VOLUME 2 (OF 2)

INTERNATIONAL RULES FOR UNDERWATER HOCKEY

RULES OF PLAY

Version 11.00
July 2018

Volume 1: *Procedures and Obligations*
Tournament Regulations and Playing Area Requirements
Volume 2: **Rules of Play**

REVISION HISTORY

V9.1 2006
V10.0 March 2010
V11.0 July 2018

AMENDMENT HISTORY

Reallocation of Sections within Vol 1, Vol 2 or Procedures and Obligations

Section #	Name	New Section	Section #
11.0	Team Composition	Volume 1	Now 3.0
12.0	Officials and their Equipment	Volume 1	Now 4.0

Section	Changes 2018
13.1.8	Goal Signal updated
13.1.23	Change “Gullies” to “Goals” in section header
13.1.24	Advantage rule signal changed for now above the surface
13.1.26	Change player/s to player
14.2.3.1	Added sudden death period to stop the clock
14.2.3.2	Added “sound” for recommence play
14.2.5	Removed “without interruption”
15.1.2	Added rule reference
15.1.4.2	Removal of reference to 2 referees
15.1.8 /	Clarification of start / stop of play using sound system
15.2.1	Remove 15.2.1.1 and re-number 15.2.1.2 – 15.2.1.17
16.3.18	Added “or the goal”
17.3.1.1.1	Added clarification as to when time penalty starts
17.8.7	Added clarification when time stops / restarts for penalty shot
17.9.3	Added “disallowed” for recommencement of play after penalty shot
17.11	Updated Incorrected Starts section
18	Removed International Rules Directors

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13.1Signals (see Figures 13A-13G)

13.1.1 **Ready to Start**
The ready to start signal is one arm raised straight up in the air with signal hand open, fingers together.

13.1.2 **Stop Play**
The stop play signal is one arm extended up in the air with the signal hand open, giving a wide rapid waving motion side-to-side.

13.1.3 **Time**
The end of a timed match period is signalled by one hand on top of the other to form the letter "T".

13.1.4 **Equal Puck**
Equal puck is signalled by the arms being crossed above the head with hands clenched into fists.

13.1.5 **Advantage Puck**
An advantage puck is signalled by backing up the infringing team, using an extended arm with the palm towards the offenders. Then use the free arm moving in a 90° arc over the water surface to indicate the infringing team line. Once the infringing team's position is established, the backing-up arm is raised vertically with open hand. When both Referees have raised their backing-up arm, play can be re-started by the Chief Referee.

13.1.6 **Time Penalty**
A time penalty is signalled by pointing with one arm to the infringing player, then to the penalty box with the same arm while indicating the penalty time with the fingers of the other hand held over the head.

13.1.7 **Total Dismissal**
A total dismissal is signalled by pointing to the dismissed player, while swinging the other arm back and forth horizontally to the water in a 90° arc, then pointing to the penalty area.

13.1.8 **Goal**
A goal signal series is the stop play signal followed by both arms raised straight up into the air with open hands. To avoid disagreement/confusion between all the referees, before raising their arms, all will confirm the goal is valid by pointing their index fingers upward, at the level of their head.

13.1.9 **No Goal, or, Goal Successfully Defended During a Penalty Shot**
A no goal series is the stop play signal followed by both elbows extended to the side from shoulders, forearms and hands straight, perpendicular to the water surface, fingers together and palms facing away from chest. Both forearms make arcs simultaneously toward the water surface, right arm arcing left, left arm arcing right. Repeat several times.

13.1.10 **Penalty Shot**
A penalty shot signal series is the stop signal followed by vertically pumping one arm up and down from the shoulder with a clenched fist.

13.1.11 **Penalty Goal**
A penalty goal series is signalled by a stop play signal followed by a penalty shot signal followed by a goal signal.

13.1.12 **Team Time-Out**
Team time-out is signalled by raising both arms above the head to form a large letter "O", then pointing to the end line of the team to be charged with the time-out.

13.1.13 **Illegal Use of Free Arm**
Illegal use of free arm is signalled by one arm parallel to the water, bent at the elbow with fist clenched: the arm moves in a horizontal pumping motion.

13.1.14 **Obstruction, Barging, Blocking, or Shepherding**
General blocking fouls are signalled by the two arms above the water being clasped at the wrists and moving the joined arms in and out from the chest.

13.1.15 **Advancing the Puck with the Glove, Free Hand, or Body**
These fouls are signalled by one fist punching into the palm of the other hand, followed by touching the part of the body used to illegally advance the puck.

13.1.16 **Illegally Stopping the Puck**
The signal for illegally stopping the puck is an open hand held in a vertical plane and moving up and down in a chopping action.

13.1.17 **Stick Infringement**
Signal is a repeated chopping motion of one hand against the middle forearm of the other arm. The forearm is held parallel to the chest at arms length away from the body.

13.1.18 **Call by the Referee**
The Referee may call anyone in the water by using one hand, palm facing the Referee, moving the fingers backwards and forwards in a beckoning or calling motion, while pointing with the other hand to the concerned player.

13.1.19 **Official's Time-Out (Time Suspension)**
Referees may signal a time suspension by forming a large letter "O" over the head, then bringing the hands to the shoulder level and patting shoulders.

13.1.20 **Illegal Substitution**
An official will signal an illegal substitution by a hand over hand rolling motion.

13.1.21 **Unsportsmanlike Conduct**
Signalled by clenching a fist and then repeatedly tapping the top of one's head with the thumb-side of the fist.

13.1.22 **Breaking, False Start, or Encroachment**
The signal is an arm extended and straight up with index finger pointing up. Hand is then rotated several times such that the index finger inscribes an imaginary circle above the head that is parallel to the surface of the water.

13.1.23 **Grabbing and/or Pulling on Wall Barriers or Goals**
Signal is an open-fingered hand palm down, with fingers curved and moving back and forth in pulling motion. Signal is mimicking the grabbing of the top of an invisible barrier and shaking it.

13.1.24 **Infringement Seen but the Advantage Rule is in Effect**
Upon reaching the surface, a signal made above the surface of the water to indicate that the advantage rule is in play. A referee points with the index finger, other fingers clenched into a fist and the hand moved in a circular motion. The index finger is moved parallel to the surface of the water. This signal allows players to see a Referee has seen an infringement and is, at that moment, exercising the "advantage rule. This signal is to reduce frustration and possible retaliation by players.

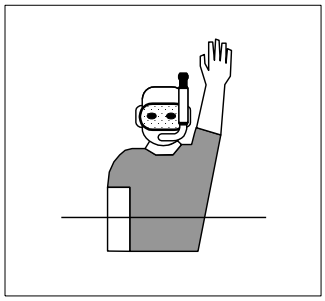
13.1.25 **Side-Line-Out or Puck Out-of-Bounds**
Signal is a straight forearm and hand, fingers straight and together, forearm and hand held parallel to the water surface with palm facing chest, and extended away from the chest by the length of the upper arm. The other hand then makes a diving motion over the stationary forearm/hand mimicking a puck being flicked over a barrier. This signal is then to be followed by the appropriate equal puck or advantage puck signal.

13.1.26 **Delay of Game Infringement**
If a 'Delay of Game infringement' is awarded involving the 'corner' area of the playing court, this is signalled by laying one hand on the opposed shoulder with a horizontal arm, pointing elbow at the infringing player.

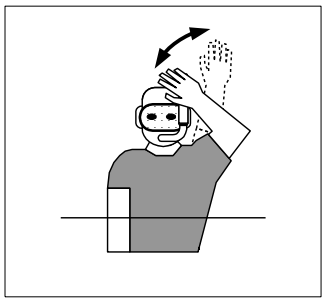
13.1.27 **Official Caution/Warning**
Indicated by a rigid extended arm held parallel to the water surface and perpendicular to the chest. The hand is held in a clenched fist with the thumb extended and held parallel to the water surface.

