

# **WATER BASKETBALL**

## ***Rules***

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# 1 INTRODUCTION

The rules of water basketball are designed for all players and enthusiasts of water basketball. They have to be read especially carefully and precisely by any referee who will be judging at water basketball games.

## 2 COURT AND EQUIPMENT

### 2.1 *GAME AREA*

- 2.1.1 Tournament organizers are responsible for the correct dimensions and markings on the court. They are obliged to provide all devices, props and equipment necessary for carrying out regular competitions.
- 2.1.2 Characteristics of the playing court for water basketball (Figure 1):
- it measures 25 meters in length,
  - it measures 12.5 meters in width,
  - the edge of the court can be marked by the edge of the pool (the coast) or the swimming lanes,
  - baskets must be placed in the middle of the court widthwise 6 meters from the edge of the court, behind the baskets,
  - the distance between the baskets is 13 meters.
- 2.1.3 Minimum water depth must be at least 1.8 meters in all parts of the court. The water depth is unlimited but it is recommended not to exceed 2.20 meters.
- 2.1.4 The area in which a substitution should take place is located inside the court behind the basket. It is a 0.50 meters wide space that must be at the edge of the court.
- 2.1.5 The bench for reserve players is situated next to the court, behind the baskets.

- 2.1.6 The space where the captain may discuss something regarding the game with the referee is in the middle of the court at the side edge.
- 2.1.7 At a regular competition, there has to be enough space for the referees to move freely around the court in all directions (at least a meter wide strip along the side edge of the playing court and at the sides behind the baskets).
- 2.1.8 The dimensions of playing court at irregular competitions can be adapted to the capacity of the swimming area and participants' age and abilities.
- 2.1.9 The water temperature must be between 25 and 28 degrees Celsius. The water temperature may vary for an additional degree up or down if water basketball game is played at the sea or a lake.
- 2.1.10 The light intensity should be about 1500 lux.

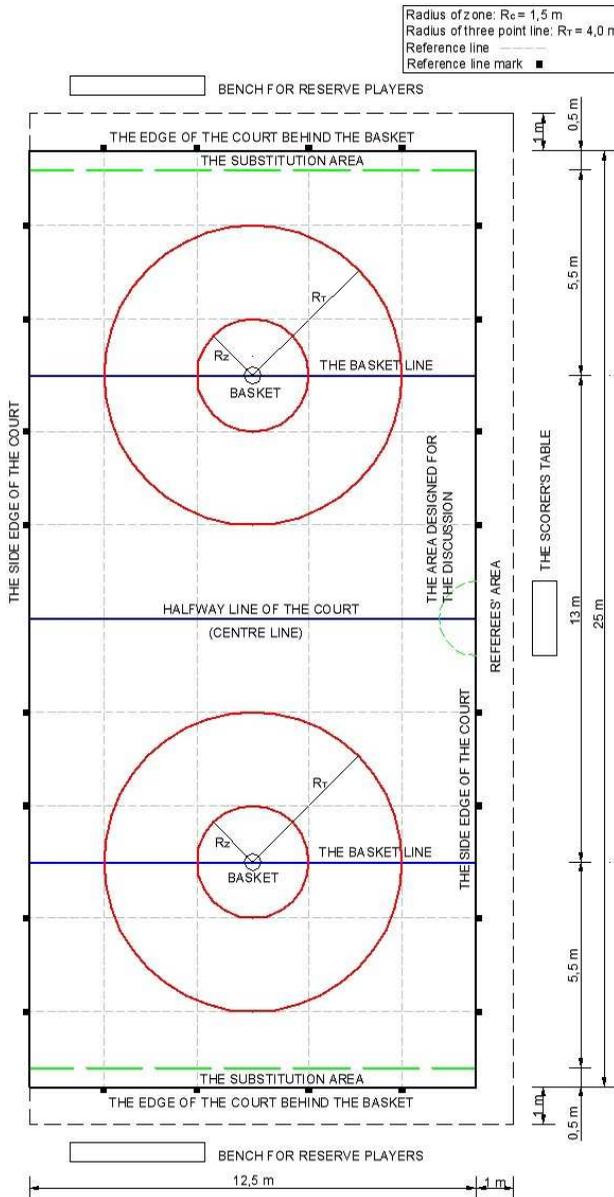


Figure 1: Playing court for water basketball

## 2.2 **BASKET**

- 2.2.1 At regular competitions the basket must be strong and free-standing. It must be made of solid stainless material and be placed at the bottom of the pool where it has to be weighed down to create greater stability.
- 2.2.2 The height of baskets must be carefully tailored to a specific pool or swimming area. All the falls and slopes at the bottom of the pool must be taken in consideration so that the ring above the water surface is of appropriate height and completely horizontal. The upper edge of the ring above the water surface is 105 centimetres high.
- 2.2.3 The basket stand must be smooth and without sharp parts.
- 2.2.4 The hoop is supported by three basket stands which enable a smooth transition of a ball back into the water after a goal has been scored. The diameter of the inner part of the hoop is 45 centimetres.
- 2.2.5 The net on the ring is mandatory. It must be big and soft enough so that the transition of a ball is smooth.

## 2.3 **BALL**

- 2.3.1 The ball must be watertight with a self-closing valve. It must be round and bloated from 0.9 to 1.1 bar. The circumference of the ball is 71 centimetres and the weight of the ball is 500 grams. The ball is orange with a characteristic basketball pattern and no external seams.

