

**Änderungen der FINA Wasserballregeln
von Version 2005 -2009 auf Version 2009 - 2013**

WP 1	FIELD OF PLAY & EQUIPMENT
WP 1.9	The secretary shall be provided with separate red, white, yellow and blue flags, each measuring 0.35 metres x 0.20 metres.
WP 10	SECRETARIES
WP 10.1	<p>The duties of the secretaries shall be:</p> <p>(a) to maintain the record of the game, including the players, the score, timeouts, exclusion fouls, penalty fouls, and personal fouls awarded against each player;</p> <p>(b) to control the periods of exclusion of players and to signal the expiration of the period of exclusion by raising the appropriate flag; except that a referee shall signal the re-entry of an excluded player or a substitute when that player's team has retaken possession of the ball. <u>After 4 minutes the secretary should signal the re-entry of a substitute for a player who has committed brutality by raising the yellow flag along with the appropriate coloured flag;</u></p> <p>(c) to signal with the red flag and by whistle for any improper re-entry of an excluded player or improper entry of a substitute (including after a signal by a goal judge to indicate an improper re-entry or entry), which signal shall stop play immediately;</p> <p>(d) to signal, without delay, the award of a third personal foul against any player as follows:</p> <p>(i) with the red flag if the third personal foul is an exclusion foul;</p> <p>(ii) with the red flag and a whistle if the third personal foul is a penalty foul.</p>
WP 11	DURATION OF THE GAME
WP 11.3	<p>Should the scores be level at full time in any game for which a definite result is required, any continuation into extra time shall be after an interval of five minutes. There shall then be played two periods each of three minutes actual play with an interval of two minutes for the teams to change ends. If at the end of the two periods of extra time the score is equal, there shall be a penalty shoot out to determine the result.</p> <p><i>[Note. If a penalty shoot out is necessary, the following procedure shall be followed:</i></p> <p><i>(a) if it involves the two teams having just completed a game, the shoot out will begin immediately and the same referees will be used</i></p> <p><i>(b) otherwise, the shoot out will occur 30 minutes following the completion of the final game of that round, or at the first practical opportunity. The referees involved in the most recent game of that round will be used, provided they are neutral</i></p> <p><i>(c) if two teams are involved the respective coaches of the teams will be requested to nominate five players and goalkeeper who will participate in the penalty shoot out; the goalkeeper may be changed at any time provided the substitute was listed amongst the team list in that game</i></p> <p><i>(d) the five players nominated will be required to be listed in order and that order will determine the sequence in which those players will shoot at their opponents goal; the sequence cannot be changed</i></p> <p><i>(e) no players excluded for the game are eligible to be listed amongst those</i></p>

	<p>players to shoot or substitute as goalkeeper</p> <p>(f) if the goalkeeper is excluded during the penalty shoot out, a player from the nominated five players may substitute for the goalkeeper but without the privileges of the goalkeeper; following the taking of the penalty shot, the player may be substituted by another player or alternate goalkeeper. <u>If a field player is excluded during the penalty shoot out, the player's position is removed from the list of the five players participating in the penalty shoot out, and a substituted player is placed in the last position on the list</u></p> <p>(g) shots will be taken alternately at either end of the pool and all players with the exception of the player shooting and defending goalkeeper will be required to be seated on team bench <u>Shots will be taken alternately at each end of the field of play, unless conditions at one end of the field of play advantage and/or disadvantage a team, in which case all shots may be taken at the same end. The players taking the shots will remain in the water in front of their bench, the goalkeepers will change ends, and all players not involved must sit on their team bench.</u></p> <p>(h) the team to shoot first will be determined by toss</p> <p>(i) should teams still be tied following the completion of the initial five penalty shots, the same five players shall then take alternate shots until one team misses and the other(s) score</p> <p>(j) if three or more teams are involved, each team will shoot five penalty shots against each of the other teams, alternating at each shot. The order of the first shot will be determined by draw.]</p>
WP 11.5 NEW	<u>If a game (or portion of a game) must be replayed, then goals, fouls, and timeouts that occurred during the time to be replayed are removed from the secretary's score sheet, however brutality, misconduct, and any "red card" exclusions are recorded on the secretary's score sheet.</u>
WP 12	TIMEOUTS
WP 12.1	<p>Each team shall be entitled to three timeouts in any game. The third timeout may only be requested during extra time.</p> <p><u>Each team may request two timeouts in any game and an additional timeout including any timeouts not utilised may be requested should the game go into extra time.</u> The duration of the timeout shall be one minute. A timeout may be requested at any time, including after a goal, by the coach of the team in possession of the ball calling "timeout" and signalling to the secretary or referee with the hands forming a T-shape. If a timeout is requested, the secretary or referee shall immediately stop the game by whistle and the players shall immediately return to their respective halves of the field of play.</p>
WP 13	THE START OF PLAY
WP 13.1	<p>Before the start of the game and in the presence of the referees, the captains shall toss a coin, the winner to have the choice of ends.</p> <p><u>The first team listed in the official program will wear white caps or the caps reflecting the colour of their country and will start the game to the left of the official table. The other team will wear blue caps or caps of a contrasting colour and will start the game to the right of the table.</u></p>
WP 13.2	At the start of each period, the players shall take up positions on their respective goal lines, about one metre apart and at least one metre from the goal posts. Not more than two players shall be allowed between the goal