FIGURE 13A SIGNALS

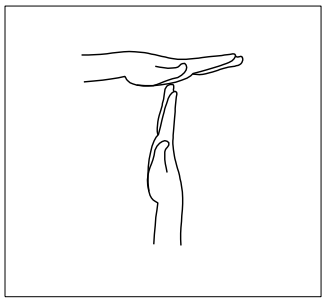
13.1.1 Ready to Start Play



13.1.2 Stop Play



13.1.3 Time



13.1.4 Equal Puck

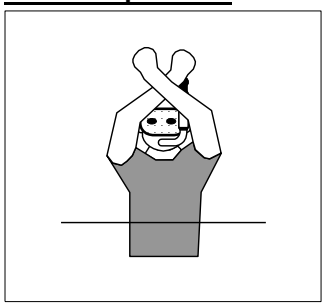
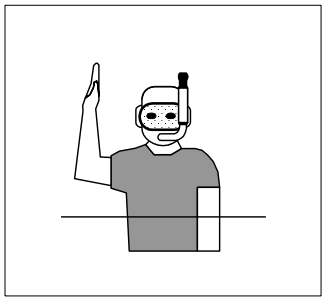
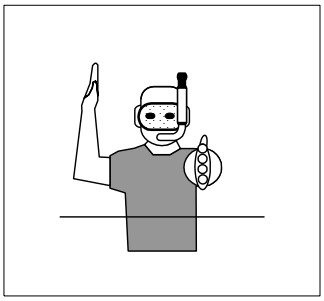
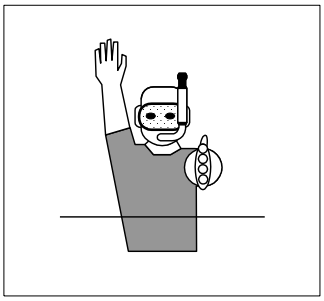
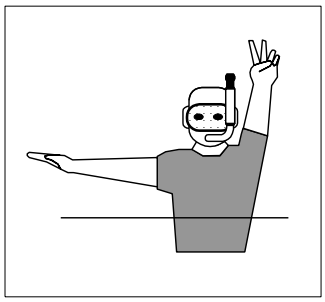


FIGURE 13B SIGNALS

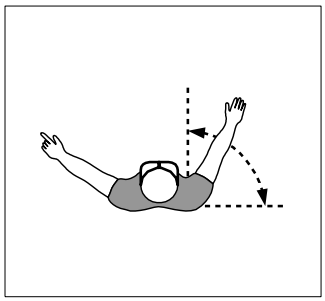
13.1.5 Advantage Puck

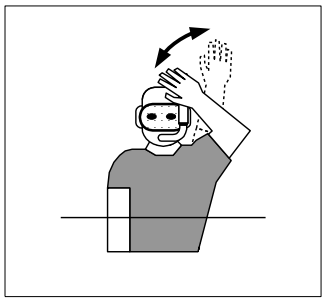
13.1.6 Time Penalty



13.1. 7 Total Dismissal



13.1.8 Goal



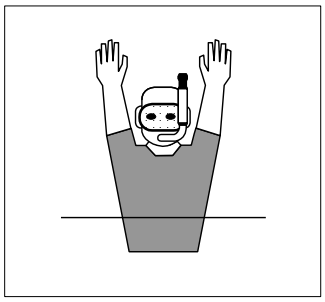
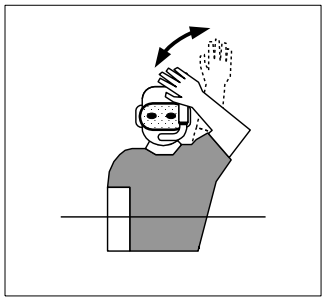
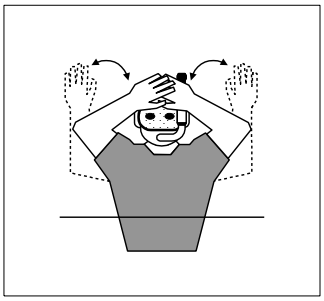
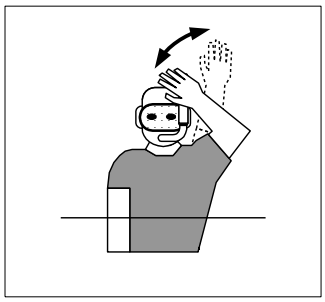
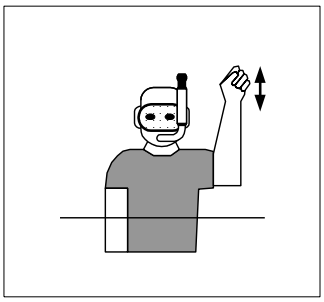


FIGURE 13C SIGNALS

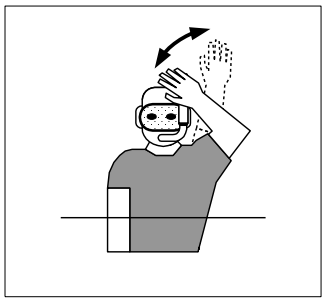
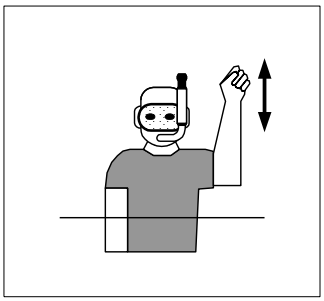
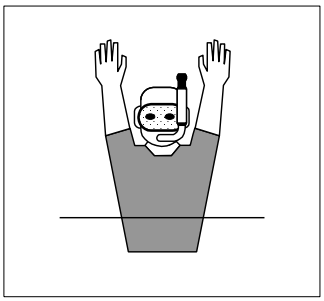
13.1.9 No Goal, or Goal Successfully Defended (Penalty Shot)

13.1.10 Penalty Shot

13.1.11 Penalty Goal

13.1.12 Team Time-Out

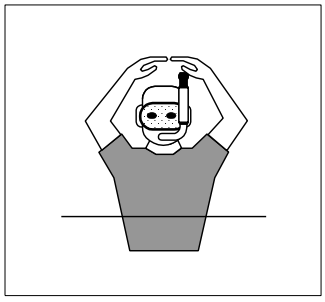
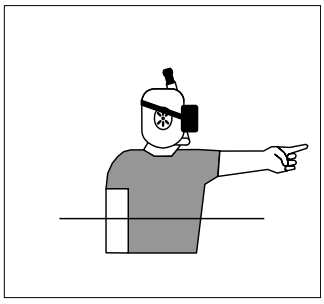
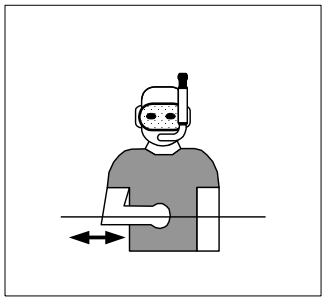
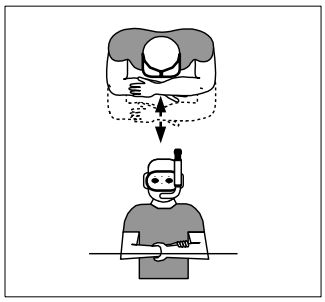



FIGURE 13D SIGNALS

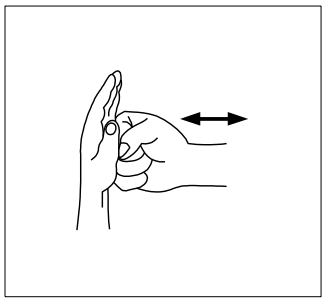
13.1.13 Illegal Use of Free Arm



13.1.14 Obstruction, Barging, Blocking, Shepherding



13.1.15 Advancing the Puck with the Glove, Free Hand, or Body



13.1.16 Illegally Stopping the Puck

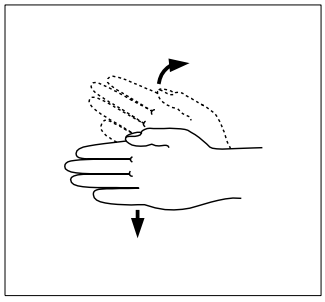
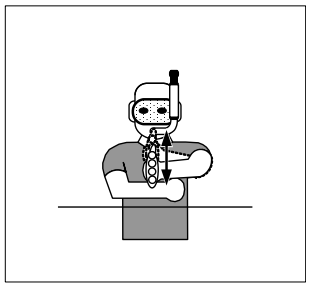
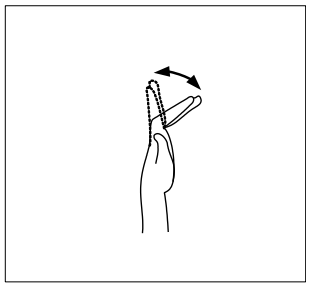


