

*WHISTLE SIGNALS

1- blast = retention

indicates that the team with the ball retains possession

examples: ordinary fouls, corner throw, signal to administer penalty throw

2- short blasts = turn over

indicates that the ball is being turned over to the team without the ball

when is a double whistle is **recommended:** offensive foul, inside the two, ball under water

a double whistle may also be used to signal: field block out of bounds, goal throws, expiration of time of possession, an illegal shot at goal from inside 5 meters.

multiple blasts = player's attention needed

indicates that you want the attention of all players in order to administer your call.

examples: to stop chaos or confusion, to remove an ejected player, signal to recognize the end of a period, double dead time foul. use to signal end of time out (3 blasts) player ejection, exclusion fouls, neutral throw player ejection, exclusion fouls, neutral throw

*** whistle signals are not covered in rules**

HAND SIGNALS

MAM...roll one arm in forward circles

Penalty Throw decline in final minute= recognize signals from coach:

Criss cross forearms in front of chest

Penalty Throw acceptance in final minute= hold five finger up over head

Taking the **ball out:** show two hands forward as if circling the ball and motion with your fingers toward your chest

examples: correct a possession mistake, correct a signalling mistake, double ejection. wrong player leaves on an ejection, correct conflicting referee calls, neutral throw.

Play on: make small forward circular motion with hand and wrist.

Restart after goal or time out: Raise one arm and make one whistle blast while you simultaneously lower your arm.

PARTNER POSITIONING

2 refs working both sides of the pool:

Front court takes "set" and under his feet
Back court takes perimeter and near wing

2 refs working one side of the pool.

Front court takes "set" and under his feet
Back court takes perimeter and far wing

Administration of PENALTY THROWS

Line up at 5, move accordingly to watch goalie moving off goal line and shooter moving inside 5 meter. Signal partner to administer throw by tapping left hand if the shooter is left handed.

RED AND YELLOW CARDS

use if necessary to maintain game control

Yellow: to coach or bench

Red: to coach or player not in the game

PENALTY FOULS

raise arm and five fingers up in air

examples: hold, pull back, sink inside 5, sinking offensive post player on 6 on 5 committing exclusion foul after 3rd personal foul, block shot or pass with 2 hands leading to shot inside 5 meters.

GAME EXCLUSION FOULS

Cross both arms in front of the abdomen: to indicate commission of Major Misconduct Foul (Brutality) that includes fighting and or biting.

Roll both hands in circles in front of chest: player leaves water, interfere with penalty throw, 8th player, not entitled to play enters the field of play.

ILLEGAL REENTRY FOULS

Illegal player was an offensive player: ball is turned over and player is excluded for 20 seconds.

Illegal player was a defensive player: player is excluded for 20 sec, and a penalty throw is awarded.