## 2.4 **CAPS**

- 2.4.1 The teams must wear caps. Each team must have caps in a different colour which cannot be the colour of the ball.
- 2.4.2 On the side, caps must be marked with numbers that are monochrome and not bigger than 10 centimetres. The numbers should not exceed two digits.

- 2.4.3 Caps must have ear protectors which cover the ears completely.
- 2.4.4 The home team has priority over choosing the colour of the caps.
- 2.4.5 The colour of the caps must be approved by the referee before the start of the game.
- 2.4.6 All players must wear caps throughout the game. They have to be tied under the chin. If a player loses the cap during the game, they have to put it back at the next break in play.
- 2.4.7 A player is only allowed to change his cap during the game with the permission of the referee, but only after the scorer has been informed.
- 2.4.8 Sponsors' or teams' logotypes are allowed on the front central part of the cap.
- 2.4.9 At an international competition the cap may also contain the country's three-letter abbreviation and a flag.

### **3 TEAMS**

- 3.1 Each team consists of a maximum of ten players. During the game, there are five players from each team in the court. The rest are reserve players. The list of the players' names and their cap numbers must be submitted to the referee and the scorer before the start of the competition.
- 3.2 Each team must designate a captain who is responsible for the appropriate behaviour and the discipline of the team.
- 3.3 Each team must have at least six players before the game starts. If one of the teams has less than six players, they automatically forfeit the match. If a game is lost in this way, the score for the winning team is 21:0.
- 3.4 If both of the teams have less than six players before the game starts, the game is cancelled or postponed. If the number of players drops to under five during the game, the game continues.

- 3.5 Players must wear appropriate swimwear.
- 3.6 Players must trim their nails and toe nails so that they do not cause any injuries.
- 3.7 Players should not wear any sharp objects or jewellery such as rings, necklaces, bracelets or earrings that could cause an injury.
- 3.8 Players should not wear body cream or body oil (or any other similar product). If the referee discovers the presence of aforementioned products, the player is forbidden to play until the product is removed.

## **4 OFFICIALS**

- 4.0.1 Officials at the regular competitions in water basketball are:
  - two referees,
  - timekeeper,
  - scorer,
  - delegate.
- 4.0.2 Each of them has their duties which must be performed responsibly.

### **4.1 *REFEREES***

- 4.1.1 There are two referees at regular competitions; the main referee and the assistant referee. They must not be related to the performing teams in any way.
- 4.1.2 Referees must be equipped with a pervasive and well-audible whistle.

- 4.1.3 Referees control the game all the time. Their authority is absolute, as long as they are alone and as long as the players are within the court.
- 4.1.4 Referees are obliged to show their decisions with clear signs. If a whistle is required, it has to be strong and loud.
- 4.1.5 Referees must strictly follow the rules of the game. Suppositions and personal interpretation are not allowed.
- 4.1.6 Referees must judge solely on the basis of the facts. Their decision must be based on careful observation and monitoring of the events in the game.
- 4.1.7 Referees have the right to decide on any rules violations that occur inside or outside of the court. Also, they control the scorer's table, the bench for the reserve players and areas off the court.
- 4.1.8 All referee's decisions are final and unconditional and cannot be undermined.
- 4.1.9 If referees' judging results in two different decisions, they are followed by a consultation followed by a mutually agreed decision. If the referees do not come to a mutual solution, the game continues with a jump ball.
- 4.1.10 Each referee has the right to judge within their competence, but none of them has the right to invalidate the other referee's decisions.
- 4.1.11 Referees have the right to stop the game if, in their opinion, the behaviour of followers and viewers prevents impartial and correct decisions.

4.1.12 Referees have the right to judge on any matter that is not specifically described in these rules. When the referees decide whether to judge a personal foul or a violation, they shall always take into consideration the following basic principles:

- the spirit and intent of these rules and the need to preserve the integrity of the game,
- consistency at respecting having free judgment at each game and taking into consideration the ability of the players and their attitude and behaviour during the game,
- consistency at maintaining a balance between the control and the course of the game and having the sense for the actions of the participants so that they judge only what is relevant.

## 4.2 ***TIMEKEEPER***

4.2.1 Duties of the timekeeper at regular competitions are:

- to measure the actual game time, time-outs and time during the halftime interval,
- to measure the time of attack (30 seconds),
- clearly mark the last two minutes of the play in each half,
- indicate the end of the time-out, halftime and the end of the game with a clear and precise tone.

## 4.3 ***SCORER***

4.3.1 Duties of the scorer at regular competitions are:

- to keep a record of the game (Figure 2) and the names of the players and their cap numbers,
- to monitor and keep record of the score,
- to enter team requests and the number of time-outs taken,
- to keep a record of the number of exclusions (with X for exclusion, with U for unsportsmanlike foul and T for technical foul),
- to clearly show to the player their number of exclusions.

## 4.4 *DELEGATE*

- 4.4.1 The delegate has detailed information on the propositions of the competition and the instructions that apply to this competition.
- 4.4.2 The delegate is not directly involved or connected with the course of the game, but it is the last authority in conflict situations and incidents at the game.
- 4.4.3 Delegate duties at regular competitions are:
  - to exert control over the entire course of the game,
  - to check the presence and the capability of all the officials and to confirm the choice of the referees,
  - to check all the equipment for the game (scorer's table, whistle, clock ...) before the start,
  - to monitor the work of referees and other officials,
  - to monitor the course of the competition and to record the disputable issues.