FIGURE 13E SIGNALS

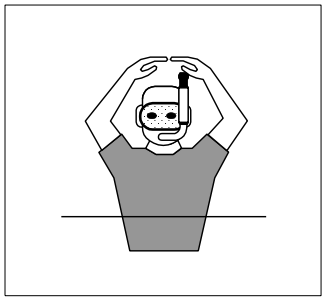
13.1.17 Stick Infringement

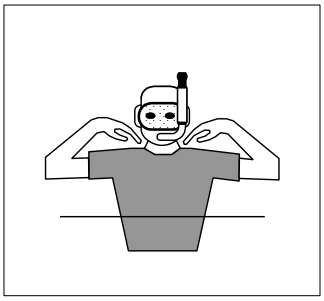


13.1.18 Call by Referee



13.1.19 Official's Time Out (Time Suspension)





13.1.20 Illegal Substitution

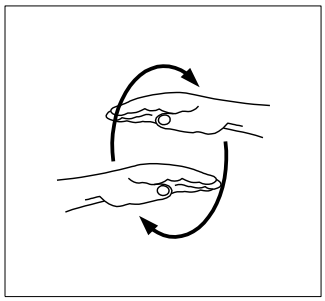
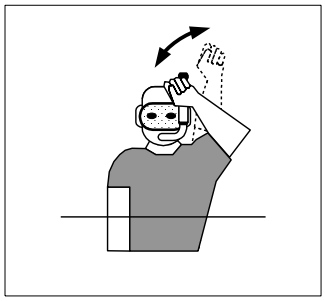
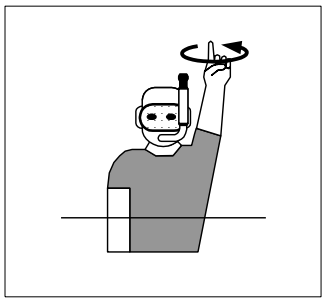


FIGURE 13F SIGNALS

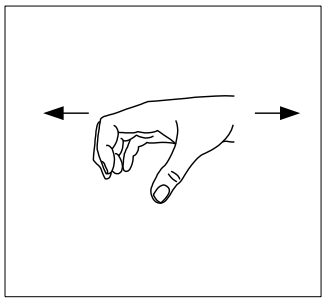
13.1.21 Un-Sportsmanlike Conduct



13.1.22 Breaking, False Start, or Encroachment



13.1.23 Grabbing and/or Pulling on Wall Barriers or Gullies



13.1.24 Infringement Seen but the Advantage Rule is in Effect

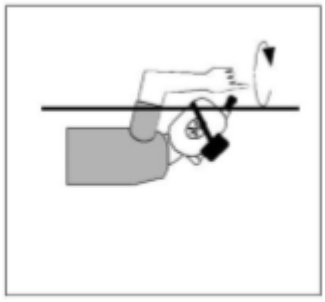
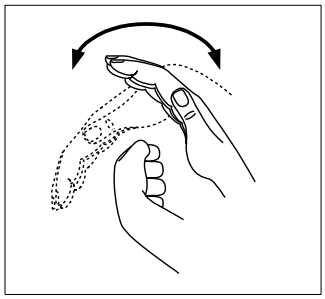
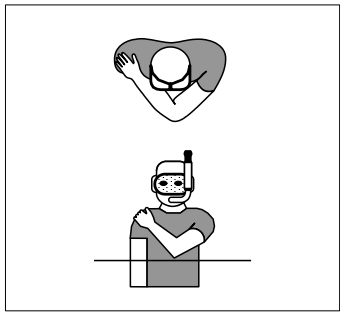


FIGURE 13G SIGNALS

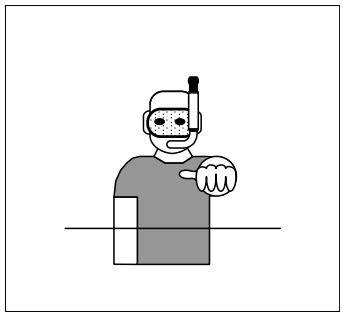
13.1.25 Side-Line-Out or Puck Out-of-Bounds



13.1.26 Delay of Game Infringement



13.1.27 Official Caution/Warning



14.0THE MATCH

14.1 Rules of Play

A match is "in play" during the period between the starting and ending of play as indicated by the Chief Referee. A match is "out-of-play" during a time-out called by a team, an Official's time-out, the breaks between timed periods, including between the two timed over-time periods, and the break before the start of sudden death.

14.1.1 Only the "playing area of the stick" may be used to move the puck. The "playing area" is that area of the stick not covered by the player's hand when the stick is gripped in a natural manner excluding any part of the stick, which extends past the protected little finger.

14.1.2 A player is only said to be "in possession" whilst the playing area of the player's stick remains in physical contact with the puck, and the stick remains grasped in the player's playing hand.

14.1.3 The puck must not be lifted up or carried in any direction whilst balanced on the stick; and should a puck be lifted accidentally onto a stick, it must be dropped off the stick immediately.

14 1.4 The stick may be held in either the right or left hand; changing playing hands is allowed.

14.1.5 A player may have two hands on the stick when not in possession of the puck (e.g. trying to achieve a streamlined position when sprinting toward a puck at the Centre Point of the playing area or trying to retrieve a dropped stick).

14.1.6 The free hand may not be used to support the stick, stick hand, or arm whilst in possession of the puck.

14.1.7 Whilst a match is in play, the puck may be pushed or passed in any direction anywhere within the playing area by the player in possession. See *Rule 16.2* for exception: Delay of Game.

14.1.8 At no time may a player handle the puck with either the free or playing hand. Should the puck accidentally touch the back of the playing hand, this will not be considered handling the puck unless used deliberately to advance the puck.

14.1.9 The puck, while being propelled by the stick, may rest against the index finger when the hand is in its natural position of holding the stick.

14.1.10 When players are swimming on the surface, over-arm strokes are permitted only when other players are not in danger of being struck.

14.1.11 During the match, the four substitutes must be in their team substitution area.

14.1.12 Methods of substitution are defined in *Rule Section 15.2.*

14.2 Duration of Play

14.2.1 An International Match shall last thirty-three (33) minutes. The match is divided into two fifteen (15) minute periods with a three (3) minute break between.

14.2.1.1 At the end of the second fifteen (15) minute period, the team having scored more goals during the two playing periods of the match shall be declared the winner of the match. If both teams have scored the same number of goals, the match ends in a draw. See *Rule 14.2.4* for additional information regarding matches that end in draw.

14.2.2 During the three (3) minute break the teams shall change ends.

14.2.3 Once started, timed play is continuous until the last two (2) minutes of a match and can only be stopped by the Chief Referee in the event of a serious injury, the need to confer with the other Referees, or other special circumstance.

14.2.3.1 During the last two (2) minutes of a match, or the last two (2) minutes of the second overtime period (*Rule 14.2.4*), or the sudden death period (Rule 14.2.5), the match clock will be stopped during all breaks in play excepting a goal.

14.2.3.2 In case of a stoppage in play prior to the last two (2) minutes of timed play, should the clock count down to a point where two minutes remaining time is displayed during this stoppage, the clock must be stopped at this time. The clock will be restarted on the Chief Referees sound signal to recommence play.

14.2.4 Should it be necessary to have a winning team from a match which ends in a draw, an extra eleven (11) minutes will be played with a three (3) minute break between the match end and start of overtime.

14.2.4.1 An overtime period shall consist of two five (5) minute periods. Teams will start from the same end as they started the match.

14.2.4.2 When the first five (5) minute period ends, both teams shall immediately change ends. The break between these periods is one (1) minute.

14.2.4.3 An overtime period is part of the same match. Therefore, only the same declared players at the start of match are eligible to participate in the overtime period(s).

14.2.5 At the end of the ten (10) minutes of additional play, the team that has scored more goals during the two overtime periods (and therefore more cumulative goals in the entire match) shall be declared the winner of the match. If after the ten (10) minutes of additional play the match remains in a draw, there shall be a one (1) minute break with no change of ends, after which the match will continue until a goal is scored. The first team to score a goal shall be declared the winner of the match.

14.2.6 Time-out Period:
At all competitions, one time-out period per team per half can be called at a natural break in the play. Either a Team Captain or Coach can call the time-out.

14.2.6.1 To request a time-out period, the Captain or Coach will verbally attract the attention of either the Water Referee or the Chief Referee and request a time-out visually by raising both arms above the head in the form of a large letter “O”. The captain/coach may also call out “time out”. The Chief Referee will acknowledge the request by repeating the signal and stopping the clock. The Water Referees will also mimic the Chief Referee’s time-out signal.

14.2.6.2 Each time-out period will be of one (1) minute duration. At forty-five (45) seconds, the Chief Referee will give an audible fifteen (15) second warning.

14.2.6.3 Time-out is only allowed in the two normal fifteen (15) minute periods. No time-out may be called in either five (5) minute periods of overtime or sudden death time.

