a match that ends in a draw a period of extra time will be played.

4.2.4.1 An over-time period will consist of two five minute periods. Teams will start from the same end as they started the match.

4.2.4.2 When the first five minute period ends both teams shall immediately change ends. The break between these periods is one minute.

4.2.4.3 An over-time period is part of the same match. Therefore only the same declared players at the start of the match are eligible to participate in the over-time period(s).



4.2.5 At the end of the ten minutes of additional play, the team that has scored more goals during the two over-time periods (and therefore more cumulative goals in the entire match) shall be declared the winner of the match. If after ten minutes of additional play the match remains in a draw, after a one minute break with no change of ends, the match will continue without interruption until a goal is scored. The first team to score a goal shall be declared the winner of the match.

4.2.6 **Time-out period:**

Before a match starts the Match Chief Referee will inform the teams if they may or may not call 'time-out' during a match. The time-out may be called by either the Team Captain or Coach.

4.2.6.1 To request a time-out period the Captain or Coach will verbally attract the attention of either the Water Referee or the Match Chief referee and request a time-out visually by raising both arms above the head in the form of a large letter 'O'. The Captain/Coach may also call out "Time out". The Match Chief Referee will acknowledge the request by repeating the signal and stopping the clock. The Water Referees will also mimic the Match Chief Referee's time-out signal.

4.2.6.2 Each time-out period will be of one minute duration. At forty five seconds the Match Chief Referee will give an audible fifteen second warning.

4.2.6.3 Time-out is only allowed during periods of normal play. No time-out may be called in either over-time or sudden death time.

4.2.6.4 During a time-out period any penalised players (except player(s) dismissed from the match) and the Coaches may join their team mates in the playing area. At the end of the time-out period the penalised players must have returned to the penalty box and the Coaches must have left the playing area.

5.0 **MATCH DETAILS**

5.1 **Starting Play:**

5.1.1 At the beginning of a match, after half time, after a goal is scored or after a penalty has been played the starting positions of the players of each team are in the water alongside their respective end lines, with each player having at least one hand in contact with the end line. This hand must be visible to the officials.

5.1.2 Substitutes from each team shall be in the team's designated substitute area; and any penalised players shall be in the designated penalty box.

5.1.3 From the moment the Match Chief Referee gives the signal to start to the moment the puck becomes 'in possession' players entering the match from their substitution area must touch their respective end wall before entering play. After the puck becomes 'in possession' players entering the match from their substitution area may enter directly into play and shall enter the water by the rule governing the substitution method in use.

5.1.4 Starting positions of the match officials are:

5.1.4.1 The Match Chief Referee shall be on the poolside approximately in the centre of the side line.

The two Water Referees shall be in the water alongside the centre of their respective side lines. If the three referee system is used one Water Referee shall be in the water along the centre of the side line on the same side of the playing area as the Match Chief referee, and the other two Water Referees will be near the 5 and 2 metre intersecting lines closest to the goal they are watching at the start of play. These two water referees shall be on the opposite side of the playing area as the Match Chief referee.

5.1.5 An audible warning signal will be given thirty seconds before each timed period (first period, second period, first over-time period, second over-time period) and before start of sudden death over-time. Thirty seconds after that audible signal the audible signal to commence play will be given.

5.1.6 The Match Chief Referee will re-start play when the scoring team is ready or thirty seconds after a goal has been scored, whichever occurs sooner. No thirty second warning shall be given.

5.6.1 Should play be re-started for any reason before all players have reached their starting end of the playing area they must do so before re-entering play. The hand touching the end wall must be visible to the Match Chief Referee.

5.1.7 Should play be stopped because of a rule infringement, an accident or an injury it shall be re-started by the Match Chief Referee.



5.2 **Substitution:**

There are three methods of substituting players during tournaments: deck side substitution, in water side substitution and end line substitution. Substituting player(s) may not enter the match until the existing player(s) clear the playing area as determined in rules 5.2.1.7, 5.2.2.5 and 5.2.3.5 EXCEPTING after a goal. In the time period after a goal 'free subbing' is allowed wherein all players may enter or exit the playing area without concern for the number of players in the playing area. Once play has recommenced no more than six players from each team may be in the playing area.

5.2.1.1 Only one method can be chosen for any one court.

Deck-side substitution (See Annexe 4):

5.2.1.2 Both team substitution areas must be on the same side of the playing area, marked on the pool deck, and visible from both above and below the water surface. The preferred placement of the team substitution areas is along the side line opposite that of the Match Chief Referee so substitution can be easily observed.

5.2.1.3 The team substitution areas must be visible from the playing area and from beneath the water surface.

5.2.1.4 The side line of the playing area, be it a barrier or a pool wall, must be immediately adjacent to the team substitution areas. There may be a neutral area between the playing area and the team substitution areas.

5.2.1.5 Variations in pool configurations require flexibility. Changes may be necessary to the rules for substitution.

5.2.1.6 Each team's substitution area will be the 5 metre area between 5 metres and 10 metres away from the end line containing the goal that the team is defending.

5.2.1.7 A player exiting the playing area is deemed to be fully within the team substitution area when he/she has fully cleared the water surface within the bounds of the substitution area.

5.2.1.8 The substituting player may not enter the playing area until the exiting player is fully clear of the water. The substituting player is deemed to have left the team substitution area when he/she has made contact with the water in the playing area.

5.2.1.9 Substitute players may not sit with his/her leg(s) or fin(s) in the water.

5.2.1.10 Substitutes must enter the water slowly, head or feet first with one hand on the pool wall. Players must NOT jump or dive into the water. Time penalties will be given for infringing this rule. No cautions will be given. This rule applies at all times.

5.2.1.11 When substitutes enter the playing area after a goal has been scored or following the play of a penalty they must touch their end line before re-entering play unless play has re-started and the puck is 'in possession'.

5.2.1.12 The substitutes may be used while a match is underway, i.e. substituting on the fly, or at any natural break in the play e.g. puck out of bounds, penalty, goal, half time or time out period.

5.2.1.13 one, two, three or four players may be substituted at any time.

5.2.1.14 Infringing substitute(s) (i.e. the player entering the playing area) will incur a one minute or two minute time penalty. That team will play without players equal to the number of infringing substitutes.

5.2.1.15 When the Match Chief Referee cannot designate the infringing player, he/she will advise the Captain of the infringing team to designate the infringing player. The Captain or Vice Captain has five seconds to do so. If the Captain or Vice Captain should fail to designate any team member within this period, the Captain will be sent to the penalty box to serve the penalty.

5.2.1.16 Referees will not wait for substitutes to return to their playing positions, i.e. advantage puck.

5.2.1.17 Players who have left the water to allow a substitute to enter the water now become substitutes themselves and must wait in their team substitution area until required.

5.2.2 In Water Substitution (See Annexe 5)

5.2.2.1 Both team substitution areas must be marked on the same side of the playing area. The preferred placement of the team substitution areas is the side line opposite that of the Match Chief Referee so substitution can be easily observed.

5.2.2.2 Preferably the side line should not be immediately adjacent to the substitution area. A one metre wide transit zone is optimal between the team substitution area and the playing area.



- 5.2.2.3 Each team's substitution area will be located along the side line in the 5 metre long area between 5m and 10m from the end line containing the goal that the team is defending.
- 5.2.2.3.1 A taut floating rope will mark the edge of the team substitution area.
- 5.2.2.3.2 Players may not hang on to the floating rope delineating the team substitution areas.
- 5.2.2.4 A player exiting the playing area is deemed to be fully within the team substitution area when his/her snorkel breaks the water surface within the substitution area.
- 5.2.2.5 The substituting player may not enter the playing area until the exiting player's snorkel breaks the surface of the water in the substitution area. The substituting player is deemed to have left the team substitution area when his/her snorkel submerges beneath the water surface in the team substitution area.
- 5.2.2.6 When substitutes enter the playing area after a goal is scored or following the playing of a penalty, they must touch their end line before re-entering play unless play has re-started and the puck is 'in possession'.
- 5.2.2.7 The substitutes may be used while a match is underway i.e. substituting 'on the fly', or at any natural break in the play, e.g. puck out of bounds, penalty, half time or time out period.
- 5.2.2.8 One, two, three or four players may be substituted at a time.
- 5.2.2.9 Infringing substitute(s) will incur a one minute or two minute time penalty. That team will play without players equal to the number of infringing substitutes.
- 5.2.2.10 When the Match Chief Referee cannot designate the infringing player, he/she will advise the Captain of the infringing team to designate the infringing player. The Captain or Vice Captain has five seconds to do so. If the Captain or Vice Captain should fail to designate any team member within this period, the Captain will be sent to the penalty box to serve the time penalty.
- 5.2.2.11 Referees will not wait for infringing team substitutes to find their playing positions during an advantage puck.
- 5.2.2.12 Players who have left the water to allow a substitute to enter the water become substitutes and must wait in their team substitution area until required.
- 5.2.3 End Line Substitution (See Annexe 6)**
- 5.2.3.1 This is the least desirable form of substitution for a tournament and will only be used when side substitution cannot be used.
- 5.2.3.2 The end line of the team substitution areas must be immediately adjacent to the substitution area. There may not be a neutral area between the playing area and team substitution areas.
- 5.2.3.3 The team substitution area is located behind the end line containing the goal the team is defending.
- 5.2.3.4 A player exiting the playing area is deemed to be fully within the team substitution area when he/she has fully cleared the water surface within the bounds of the substitution area.
- 5.2.3.5 The substituting player may not enter the playing area until the exiting player is fully clear of the water. The substituting player is deemed to have left the team substitution area when he/she has made contact with the water in the playing area.
- 5.2.3.6 Substitute players may not sit with his/her legs in the water.
- 5.2.3.7 The substitutes may be used while a match is underway, i.e. substituting 'on the fly' or at any natural break in the play e.g. puck out of bounds, penalty, goal, half time or time out period.
- 5.2.3.8 One, two, three or four players may be substituted at a time.
- 5.2.3.9 Infringing substitute(s) will incur a one or two minute time penalty. That team will play without players equal to the number of infringing substitutes.
- 5.2.3.10 When the Match Chief Referee cannot designate the infringing player, he/she will advise the Captain of the infringing team to designate the infringing player. The Captain or Vice Captain has five seconds to do so. If the Captain or Vice Captain should fail to designate any team member within this period, the Captain will be sent to the penalty box to serve the time penalty.
- 5.2.3.11 Referees will not wait for infringing team substitutes to find their playing positions during an advantage puck.
- 5.2.3.12 Players who have left the water to allow a substitute to enter the water now become substitutes themselves and must wait on the pool side at their own team's end until required.



