

***PRA Points of Emphasis – 2008**

* These points of emphasis were established by coaching and refereeing representatives.

5m foul...Direct shots

OFFENSE: A foul should be earned just like any other common foul on the perimeter. A foul may be called on the offense if offensive player is head butting or throwing his/her body into the defense.

DEFENSE: After a foul is committed, the defensive player must not interfere with the offensive player. The defender may raise one arm to shot or pass block. The arm must be vertical or behind the defenders' head. The defender may not lunge forward with the shot blocking arm until the ball is released by the shooter.

2m play

Recommendations to reduce over physical play:

1. When the ball is in the possession of an offensive player at 2 meters, the referee can call an ordinary foul, as a "warning" if both offensive and defensive are over physical at 2m. After the ordinary foul, the referee should call an exclusion or an offensive foul on the next overaggressive move.

2. Return the emphasis to "hold, sink, or pull back" ... This pertains to both offense and defense. All three of these should be called as either an exclusion or offensive foul.

Position on 2m meter defense...If defender is on wrong shoulder or in a 'hips down' position, advantage should be given to the offensive player. This should also be applied if the defender gives up 'ball side' position on drives.

Note If physicality persists the referee may opt to resolve the situation by:

- A. Offer a verbal warning to a player(s), or a bench warning at quarter breaks...and/or
- B. Call the ball out to calm players down...and/or
- C. Call a double ejection on the two players involved.

2-meter Transition

What is considered to be a reasonable amount of time to separate or release from "wrestling" (especially at 2 mtrs) on a counter attack?

1. The "separation" of offensive and defensive players should occur immediately after turn over of ball. Both offensive and defensive players should show that they are in fact swimming and not holding, sinking, pulling back, or kicking off an opponent.

2. Offensive player on the counter attack may cut off the defender if he or she has established a lead (head in front of defender), but they may not roll to their back and kick off to gain further advantage. In this situation the defensive player must show hands to prove he or she is not holding or pulling back.

Incident Reports

The referee must report (via the PRA web site Incident Report) any conduct that requires a game suspension as well as any problems with the course or pool site.

Ball under water

The ball must be clearly under water before this foul is called.

Goalkeeper "challenge"

The PRA shall interpret the ball to be "challenged" when the goalkeeper takes the ball under water as it is defined under the section on ordinary foul rule 20-6.

Putting the ball into Play

The PRA concurs with the NFHS rules committee and encourage referees to ensure that players who are awarded a free throw put the ball into play properly and within a reasonable length of time (Rule 19-4). Particularly in games where the level of competency warrants it, referees should inform captains during the pre-game meeting that this rule will be called.

Whistle signals

Because each of the following fouls may occur without the recognition of all of the players the blowing of a double whistle is recommended for: offensive fouls, ball underwater, and being illegally inside 2 meters.

applicable in 2008

PRA Summary of the 2007 NFHS Water Polo Rules

The PRA has or will instruct referees to officiate 2008 games in accordance with the following 2007 rules and amended interpretations.

The actual language of the rules is printed in the 2007-2008 NFHS Swimming and Diving Rulebook

Position of coach after goal

The head coach may advance along the pool side when making substitutions after a goal has been scored and must return to the correct position (either behind the goal line if on defense or behind the 5-meter line if on offense) before play is restarted.

PRA: the coach must not delay the restart of the game.

Disruptive Spectator

PRA: referees have been instructed not to indulge in conversation with any spectator. Spectator behavior that interferes with the conduct of the game shall be referred to the host coach or tournament director for resolution. Spectators shall not be given RED cards.

Yellow Card

CCS Ruling/2006 (retained): A coach who is issued a yellow card must remain seated on the team bench except between periods and time outs.

Red Card

CCS Ruling/2006 (retained): A player or coach who receives a second red card will have participation terminated for the remainder of the season. Red cards are not issued to players in the water who are eligible to participate.

Interference with a free throw

The defensive player cannot interfere with the free throw or a 20-second exclusion may result. Note: the offensive player may not unnecessarily lean or make some extraordinary arm motion into the defender to create this contact.

Goal throw

The goal throw shall be taken by the player nearest to the ball from anywhere within the 2-meter area.

Double exclusion reentry

In the case of a double exclusion, with the team on offense retaining possession of the ball, both excluded players are eligible to reenter when a change of possession occurs.