14.2.6.4 During a time-out period, any penalized players (except player(s) dismissed from the match) and the coaches may join their teammates in the playing area. At the end of the time-out period the penalized players must have returned to the penalty box, and the coaches must have left the playing-area. Note: See rule 16.3.4 regarding more than 6 players in the water whilst the match is in play and 16.1.1.

15.0MATCH DETAILS

15.1 Starting Play

15.1.1 At the beginning of a match, after half-time, after a goal is scored, or after a Penalty Shot has been played, the starting positions of the players of each team are in the water alongside their respective end-lines, with each player having at least one hand in contact with the end-line. This hand must be visible to the Officials.

15.1.2 Substitutes from each team shall be in the team's designated substitution area; and any penalised players shall be in the designated penalty box (see rule 17.3.1.2).

15.1.3 From the moment the Chief Referee gives the signal for play to start until the moment the puck becomes "in possession", all players, including the substitutes, who enter the match must start play as per rule 15.1.1. After the puck becomes 'in possession,' players entering the match from their substitution area may enter directly into play and shall enter the water by the rule governing the substitution method in use: deck, in-water, or end-line.

15.1.4 Starting positions of the match Officials are:

15.1.4.1 The Chief Referee shall be on the poolside approximately in the centre of the sideline.

15.1.4.2 One Water Referee shall be in the water along the centre of the side-line on the same side of the playing area as the Chief Referee, and the other two water Referees will be near the 5 and 2 meter intersecting lines closest to the goal they are watching the start of play. These two Water Referees shall be on the opposite side of the playing area as the Chief Referee.

15.1.5 An audible warning signal will be given thirty (30) seconds before each timed period (first period, second period, first over-time period and second over-time period) and before the start of sudden-death over-time. Thirty (30) seconds after the audible warning the audible signal to commence play will be given.

15.1.6 The Chief Referee will re-start play when the scoring team is ready or thirty (30) seconds after a goal has been scored, whichever occurs sooner. No thirty (30) second warning shall be given.

15.1.6.1 Should play be re-started for any reason before all players have reached their starting end of the playing area, they must do so before re-entering play. The hand touching the end wall must be visible to the Chief Referee.

15.1.7 Should play be stopped because of a rule infringement, an accident, or an injury, it shall be re-started by the Chief Referee.

15.1.8 The signal to start play commences on the first emitted sound from the sound system used for the match.

15.2 Substitution

Three (3) methods of substituting players may be used during tournaments: deck side-substitution, in-water side-substitution, and end line substitution. Only one method can be chosen for any one tournament.

Substituting player(s) may not enter the match until the existing player(s) clear the playing area as determined in *Rules 15.2.1.7, 15.2.2.5 and 15.2.3.5* **EXCEPTING** after a goal.

- In the time period after a goal, 'free subbing' is allowed wherein all players may enter and exit the playing area without concern for the number of players in the playing area.
- Once play has recommenced, no more than 6 players from each team may be in the playing area.

See rule 16.3.4 and 16.1**15.2.1 Deck side-substitution (see Figure 15A)**

15.2.1.1 Both team substitution areas must be on the same side of the playing area, marked on the pool deck, and visible from both above and below water surface. The preferred placement of the team substitution areas is along the sideline opposite that of the Chief Referee and Timekeeper(s)/Scorer(s) so substitution can be easily observed.

15.2.1.2 The team substitution areas must be visible from the playing area and from beneath the water surface.

15.2.1.3 The sideline of the playing area, be it a barrier or pool wall, must be immediately adjacent to the team substitution areas. There may be a neutral area between the playing area and the team substitution areas. A one meter-wide neutral area is optimal.

15.2.1.4 Variations in pool configurations require flexibility. Changes may be necessary to the rules for substitution. These changes are at the discretion of the Tournament Director.

15.2.1.5 Each team's substitution areas will be the 5-metre area between 5 meters and 10 meters away from the end-line containing the goal that the team is defending.

15.2.1.6 A player exiting the playing area is deemed to be fully within the team substitution area when he/she has fully cleared the water surface within the bounds of the substitution area.

15.2.1.7 The substituting player may not enter the playing area until the exiting player is fully clear of the water. The substituting player is deemed to have left the team substitution area when he/she has made contact with the water in the playing area.

15.2.1.8 Substitute players may not sit with his/her leg(s) or fin(s) in the water.

15.2.1.9 The substitutes entering play are allowed to jump or dive head-first into play. However, for safety reasons, jumping or diving is prohibited when players or Water Referees are within 3 meters of the point of fall. Within 3 meters, the substitute must slide into the water. Time penalties will be assessed for infringing this rule. No cautions shall be given. This rule applies at all moments between the beginning and the end of a match.

15.2.1.10 When substitutes enter the playing area after a goal is scored or following the playing of a penalty shot, they must touch their end-line before re-entering play, unless play has restarted and the puck is 'in possession'.

15.2.1.11 The four substitutes may be used while a match is underway, i.e., substituting on-the-fly, or at any natural break in the play, e.g., puck out-of-bounds, penalty, goal, half-time, or time-out period.

15.2.1.12 One, two, three, or four players may be substituted at a time.

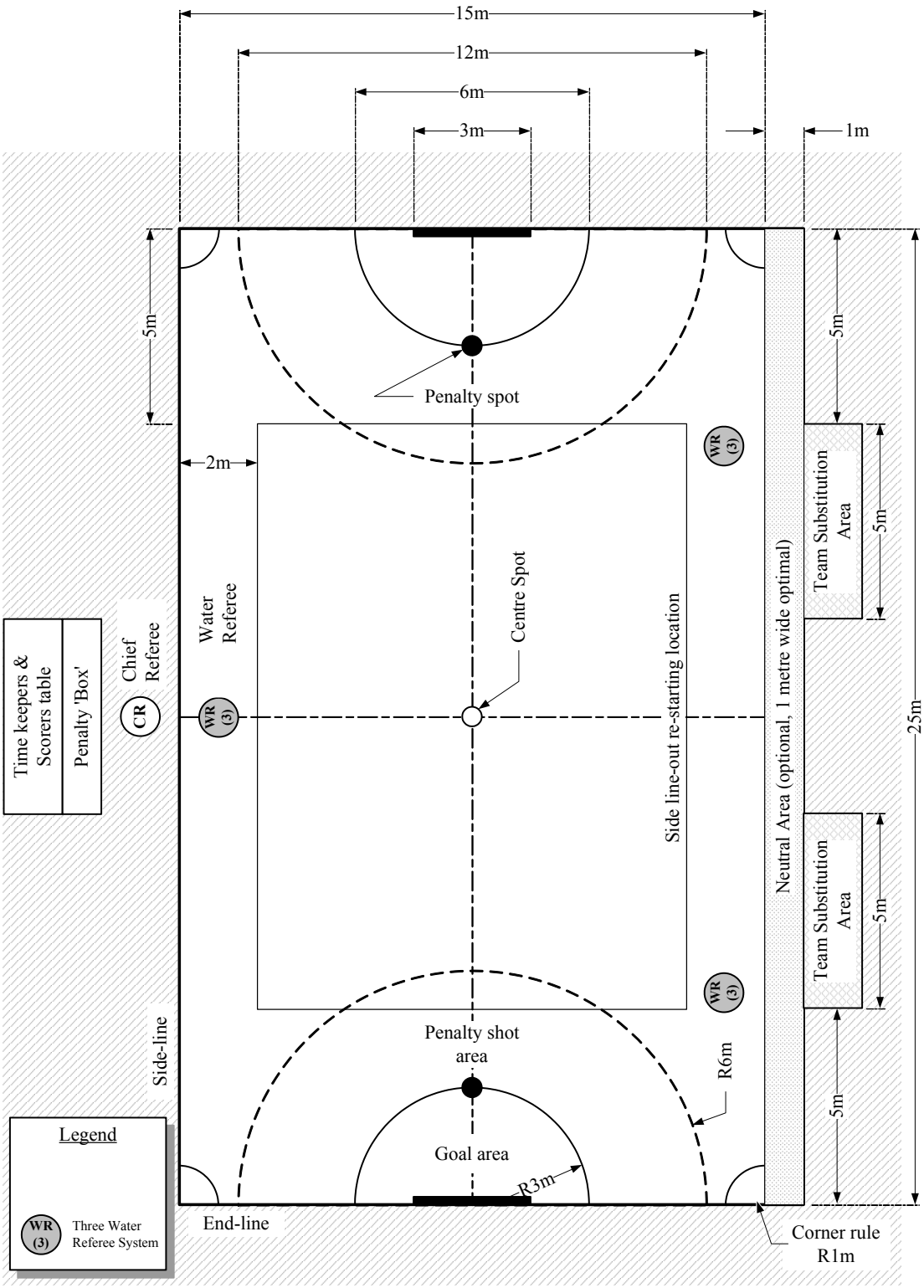
15.2.1.13 Infringing substitute(s) (i.e. the player entering the playing area) will incur a one (1) or two (2) minute penalty (*Table 17.7.1*). That team will play without players equal to the number of infringing substitutes.