5.3 **Stopping Play**

- 5.3.1 The signal to stop timed play is given by the Match Chief Referee upon an indication by the time keeper that the time period has been completed.
- 5.3.2 Play is also stopped by the Match Chief Referee:
 - 5.3.2.1 When a goal is scored.
 - 5.3.2.2 When an infringement of the rules is committed.
 - 5.3.2.3 When an accident or injury occurs.
 - 5.3.2.4 When there is need to confer with the Water Referees.
 - 5.3.2.5 When there are special circumstances in which the Match Chief Referee deems stoppage of play is appropriate.
 - 5.3.2.6 When a penalty shot is awarded.

5.4 **Scoring Procedure (See Annexe 7)**

- 5.4.1 A goal is scored only when the entire puck has wholly entered the goal volume and makes contact with either the back and/or the bottom of the frame, having been propelled by or off a stick. Should the puck enter the goal volume propelled by anything other than the stick it shall be disallowed and the appropriate action for a rule infringement taken.
- 5.4.2 The goal volume is the volume whose width is 120mm from the end line of the playing area to the front edge of the trough, 180mm high by 3 metres long along the length of the goal trough.
- 5.4.3 Illustrations of scoring situations in which the puck has wholly entered the goal volume and touched either the back of the goal or the bottom of the goal trough are contained in annexe 7.

6.0 **INFRINGEMENTS**

6.1 **Advantage Rule:**

- 6.1.1 At any time during play, if a Referee observes an infringement against the team in possession but decides that the rule infringement does not affect the advantage held by the team in possession, play will be allowed to continue as if the infringement had not occurred.
- 6.1.2 If an infringement is observed and the advantage rule is being played, once the advantage is lost or at the next break in play, the Referee may award a delayed penalty.

6.2 **Delay of Game (Corner Rule):**

- 6.2.1 Play that is meant to stall or has the effect of delaying or stalling the game may be considered foul play.
- 6.2.2 The corner is defined as that part of the playing area bounded by the side and end walls (or side and end lines) and a circular arc of one metre radius whose centre is at the intersection (or projected intersection in the case of a curved corner) of the side and end walls (or side and end lines). There are four such corners in a single playing area, and a delay of game penalty (see rule 6.2.2.1) may be incurred by either team in any of these four corners.
 - 6.2.2.1 If two members of the same team hold the puck in a corner in succession without either player attempting to manoeuvre the puck out of the corner or a player from the opposing team taking possession of the puck, the Referee will stop play and award an advantage puck to the non-offending team. The offending team shall receive a caution (first infringement) and the second player to hold the puck in the corner shall have a one minute time penalty awarded against him/her on a second and all subsequent infringements.
 - 6.2.3 If a player flicks a puck out of bounds the Referee will stop play and award an advantage puck to the non-offending team. The offending team shall receive a caution (first infringement) and the offending player shall have a one minute time penalty awarded against him/her on a second and all subsequent infringements. If a puck, having been flicked, is then deflected by the stick or body of an opponent before going out of bounds, this will not be considered a delay of game infringement. If a flicked puck is deflected by the stick or body of a team mate, this will not be considered a delay of game infringement, unless, in the opinion of the Referee, the deflection was an intentional manoeuvre to stall or delay the game. In the case of such an intentional deflection, if the offending team has already received a team caution for the offence, the player who deflected the puck out of bounds shall have a one minute time penalty awarded against him/her, while the player who flicked the puck shall not receive a penalty. If one or more players from the offending team are serving penalty time at the time the puck is deflected



out of bounds, the Referee may be permitted to assume that the out of bounds deflection was an intentional delay of game manoeuvre.

6.3 **Infringements**

Players may be penalised for the following rule infringements:

- 6.3.1 Starting play incorrectly according to these rules.
- 6.3.2 Standing on or pushing off the playing area in a manner that interferes with match play.
- 6.3.3 Delay of game infractions.
- 6.3.4 Having more than six players in the water while the match is in play, or allowing a substitute to enter the water to replace a player sent out of the water for a time penalty, or one who has been dismissed for the rest of the match excepting after a goal has been scored when free subbing is allowed.
- 6.3.5 Advancing or attempting to play the puck with anything other than the playing area of the stick.
- 6.3.6 Handling the puck with the free or playing hand; this included guiding the puck with an outstretched finger.
 - 6.3.6.1 If the puck accidentally touches the playing hand this will not be considered handling the puck unless used deliberately to propel the puck.
- 6.3.7 Lifting or carrying the puck balanced on the stick.
- 6.3.8 Obstructing an opponent in any way while not in possession of the puck.
- 6.3.9 Behaving in any way or displaying conduct which in the opinion of the officials can be considered contrary to the sportsmanlike conduct of the match.
- 6.3.10 Stopping or attempting to stop a goal from being scored with anything other than the playing area of the stick.
- 6.3.11 Covering or obstructing the puck with any part of the body or equipment while not in possession of the puck to prevent access to the puck by other players.
- 6.3.12 Attempting to gain possession of the puck by use of obstruction.
 - 6.3.12.1 Using any form of 'active' obstruction to prevent an opponent from gaining access to the puck, even when the infringing player is in possession of the puck; e.g. by using a locked free arm to keep another player away from the puck, or by pulling the puck back behind the body whilst advancing forward and using the body to push another player out of the way when they are attempting to gain access to the puck. Note: curling whilst in possession of the puck, or simply pulling the puck back under the body when an individual is stationary is not deemed to be obstructing so long as the puck remains on a players stick.
- 6.3.13 Using hands, arms or body in any way to grasp pull or push an opponent or his/her stick.
- 6.3.14 Removing or attempting to remove an opponent's equipment.
- 6.3.15 Insulting by word or gesture other players or the officials.
- 6.3.16 Refusing to accept any decisions made by the officials.
- 6.3.17 Physically attacking or deliberately hurting an opponent or striking or attempting to strike an opponent with any part of the body or equipment. This includes any action taken in retaliation.
- 6.3.18 Grabbing or holding the barrier to gain an advantage.
- 6.3.19 Free arm violation.
- 6.3.20 Removing the puck from the goal.
- 6.3.21 Dangerous play.
- 6.3.22 Leaving the penalty box incorrectly according to rule 7.3.1.2.2 (sliding into the water from the penalty box).

7.0 **PENALTIES**

7.1 **Action by Officials:**

- 7.1.1 Should any infringement of the rules occur play will be stopped by the Match Chief Referee. Play is stopped when the Match Chief Referee sees the Water Referee's stop signal or if the Match Chief Referee observes the infringement from his/her position.
 - 7.1.1.1 Depending on the severity of the infringement the Referees have the following courses of action open to them for penalising infringing players. They may:
 - 7.1.1.1.1 Caution the infringing player(s) (see rule 7.2).
 - 7.1.1.1.2 Dismiss the infringing player(s) from the water for time penalties of one, two or five minutes (see rule 7.3).
 - 7.1.1.1.3 Penalise the infringing player(s) from the water for the rest of the match (see rule 7.4)
 - 7.1.1.2 In addition to penalising the infringing player(s), or as an alternative, the Referees also have the following courses of action for penalising an infringing team. They may:



- 7.1.1.2.1 Award an equal puck, with neither team being awarded an advantage (see rule 7.5).
- 7.1.1.2.2 Award an advantage puck to the infringed team (see rule 7.6).
- 7.1.1.2.3 Award a penalty shot if the infringement is committed within the three metre goal area (see rule 7.8)
- 7.1.1.2.4 Award a penalty goal to the infringed team (see rule 7.9).
- 7.1.1.3 Should an infringement of the rules be committed by a team's pool side substitutes or coaches, appropriate penalties may be awarded against those individuals by the Referees, i.e. a substitute will be penalised in the same manner as a player. A substitute awarded a penalty must serve it in the penalty area. In addition the team must remove a player from the water so that the team plays short handed for the duration of the penalty.

7.2 **Cautioning:**

- 7.2.1 For minor or accidental infringements, or any other reason deemed necessary by the Referees, once play has stopped, the Referees may verbally caution the infringing player(s) or team(s) concerned.
- 7.2.2 Once the infringing player(s) or team(s) has(have) been cautioned, the Referees will indicate whether the play is to be re-started with an equal puck or an advantage puck.
- 7.2.3 In the event that a player or team is cautioned for having left the end line before the signal to start play was given, the puck will remain at the centre and play will be re-started according to rule 7.6. (advantage puck).

7.3 **Time Penalty**

- 7.3.1 For major infringements or collective minor infringements, after stopping play, the Referee will send the infringing player(s) to the penalty box to serve either a one, two or five minute time penalty.
 - 7.3.1.1 A time penalty is indicated by the Referee who stopped play pointing to the infringing player(s) and the towards the penalty box holding up 1, 2 or 5 fingers on the non pointing hand to indicate the actual length of the time penalty to be served.
 - 7.3.1.1.1 The actual time penalty period does not start until the infringing player(s) is(are) in the penalty box situated next to the Time-keepers table.
 - 7.3.1.1.2 Players serving time penalties may not be replaced by substitutes.
 - 7.3.1.1.3 During a time out or the time between periods of play (half time and timed intervals between over time periods) any penalised players (except those dismissed from the match) may join their teams in the water.
 - 7.3.1.2 The timing of time penalised players is the responsibility of the Time-keeper.
 - 7.3.1.2.1 Before re-entering the water at the centre line, time penalised player(s) must await a signal indicating expiry of the time penalty. The signal is given to the player by the Match Chief Referee or his/her designate.
 - 7.3.1.2.2 A time penalised player shall re-enter the play by gently sliding feet first from a sitting position into the water at the centre line. Illegal entry will incur a one minute time penalty.
 - 7.3.1.2.3 If the time penalty is concluded whilst the play is stopped, the time penalised player(s) may not enter the water until the puck is touched by either team.
 - 7.3.1.3 Once the infringing player(s) has(have) been signalled to leave the water, the Referee who stopped play will indicate whether play is to be re-started with an equal puck, an advantage puck or a penalty shot.