Use of two hands

inside 5 meters: A player may put two hands up to show that the player is not fouling the attacking player. However, the player must immediately lower one hand if the player attempts to shoot (or attempts to pass which could lead to a probable goal if inside the 5-meter area).

outside 5 meters: A player may put up two hands to show he/she is not fouling or if guarding a player who is in no position to shoot, but must be prepared to immediately drop one hand if the situation changes.

Flagrant Misconduct (formerly called Brutality)

1. The penalty for committing an act of Flagrant Misconduct (formerly called brutality) during live time or dead time is as follows: the offending player shall be excluded from the remainder of the game, the substitute excluded for 20 seconds, a dead-time penalty throw awarded, and the team shooting the penalty throw shall get the ball back at the half-distance line as after a timeout, whether the penalty shot is made or missed.
2. Penalty during time out or after a goal: the offending player shall be excluded from the remainder of the game, the substitute excluded for 20 seconds, a dead-time penalty throw awarded, and the team shooting the penalty throw shall get the ball back at the half-distance line as after a timeout
3. Penalty during interval between periods: the offending player shall be excluded from the remainder of the game, the substitute excluded for 20 seconds, the period begins with a dead-time penalty throw, and the team shooting the penalty throw shall get the ball back at the half distance line as after a timeout
4. Penalty during live or dead time: for simultaneous flagrant misconduct penalties, both players are excluded for the remainder of the game, a dead-time penalty throw awarded each team, taken with the substitutes in the exclusion areas.
5. Simultaneous between periods: Both players excluded for the remainder of the game with their substitutes in the exclusion areas, and the next period begins with a sprint. After one team gains possession, the referee will stop the game and award a penalty throw to the team which gained possession. This results in a goal or no goal. The second penalty shot will be taken by the defensive team, which will result in a goal or no goal. The referee will then award a free throw on or behind the half distance line to the team that gained possession on the sprint as after a timeout
6. Referee signal: A figure showing arms crossed down over the lower abdomen will be used to signal flagrant misconduct.

Misconduct and Disrespect

The fouls of disrespect and misconduct are combined into one rule called misconduct, with the penalty remaining the same as the current rule (exclusion for the remainder of the game with substitution after 20 seconds).

CCS Ruling / 2006 (retained): A player who receives a red card or a player who is "rolled" (game exclusion) shall be suspended from the next game. He/she shall be suspended for 3 games for each subsequent game exclusion penalty. A coach receiving 2 red cards shall be disqualified from coaching for the remainder of the season.

Entering field of play improperly

It is an exclusion foul for an excluded player or a substitute to enter the field of play improperly. If this foul is committed by a player of the team not in possession of the ball, the offending player shall be excluded for 20 seconds and a penalty throw is awarded to the opposing team. If the foul is committed by a player of the team in possession of the ball, the offending player shall be excluded for 20 seconds and a free throw awarded to the opposing team.

Penalty throw

Method of taking: The defensive players must position themselves no closer than 2 meters from the shooter. They may not interfere with the taking of the penalty throw (shout, whistle, splash, hit the shooter's arm, moving toward the shooter, etc.) before the time the ball leaves the hand of the shooter. When the whistle is blown, the defensive players on each side of the shooter may only move forward towards the goal, not towards the shooter. After the ball is released, the defensive players may move towards the shooter. The shooter may not move inside the 5-meter line until the ball leaves the hand.

Violation of this rule by the offensive player shall result in the declaration of an illegal penalty throw and the ball is turned over to the opponent.

Violation of this rule by the defensive player shall result in the retaking of the throw if it was missed and the offending player being excluded for the remainder of the game.

Coaches signal during last minute of play. The coach must notify the referee that the coach wants to maintain possession of ball instead of taking a penalty throw in the last minute. The coach will cross the arms up across the chest. (The coach will raise five fingers if the coach wishes to take the penalty throw instead of maintaining possession of the ball.)

PRA: Both the coach and referee should take steps necessary to ensure that communication is made to clearly identify the intention of the coach.

Time out

Shortening a time out: Interpretation: The referee may not shorten a time-out unless instructed by the team calling the time-out. At that time the referee must give the warning whistle and also verbally inform the other team that play will restart in 15 seconds.

PRA: Referees should give a warning signal at the end of a time out with three short whistle blasts. The game shall restart when the referee blows the whistle and simultaneously lowers an extended arm.