15.2.1.14 When the Chief Referee cannot identify the infringing player, they will advise the captain of the infringing team to designate the infringing player. The captain or vice-captain has 5 seconds to do so. If the captain or vice-captain should fail to designate any team member within this period, the captain will be sent to the penalty box to serve the penalty.

15.2.1.15 Referees will not wait for substitutes to return to their playing positions, i.e. advantage puck.

15.2.1.16 Players who have left the water to allow a substitute to enter the water now become substitutes themselves and must wait in their team substitution area until required.

FIGURE 15A PLAYING AREA LAYOUT: DECK SIDE-SUBSTITUTION



15.2.2 In-water side-substitution (see Figure 15B)

15.2.2.1 Both team substitution areas must be marked on the same side of the playing area. The preferred placement of the team substitution areas is the sideline opposite that of the Chief Referee and Timekeeper(s)/Scorer(s) so substitution can be easily observed.

15.2.2.2 Preferably, the sideline should not be immediately adjacent to the substitution area. A one-meter wide transit zone is optimal between the team substitution area and the playing area.

15.2.2.3 Each team's substitution areas will be located along the sideline in the 5 meter long area between 5m and 10m away from the end line containing the goal that the team is defending.

15.2.2.3.1 A taut floating rope will mark the edge of the team substitution area. There will be no floating rope above the side line.

15.2.2.3.2 Players may not hang on the floating ropes delineating the team substitution areas.

15.2.2.3.3 It is forbidden for players to move any floating lines to gain an advantage. Doing so will result in a 2 minute unsportsmanlike penalty. There is no caution given.

15.2.2.4 A player exiting the playing area is deemed to be fully within the team substitution area when his/her snorkel breaks the water surface within the substitution area.

15.2.2.5 The substituting player may not enter the playing area until the exiting player's snorkel breaks the surface of the water in the substitution area. The substituting player is deemed to have left the team substitution area when his/her snorkel submerges beneath the water surface in the team substitution area.

15.2.2.6 When substitutes enter the playing area after a goal is scored or following the playing of a penalty shot, they must touch their end line before re-entering play unless play has restarted and the puck is 'in possession'.

15.2.2.7 The four substitutes may be used while a match is underway, i.e., substituting on-the-fly, or at any natural break in the play, e.g., puck out-of-bounds, penalty, goal, half-time or time-out period.

15.2.2.8 One, two, three, or four players may be substituted at a time.

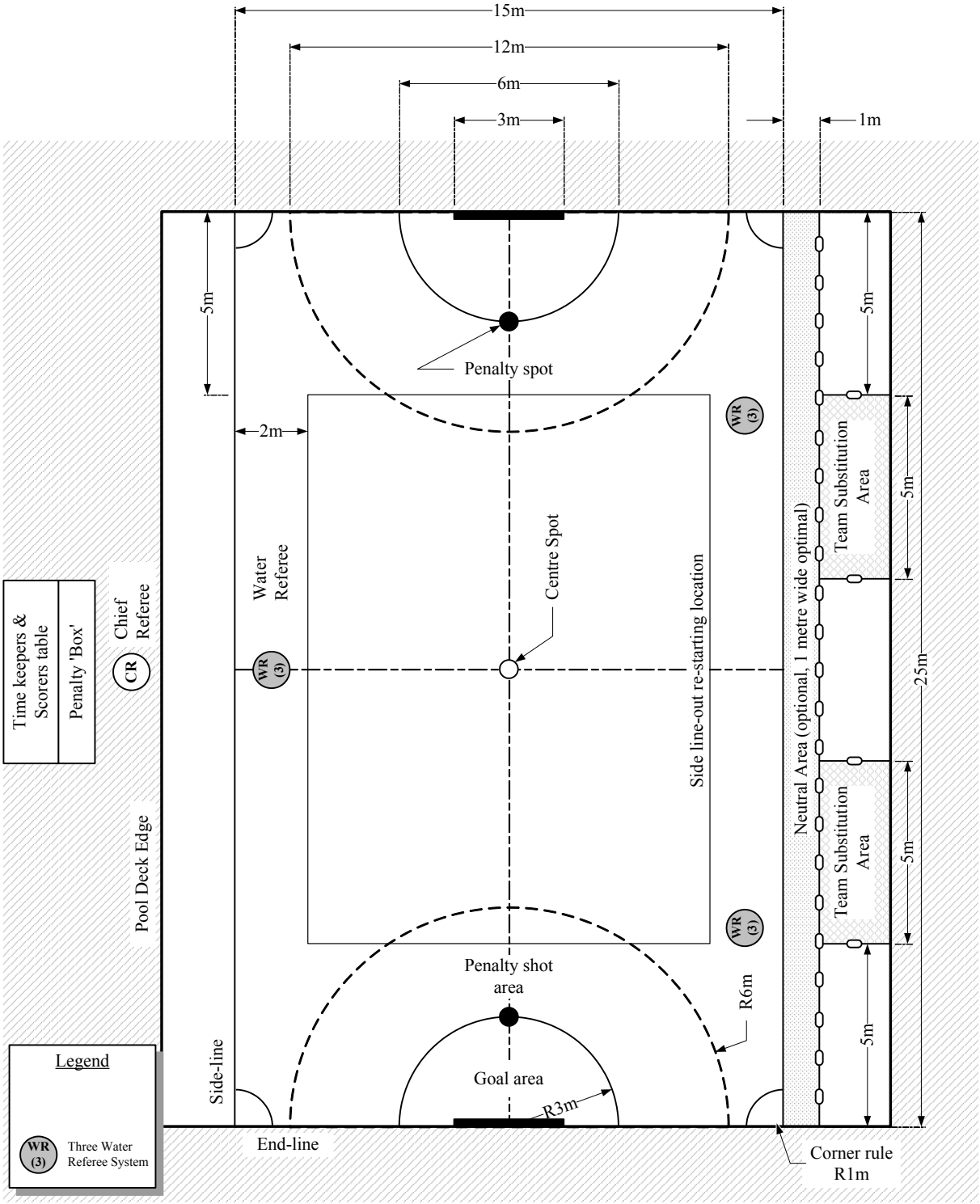
15.2.2.9 Infringing substitute(s) will incur a one (1) or two (2) minute penalty. That team will play without players equal to the number of infringing substitutes.

15.2.2.10 When the Chief Referee cannot identify the infringing player, they will advise the captain of the infringing team to designate the infringing player. The captain or vice-captain has 5 seconds to do so. If the captain or vice-captain should fail to designate any team member within this period, the captain will be sent to the penalty box to serve the penalty.

15.2.2.11 Referees will not wait for infringing team substitutes to find their playing positions during an advantage puck.

15.2.2.12 Players who have left the water to allow a substitute to enter the water become substitutes and must wait in their team substitution area until required.

FIGURE 15B PLAYING AREA LAYOUT: IN-WATER SIDE-SUBSTITUTION



15.2.3 End-line substitution (see Figure 15C)

15.2.3.1 This is the least desirable form of substitution for a tournament and will ONLY be used when side-substitution cannot be used. This form may NEVER be used for a CMAS World Championship/CMAS Games.

15.2.3.2 The end line of the team substitution areas must be immediately adjacent to the playing area. There may not be a neutral area between the playing area and team substitution areas.

15.2.3.3 The team substitution area is located behind the end line containing the goal the team is defending

15.2.3.4 A player exiting the playing area is deemed to be fully within the team substitution area when he/she has fully cleared the water surface within the bounds of the substitution area.

15.2.3.5 The substituting player may not enter the playing area until the exiting player is fully clear of the water. The substituting player is deemed to have left the team substitution area when he/she has made contact with the water in the playing area.

15.2.3.6 Substitute players may not sit with his/her leg(s) or fin(s) in the water.

15.2.3.7 The four substitutes may be used while a match is underway, i.e., substituting on-the-fly, or at any natural break in the play, e.g., puck out-of-bounds, penalty, goal, half-time or time-out period.