7.4 **Total Dismissal**

- 7.4.1 Once play has been stopped for deliberate major infringement(s) or repeated un-sportsmanlike conduct, the Referee will dismiss the infringing player(s) from the water for the remainder of the match, including any overtime periods.
 - 7.4.1.1 A total dismissal is indicated by the Referee who stopped play pointing to the infringing player(s) and then towards the penalty box, while moving the other arm in a 90 degree arc with the palm of the hand facing down and parallel to the water surface.
 - 7.4.1.1.1 Infringing player(s) dismissed for the remainder of the match must go to the designated penalty box and remain there until the match is concluded.
 - 7.4.1.1.2 A player dismissed for the remainder of the match may not be replaced by a substitute.
 - 7.4.2 Once any infringing player has been signalled to leave the water the Referee who stopped play will indicate whether play is to be re-started with an equal puck, an advantage puck or a penalty shot.
 - 7.4.3 In the event of a deliberate major infringement or for repeated un-sportsmanlike conduct by a team official (Manager, Assistant Manager, Coach, Trainer, Underwater Coach,



Medical official etc) play will be stopped and the Referees will dismiss the infringing team official from the pool side for the remainder of the match. This dismissal includes any over-time periods required, so that the team official can no longer disrupt the match nor continue to manage, direct or exercise influence over the team.

7.5 **Equal Puck (See Annexe 8)**

7.5.1 For any minor or accidental infringements, or any other reason thought necessary, once play has been stopped, the Referees may award an equal puck, with neither team being given the advantage, either by itself or in conjunction with rules 7.2, 7.3 or 7.4.

7.5.1.1 The Referee shall indicate an equal puck by crossing both hands above the head with hands clenched into fists.

7.5.1.2 When an equal puck has been awarded play recommences from the surface as follows:

7.5.1.2.1 The puck shall be placed on the spot where the infringement occurred, provided it is never placed within 2 metres of a side line and/or 5 metres from an end line.

7.5.1.2.2 (The)two Water Referees will form an imaginary line across the width of the playing area aligned on the puck, and both teams must be on-side of the line with all players on the surface (i.e. with snorkel tips above the water). The players can position themselves anywhere in the playing area between the goal they are defending and the imaginary line.

7.5.1.2.3 When the line marking the puck is established the Water Referees will indicate to the Match Chief Referee that play is to be re-commenced by raising one arm straight up in the air with the signal hand open.

7.5.1.2.4 Once the signal to re-commence play is given by the Match Chief referee any or all players may submerge in an effort to take possession of the puck.

7.6 **Advantage Puck (See Annexe 9)**

7.6.1 For any rule infringement(s) in which play is stopped, depending on the severity of the offence(s), the Referees may then caution the offending player(s) and/or team, award an advantage puck and/or time penalty against the offending team and player(s), or totally dismiss the offending player(s).

7.6.2 To re-start play:

7.6.2.1 The puck is placed on the spot where the infringement occurred, except when the infringement occurred away from the puck in which case the puck is placed in the position it was when play was stopped. The puck is never placed within 2 metres of a side line or within 5 metres of an end line.

7.6.2.2 (The) two Water Referees first align themselves on the puck, then hold up one hand in a 'stop' signal with the palm facing the infringing team to indicate an advantage puck; they swim 3 metres away from the puck towards the infringing team and form an imaginary line across the width of the playing area behind which all the players on the infringing team must retreat.

7.6.2.2.1 If the infringing team fails to retreat or stay behind the 3 metre line prior to the re-start of play then as a further penalty the puck may be advanced an additional 3 metres towards the infringing teams goal.

7.6.2.3 Players from the infringed team prepare to take possession of the puck by positioning themselves anywhere in the playing area and,

7.6.2.4 When both teams are in position the Water Referees will indicate to the Match Chief Referee that play is to be re-commenced by raising one arm straight up in the air with the signal hand open and the other arm and hand indicating the 3 metre line.

7.6.3 Once the signal to re-commence play has been given by the Match Chief Referee the offended team must take possession within five seconds of the signal being given.

7.6.3.1 Should the infringed team fail to take possession within five seconds of the Match Chief Referee's signal to re-commence play, the advantage puck is forfeited. Play is then re-started with an equal puck.

7.6.3.2 The infringing team players may submerge but must not advance across the imaginary line until the offended team has taken possession of the puck.

7.7 **Time Penalties: (See Annexe 11)**

7.7.1 This table is a guideline for penalties to be awarded against offenders for the listed rule infringements.

7.8 **Penalty shot (See Annexe 10):**

7.8.1 Should any rule infringement occur within the three metre goal area which prevents a likely goal the Water Referee will signal the Match Chief Referee to stop play followed by



raising and lowering one hand with a clenched fist in a pumping action to indicate that a penalty shot is being awarded against the infringing team. The Referee at his/her discretion may also penalise the infringing player(s) with a caution, a time penalty or a match dismissal.

- 7.8.2 To prepare for playing a penalty shot:
 - 7.8.2.1 The puck is placed directly in front of the infringing team's goal on the penalty spot, which is situated in line with the mid point of the end-line and exactly three metres away from the end-line.
 - 7.8.2.1.1 The offended team's Captain selects two attackers from amongst the eligible players and substitutes on the offended team, who are initially both on the surface behind the puck.
 - 7.8.2.2 The infringing team's Captain selects one defender from amongst eligible players and substitutes on the infringing team, who is initially on the surface near the mid point of the end-line and has at least one hand in contact with the end wall.
 - 7.8.2.3 The player(s) in the penalty box (including the player(s) just sent to the penalty box) or players dismissed for the remainder of the match are not eligible to participate in the penalty shot.
 - 7.8.2.4 All the remaining players of both teams must return to their respective substitution areas.
 - 7.8.2.5 (The) two Water Referees are positioned on the surface near the end-line, one at each end of the six metre line bounding the penalty area. If a third Water Referee is used the Referee is positioned behind the two players from the offended team.
 - 7.8.3 The Match Chief Referee, on seeing that all players are in their proper place and the Water Referees have one arm raised straight up in the air with signal hand open to indicate they are ready for play to start, will give the signal for the penalty shot to be played.
 - 7.8.4 Once the signal has been given to play a penalty shot:
 - 7.8.4.1 The attacking players may immediately submerge and move to any legal position (e.g. shall not obstruct the defender). One attacker must take possession of the puck within five seconds. If an attacking player fails to take possession of the puck within five seconds the penalty shot is deemed successfully defended.
 - 7.8.4.2 Once an attacking player takes possession play is continuous until the penalty shot is decided.
 - 7.8.4.3 The other attacking player may submerge and both attacking players try to retain possession of the puck and score a goal by manoeuvring the puck anywhere within the penalty area preventing the defender from gaining possession of the puck and moving it out of the penalty area.
 - 7.8.4.3.1 If the puck is moved fully out of the penalty area by either defender or attackers play is stopped and the penalty shot is deemed successfully defended. The Water Referees will signal with the 'no goal' series of signals.
 - 7.8.4.4 If either attacking player commits an infringement after the penalty shot is underway the Water Referee who sees the infraction will take immediate action by signalling the no-goal series of signals. The infringing player will be advised of the infraction. The penalty shot is deemed to have been successfully defended by the defender, i.e. no goal will be credited, even if one was scored before the Referee could stop play.
 - 7.8.4.5 If the defending player commits an infringement after the penalty shot is underway the Water Referee who sees the infraction will take immediate action by signalling the goal series of signals. The defending player will be informed of the infraction. A goal is deemed scored.
 - 7.8.4.6 The defending player at his/her own discretion will submerge and must have one hand in contact with the end-line wall when the signal to commence the penalty shot has been made and an attacker takes possession of the puck; whereupon the defender need no longer touch the wall with one hand. The defending player will attempt not only to prevent a goal being scored, but also to gain possession of the puck in order to thrust it wholly across the six metre line i.e. out of the penalty shot area.
 - 7.8.4.6.1 If the defenders hand is not touching the end-line wall when the attacker takes possession of the puck this will be an infringement and the goal will deem to have been scored.
 - 7.8.4.7 The Water Referees at their discretion will submerge; will ensure that an attacker takes possession within five seconds; and will signal the Match Chief referee to stop play when the penalty shot is decided, either by a goal being scored or by the puck being moved wholly out of the penalty shot area. The appropriate signal series for goal or no-goal will be indicated by the Water Referees.
 - 7.8.5 Once the penalty shot has been played, whether or not a goal has been scored, the match will re-start as per rule 5.1.



7.8.6 Once a penalty shot has been awarded, it must be played, even if the match clock has expired.

7.9 Penalty Goal:

7.9.1 For a severe rule infringement committed anywhere in the playing area (especially in the goal area) and where in the referee's opinion an almost certain goal would have been scored, once play has been stopped, the Referee may award a penalty goal to the infringed team and waive playing the penalty shot. Examples of such rule infringements are:

7.9.1.1 Any infringement that prevents a puck from entering the goal volume or prevents an almost certain goal from being scored.

7.9.1.2 Infringement by a defender during a penalty shot.

7.9.1.3 Illegal substitution during a break away to prevent a goal being scored.

7.9.1.4 Serious infringement on a player in possession of the puck who has an open path to the goal (e.g. grabbing a player in possession of the puck to stop a goal from being scored).