THE SCORE SHEET FOR WATER BASKETBALL															
_____ versus _____															
Season: 20__ / ____				Place: _____				First referee: _____							
Competition: _____				Date: _____				Second referee: _____							
Category: _____				Time: _____				Delegate: _____							
Team A: _____					POINTS										
Time - outs: 1. period <input type="checkbox"/> 2. period <input type="checkbox"/>															
Suc. no.	Players	Cap no.	Fouls				1. period				2. period				AI
			1	2	3	4									
1.															
2.															
3.															
4.															
5.															
6.															
7.															
8.															
9.															
10.															
Coach: _____															
Team B: _____					POINTS										
Time - outs: 1. period <input type="checkbox"/> 2. period <input type="checkbox"/>															
Suc. no.	Players	Cap no.	Fouls				1. period				2. period				AI
			1	2	3	4									
1.															
2.															
3.															
4.															
5.															
6.															
7.															
8.															
9.															
10.															
Coach: _____															
Scores: 1. period: A ____ B ____					Final score: Team A ____ Team B ____										
2. period: A ____ B ____					Name of winning team: _____										
Scorer: _____					First referee: _____										
Timer: _____					Second referee: _____										

Figure 2: The score sheet for water basketball

## **5 GAME TIME AND COURSE OF THE GAME**

### **5.1 *DURATION OF THE GAME***

- 5.1.1 The game consists of two halves each lasting 12 minutes. The time can be stopped only in the last two minutes of each half. Game time begins to run at the beginning of each half and it is illustrated by a referee's whistle.
- 5.1.2 In the last two minutes of each half, the game clock stops every time the game stops.
- 5.1.3 There is two minute break during the halftime period. After halftime, the players switch the direction of the attack and the bench for reserve players.
- 5.1.4 The duration of a half-time and the duration of the attack should be monitored. Time is counted down from the beginning of a half-time (from 12 minutes to 0 second). Time is counted down from the beginning of the attack (from 30 seconds to 0 seconds).
- 5.1.5 If the score is a tie at the end of the game, the game is followed by an extra time that lasts 3 minutes. If after the expiry of the extra time the score is still a tie, it is followed by another extra time. Extra time is played until one team wins. There is one minute break between each extra time.
- 5.1.6 Game time after interruptions begins to run again when a player receives the ball after a throw-in, a free throw and a free throw after exclusion.

### **5.2 *STARTING THE GAME***

- 5.2.1 Before the start of the game, the team captains throw a coin in presence of the referees. The winner chooses the side of the court.
- 5.2.2 At the beginning of each half, the players are positioned at the side of the court, behind the baskets. When the referee is satisfied with the position of players, the referee illustrates the initial jump ball and throws or drops the ball into the water right in the middle of the length of the court.

- 5.2.3 After the referee whistles, the game starts with players swimming solo from the edge of the court behind the baskets towards the ball in the middle.
- 5.2.4 If the ball falls in a way that favours one team, the jump ball must be redone by the referee in the middle of the court at the side edge of the court.
- 5.2.5 Violation or cheating (early start) is judged by giving the ball to the opposite team.

### 5.3 ***SCORING A GOAL***

- 5.3.1 A goal is scored when the ball passes completely through the hoop from the upper side.
- 5.3.2 A goal can only be scored with player's hands, from any part of the playing court.
- 5.3.3 A field goal is worth two points. If the distance between the scoring player and the basket is more than 4 meters, the goal is worth three points (Figure 1 on page 3).
- 5.3.4 When a player attempts a throw for three points, the referee illustrates this with a suitable signal. After the goal is scored, the referee confirms it with the suitable signal.
- 5.3.5 A goal is scored if the ball is in the air when the time of attack has expired, and passes through the hoop.
- 5.3.6 The goal is recognized if any defence player in any act of scoring moves the basket.
- 5.3.7 If a defence player scores a goal in their own basket, the goal is recognized and the points are attributed to the captain of the opposite team.

## 5.4 ***TIME OF ATTACK***

- 5.4.1 Total time of one attack is limited to 30 seconds.
- 5.4.2 The time of an attack is the time gap between the acquisition of the ball by the attacking team and the scoring or losing of the ball.
- 5.4.3 Throw to the basket is defined by the ball touching the hoop after a direct throw to the basket.
- 5.4.4 Total time of one attack (30 seconds) is assigned to a particular team after:
- receiving a goal,
  - a goal followed by a personal foul,
  - throw to the basket if the ball touched the hoop,
  - a change of ball possession,
  - the three-second violation,
  - the half court violation,
  - the throw-in violation,
  - the exclusion of a player,
  - the substitution of a player violation,
  - the jump ball,
  - unsportsmanlike foul,
  - technical foul.
- 5.4.5 A team is not awarded a full time of the attack after other interruptions made by the referees, a minute break and a personal foul without exclusion. The attack continues with a free throw and lasts the time remaining from the interruption of the game.

## 5.5 ***THROW-IN***

- 5.5.1 Throw-in is a method of introducing the ball into the game. Throw-in has to be carried out behind the basket line; the head of the player during the throw-in has to be behind the basket line (Figure 1, page 3).
- 5.5.2 While performing the throw-in, the ball should not cross the halfway line of the court.
- 5.5.3 The team must carry out the throw-in within 5 seconds of the player touching the ball behind the basket line.

5.5.4 Throw-in is carried out after:

- receiving a goal,
- the three-second violation,
- the half court violation,
- the throw-in violation,
- mutual personal foul,
- substitution of a player violation (of the attacking team),
- clinging or intentionally moving the basket foul,
- time-out (1 minute).

5.5.5 Throw-in foul is judged by removing possession of the ball from the offending team. The opposite team continues the game with a throw-in.