15.2.3.8 One, two, three, or four players may be substituted at a time.

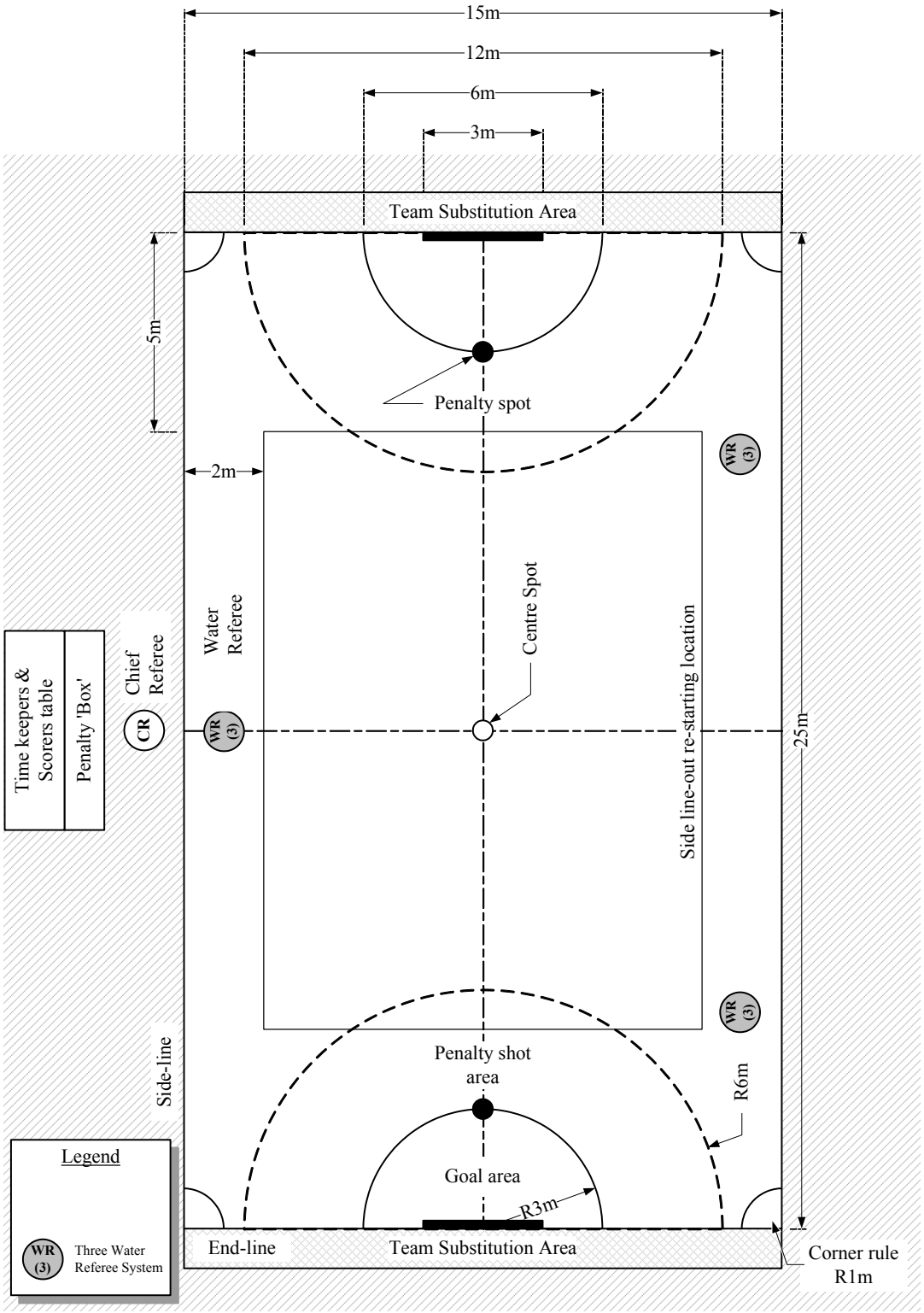
15.2.3.9 Infringing substitute(s) will incur a one (1) or two (2) minute penalty (*Table 17.6.6.1*). That team will play without players equal to the number of infringing substitutes.

15.2.3.10 When the Chief Referee cannot identify the infringing player, they will advise the captain of the infringing team to designate the infringing player. The captain or vice-captain has 5 seconds to do so. If the captain or vice-captain should fail to designate any team member within this period, the captain will be sent to the penalty box to serve the penalty.

15.2.3.11 Referees will not wait for infringing team substitutes to find their playing positions during an advantage puck.

15.2.3.12 Players who have left the water to allow a substitute to enter the water now become substitutes themselves and must wait on the poolside at their own team's end until required.

FIGURE 15C PLAYING AREA LAYOUT, END-LINE SUBSTITUTION



15.3Stopping Play

15.3.1 The signal to stop timed play is given by the Chief Referee upon an indication by the Timekeeper that the time period has been completed.

15.3.2 Play is also stopped by the Chief Referee:

15.3.2.1 When a goal is scored.

15.3.2.2 When an infringement of the rules is committed.

15.3.2.3 When an accident or injury occurs.

15.3.2.4 When there is a need to confer with the Water Referees

15.3.2.5 When there are special circumstances in which the Chief Referee deems stoppage of play is appropriate.

15.3.2.6 When a Penalty Shot is awarded.

15.3.3 The clock is not stopped unless otherwise indicated by the Chief Referee.

15.3.4 The signal to stop play commences on the first emitted sound from the sound system used for the match

15.4Scoring Procedure (see Figures 15D and 15E)

15.4.1 A goal is scored only when the entire puck has wholly entered the goal volume, and makes contact with either the back and/or bottom of the frame, having been propelled by or off a stick. Should the puck enter the goal volume propelled by anything other than the stick, it shall be disallowed and the appropriate action for a rule infringement taken.

15.4.2 The goal volume is the volume whose width is; 120mm from the end-line of the playing area to the front edge of the trough, 180mm high by 3m long, along the length of the goal trough.

15.4.3 Illustrations of scoring situations in which the puck has wholly entered a goal volume and touched either the back of the goal or the bottom of the goal trough are contained in the eight (8) diagrams identified as “A” through “H” in Figure 15D. Illustrations of no-scoring situations are found in Figure 15E. Diagrams “I” through “L” are examples of a puck, which has not wholly entered a goal volume. In diagrams “M” and “N”, although the puck has fully entered the goal volume it has neither touched the back of the goal or bottom of the goal trough.