	posts. No part of a player's body shall be beyond the goal line at water level. <u><i>[Note: No player may pull the lane line forward and the player swimming for the ball must not have their feet on the goal in an attempt to push off at the start or restart of the game.]</i></u>
WP 18	NEUTRAL THROWS
WP 18.1	A neutral throw shall be awarded: (a) when, at the start of a period, a referee is of the opinion that the ball has fallen in a position to the definite advantage of one team; (b) when one or more players of each team of opposing teams commit a foul <u>an ordinary foul</u> at the same moment which makes it impossible for the referees to distinguish which player offended first; (c) when both referees blow their whistles at the same moment to award ordinary fouls to the opposing teams; (d) <u>when neither team has possession of the ball and one or more players of opposing teams commit an exclusion foul at the same moment. The neutral throw shall be taken after the offending players have been excluded;</u> (e) when the ball strikes or lodges in an overhead obstruction.
WP 20	ORDINARY FOULS
WP 20.4	To hold on to or push off from the goal posts or their fixtures, to hold on to or push off from the sides or ends of the pool during actual play or to hold on to the rails except at the start of a period.
WP 20.11	For a player of the team in possession of the ball to commit an offence under WP 20.9 (to impede an opponent) or WP 20.10 (to push or push off from an opponent) before a free throw, goal throw or corner throw is taken. Renumber thereafter
WP 20.16	To send the ball out of the side of the field of play, including the ball rebounding from the side of the field of play above water level. <u>To last touch the ball that goes out of the side of the field of play (including the ball rebounding from the side of the field of play above water level) except in the case of a defensive field player blocking a shot over the side of the field of play, in which case a free throw is given to the defensive team.</u>
WP 20.18	To waste time. <i>[Note. It is always permissible for a referee to award an ordinary foul under this Rule before the 30 seconds possession period has elapsed. If the goalkeeper is the only player of the team in their half of the field of play, it shall be deemed wasting time for the goalkeeper to receive the ball from another member of the goalkeeper's team who is in the other half of the field of play. In the last minute, the referees must be certain that there is intentional wasting time before applying this Rule.]</i>
WP 21	EXCLUSION FOULS
WP 21.2	The excluded player shall move to the re-entry area nearest to the player's own goal line without leaving the water. An excluded player who leaves the water (other than following the entry of a substitute) shall be deemed guilty of an offence under WP 21.10 (Misconduct). <i>[Note. An excluded player (including any player excluded under the Rules for the remainder of the game) shall remain in the water and move (which may</i>