7.9.1.5 Scooping the puck out of the goal.

7.9.2 A penalty goal is indicated by the Water Referee stopping play, raising and lowering one hand with clenched fist in a pumping action, followed by raising both arms above the head.

7.9.3 When a penalty goal has been awarded, normal play will re-commence again with the puck placed at the centre spot as in rule 5.1. No thirty seconds warning will be given.

7.10 Side-Line Out, or Puck Out of bounds:

7.10.1 When a puck passes outside of the playing area, the Referee will stop play and re-start play with either an advantage puck or an equal puck. Re-starting with an equal puck will be done if, in the opinion of the Referee both teams were instrumental in propelling the puck out of the playing area. In all other cases the last player to touch the puck with his/her stick before the puck passes out of the playing area will be considered the offending player, and the opposing team shall be awarded an advantage puck. A delay of game penalty may also be incurred in this situation (See rule 6.2.3).

7.10.2 The puck will be placed two metres in from where it went out of play, except that whenever it goes out of play within five metres of an end-line then the puck will be placed five metres in from the end-line and two metres in from the side demarcation line.

7.11 Incorrect Starts:

7.11.1 Starting play early or 'breaking' will incur the following actions:

Start: Advantage puck at centre of playing area to the other team.

Equal Puck: Advantage puck to the other team.

Advantage puck: The puck is moved three metres towards the offending team's goal. (if this occurs at or within five metres from the end-line the puck is move to the centre of the playing area five metres from the end-line.

7.12 Obstruction:

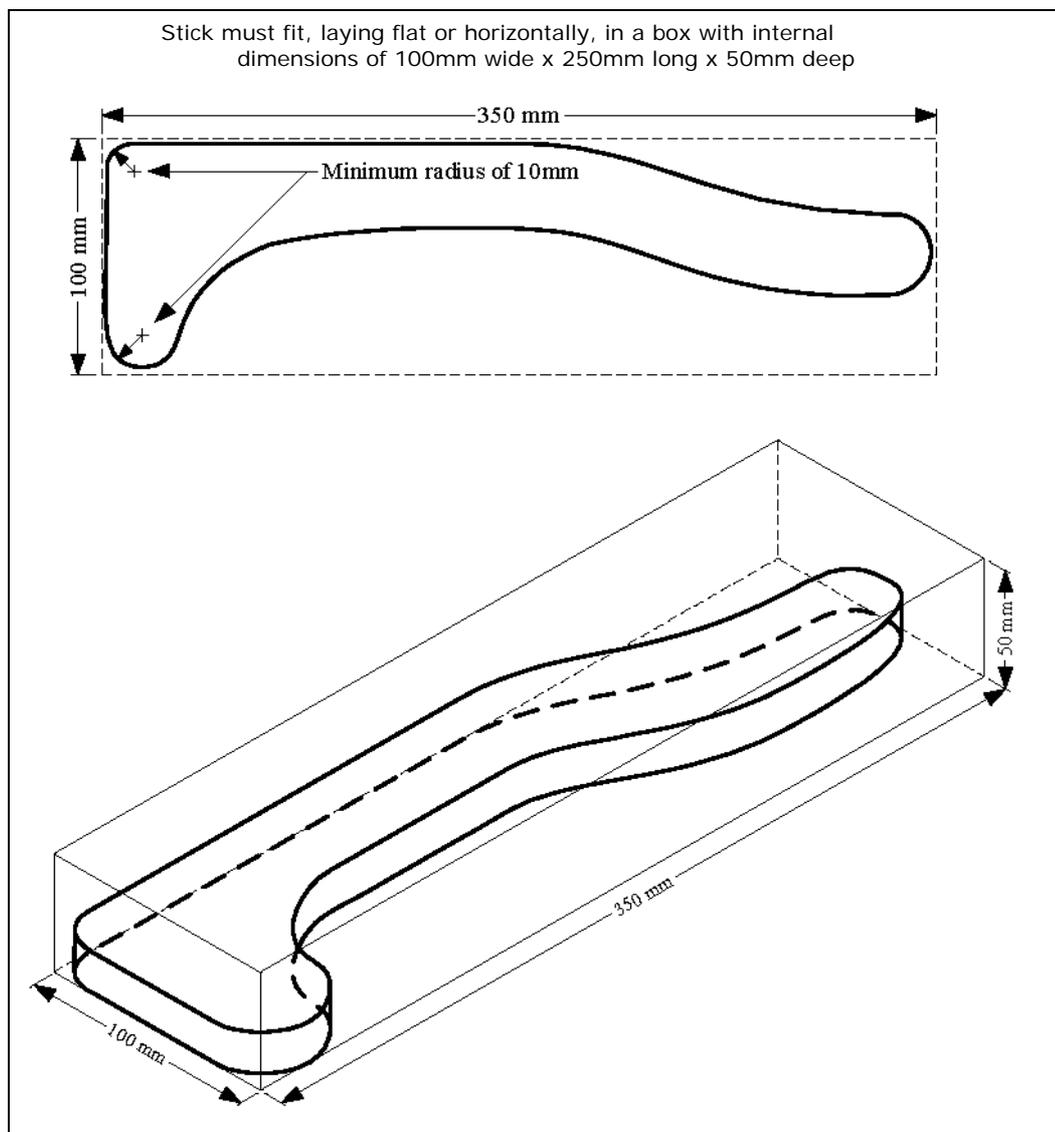
7.12.1 A player is deemed to be obstructing if the player endeavours to block another player's direct line to the puck.

7.12.2 Obstruction also occurs when the puck is flicked forward and the opposing player turns but doesn't go directly for the puck.

7.13 Dangerous Play:

7.13.1 If the Water Referee deems that the puck has been deliberately played in a dangerous manner, the Water Referee will award a two or five minute penalty, or dismiss the player for the remainder of the game.

Annexe 1 THE STICK



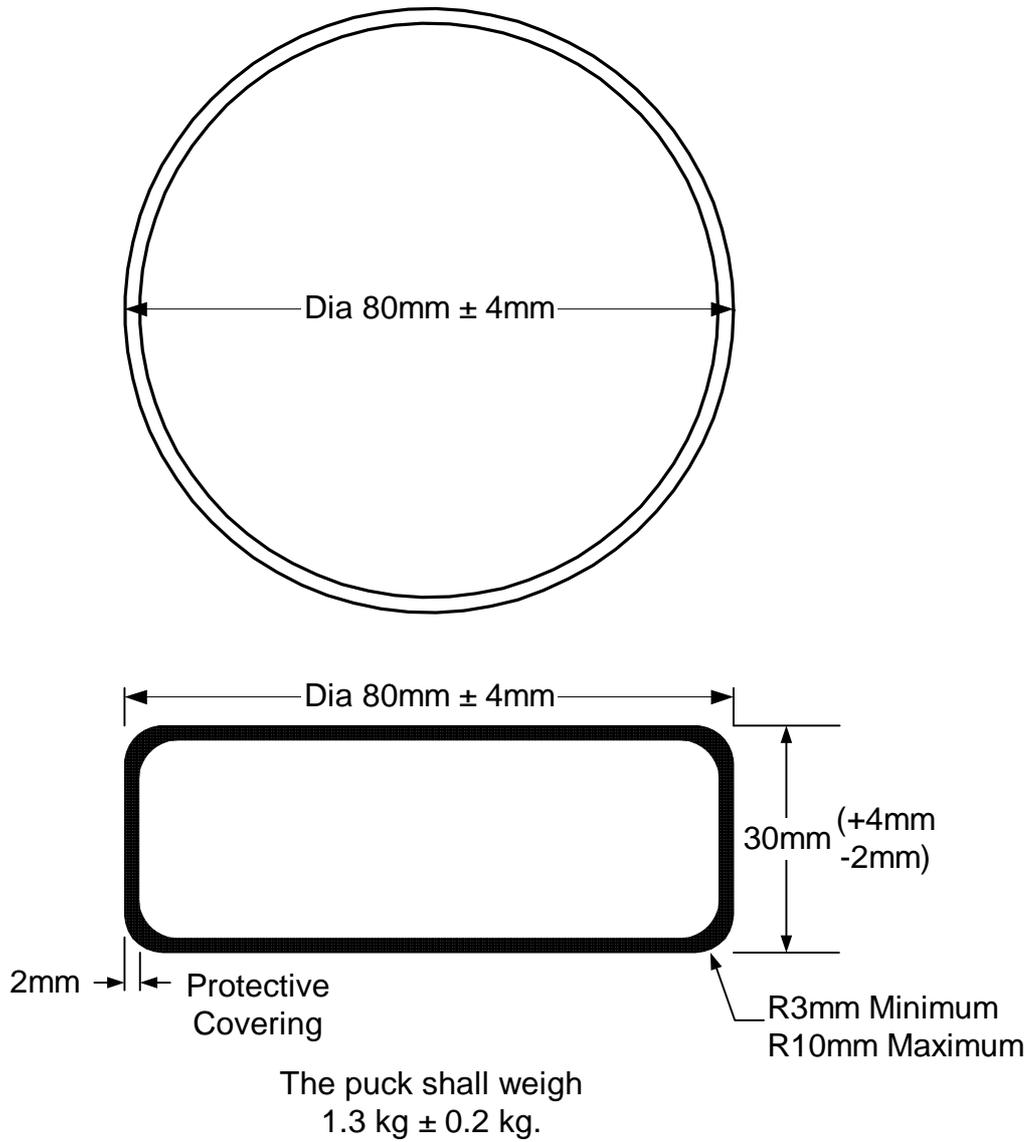
(drawing not to scale)

- The stick must fit in a box 100mm x 350mm x 50mm.
- Minimum corner radius around the perimeter edge of the entire stick is 10mm.
- Edges where surfaces intersect must be rounded.
- The stick must be uniformly black or white.
- The stick may be of any shape or design within the minimum and maximum dimensions given. The illustration is only a guide. Knob(s) on stick is/are allowed.
- The stick must not be capable of surrounding the puck or any part of hand, not encapsulating the puck by more than 50%, or locking the puck to the stick.

Currently all plastics and synthetic materials are approved materials for stick construction.