FIGURE 15D SCORING ASSESSMENT: SUCCESSFUL

GOAL

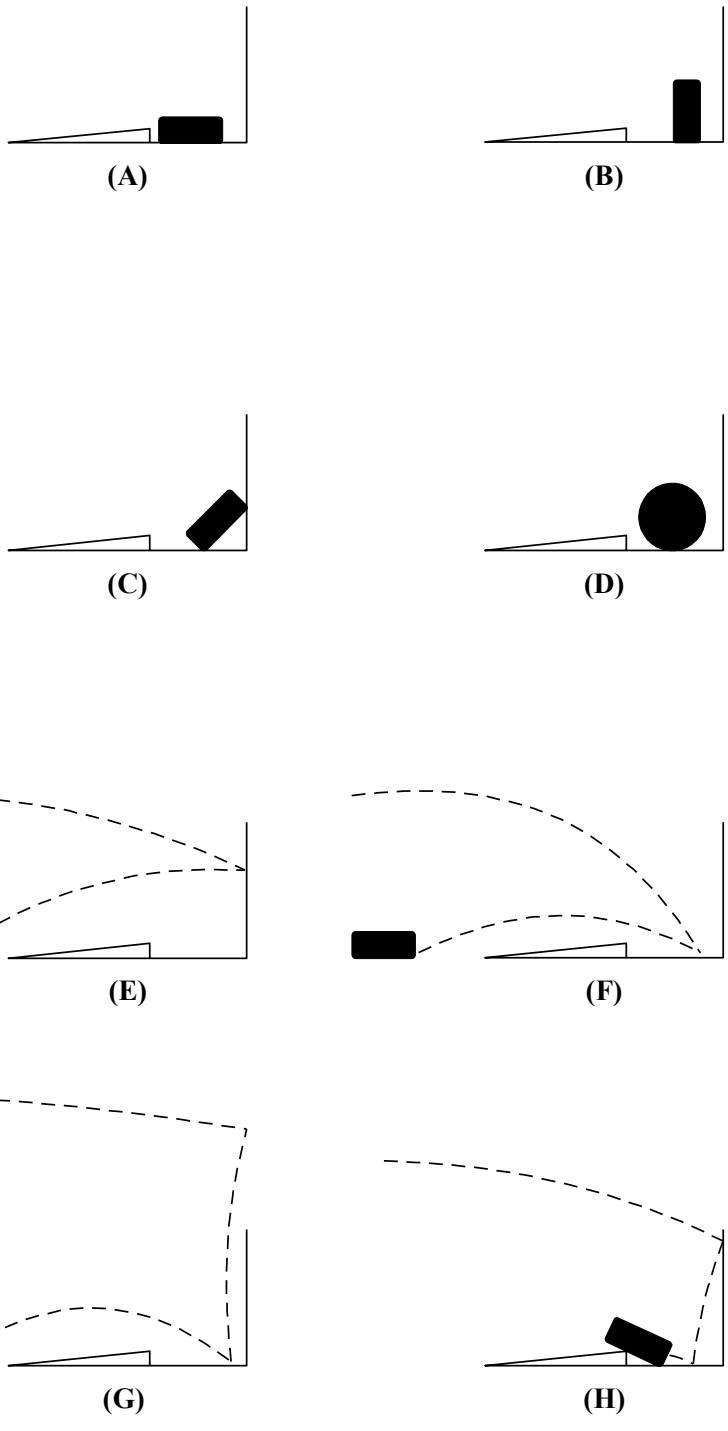
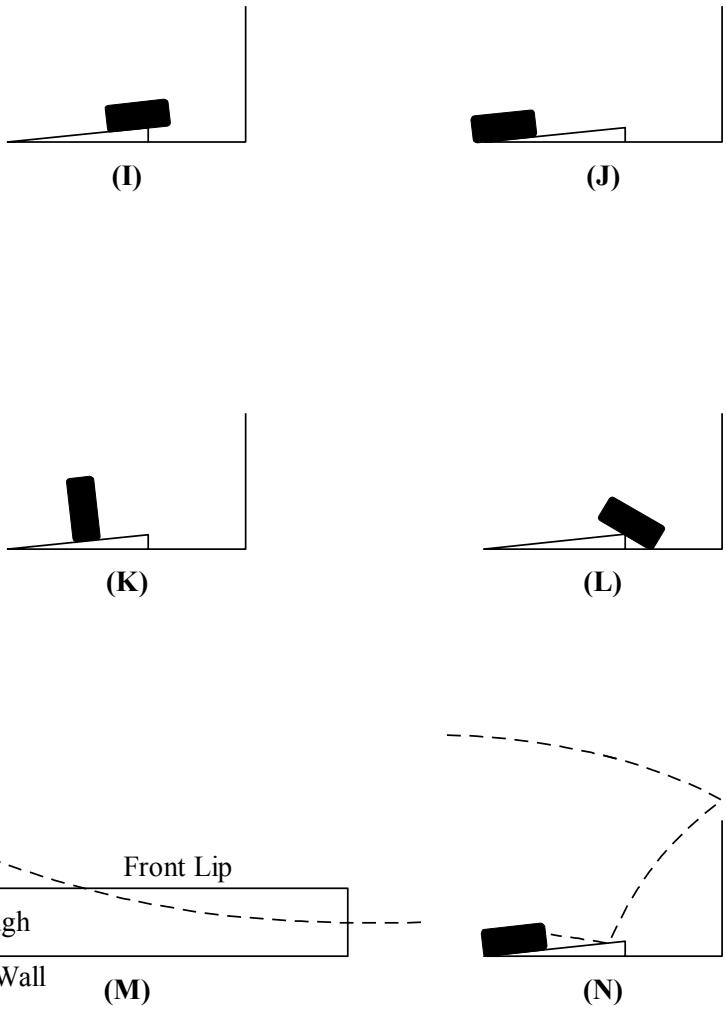


FIGURE 15E SCORING ASSESSMENT: UNSUCCESSFUL

NO-GOAL



16.0FOUL PLAY

16.1 Advantage Rule

16.1.1 At any time during play, if a Referee observes an infringement against the team in possession but decides that the rule infringement does not affect the advantage held by the team in possession, **play will be allowed to continue as if the infringement had not occurred.**

16.1.2 If an infringement is observed and the advantage rule is being played, once the advantage is lost or at the next break in play, the Referee may award a delayed penalty.

16.2 Delay of Game

16.2.1 Play that is meant to delay or stall or has the effect of delaying or stalling the game may be considered foul play.

16.2.1.1 The marked arc belongs to the corner, and once the puck makes contact with the arc the corner rule is invoked.

16.2.2 The "corner" is defined as that part of the playing area bounded by the side and end walls (or side and end lines) and a circular arc of 1-metre radius whose centre is at the intersection (or projected intersection in the case of a curved corner) of the side and end walls (or side and end lines). There are four such 'corners' in a single playing area, and a delay of game penalty (see Rule 16.2.2.1) may be incurred by either team in any of these four corners

16.2.2.1 If two members of the same team hold the puck in a corner in succession with neither player making an obvious attempt to manoeuvre the puck out of the corner **OR** a player from the opposing team taking possession of the puck, the Referee will stop play and award an advantage puck to the non-offending team. The offending team shall receive a caution (1st infringement) and for all subsequent infringements the second player to hold the puck in the corner shall have a 1-minute time penalty awarded against them.

16.2.3 If a player flicks the puck out of bounds, the Referee will stop play and award an advantage puck to the non-offending team. The offending team shall receive a caution (1st infringement) and the offending player shall have a 1-minute time penalty awarded against them (2nd and subsequent infringements).

If the stick or body of an opponent deflects a puck after it has been flicked and then goes out of bounds, this will not be considered a delay of game infringement.

If a puck is deflected by the stick or body of a teammate after it has been flicked, and then goes out of bounds, this will not be considered a delay of game infringement unless, in the opinion of the referee, the deflection was an intentional manoeuvre to stall or delay the game.

In the case of such an intentional deflection, if the offending team has already received a team caution for the offense, the player who deflected the puck out of bounds shall have a 1-minute time penalty awarded against them, while the player who flicked the puck shall not receive a penalty.

If one or more players from the offending team are serving penalty time at the time the puck is deflected out of bounds, the referee may be permitted to assume that the out of bounds deflection was an intentional delay-of-game manoeuvre.

16.3 Infringements

Players may be penalised for the following rule infringements:

16.3.1 Starting play incorrectly according to these rules.

16.3.2 Standing on or pushing-off the playing area in a manner that interferes with match play.

16.3.3 Delay of Game infractions.

16.3.4 Having more than six (6) players in the water whilst the match is in play, or allowing a substitute to enter the water to replace a player sent out of the water for a time penalty, or one who has been dismissed for the rest of the match, **EXCEPTING** after a goal, when 'free subbing' is allowed as detailed at *Rule 15.2*.

16.3.5 Advancing or attempting to play the puck with anything other than the playing area of the stick.

16.3.6 Handling the puck with the free or playing hand, including guiding the puck with an outstretched finger.

16.3.6.1 If the puck accidentally touches the back of the playing hand, this will not be considered handling the puck unless used deliberately to propel the puck.

16.3.7 Lifting or carrying the puck balanced on a stick.

16.3.8 Obstructing an opponent in any way whilst not in possession of the puck.

16.3.9 Behaving in any way or displaying conduct that in the opinion of the Officials can be considered contrary to the sportsmanlike conduct of the match.

16.3.10 Stopping or attempting to stop a goal being scored with anything other than the playing area of the stick.

16.3.11 Covering or obstructing the puck with any part of the body or equipment, while not in possession of the puck, to prevent access to the puck by other players.

16.3.12 Attempting to gain possession of the puck by use of obstruction.

16.3.12.1 Using any form of 'active' obstruction to prevent an opponent from gaining access to the puck, even when the infringing player is in possession of the puck; e.g. by using a 'locked' free-arm to keep another player away from the puck, or by pulling the puck back behind the body whilst advancing forward and using the body to 'push' another player out of the way when they are attempting to gain access to the puck. Note: Curling whilst in possession of the puck, or simply pulling the puck back under the body when an individual is stationary is not deemed to be obstruction so long as the puck remains on a player's stick.

16.3.13 Using hands, arms, or body in any way to grasp, pull, or push an opponent or his/her stick.

16.3.14 Removing or attempting to remove an opponent's equipment.

16.3.15 Insulting, by word or gesture, other players or the Officials.

16.3.16 Refusing to accept any decisions made by the Officials.

16.3.17 Physically attacking or deliberately hurting an opponent or striking or attempting to strike an opponent with any part of the body or equipment. This includes any action taken in retaliation.