	<p>include swimming underwater) to the re-entry position nearest to the player's own goal line without interfering with the play. The player may swim leave from the field of play at any point on the goal line and may swim behind the goal then swim to reach the re-entry area provided the player does not interfere with the alignment of the goal. On reaching the re-entry area, the excluded player shall be required to visibly rise to the surface of the water before the player (or a substitute) shall be permitted to re-enter in accordance with the Rules. However, it shall not be necessary for the excluded player to then remain in the re-entry area to await the arrival of an intended substitute.]</p>
<p>WP 21.3</p>	<p>The excluded player or a substitute shall be permitted to re-enter the field of play after the earliest occurrence of one of the following:</p> <ul style="list-style-type: none"> (a) when 20 seconds of actual play have elapsed, at which time the secretary shall raise the appropriate flag provided that the excluded player has reached the re-entry area in accordance with the Rules; (b) when a goal has been scored; (c) when the excluded player's team has retaken possession of the ball (which means receiving control of the ball) during actual play, at which time the defensive referee shall signal re-entry by a hand signal; (d) when the excluded player's team is awarded a free throw or goal throw, the referee's signal to award the throw qualifies as the re-entry signal, provided that the excluded player has reached the re-entry area in accordance with the Rules. <p>The excluded player or a substitute shall be permitted to re-enter the field of play from the re-entry area nearest to the player's own goal line, provided that:</p> <ul style="list-style-type: none"> (a) the player has received a signal from the secretary or a referee; (b) the player shall not jump or push off from the side or wall of the pool or field of play; (c) the player shall not affect the alignment of the goal; (d) a substitute shall not be permitted to enter in the place of an excluded player until that player has reached the re-entry area nearest to the player's own goal line except between periods, after a goal, or during a timeout. <p>After a goal has been scored an excluded player or a substitute may re-enter the field of play from any place.</p> <p>These provisions shall also apply to the entry of a substitute when the excluded player has received three personal fouls or has otherwise been excluded from the remainder of the game in accordance with the Rules.</p> <p><i>[Note. A substitute shall not be signalled in by a referee and nor shall the secretary signal the expiration of 20 seconds exclusion period until the excluded player has reached the re-entry area nearest to the player's own goal line. This shall also apply to the re-entry of a substitute who is to replace a player excluded from the remainder of the game. In the event of an excluded player failing to return to the player's re-entry area, a substitute shall not be permitted to enter until a goal has been scored or at the end of a period or during a timeout.</i></p> <p><i>The primary responsibility for giving the signal for the re-entry of an excluded player or a substitute is with the defensive referee. However, the attacking referee may also assist in this regard and the signal of either referee shall be valid. If a referee suspects an improper re-entry or the goal judge signals such an improper re-entry, then the referee should first be satisfied that the other referee had not signalled the re-entry.</i></p>

	<p>Before giving the signal for the re-entry of an excluded player or a substitute, the defensive referee should wait momentarily in case the attacking referee whistles to restore possession to the opponent's team.</p> <p>A change of possession does not occur merely because of the end of a period, but an excluded player or substitute shall be eligible to re-enter if the team wins the ball at the swim up at the start of the next period. If a player is excluded when the end of a period is signalled, the referees and the secretary shall ensure that the teams have the correct number of players before signalling for the restart.]</p>
WP 21.6	<p>To attempt to play or block a <u>pass or</u> shot with two hands outside the 5 metre area.</p> <p>[Note. If a defending player who is outside the 5 metre area raises two hands in an attempt to play or block a shot on a goal, the player shall be excluded.]</p>
WP 21.10	<p>To be guilty of misconduct, including the use of unacceptable language, violent <u>aggressive</u> or persistent foul play, to refuse obedience to or show disrespect for a referee or official, or behaviour against the spirit of the Rules and likely to bring the game into disrepute. The offending player shall be excluded from the remainder of the game, with substitution after the earliest occurrence referred to in WP 21.3, <u>and must leave the competition area.</u></p> <p>[Note If a member of a team commits any offence mentioned in this Rule during the interval between periods, during a time out or prior to the restart of play after his team has scored a goal, the player shall be excluded from the remainder of the game and substitution shall be permitted when, after the interval pause, the excluded player's team has taken possession of the ball (which means receiving control of the ball), or in the other situations, after the earliest occurrence referred to in WP 21.3</p> <p><u>If a player commits any offence mentioned in this rule during the interval between periods, during a timeout, or after a goal, the player shall be excluded for the remainder of the game and a substitute shall be eligible to re-enter immediately prior to the restart of the game as all these situations are considered to be interval time. Play will restart in the normal manner.]</u></p>
WP 21.11	<p>To commit an act of brutality (including kicking or striking or attempting to kick or strike with malicious intent) against an opponent or official, whether during play (including any stoppages or timeouts) or the intervals between periods of play. The offending player shall be excluded from the remainder of the game and a penalty throw awarded to the opposing team. The offending player may be substituted when four minutes of actual play have elapsed.</p> <p>[Note. This Rule shall also apply if an act of brutality occurs during the intervals between periods and a penalty throw shall be awarded. These provisions shall not apply, however, before the game has actually commenced.</p> <p>In the case of brutality at any time by a substitute who is not in the water during the play, the offending player shall be excluded from the remainder of the game. The captain of the team shall be ordered to remove from the water a player of the captain's choice and the team shall continue with one less player for four minutes. The player who has been removed can subsequently be used during the remainder of the game as one of the team's remaining players in the water and no</p>