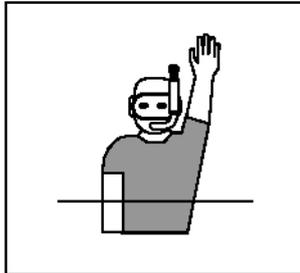
All metals are NOT approved materials.

Annexe 2 THE PUCK



Annexe 3 SIGNALS

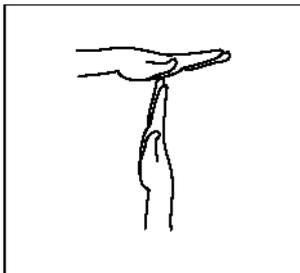
3.1.1 Ready to Start Play



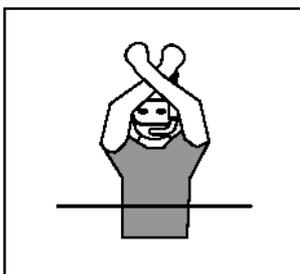
3.1.2 Stop Play



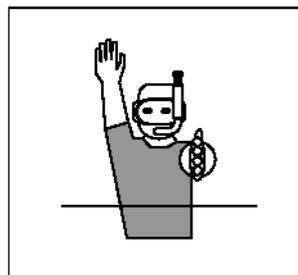
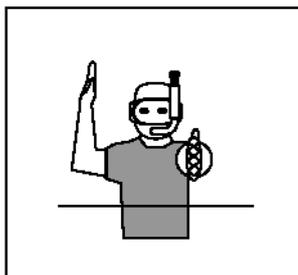
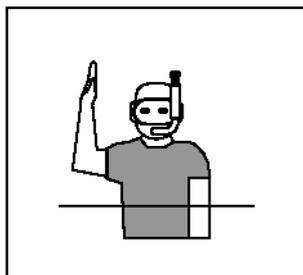
3.1.3 Time



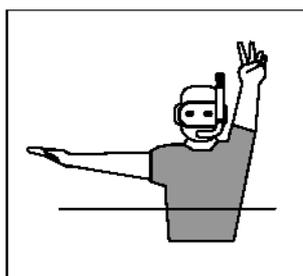
3.1.4 Equal Puck



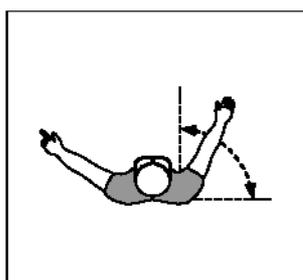
3.1.5 Advantage Puck



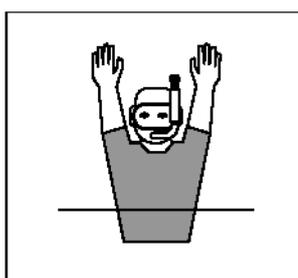
3.1.6 Time Penalty



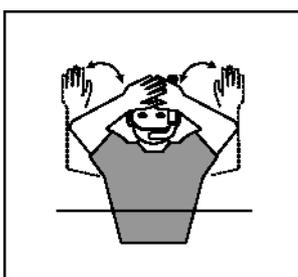
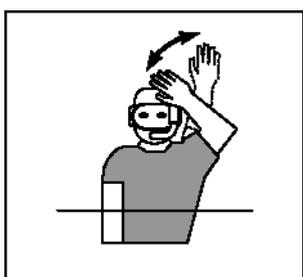
3.1.7 Total Dismissal



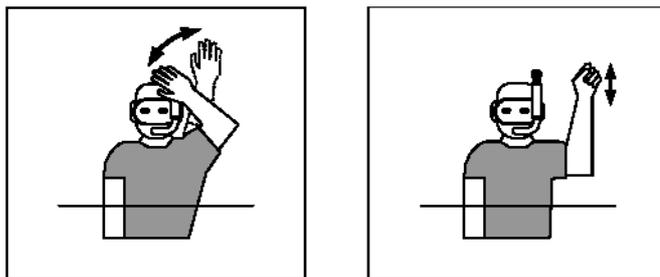
3.1.8 Goal



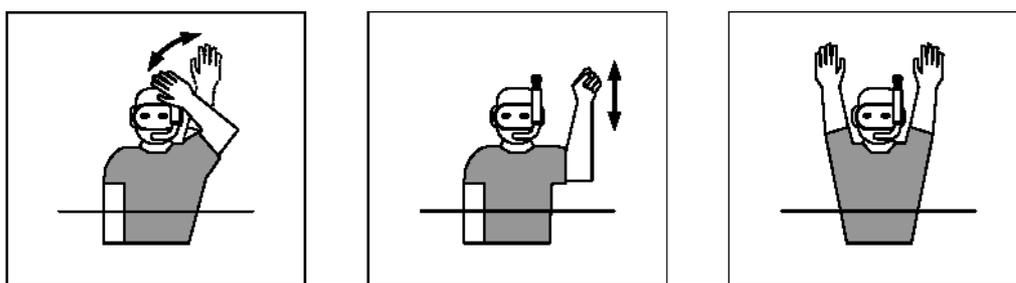
3.1.9 No Goal, or Goal Successfully Defended (Penalty Shot)



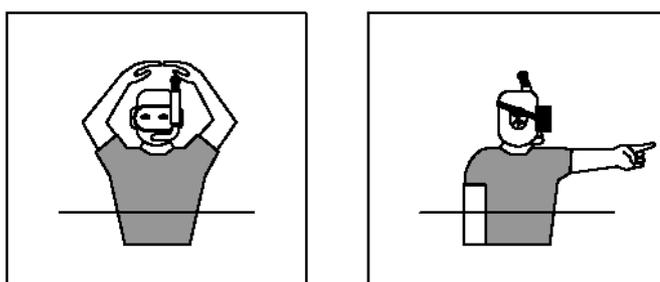
3.1.10 Penalty Shot



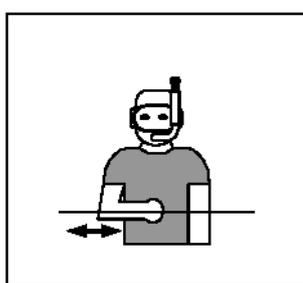
3.1.11 Penalty Goal



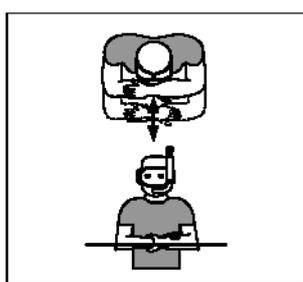
3.1.12 Time-Out



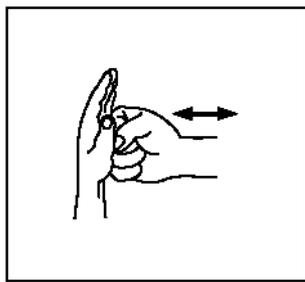
3.1.13 Illegal Use of Free Arm



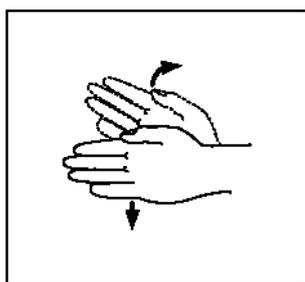
3.1.14 Obstruction, Barging, Blocking, Shepherding



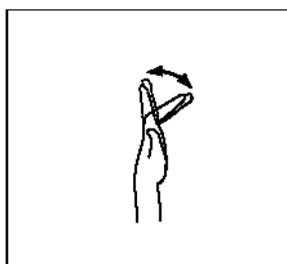
3.1.15 Advancing the Puck with the Glove, Free Hand, or Body



3.1.16 Illegally Stopping the Puck

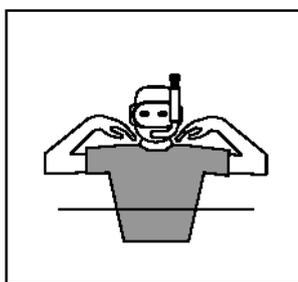
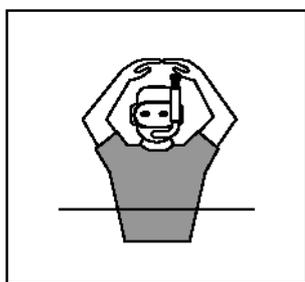


3.1.17 Stick Infringement

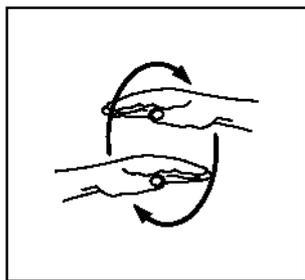


3.1.18 Call by Referee

3.1.19 Time Suspension



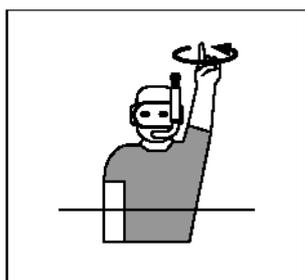
3.1.20 Illegal Substitution



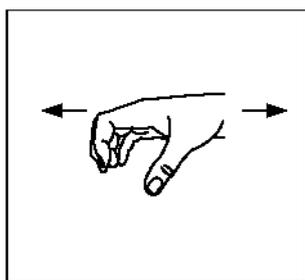
3.1.21 Un-Sportsmanlike Conduct



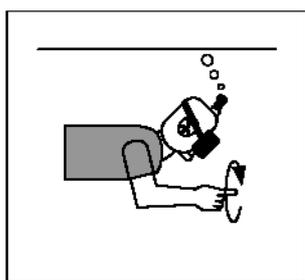
3.1.22 Breaking, False Start, or Encroachment



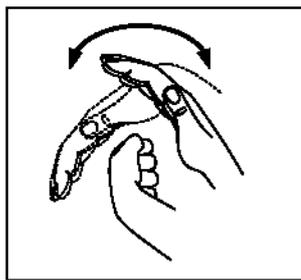
3.1.23 Grabbing and/or Pulling on Wall Barriers



