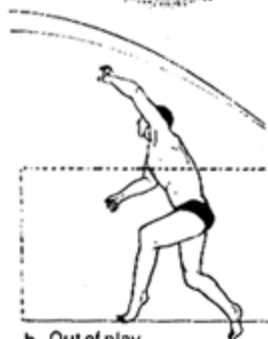
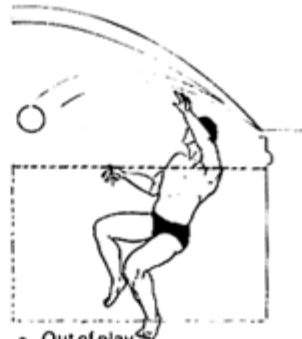
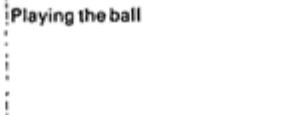
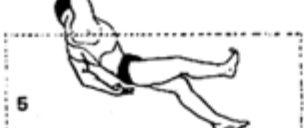
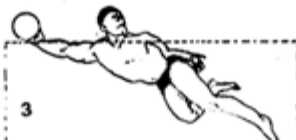
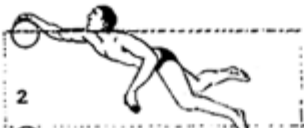
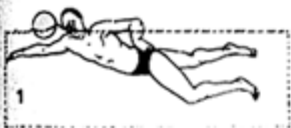
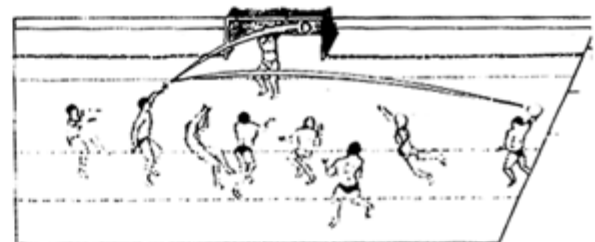


The ball A water polo ball must be round and fully inflated. It must be completely waterproof. Its circumference must be 68–71 cm and its weight 400–450g.



a Out of play

b Out of play



Corner throw

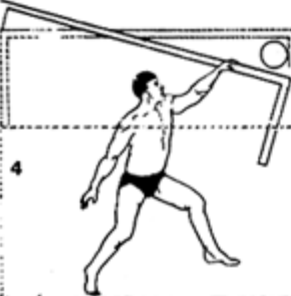
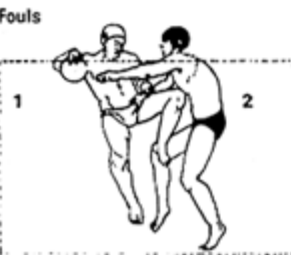
A corner throw is taken by the attacker nearest where the ball went out of play. It must be taken from the 2m mark on the side of the pool where the ball went out. Only the defending goalkeeper may be in the 2m area when the throw is taken.

A goal throw is taken by the defending goalkeeper. It must be taken from the goal line between the goal post and must not go beyond the half-distance line.

Playing the ball Apart from the goalkeeper, players are not permitted to: touch the ball with both hands simultaneously; strike the ball with a clenched fist; hold the ball underwater when tackled. They are permitted to: dribble with the ball (1); seize the ball (2); lift the ball out of the water (3); remain stationary with the ball (4); pass or shoot the ball (5); play the ball when it is in the air. A team must concede a free throw if it fails to shoot or pass the ball within 45 seconds of gaining possession.

Goalkeepers A goalkeeper may stand, jump from the floor of the pool, walk, use both hands, and punch the ball within the 4m area. He must not cross the half-distance line or directly send the ball beyond it. He must not hold the bar, rail, or trough at the end of the pool. **Scoring** A goal is scored when the ball completely crosses the goal line between the posts and under the crossbar, providing: it has not been punched; at least two players have touched it after a start or restart (not including a goalkeeper's attempt to stop a shot). The ball may be dribbled into goal.

The team scoring the most goals is the winner. **Out of play** The ball is out of play when: a) it hits the side of the pool and bounces back into the water; b) it is sent out at the side of the pool; c) it completely crosses the goal line. In cases a) and b), the ball is returned to play by the nearest opposing player, who takes a free throw from where the ball went out. If an attacker sends the ball out of play over the goal line, a goal throw is awarded. If a defender sends the ball over his own goal line, a corner throw is awarded.



Free throw

Fouls and misconduct Offenses are classified as ordinary fouls (penalized by a free throw to the other team) and major fouls (penalized by personal fouls and periods of exclusion).

Ordinary fouls It is an ordinary foul to: take or hold the ball under water when tackled (1); swim beyond the goal line before the referee's signal to start the game;

or a restart; stand or walk on the floor of the pool; punch the ball; splash water in an opponent's face; touch a referee's throw before it reaches the water; jump from the floor of the pool; deliberately impede an opponent unless he has the ball; play the ball with both hands at the same time; push an opponent; be within 2m of the opposing goal line unless behind the ball; waste time (including having possession for more than 45 seconds without shooting); take a penalty throw incorrectly. It is also an ordinary foul for the goalkeeper to throw the ball over the half-distance line.

Major fouls It is a major foul to: kick or strike an opponent (2); commit any brutal act (3);

of a free throw; re-enter the water improperly when an excluded player or substitute; continually commit ordinary fouls. After a major foul, the offending player is awarded a personal foul and is ordered out of the water for one minute or until a goal is scored, whichever is the sooner. A player is excluded from the game when he has three personal fouls recorded against him. Only if the penalized player is to be excluded from the game may a substitute take his place. He may be replaced by a substitute immediately if the foul is punished by a penalty throw, or otherwise after one minute (or a goal).

Free throw The player may: a) throw the ball; b) drop the ball into the water and dribble it before passing. The throw must be made on

At least two players must touch the ball before a goal can be scored. Any free throw awarded for a foul in the 2m area must be taken from the 2m line opposite where the foul occurred. Other free throws are taken from where the offense occurred. **A penalty throw** is awarded for the following major fouls within the 4m area: holding, sinking, or pulling back an opponent not holding the ball; kicking or striking an opponent; committing any foul that prevents a probable goal. A penalty throw is also awarded for an act of brutality anywhere in the pool. Any player except the goalkeeper may take the penalty throw from any point along the 4m line. He must throw directly at goal. All players except the defending goalkeeper must