	<p>personal foul shall be awarded in relation to the player's removal from the water.]</p> <p><u>To commit an act of brutality (including to play in a violent manner, kicking, striking or attempting to kick or strike with malicious intent) against an opponent or official, whether during actual play, during any stoppages, timeouts, after a goal has been scored or during intervals between periods of play.</u></p> <p><u>Should this occur during the game the offending player shall be excluded from the remainder of the game and must leave the competition area and a penalty throw awarded to the opposing team. The offending player may be substituted when four minutes of actual play have elapsed.</u></p> <p><u>Should the incident occur during any stoppage, timeout, after a goal or interval between periods of play, the player shall be excluded for the remainder of a game and must leave the competition area. No penalty throw shall be awarded. The offending player may be substituted when four (4) minutes of actual play have elapsed and play will restart in the normal manner.</u></p> <p><u>If the referee/s call simultaneous brutalities or actions of play in a violent manner on players of opposing teams during play, both players are excluded for the remainder of the game with substitution after four (4) minutes of actual play have elapsed. The team, which had possession of the ball, will first shoot a penalty throw followed by the other team shooting a penalty throw. After the second penalty throw, the team, which had possession of the ball, will restart play with a free throw on or behind the half distance line.</u></p>
<p>WP 21.12</p>	<p>For a player of the team not in possession of the ball to commit any of the following offences before a free throw, goal throw, corner throw or penalty throw is taken or for a player of either team to commit any of the following offences before a neutral throw is taken: WP 20.9 to impede an opponent WP 20.10 to push or push off from an opponent WP 21.4 to WP 21.11 - to commit an exclusion foul The original throw (including any neutral throw) shall be maintained. The player shall be excluded from the remainder of the game where the Rules so provide.</p> <p>Renumber thereafter</p>
<p>WP 21.13</p>	<p>For a player of each team to commit any of the following offences simultaneously before a free throw, goal throw, corner throw, penalty throw or neutral throw is taken: WP 20.9 to impede an opponent WP 20.10 to push or push off from an opponent WP 21.4 to WP 21.11 to commit an exclusion foul Both players shall be excluded and the team in attack shall maintain possession of the ball. Players shall be excluded from the remainder of the game where the Rules so provide.</p> <p><u>In the case of simultaneous exclusion of players of opposing teams during play, both players are excluded for 20 seconds. The 30 second possession clock is reset and play is restarted with a free throw to the team which had possession of the ball. If neither team had possession when the simultaneous exclusions were called, play shall be restarted with a neutral throw.</u></p> <p><i>[Note. Both players excluded under this Rule, shall be permitted to re-enter at the next earliest occurrence referred to in WP 21.3 or at the next change of possession. If the two players who have been excluded under this Rule and are eligible to re-enter before they have reached their respective re-entry</i></p>