5.5.6 A player should not be obstructed while performing the throw-in. The obstruction of a player is penalised by exclusion of the obstructing player for the time of an attack.

5.5.7 If a player is performing the throw-in behind the basket line and the ball fully passes the halfway line and it is received by the opposite team, the game continues without interruption.

## 5.6 ***FREE THROW***

5.6.1 A free throw is a method of entering the ball into the game in order to continue the game after referee's interruptions, fouls and time-out. It is carried out at the place of the interruption.

5.6.2 A team must carry out a free throw within five seconds since a player touched the ball at the place of the interruption.

5.6.3 A player should not be obstructed while performing the free throw. The obstruction of a player is penalised by exclusion of the obstructing player for the time of an attack.

5.6.4 If a player carries out a free throw and scores without passing the ball, the goal is not recognized. The opposite team continues the game with a throw-in.

## **5.7 FREE THROW AFTER EXCLUSION**

- 5.7.1 Free throw after exclusion is a method of entering the ball into the game after a exclusion of a player. It is carried out from the zone (area under the basket; Figure 1, page 3).
- 5.7.2 A free throw after exclusion must be carried out by a defence player within five seconds after the referee's sign.
- 5.7.3 A free throw after exclusion must be carried out in the area under the basket in a way that the ball lands on the water surface or in the hands of the player from the opposite team. Also, the ball should not be passed directly over the side edge of the court or the halfway line. If later the ball slips to aforementioned parts, the game continues.
- 5.7.4 A free throw after a exclusion violation is judged by exclusion of the player that carried it out incorrectly.
- 5.7.5 If a defence player obstructs the player from the opposite team from receiving the ball or touches the ball, the defence player is excluded.

## **5.8 JUMP BALL**

- 5.8.1 A jump ball is a type of a throw made by a referee at the side edge of the court in the line of a disputable situation. The referee throws the ball vertically upwards between two players from the opposite teams.
- 5.8.2 During the jump ball, a player is positioned closer to the edge of the court behind their basket.

5.8.3 The referee should perform a jump ball when:

- at least two players from opposite teams committed a personal foul simultaneously, and the referee cannot establish who did it first,
- both referees judge different decisions and they cannot come to a mutual solution after consultation,
- two or more players hold the ball for more than two seconds, and it is not clear who possesses the ball (8.6.3),
- the referee believes that the ball was dropped in a way that it gave an advantage to one team after the initial jump ball in each half of the game,
- the referee believes that the ball was dropped in a way that it gave an advantage to a particular player.

## 5.9 *SUBSTITUTION*

5.9.1 Substitution of players is made in the designated area at the edge of the court, behind the baskets. The substitution is always made behind the basket that the player is defending. The player entering the game must stay in touch with the edge of the court with any part of the body until the other player has exited. Exiting means the player has to touch the edge of the court. Players are not allowed to jump into the pool.

5.9.2 Reserve players can reside at the bench for reserve players or in the substitution area of their team.

5.9.3 Substitution violation is judged when the entering reserve player swims into the court before the exiting player has touched the edge of the court behind the basket.

5.9.4 Substitution violation made by the attacking team is judged by removing possession of the ball from the offending team. The opposite team continues the game with a throw-in.

5.9.5 Substitution violation made by the defending team is judged by excluding the player that entered the court incorrectly. The opposite team continues the game with a throw-in.

## **5.10 TIME-OUT**

- 5.10.1 A time-out is the interruption of the game that can be requested by a coach or a captain. The request should be addressed to the referee or the scorer.
- 5.10.2 Every team has the right to a one minute time-out in each half. A time-out is not possible during the extra time phase of the game.
- 5.10.3 The team possessing the ball can be granted a time-out only at an appropriate interruption of the game.
- 5.10.4 Time-out is not possible during a jump ball.
- 5.10.5 Time-out starts when the referee blows the whistle and illustrates it with the sign.
- 5.10.6 Every time-out must last one minute.
- 5.10.7 A time-out ends when the referee blows the whistle and summons the players back on the playing court.
- 5.10.8 If the time-out was granted after a suitable interruption, the game resumes with a suitable free throw where it has stopped.
- 5.10.9 If the time-out was granted after receiving a goal, the game resumes with a throw-in.
- 5.10.10 An unused time-out cannot be transferred to the next half.

## **6 MOVEMENT WITH THE BALL**

- 6.1 In water basketball catching, throwing and passing the ball with one or both hands is allowed.
- 6.2 Receiving the ball is defined by a player holding or handling the ball for the first time.
- 6.3 Holding the ball is defined by a player holding the ball in a way that it can be directed, lifted, thrown to the basket or passed.

- 6.4 Dropping the ball on the water surface is defined by a ball being dropped by a player's hands in a way that it floats freely on the water surface.
- 6.5 Handling the ball is defined by changing or transferring the ball while swimming. Swimming techniques may vary. A player can push the ball with the forehead or direct it with the forearm or outer part of the palm. A player cannot lean the ball on the forearm or hands but only direct the ball in the desired direction by lightly tapping it. Swimming and holding the ball in the hand is not permitted.
- 6.6 The player can receive the ball by catching it or handling it. After receiving the ball, the player can throw to the basket, pass the ball to a team mate or handle the ball in a desired direction.
- 6.7 Once the player has dropped the ball on the water surface, the player can pick it up again (the second time) to hold it or starts to handle it.
- 6.8 When the player holds the ball for the second time, the player has to pass it to a team mate or throw to the basket (similar to basketball). If not, a double handling violation is judged.
- 6.9 Double handling violation is judged by removing possession of the ball from the offending team. The opposite team performs a free throw at the place of violation.
- 6.10 The player holding the ball in his hand can move within the limits of his arm span. Relevant criterion to define the movement of the player is the position of his head. If the player exceeds this distance, the held ball violation is judged.
- 6.11 The held ball violation is judged by removing possession of the ball from the offending team. The opposite team continues the game with a free throw at the place of violation.