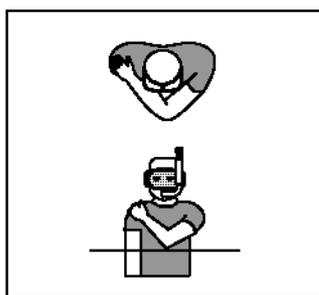
3.1.24 Infringement Seen by the Advantage Rule is in Effect



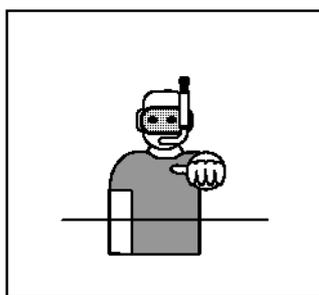
3.1.25 Side-Line-Out or Puck Out-of-Bounds



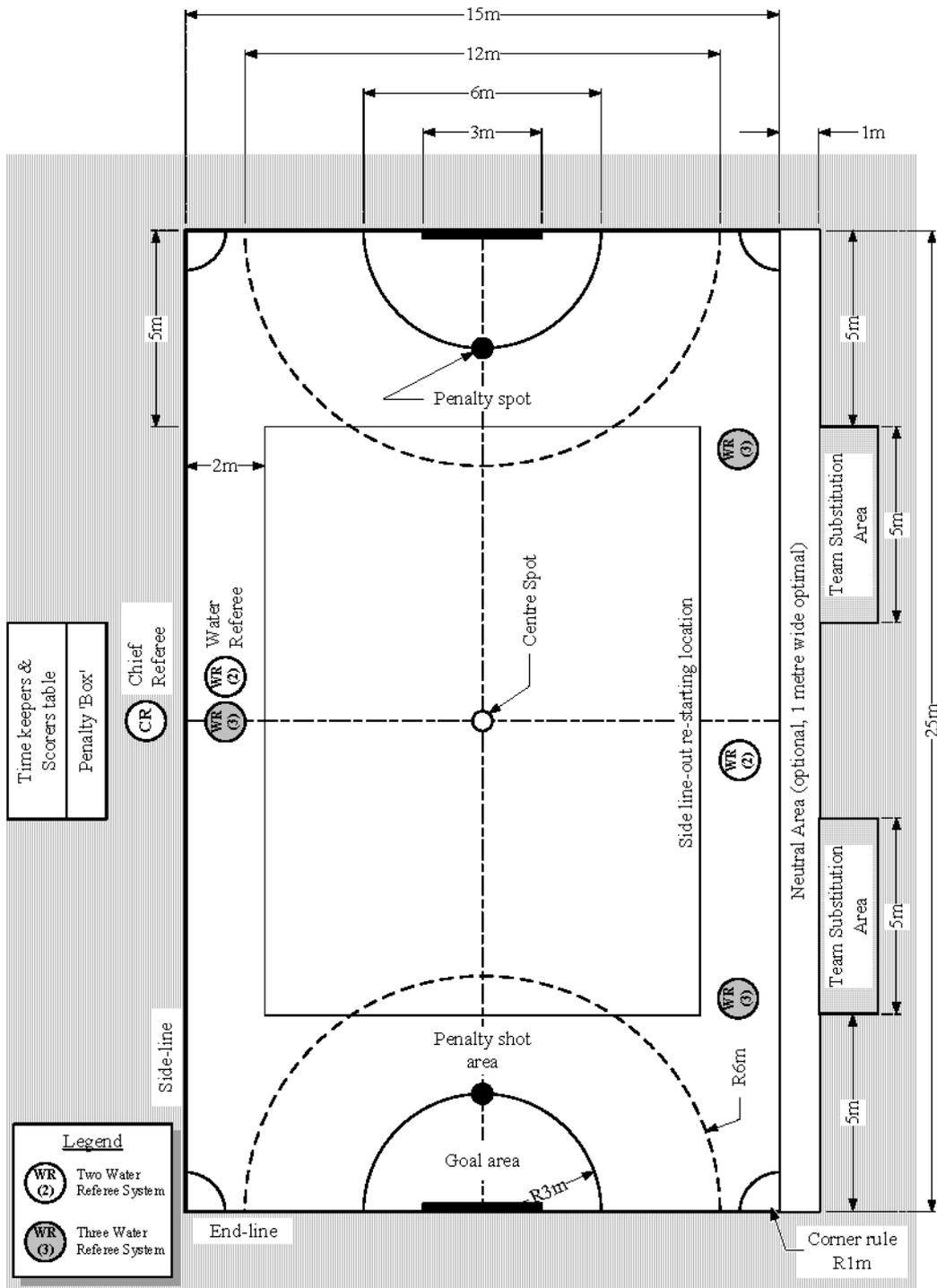
3.1.26 Corner Rule Infringement



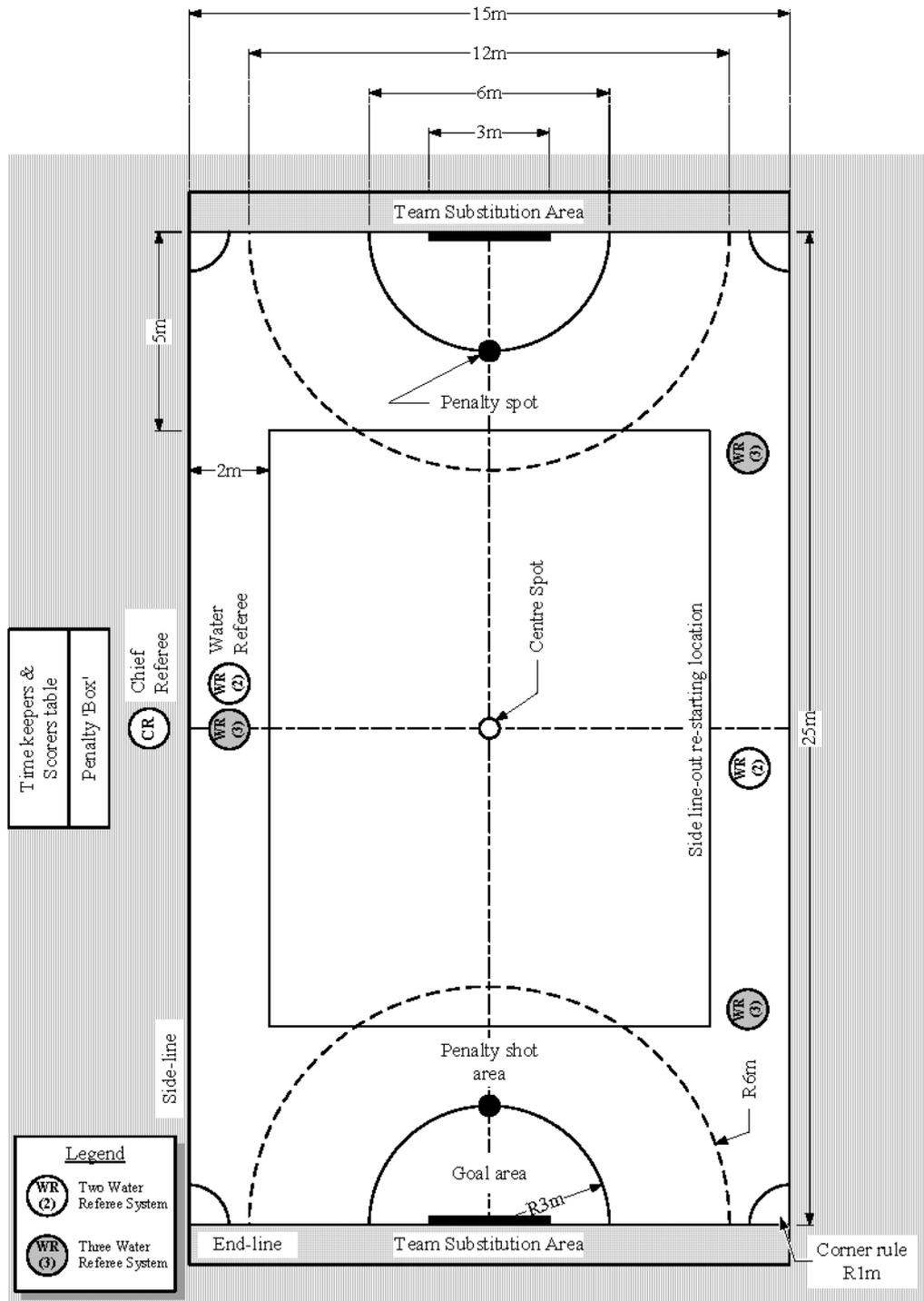
3.1.27 Official Caution/Warning



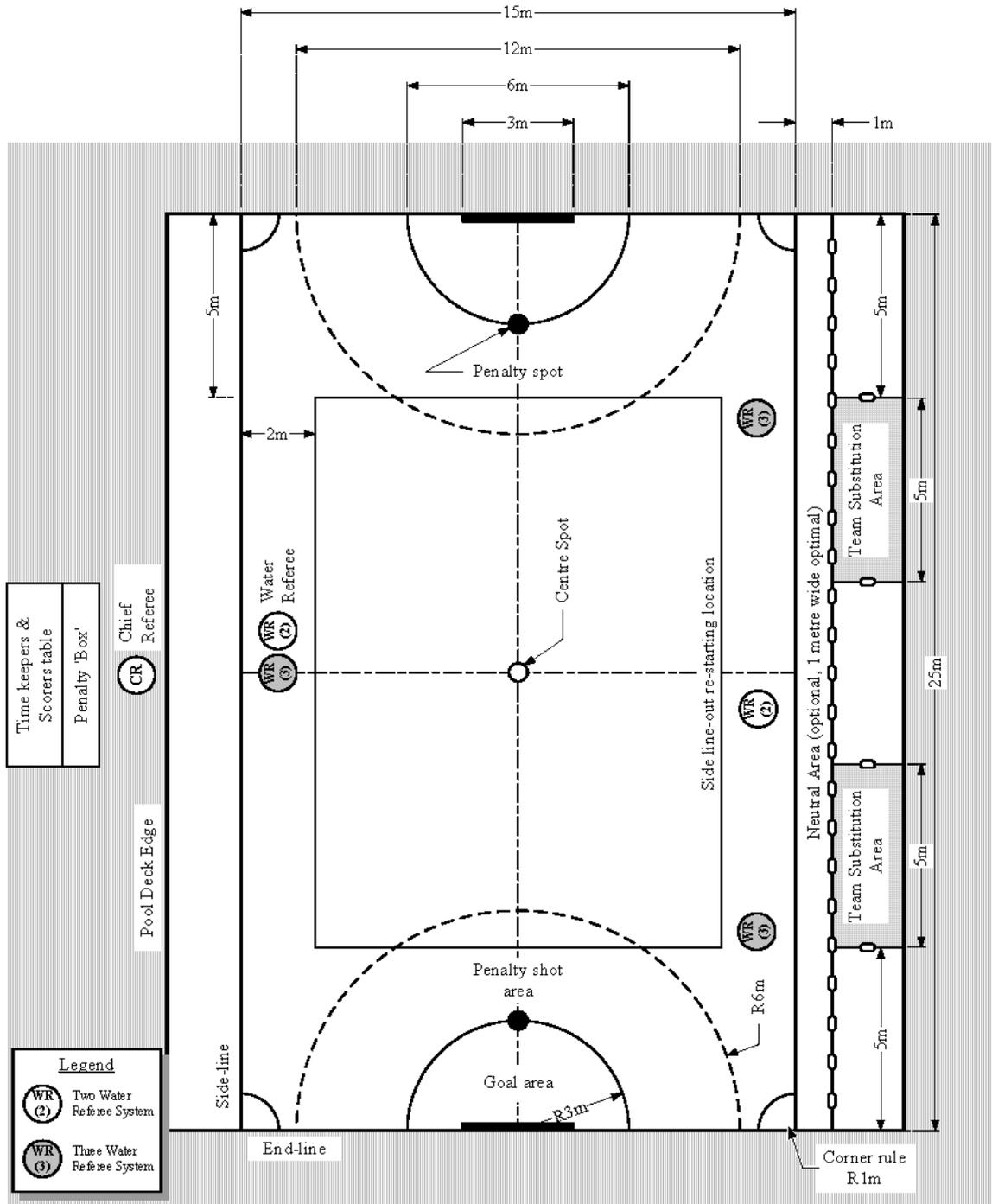
Annexe 4 Playing Area Layout – Deck Side Substitution



Annexe 5 In Water Side Substitution

