

The following rules changes were approved by the NCAA Water Polo Rules Subcommittee and the Playing Rules Oversight Panel. They will be incorporated into the rules book for the 2020-21 and 2021-22 seasons.

Rule	Rules Change and Rationale
Rule 1.6	To extend the offensive zone by one meter from a 5-meter line/marker to a 6-meter line/marker. The penalty shot will remain
6-Meter Marking	from 5-meters.
	<b>Rationale</b> : This recommendation is intended to align the markings on the pool for NCAA water polo with FINA, USA Water Polo and National Federation of High Schools.
	This proposal has an estimated cost of \$50-\$100 by purchasing an additional yellow lane line discs (4 yards total) or
	using a cone to mark the 6 meter mark.
Rule 1.18 and 1.19	To update the ball pressure currently listed in the playing rules book.
	<b>Rule 1.18 Ball Size – Men's</b> – For men's water polo, the pressure of the ball shall be reduced from 13-14 pounds per square inch (psi) to 8-9 pounds psi.
	<b>Rule 1.19 Ball Size – Women's</b> – For women's water polo, the pressure of the ball shall be reduced from 12 to 13 pounds per square inch (psi) to 7 to 8 psi.
	Rationale: This recommendation is intended to codify the current recommendation from ball manufacturers.
Rule 2.2	To allow assistant coaches and players to stand or sit in the bench area during play.
	<b>Rationale</b> : This recommendation is intended to relax restrictions on the team bench area to permit assistant coaches and players to stand in addition to sitting in the bench area during play.
Rule 2.4.7	To require that a replacement suit and cap are readily available at the team bench.
	<b>Rationale</b> : This recommendation is intended to allow the game to proceed with undue delay when a cap is lost during play. Play will not begin until the confirmation is given.

Rule 3.6.3	To require that when any card is given, the referee will give the card during play but when play is over and not taking any advantage away – the official shall remove the ball from the water and show the card identifying the player or coach receiving the card.
	<b>Rule 3.6.3</b> When a yellow card, yellow/red or red card is awarded, the referee must notify the secretary and the other referee as to whom the card was awarded or, in the case of a yellow card, if it was awarded to the bench. The time and person (or bench) to whom the card was awarded shall be indicated in the "Progress of the Game" portion of the scoresheet. At the next stoppage in play, the referee shall remove the ball from the water and show the player, coach or bench the card and notify the table. The referee shall then put the ball back into play. A goal may not be scored by a direct shot on goal in this instance.
	<b>Rationale</b> : This recommendation is intended to provide an opportunity for officials to clearly identify to the table and coach that a card has been issued during play and who received the card.
Rule 4.19	To permit the goalkeeper to move beyond the half-distance line.         Rule 4.19 Goals – Goalkeeper Movement Restriction – A goal may be scored from anywhere within the field of play. The goalkeeper shall be not permitted to go beyond the half-distance line.
	<b>Rationale</b> : This recommendation is intended to allow additional offensive play by the goalkeeper and aligns NCAA water polo with FINA, USA Water Polo and National Federation of High Schools.
Rule 4.20.3	<ul> <li>To allow an offensive player the following options after a foul is awarded outside of 6-meters.</li> <li>Rule 4.20.3 - If a foul is awarded outside of 6-meters, the player may: <ul> <li>shoot immediately;</li> <li>fake and then shoot (after the ball is into play);</li> <li>dribble and then shoot.</li> </ul> </li> </ul>
	<b>Rationale</b> : This recommendation is intended to align NCAA water polo with FINA, USA Water Polo and National Federation of High Schools.
Rule 4.25 (NEW)	To allow players, after a foul is called outside of the 6-meter line, to begin play immediately.          Rule 4.25 – Method of Making the Ball Live Outside 6-meters – A player shall be able to make the ball live if fouled         autride the 6 meter merilem by demonstrating a clear generation of hell, hand and water as in passing, miching on the hell.
	outside the 6-meter marker by demonstrating a clear separation of ball, hand and water as in passing, picking up the ball, dropping the ball, tossing the ball in the air or swimming with the ball anywhere in the playing area.