## **7 PLAYING IN THE ZONE**

- 7.1 The zone is an area around the basket stand defined by an imaginary circle on the water surface with radius of 1.5 meters.
- 7.2 A player of the attacking team can linger in the zone without a ball for no longer than three seconds. A three-second violation is judged if a player exceeds this time.
- 7.3 A three-second violation is judged by removing possession of the ball from the offending team. The opposite team continues the game with a throw-in.
- 7.4 Relevant criterion to define whether the player is in the zone is the head of the player. The player is deemed to be within the zone if his head resides within the boundaries of the zone.
- 7.5 The player possessing the ball can move in the zone freely.
- 7.6 If the player in the zone catches the ball after it has bounced off the hoop and when the whole ball is completely above the basket, the player can throw to the basket directly. In that case, the whole ball must always be completely above the basket.
- 7.7 If the player in the zone catches the ball after it has bounced off the hoop but the whole ball is not completely above the basket, the player must pass the ball out of the zone. After a pass from the zone is complete may the player throw to the basket again or lead the ball back into the zone. Also, the player may handle the ball out of the zone in a way that the player's head and the ball leave the zone.
- 7.8 Defence players may catch or knock the ball that has touched or bounced off of the hoop.
- 7.9 Knocking the ball from inside the hoop (through the net) is not allowed. If this happens, the referee recognizes the goal.

## **8 VIOLATIONS**

- 8.0.1 Violations are part of the game related to the violation of the rules of the game. They define the right execution of technical and tactical conditions required by the rules in water basketball.
- 8.0.2 Violations represent all the elements, events and circumstances in the game that do not follow the restrictions involving the moving of players, handling the ball, measures of the court, use of props or equipment and the course of the game.

### **8.1 *EDGE OF THE COURT VIOLATION ("OUT")***

- 8.1.1 The ball must not touch the edge of the court or the water surface outside the court during the game. The team that had the last contact with the ball is judged to have committed the edge of the court violation.
- 8.1.2 If the ball touches the ceiling, the edge of the court violation is judged.
- 8.1.3 The edge of the court violation is judged by removing possession of the ball from the offending team. The opposite team continues the game with a free throw at the place of violation.

### **8.2 *HALF COURT VIOLATION***

- 8.2.1 A half court violation is judged when a player passes the ball from the line behind the basket (over their defensive half) and the ball fully passes the halfway line of the court and it is received by a player of the same team.
- 8.2.2 A half court violation is judged by removing possession of the ball from the offending team. The opposite team continues the game with a throw-in.
- 8.2.3 If a player passes the ball from the line behind the basket (over their defensive half) and the ball fully passes the halfway line of the court and it is received by a player of the opposite team, the game continues without interruption.

### **8.3 *MOVING THE BASKET***

- 8.3.1 Defence players are not allowed to move the basket when the opposite team throws to the basket. If they move the basket with any part of their body, a goal is recognized.
- 8.3.2 If one of the defence players intentionally moves the basket when the opposite team throws to the basket, a goal is recognized. The player that moved the basket is judged to have committed a technical foul.
- 8.3.3 When multiple players unintentionally move the basket during their mutual fight for a position and it is not clear who moved the basket, a jump ball is judged.
- 8.3.4 A moving the basket violation is judged by removing possession of the ball from the offending team. The opposite team continues the game with a throw-in. If the ball is not in possession of the offending team, the player who committed the violation is excluded.

### **8.4 *CLINGING TO BASKET***

- 8.4.1 Players are not allowed to cling to the basket or push themselves off from the basket in order to unfairly increase their momentum during the game. Also, they are not allowed to touch the basket when performing a throw-in, free throw or any other game action.
- 8.4.2 A clinging to the basket violation is judged by removing possession of the ball from the offending team. The opposite team continues the game with a throw-in. If the ball is not in possession of offending team, the player who committed the violation is excluded.

### **8.5 *OBSTRUCTION OF THE BALL VIOLATION***

- 8.5.1 Defensive players are not allowed to obstruct or block the ball above the height of the basket after the ball has reached its highest point and it is moving towards the basket.
- 8.5.2 An obstructing the ball violation is judged by the referee recognizing the goal.

## **8.6 SUBMERGED BALL VIOLATION**

- 8.6.1 A submerged ball violation is judged when a player fully submerges the ball under the water surface for more than two seconds.
- 8.6.2 A submerged ball violation is judged by removing possession of the ball from the offending team. The opposite team continues the game with a free throw at the place of violation.
- 8.6.3 When multiple players submerge the ball for more than two seconds during their mutual fight for a position and it is not clear who submerged it, a jump ball is judged.

## **8.7 PLAYING WITH THE LEG**

- 8.7.1 Players are not allowed to play with the leg. Playing with the leg is defined by a player intentionally directing or re-directing the ball with the leg.
- 8.7.2 Playing with the leg is judged by removing possession of the ball from the offending team. The opposite team continues the game with a free throw at the place of violation. If the ball is not in possession of the offending team, the player who committed the violation is excluded.