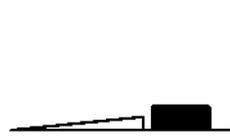


Annexe 6 End Line Substitution

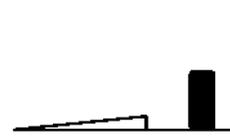


Annexe 7 Goal Scoring

GOAL



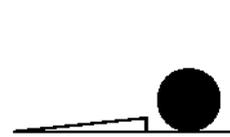
(A)



(B)



(C)



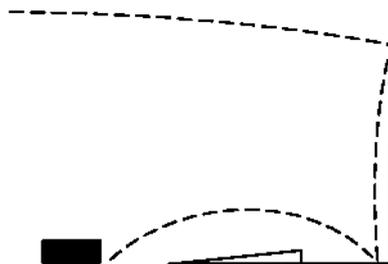
(D)



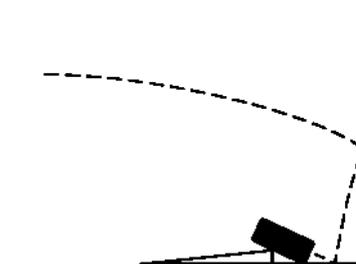
(E)



(F)



(G)



(H)

Annexe 7 continued:

NO-GOAL



(I)



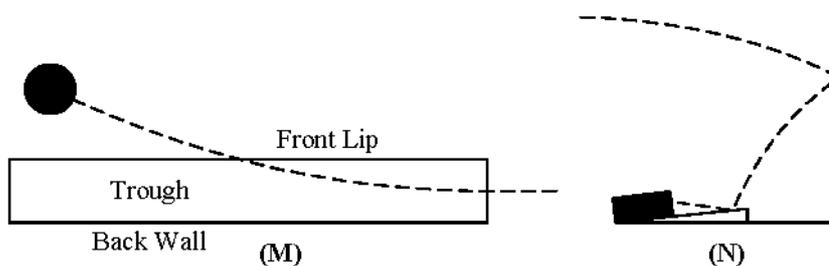
(J)



(K)



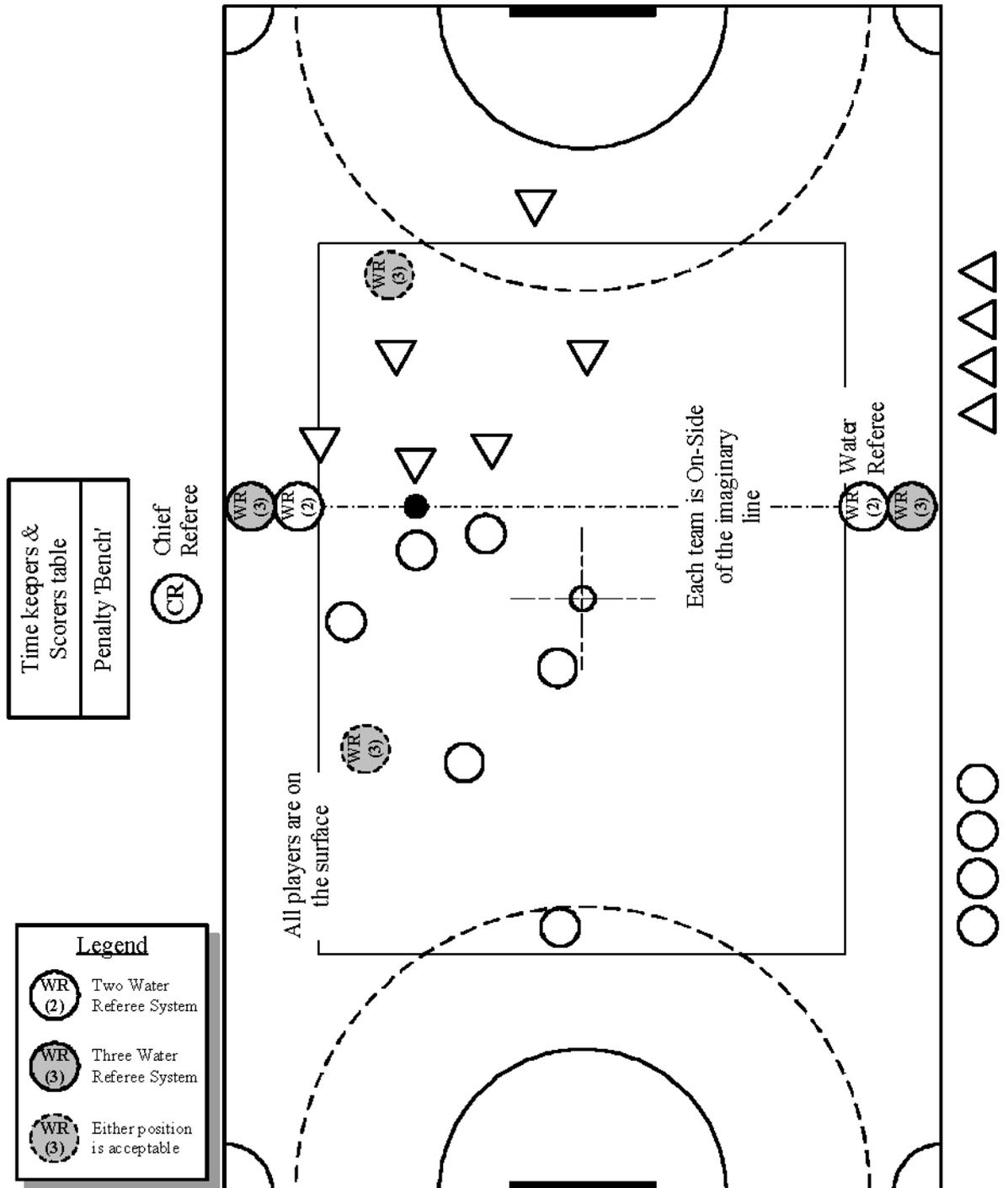
(L)



(M)

(N)