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	<b>Rationale</b> : The recommendation is intended to increase offensive opportunities and align NCAA water polo with FINA, USA Water Polo and National Federation of High Schools.
Rule 5.4	To clarify how a corner throw shall be taken and provide three options an offensive player has when taking a corner throw.
	<ul> <li>Rule 5.4 Corner Throws – How Taken - The corner throw shall be taken by a player of the attacking team from the 2-meter mark on the side nearest to where the ball crossed the goal line. The throw need not be taken by the nearest player but shall be taken without undue delay. <u>A player taking a corner throw may:</u> <ul> <li><u>shoot directly;</u></li> <li><u>swim and shoot without passing, or</u></li> </ul> </li> </ul>
	- pass to another player.
	<b>Rationale</b> : The recommendation is intended to increase offensive opportunities and align NCAA water polo with FINA, USA Water Polo and National Federation of High Schools.
Rule 5.10	To allow all free throws to be taken at the spot of the ball when the foul is called unless it is inside the attacking team's 2- meter line, in which case the free throw shall be taken on or outside the 2-meter line.
	<b>Rule 5.10 – Free Throws – Where Taken</b> – A free throw shall be taken at the place where the foul occurred spot of the ball, except: a. If the ball is farther from the defending team's goal, the free throw shall be taken from the location of the ball; b. If if the foul is committed by a defending player within the defender's 2-meter area, the free throw shall be taken <del>on</del> outside the 2-meter line opposite to where the foul was committed <u>and where</u> or, if the ball is outside the 2-meter area, from the location of the ball; or c. In the event of an offensive foul, the free throw is taken at the spot of the ball when the foul is awarded. d. Where otherwise provided for in the rules. A free throw taken from the wrong position shall be retaken.
	<b>Rationale</b> : This recommendation is intended to promote pace of play and to align NCAA water polo with FINA, USA Water Polo and National Federation of High Schools.
Rule 5.13	To replace the use of "water polo related move" with the specific actions permitted to put the ball in play.
	<b>Rule 5.13 – Free Throws – How Taken</b> – Any water polo-related move is considered in play. This includes, but is not limited to, The ball must be put in play by demonstrating a clear separation of ball, hand and water as in passing the ball to another player, picking up the ball, dropping the ball, from a raised hand into the water, throwing tossing the ball in the air or, swimming or dribbling with the ball, spinning the ball in the hand, and a hard ball fake. The mere act of picking up the

	ball by the player awarded a free throw does not constitute a water polo move. Referees must indicate ball in play by dropping the arm from horizontal to vertical when the player taking the free throw makes a water polo move.
	<b>Rationale</b> : This recommendation is intended to clarify what will cause the ball to be live and to align NCAA water polo with FINA, USA Water Polo and National Federation of High Schools.
Rule 7.3.6	To allow a substitute wearing a goalkeeper's cap to enter for an existing field player if a goalkeeper is excluded.
	<b>Rationale</b> : The recommendation is intended to clarify that the position of goalkeeper is not excluded, but the specific player is excluded and the team may substitute another goalkeeper, provided the team plays with one less field player during that exclusion period.
Rule 7.4	To clarify that leaving the field of play voluntarily is not an exclusion foul, however leaving the pool remains an exclusion foul.
	Rule 7.4 Leaving Water – If a player voluntarily leaves the field of play (under the sideline or goal line other than their own re-entry area) they shall be permitted to re-enter the field of play from the re-entry area nearest to that player's goal line or from anywhere after one of the following: a. a goal scored; b. a time-out; c. end of the period.
	<ul> <li>For a player to leave the field of play or sit or stand on the steps or side of the pool during play, except in the case of accident, injury, illness or with the permission of a referee. Interpretations: a. The field of play is defined as the area between the sidelines and the end lines. b. An excluded player who leaves the pool (walks on the deck), other than from the re-entry area following the entry of a substitute, is excluded for the remainder of the game (see Rule 7-2-4).</li> <li>Rationale: This recommendation is intended to provide a player the opportunity to leave the field of play without being excluded from the game.</li> </ul>
Rule 7.23 (NEW)	Proposal: To define a tactical foul.
	Rule 7.23 Tactical Foul (Direct Shot) – It shall be an exclusion foul if a player on defense commits an ordinary foul outside of 6-meters and does one of the following (but not limited to) as a "tactical foul" to prevent the player from shooting a direct shot: <ul> <li>a. Knocks the ball inside 6-meters;</li> </ul>

b. Knocks the ball further away from the goal;
<u>c. Throws the ball away;</u>
If the tactical foul is committed in the final minute of the game (or at any time during overtime or golden goal periods) to
prevent a goal, it is a penalty foul.
Rationale: This recommendation is intended to improve sportsmanship by defining a tactical foul during play.