## **8.8 SWIMMING UNDER WATER**

- 8.8.1 Players are not allowed to swim under water in order to gain an advantage in the game. Also, players are not allowed to push themselves of the bottom of the pool.
- 8.8.2 Swimming under water is judged by removing possession of the ball from the offending team. The opposite team continues the game with a free throw at the place of violation. If the ball is not in possession of the offending team, the player who committed the violation is excluded.

## **8.9 *CLINGING TO THE EDGE OF THE COURT***

- 8.9.1 Players are not allowed to cling to the edges or to the lines of the court. Pushing away, pulling, clinging or resting on the edge of the court is regarded as a violation.
- 8.9.2 Clinging to the edge of the court is judged by removing possession of the ball from the offending team. The opposite team continues the game with a free throw at the place of violation. If the ball is not in possession of the offending team, the player who committed the violation is excluded.

## **8.10 *OTHER VIOLATIONS***

- 8.10.1 Throw-in violation [Chapter 5.5]
- 8.10.2 Incorrect performance of a free throw after exclusion violation [Chapter 5.7]
- 8.10.3 Substitution of players violation [Chapter 5.9]
- 8.10.4 Double handling violation [Chapter 6]
- 8.10.5 Held ball violation ("Steps") [Chapter 6]
- 8.10.6 Three-second violation [Chapter 7]

## **9 PERSONAL FOULS**

- 9.0.1 When the player commits a personal foul in their defensive half of the court, the foul is judged by exclusion of the player for the time of one attack. The opposite team continues the game with a free throw after exclusion.
- 9.0.2 Excluded players can wait to re-enter the game in the space designated for substitution, at the edge of court behind their basket.
- 9.0.3 All excluded players can re-enter the game in line with the rules of substitution [Chapter 5.9] if the opposite team has scored, lost the ball or attempted to score and the ball touched the hoop.

- 9.0.4 If a player made a personal foul on a player of the opposite team that scored the goal (while the player was in a process of throwing to the basket), the goal is recognized. The defensive player committing a personal foul is not excluded. The attacking team is awarded with the time of one extra attack (30 seconds).
- 9.0.5 A first personal foul by the defensive players in their half of the court is not judged by exclusion. The opposing team continues the game with a free throw. Second and later personal fouls are judged by exclusion of the player committing the foul for the time of one attack.
- 9.0.6 If a player commits a personal foul during the attack of their team, the foul is judged by removing possession of the ball from the offending team. The opposite team continues the game with a free throw.
- 9.0.7 If players from both teams commit personal fouls simultaneously, they are both excluded for the time of one attack. The team that last possessed the ball continues the game with a throw-in.
- 9.0.8 Each player can be excluded up to four times. After that the player is excluded for the remaining time of the game.

## 9.1 ***HITTING A PLAYER***

- 9.1.1 A personal foul is judged when a player hits or kicks the player from the opposite team in any part of the body, above or under the water surface.

## 9.2 ***RESTING AND THRUSTING UPON PLAYER***

- 9.2.1 A personal foul is judged when the defence player rests or thrusts upon a player from the opposite team in a way that the offending player is passing their weight onto the player from the opposite team.
- 9.2.2 A personal foul is judged especially when a defence player thrusts upon a player from the opposite team and starts to force him into movement, by which their hand are not clearly visible and above the waterline.

### **9.3 *PUSHING A PLAYER***

9.3.1 A personal foul is judged when a player pushes off a player from the opposite team with any part of their body.

### **9.4 *SWIMMING OVER A PLAYER***

9.4.1 A personal foul is judged when a player swims over a player from the opposite team arms, legs or body hence preventing normal rhythm or direction of swimming.

### **9.5 *HOLDING A PLAYER***

9.5.1 A personal foul is judged when a player embraces, holds or grasps a player from the opposite team.

### **9.6 *PULLING A PLAYER***

9.6.1 A personal foul is judged when a player pulls a player from the opposite team using an arm or a leg.

9.6.2 A personal foul with exclusion is judged when a player pulls a player swimming ahead of them by foot or leg.

### **9.7 *SUBMERGING A PLAYER***

9.7.1 A personal foul is judged when a player submerges a player from the opposite team.

### **9.8 *OTHER PERSONAL FOULS***

9.8.1 A personal foul is judged when a player intentionally hits the water surface next to the player possessing the ball so hard that the water bubbles obscure and the referee is unable to see what has been hit.

9.8.2 A personal foul is judged when a player intentionally splashes water to a player from the opposite team in the face.

- 9.8.3 A personal foul is committed when a player intentionally veils the view of a player from the opposite team using his hands.

## **10 ADVANTAGES**

- 10.1 Referees should not unnecessarily interrupt the game because of accidental touches unless the player or a team would have gained an advantage because of this.
- 10.2 When a personal foul is committed on a player from the attacking team passing the ball, and the player succeeds to pass the ball, the referee can decide to let the attack continue (called advantage) and does not judge personal foul.

## **11 UNSPORTSMANLIKE FOUL**

- 11.1 An unsportsmanlike foul is defined by a player incorrectly attempting to directly play the ball and behaving in non-compliance with these rules by the referee's opinion.
- 11.2 An unsportsmanlike foul is judged when a player from the attacking team has a great chance to score a goal but has been roughly stopped by a defence player clearly aiming at the player and not at the ball.
- 11.3 An unsportsmanlike foul is judged when a player from the attacking team has a great chance to score a goal but has been roughly stopped by a defence player clearly aiming at the player and not at the ball while there are no other defending players between the attacker and the basket.
- 11.4 An unsportsmanlike foul is judged by exclusion of the player for the time of an attack. The opposite team has a normal attack with a power-play and is rewarded with an extra / additional attack.
- 11.5 An unsportsmanlike foul is recorded separately and counts as being excluded twice.