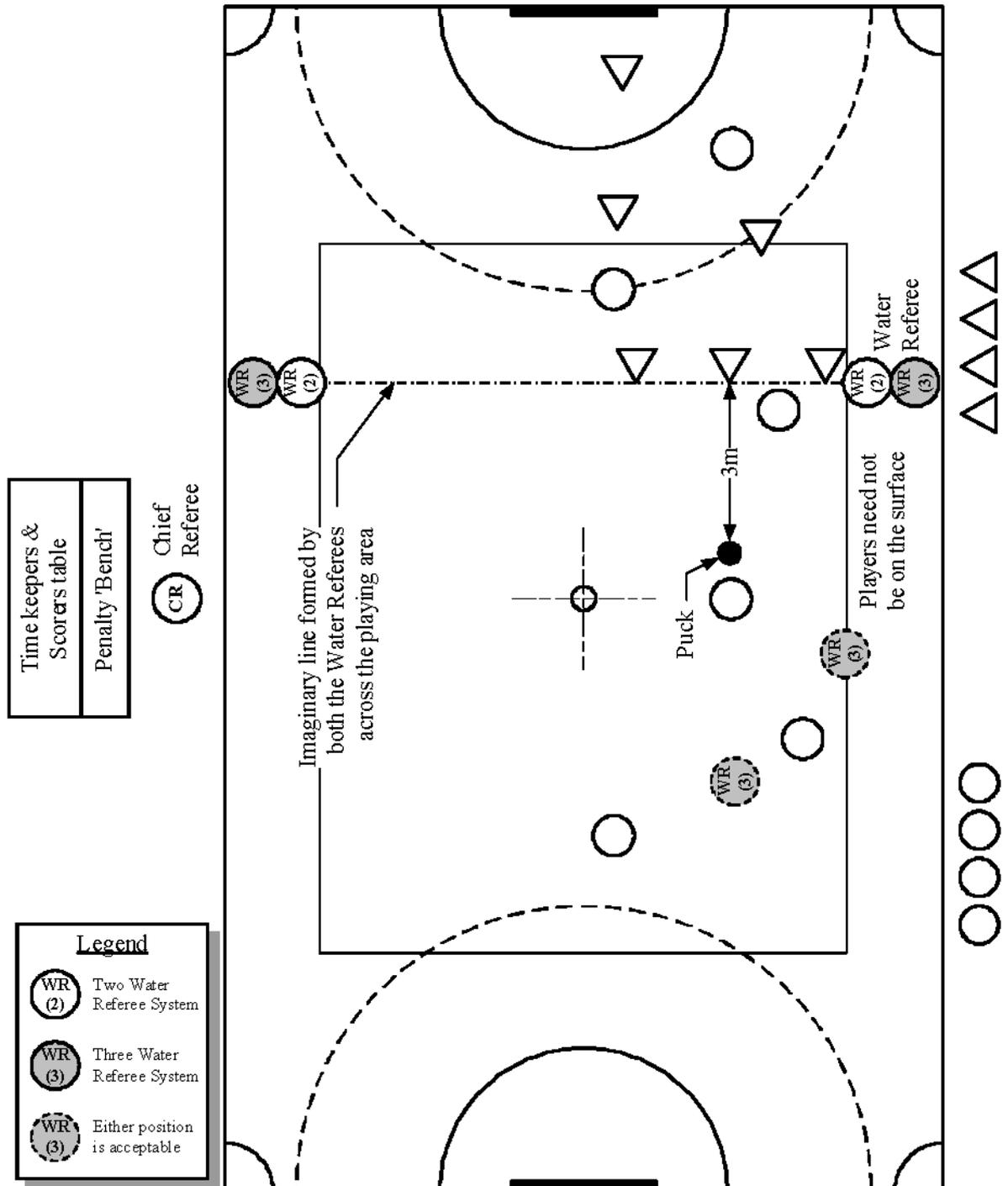
Annexe 8 Equal Puck



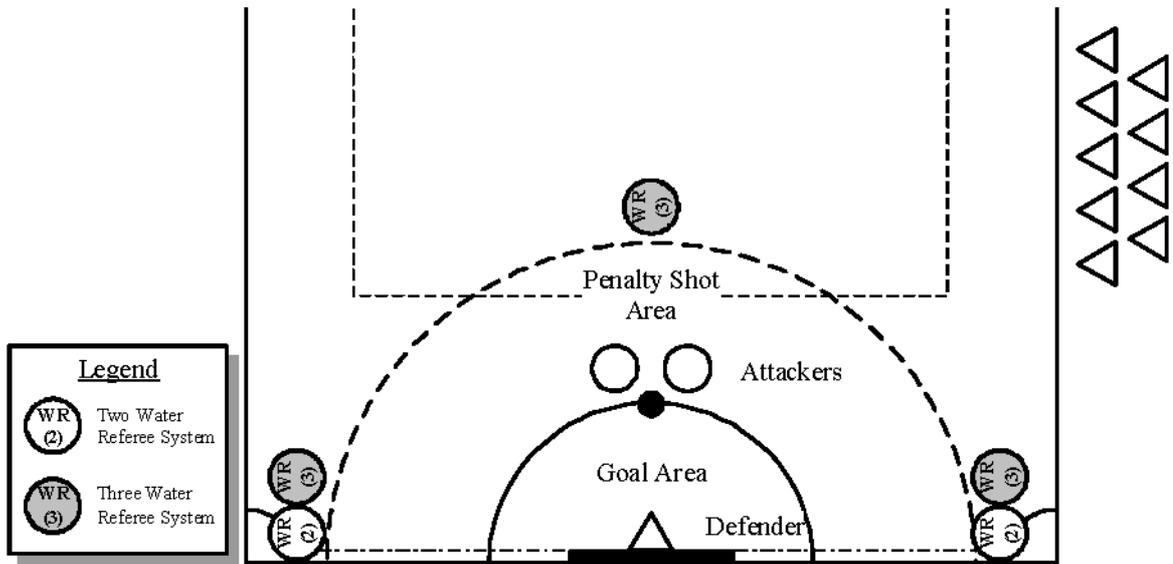
Legend	
	Two Water Referee System
	Three Water Referee System
	Either position is acceptable

Annexe 9

Advantage Puck



Annexe 10 Penalty Shot



Annexe 11 Time Penalties

RULE	INFRACTION	HAND SIGNAL	1ST INFRINGEMENT		2ND INFRINGEMENT		THIRD + INFRINGEMENT
			ACCIDENTAL	DELIBERATE	ACCIDENTAL	DELIBERATE	ACCIDENTAL/DELIBERATE
6.3.1	INCORRECT START	BREAKING	TEAM CAUTION	1 MINUTE	1 MINUTE	2 MINUTES	2 MINUTES
6.3.2	STANDING ON PLAYING AREA	OBSTRUCTION	INDIVIDUAL CAUTION	1 MINUTE	INDIVIDUAL CAUTION	2 MINUTES	2 MINUTES
6.2.1	CORNER RULE VIOLATION	CORNER RULE VIOLATION	X	TEAM CAUTION	X	1 MINUTE	1 MINUTE
6.3.4	MORE THAN 6 PLAYERS IN	ILLEGAL SUBSTITUTION	1 MINUTE	2 OR 5 MINUTES	1 MINUTE	2 OR 5 MINUTES	2 OR 5 MINUTES
6.3.5	ADVANCING THE PUCK ILLEGALLY	ADVANCING THE PUCK WITH THE HAND	INDIVIDUAL CAUTION	INDIVIDUAL CAUTION	TEAM CAUTION	1 MINUTE	2 MINUTES
6.3.6	HANDLING THE PUCK	ADVANCING THE PUCK WITH THE HAND	INDIVIDUAL CAUTION	2 OR 5 MINUTES	INDIVIDUAL CAUTION	2 OR 5 MINUTES	2 OR 5 MINUTES
6.3.7	LIFTING/CARRYING THE PUCK	ADVANCING THE PUCK WITH THE HAND	INDIVIDUAL CAUTION	2 MINUTES	INDIVIDUAL CAUTION	2 MINUTES	2 MINUTES
6.3.8	OBSTRUCTION/BARGING/SHEPHERDING	OBSTRUCTION	INDIVIDUAL CAUTION	1 MINUTE	CAUTION OR 2 MINUTES	2 MINUTES	2 MINUTES
6.3.9	UNSPORTSMANLIKE CONDUCT	UNSPORTSMANLIKE CONDUCT	X	2/5 MINS OR DISMISSAL	X	2/5 MINS OR DISMISSAL	2/5 MINS OR DISMISSAL
6.3.10	ILLEGALLY STOPPING A GOAL	ILLEGALLY STOPPING THE PUCK	INDIVIDUAL CAUTION	2 MINUTES	INDIVIDUAL CAUTION	2 OR 5 MINUTES	2 OR 5 MINUTES
6.3.11	COVERING/OBSTRUCTING PUCK	OBSTRUCTION	INDIVIDUAL CAUTION	CAUTION OR 1 MINUTE	CAUTION OR 1 MINUTE	2 MINUTES	2 MINUTES
6.3.13	HANDLING AN OPPONANT	UNSPORTSMANLIKE CONDUCT	INDIVIDUAL CAUTION	2 MINUTES	CAUTION OR 2 MINUTES	2 OR 5 MINUTES	2 OR 5 MINUTES
6.3.14	REMOVING EQUIPMENT	UNSPORTSMANLIKE CONDUCT	INDIVIDUAL CAUTION	5 MINUTES	CAUTION OR 1 MINUTE	5 MINUTES	GAME DISMISSAL
6.3.15	INSULTS	UNSPORTSMANLIKE CONDUCT	X	2 OR 5 MINUTES	X	2 OR 5 MINUTES	5 MINUTES OR DISMISSAL
6.3.16	REFUSING TO ACCEPT DECISIONS	UNSPORTSMANLIKE CONDUCT	X	2 OR 5 MINUTES	X	5 MINUTES	5 MINUTES OR DISMISSAL
6.3.17	ATTACKING/HURTING	UNSPORTSMANLIKE CONDUCT	X	GAME DISMISSAL	X	X	X
6.2.3	FLICKING PUCK OUT OF BOUNDS	SIDE LINE OUT	TEAM CAUTION	1 MINUTE	TEAM CAUTION	1 MINUTE	1 MINUTE
6.3.18	GRABBING BARRIERS OR GOALS	GRABBING BARRIER	INDIVIDUAL CAUTION	1 MINUTE	1 MINUTE	2 MINUTES	2 MINUTES
6.3.19	ILLEGAL USE OF FREE ARM	ILLEGAL USE OF FREE ARM	INDIVIDUAL CAUTION	1 MINUTE	1 MINUTE	2 MINUTES	2 OR 5 MINUTES
6.3.20	REMOVAL OF PUCK FROM GOAL	UNSPORTSMANLIKE CONDUCT	X	5 MINUTES	X	5 MINUTES	GAME DISMISSAL
6.3.21	DANGEROUS PLAY(HEADSHOTS)	UNSPORTSMANLIKE CONDUCT	2 MINUTES	5 MINUTES	2 OR 5 MINUTES	GAME DISMISSAL	GAME DISMISSAL
6.3.22	ENTERING WATER INCORRECTLY	UNSPORTSMANLIKE CONDUCT	1 MINUTE	1 MINUTE	1 MINUTE	1 MINUTE	1 MINUTE
	STICK INFRINGEMENTS	STICK INFRINGEMENT	INDIVIDUAL CAUTION	1 MINUTE	CAUTION OR 1 MINUTE	2 MINUTES	2 OR 5 MINUTES