	<p>areas, the defensive referee may wave in each the player as soon as they that player is are ready to re-enter. The referee does not have to wait until both players are ready to re-enter. The team in possession of the ball when the simultaneous fouls were committed shall restart the play by taking the free throw, goal throw, corner throw or penalty throw. In the case of a neutral throw, the referee shall restart the play in accordance with WP 18.]</p>
WP 21.14	<p>For a player of the team in possession to commit an offence under WP 21.4 to WP 21.11 (exclusion fouls) before a free throw, goal throw, corner throw or penalty throw is taken; except that: (a) the player shall be excluded from the remainder of the game where the Rules so provide; (b) if the offence is committed at the taking of a penalty throw, the penalty throw shall be maintained.</p> <p>Renumber thereafter</p>
WP 21.15	<p>For an excluded player to re-enter or a substitute to enter the field of play improperly, including:</p> <ul style="list-style-type: none"> (a) without having received a signal from the secretary or referee; (b) from any place other than the player's own re-entry area, except where the Rules provide for immediate substitution; (c) by jumping or pushing off from the side or wall of the pool or field of play; (d) by affecting the alignment of the goal. <p>If this offence is committed by a player of the team not in possession of the ball, the offending player shall be excluded and a penalty throw awarded to the opposing team. <u>This player receives only one additional personal foul, which should be marked by the secretary as exclusion penalty.</u> If this offence is committed by a player of the team in possession of the ball, the offending player shall be excluded and a free throw awarded to the opposing team.</p>
WP 22	PENALTY FOULS
WP 22.2	<p>For a defending player to commit any foul within the 5 metre area but for which a goal would probably have resulted.</p> <p><i>[Note. In addition to other offences preventing a probable goal, it is an offence within the meaning of this Rule:</i></p> <ul style="list-style-type: none"> <u>(a) for a goalkeeper or other defending player to pull down or otherwise displace the goal (figure 20);</u> (b) for a defending player intentionally to play or attempt to play the ball or block a shot with two hands (figure 21); (c) for a defending player intentionally to block or attempt to block a pass with two hands; <u>(b) for a defending player to attempt to block a shot or pass with two hands (figure 21);</u> <u>(c) for a defending player to play the ball with a clenched fist (figure 22);</u> <u>(d) for a goalkeeper or other defending player to take the ball under the water when tackled. It is important to note that while the fouls described above, and other fouls such as holding, pulling back, impeding, etc., would normally be punished by a free throw (and exclusion if appropriate), they become penalty fouls if committed within the 5 metre area by a defending player if a probable goal would otherwise have been scored.]</u>
	APPENDIX A: INSTRUCTIONS FOR THE USE OF TWO REFEREES

3.	At the start of the game and of each period, <u>the referees will position themselves on the respective five (5) metre line.</u> The starting signal shall be given by the referee on the same side as the official table.
<u>7.</u> <u>NEW</u>	<u>If, in the referee's opinion, a player persists in playing in an unsporting manner or engages in simulation, the referee shall issue a yellow card to the offending player. Should the action continue, the referee will issue the player with a red card visible to both the field of play and the table as this is deemed to be misconduct. The referee then signals the excluded player's cap number to the table.</u> Renumber thereafter
10.	When one referee awards an exclusion foul and at the same moment the other referee awards a penalty foul but for opposing teams, both the offending players shall be excluded and a neutral throw awarded. Renumber thereafter
12.	When players of both teams commit an exclusion foul simultaneously, whether during actual play or in dead time, the offending players shall be excluded and the team in possession shall restart play with a free throw or, if the exclusion fouls are committed in dead time, with the free throw already awarded to the team in possession. <u>When players of both teams commit an exclusion foul simultaneously during play, the referees shall call the ball from the water and make sure both teams and the secretaries know who is excluded. The 30-second possession clock is reset and play is restarted with a free throw to the team which had possession of the ball. If neither team had possession when the simultaneous exclusions were called, play shall be restarted with a neutral throw.</u>
13.	In <u>the event of simultaneous awards of penalty throws to both teams, the first throw shall be taken by the team last in possession of the ball.</u> the game shall be restarted with a neutral throw on the half distance line. <u>After the second penalty throw has been taken, the game will restart with the team which had possession of the ball receiving a free throw at on or behind the half distance line.</u>
	APPENDIX B: SIGNALS TO BE USED BY OFFICIALS
Fig. F	To signal the exclusion of a player with substitution. <u>To signal the exclusion of a player for misconduct.</u> The referee signals exclusion in accordance with Fig. D (or Fig. E if appropriate) and then rotates the hands round one another in such a way that is visible to both the field of play and the table <u>in addition to issuing the player with a red card.</u> The referee then signals the excluded player's cap number to the table.
Fig. G	To signal the exclusion of a player without <u>with</u> substitution <u>after four (4) minutes.</u> The referee signals exclusion in accordance with Fig. D (or Fig. E if appropriate) and then crosses the arms in such a way that is visible to both the field of play and the table <u>in addition to issuing the player with a red card.</u> The referee then signals the excluded player's cap number to the table.
Fig. V	By a goal judge to signal for the start of a period. , a goal throw or corner throw.