## 12 TECHNICAL FOUL

- 12.1 A technical foul is judged when a player, a reserve player, a coach or a team companion contradicts or loudly comments on a referee's decision during the game.
- 12.2 A technical foul is judged when a player, a reserve player, a coach or a team companion insults, touches or communicates in a disrespectful manner with the referee or other players.
- 12.3 A technical foul is judged when a player, a reserve player, a coach or a team companion conduct is deemed to be unsportsmanlike.
- 12.4 A technical foul is judged by exclusion of the offending player for the time of an attack. The opposite team has a normal attack with a power-play and is rewarded with an extra / additional attack.
- 12.5 A technical foul committed by a reserve player, a coach or a team companion is judged by exclusion of one of the players in the court. The opposite team has a normal attack with a power-play and is rewarded with an extra / additional attack.
- 12.6 A technical foul is recorded separately and counts as being excluded twice.
- 12.7 If anyone involved in the game were judged a second technical foul, he is excluded for the remaining time of the game and has to leave the court. If he refuses to leave the court, the game ends. The opposite team wins the game by 21:0.

## **13 EXPLANATION OF REFEREE DECISIONS**

- 13.1 The captain is the only one allowed to request an explanation of referee's decisions which has to be made with a suitable sign at a suitable break in the game. The referee can decide whether or not to approve the request at a suitable break in the game.
- 13.2 Explanation of referee's decisions takes place in the area designed for the discussions with the referee, in the middle of the court at the side edge.
- 13.3 Explanation of referee's decisions cannot affect the referee's decision that has already been judged.

## **14 INTERRUPTIONS DUE TO INJURY**

- 14.1 The referee can temporarily interrupt the game if a player is hurt or injured or if a player feels sick, but for no longer than three minutes. The referee must show the timekeeper a suitable sign to mark the beginning of the interruption.
- 14.2 If the game is interrupted due to an accident, injury, sickness of a player or any other unforeseen reason, a free throw is awarded to the team that last possessed the ball. The game continues with a free throw at the place of the interruption.
- 14.3 If a player exits the game due to medical reasons (also due to cramps), the referee allows a reserve player to enter the game no matter where the exiting player left the court.
- 14.4 In case of bleeding, the player must immediately exit the game. The referee allows a reserve player to enter the game no matter where the exiting player left the court.

# 15 REFEREE SIGNALS

There are three sets of referee signals depending on their meaning:

- general referee signals,
- referee signals illustrating violations,
- referee signals illustrating personal fouls.

If the referee has a whistle in his mouth in the picture, the referee signal is accompanied by a whistle. If the referee does not have a whistle in his mouth, the referee signal is not accompanied with by a whistle. The referee signals illustrating violations and personal fouls are not accompanied by a whistle.

## 15.1 *GENERAL REFEREE SIGNALS*

### 15.1.1 *Initial jump ball*

The referee (with a whistle) illustrates the initial jump ball with one arm extended forward then moving it downward. The other arm is extended upward with extended fingers indicating five players in the game (Figure 3).



Figure 3: Initial jump ball

### 15.1.2 *Direction of the attack*

The referee (without a whistle) illustrates the direction of the attack with an arm extended forward pointing at the place of violation or personal foul that caused the change of direction. The other arm is extended outward in the direction of the attack (Figure 4).



Figure 4: Direction of the attack

15.1.3 ***Confirmation of a score for two points***

The referee (without a whistle) illustrates the confirmation of a score for two points with an arm extended forward and pointing two extended fingers downward (Figure 5).



Figure 5: Confirmation of a score for two points

15.1.4 ***Initial throw for three points***

The referee (without a whistle) illustrates the throw for three points with an arm extended upward and with extended three fingers (Figure 6).



Figure 6: Initial throw for three points

15.1.5 ***Confirmation of a score for three points***

The referee (without a whistle) illustrates the confirmation of a score for three points with both arms extended upward and with extended three fingers on both hands (Figure 7).



Figure 7: Confirmation of a score for three points

### 15.1.6 *Advantage*

The referee (without a whistle) illustrates the advantage with both arms extended upward, but bent in the elbow, and extended hands (Figure 8).



Figure 8: Advantage

### 15.1.7 *Jump ball*

The referee (with a whistle) illustrates the jump ball with both arms extended upward and with closed fist and both thumbs extended upward (Figure 9).



Figure 9: Jump ball

### 15.1.8 *Time-out*

The referee (with a whistle) illustrates the time-out with the extended index finger of one hand pointing into the palm of the other hand to make a shape of the letter 'T' (Figure 10).



Figure 10: Time-out

### 15.1.9 *Technical foul*

The referee (with a whistle) illustrates the technical foul with the extended palm of one hand pointing into the palm of the other hand to make a shape of the letter 'T'. The referee clearly shows which player is judged a technical foul (Figure 11).



Figure 11: Technical foul

#### 15.1.10 *Exclusion of a player*

The referee (with a whistle) illustrates the exclusion of a player with one arm extended forward pointing at the excluded player. With the other arm extended outwards, the referee points towards the substitution area. The referee illustrates the number of defence players that are allowed to play on the team of the excluded player with suitable number of extended fingers (on the arm extended outward). If more than one player is excluded, the number of fingers drops proportionally (Figure 12).



Figure 12: Exclusion of a player

#### 15.1.11 *Four defence players*

The referee (without a whistle) illustrates four defence players with one arm extended upward and extended fingers. The number of extended fingers drops proportionally with the number of excluded players. The referee points at the place of the free throw after the exclusion with the other arm extended forward (Figure 13).



Figure 13: Four defence players

#### 15.1.12 *Free throw after exclusion*

The referee illustrates the free throw after exclusion with a prolonged whistle and an arm half-extended forward and the palm facing upward. The referee moves the palm up and down (Figure 14).



Figure 14: Free throw after exclusion

### 15.1.13 *End of the game*

The referee illustrates the end of the game with two short whistles and one prolonged whistle. The referee illustrates the end of the game with both arms half-extended forward and palms facing downwards while crossing the arms three times (Figure 15).



Figure 15: End of the game

## 15.2 **REFEREE SIGNALS ILLUSTRATING VIOLATIONS**

### 15.2.1 *Violation*

The referee (with a whistle) illustrates the violation with an arm extended upwards and stops the clock. The referee points to the player committing the violation with the other arm extended forward (Figure 16).



Figure 16: Violation

### 15.2.2 *Edge of the court violation ("out")*

The referee (without a whistle) illustrates the edge of the court violation with one arm extended upward and the other arm extended outward with the hand bent downward (Figure 17).

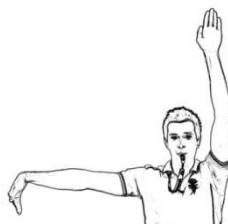


Figure 17: Edge of the court violation ("out")

### 15.2.3 *Half court violation*

The referee (with a whistle) illustrates the half court violation with both arms extended forward and palms facing down while moving one arm over the another back and forth two times (Figure 18).



Figure 18: Half court violation

#### 15.2.4 ***Moving the basket violation***

The referee (without a whistle) illustrates moving the basket violation with holding the elbow of the arm half-extended upward and leaning the closed fist of the extended arm from left to the right (Figure 19).



Figure 19: Moving the basket violation

#### 15.2.5 ***Playing with the leg violation***

The referee (without a whistle) illustrates playing with the leg violation with a leg slightly extended outward and the index finger pointing towards it (Figure 20).



Figure 20: Playing with the leg violation

#### 15.2.6 ***Throw-in violation***

The referee (without a whistle) illustrates the throw-in violation with holding the elbow of the arm half-extended upward and moving the extended palm back and forth (Figure 19).



Figure 21: Throw-in violation

#### 15.2.7 ***Double handling violation***

The referee (without a whistle) illustrates the double handling violation with both arms half-extended forward and palms facing down while alternately moving the forearms up and down two times (Figure 22).



Figure 22: Double handling violation

15.2.8 **Held ball violation** (»steps«)

The referee (without a whistle) illustrates the held ball violation (»steps«) with rotation of both arms half-extended forward (Figure 23).



Figure 23: Held ball violation (»steps«)

15.2.9 **Three-second violation**

The referee (with a whistle) illustrates the three-second violation with one arm extended upward and three extended fingers. The referee points at the player committing the violation with the other arm extended forward (Figure 24).



Figure 24: Three-second violation

## 15.3 **REFEREE SIGNALS ILLUSTRATING PERSONAL FOULS**

15.3.1 **Personal foul**

The referee (with a whistle) illustrates the personal foul with one arm extended upward and a closed fist and stops the clock. The referee points to the player committing the personal foul with the other arm extended forward (Figure 24).



Figure 25: Personal foul

15.3.2 **Hitting a player**

The referee (without a whistle) illustrates hitting a player with both arms half-extended forward and lightly hitting the extended hand with a closed fist (Figure 26).



Figure 26: Hitting a player

### 15.3.3 *Hitting a player on their arm*

The referee (without a whistle) illustrates hitting a player on their arm with crossed arms half-extended forward and lightly hitting the forearm with the other forearm (Figure 27).



Figure 27: Hitting a player on their arm

### 15.3.4 *Pushing a player*

The referee (without a whistle) illustrates pushing a player with arms half-extended forward and extended hands while fully extending the arms (Figure 28).



Figure 28: Pushing a player

### 15.3.5 *Pushing a player by foot*

The referee (without a whistle) illustrates pushing a player by foot with one arm extended forward and extended hand while fully extending the arm two times. At the same time, the referee fully extends a half-extended leg two times (Figure 29).



Figure 29: Pushing a player by foot

### 15.3.6 *Swimming over a player*

The referee (without a whistle) illustrates swimming over a player with both arms half-extended and extended hands while crossing the arms (Figure 30).



Figure 30: Swimming over a player

### 15.3.7 *Holding a player*

The referee (without a whistle) illustrates holding a player with both arms half-extended forward while holding the wrist of one hand with the other hand (Figure 31).



Figure 31: Holding a player

### 15.3.8 *Pulling a player*

The referee (without a whistle) illustrates pulling a player with both arms half-extended forward and extended hands then pulling the arms towards the referee's body (Figure 32).



Figure 32: Pulling a player

### 15.3.9 *Submerging a player*

The referee (without a whistle) illustrates submerging a player with both arms extended forward and palms facing downward then lifts and drops the arms two times (Figure 33).



Figure 33: Submerging a player

### 15.3.10 *Unsportsmanlike foul*

The referee (with a whistle) illustrates unsportsmanlike foul with both arms extended upward while holding the wrist of the hand with closed fist with the other hand (Figure 34).



Figure 34: Unsportsmanlike foul

## **16 NOTES**