16.3.18 Grabbing or holding the barrier or the goal to gain an advantage.

16.3.19 Free arm violation.

16.3.20 Removing the puck from the goal.

16.3.21 Dangerous play.

16.3.22 Leaving the penalty box incorrectly according to 17.3.1.2.2 (sliding into water from the Penalty Box).

16.3.23 Use of the stick, other than to play the puck legally.

17.0 PENALTIES.

17.1 Action by Officials

17.1.1 Should any infringement of the Rules occur, play shall be stopped by the Chief Referee. Play is stopped when the Chief Referee sees the Water Referee's stop play signal or if the Chief Referee observes the infringement from his/her position.

17.1.1.1 Depending on the severity of the infringement, the Referees have the following courses of action open to them for penalizing infringing players. They may:

17.1.1.1.1 Caution the infringing player/s (*see Rule 17.2*).

17.1.1.1.2 Dismiss the infringing player/s from the water for time penalties of one, two or five minutes (*see Rule 17.3*).

17.1.1.1.3 Dismiss the infringing player/s from the water for the rest of the match (*see Rule 17.4*).

17.1.1.2 In addition to penalizing the infringing player/s, or as an alternative, the Referees also have the following courses of action for penalizing an infringing team. They may:

17.1.1.2.1 Award an EQUAL PUCK, with neither team being awarded the advantage (*see Rule 17.5*).

17.1.1.2.2 Award an ADVANTAGE PUCK to the infringed team (*see Rule 17.6*).

17.1.1.2.3 Award a PENALTY SHOT if the infringement is committed within the 3-metre goal area (*see Rule 17.8*).

17.1.1.2.4 Award a PENALTY GOAL to the infringed team (*see Rule 17.9*).

17.1.1.3 Should an infringement of the rules be committed by a team's poolside substitutes or coaches, appropriate penalties may be awarded against those individuals by the Referees, i.e., a substitute will be penalized in the same manner as a player. A substitute awarded a penalty must serve it in the penalty area. In addition, the team must remove a player from the water so that the team plays short-handed for the duration of the penalty.

17.2 Cautioning

17.2.1 For minor or accidental infringements, or any other reason deemed necessary by the Referees, once play has stopped, the Referees may verbally caution the infringing player/s or team/s concerned.

17.2.2 Once the infringing player/s or team/s have been cautioned, the Referees will indicate whether play is to be re-started with an equal puck or an advantage puck.

17.2.3 In the event that a player or team is cautioned for having left the end-line before the signal to start play was given, the puck will remain at the centre and play will be re-started according to *Rule 17.6*.

17.3 Time Penalty

17.3.1 For major infringements or collective minor infringements, after stopping play, the Referee will send the infringing player/s to the penalty box to serve either a one (1), two (2) minute or five (5) minute time penalty.

17.3.1.1 A time penalty is indicated by the Referee who stopped play, pointing to the infringing player/s and then towards the penalty box, holding up 1, 2, or 5 fingers on the non-pointing hand to indicate the actual length of the time penalty to be served.

17.3.1.1.1 The actual time penalty period does not start until the infringing player/s is (are) in the penalty box and the game is restarted by the Chief Referee as described in rules 15.1, or 15.2, or 15.3, or 17.5 or 17.6. The penalty box is situated adjacent to the Timekeeper's table.

17.3.1.1.2 Players serving time penalties may not be replaced by substitutes.

17.3.1.1.3 During a time-out or the time between periods of play (half-time and timed-intervals between over-time periods), any penalised players (except those dismissed from the match) may join their teams in the water.

17.3.1.2 The timing of time-penalized players is the responsibility of the Timekeeper.

17.3.1.2.1 Before re-entering the water at the centre-line, time-penalised player/s must await a signal that indicates expiry of the time penalty. The Chief Referee or his/her designate must give this signal to the player.

17.3.1.2.2 A time-penalised player shall re-enter the play by gently sliding feet first from a sitting position into the water at the centre line. Illegal entry will incur a 1-minute penalty.

17.3.1.2.3 If the time penalty is concluded whilst the play is stopped, the time-penalised player/s may not enter the water until either team touches the puck.

17.3.1.3 Once the infringing player/s has (have) been signaled to leave the water, the Referee who stopped play, will indicate whether play is to be re-started with an equal puck, an advantage puck, or a penalty shot.

17.4 Total Dismissal

17.4.1 Once play has been stopped for deliberate major infringement(s) or repeated un-sportsmanlike conduct, the Referee will dismiss the infringing player/s from the water for the remainder of the match including any overtime periods.

17.4.1.1 A total dismissal is indicated by the Referee who stopped play pointing to the infringing player/s and then towards the penalty box, while moving the other arm in a 90° arc with the palm of the hand facing down and parallel to the water surface.

17.4.1.1.1 Infringing player/s dismissed for the remainder of the match must go to the designated penalty box and remain there until the match is concluded.

17.4.1.1.2 A player dismissed for the remainder of the match may not be replaced by a substitute.

17.4.2 Once any infringing player has been signalled to leave the water, the Referee who stopped play will indicate whether play is to be re-started with an equal puck, an advantage puck, or a penalty shot.

17.4.3 In the event of a deliberate major infringement or for repeated unsportsmanlike conduct by a team official (manager, assistant manager, coach, trainer, underwater coach, medical official, etc.) play will be stopped and the Referees will dismiss the infringing team official from the poolside for the remainder of the match. This dismissal includes any overtime periods required, so that the team official can no longer disrupt the match nor continue to manage, direct, or exercise influence over the team.

17.4.4 In case of a Total Dismissal, the Match Referees must provide a report to the Tournament Jury as soon as possible after the game, and the Tournament Jury shall decide on any further penalties that may be applied to any individual concerned, for the duration of the tournament.

17.5 Equal Puck (*see Figure 17A*)

17.5.1 For any minor or accidental infringements, or any other reason thought necessary, once play has been stopped, the Referees may award an equal puck, with neither team being given the advantage, either by itself, or in conjunction with Rules 17.2, 17.3, or 17.4.

17.5.1.1 The Referee shall indicate an Equal Puck by crossing both hands above the head with hands clenched into fists.

17.5.1.2 When an equal puck has been awarded, play recommences from the surface as follows.

17.5.1.2.1 The puck shall be placed on the spot where the infringement occurred provided it is never placed within 2m of a side line and/or within 5m of an end line.

17.5.1.2.2 (The) two Water Referees will form an imaginary line across the width of the playing area aligned on the puck, and both teams must be on side of the line with all players on the surface (i.e. with snorkel tips above the water). The players can position themselves anywhere in the playing area between the goal they are defending and the imaginary line.

17.5.1.2.3 When the line marking the puck is established, the Water Referees will indicate to the Chief Referee that play is to be re-commenced by raising one arm straight up in the air with the signal hand open.

17.5.1.2.4 Once the signal to re-commence play is given by the Chief Referee, any or all players may submerge in an effort to take possession of the puck.

17.6 Advantage Puck (*see Figure 17B*)

17.6.1 For any rule infringement(s) in which play is stopped, depending on the severity of the offence(s), the Referees then may caution the offending player/s and/or team, award an advantage puck and/or time penalty against the offending team and player/s, or totally dismiss the offending player/s.

17.6.2 To re-start play:

17.6.2.1 The puck is placed at the point the infringement occurred, except when the infringement occurred away from the puck, in which case the puck is placed in the position it was when play was stopped. The puck is never placed within 2m of a sideline or within 5m of an end line.

17.6.2.2 (The) two Water Referees first align themselves on the puck, then hold up one hand in a "stop" signal with the palm facing the infringing team to indicate an advantage puck; they swim 3m away from the puck towards the infringing team and form an imaginary line across the width of the playing area behind which all players on the infringing team must retreat.

17.6.2.2.1 If the infringing team fails to retreat or stay behind the three metre (3 m) line prior to the re-start of play, then as a further penalty, the puck may be advanced an additional three (3) meters towards the infringing team's goal.

17.6.2.3 Players from the infringed team prepare to take possession of the puck by positioning themselves anywhere in the playing area; and,

17.6.2.4 When both teams are in position, the Water Referees will indicate to the Chief Referee that play is to be re-commenced by raising one arm straight up in the air with the signal hand open and the other arm and hand indicating the 3 meter line.

17.6.3 Once the signal to re-commence play has been given by the Chief Referee, the offended team must take possession within five (5) seconds of the signal being given.

17.6.3.1 Should the infringed team fail to take possession of a puck within five (5) seconds of the Chief Referee's signal to re-commence play, the advantage puck is forfeited. Play is then re-started with an equal puck.

17.6.3.2 The infringing team players may submerge but must not advance across the imaginary line until the offended team has taken possession of the puck.

FIGURE 17A **EQUAL PUCK**

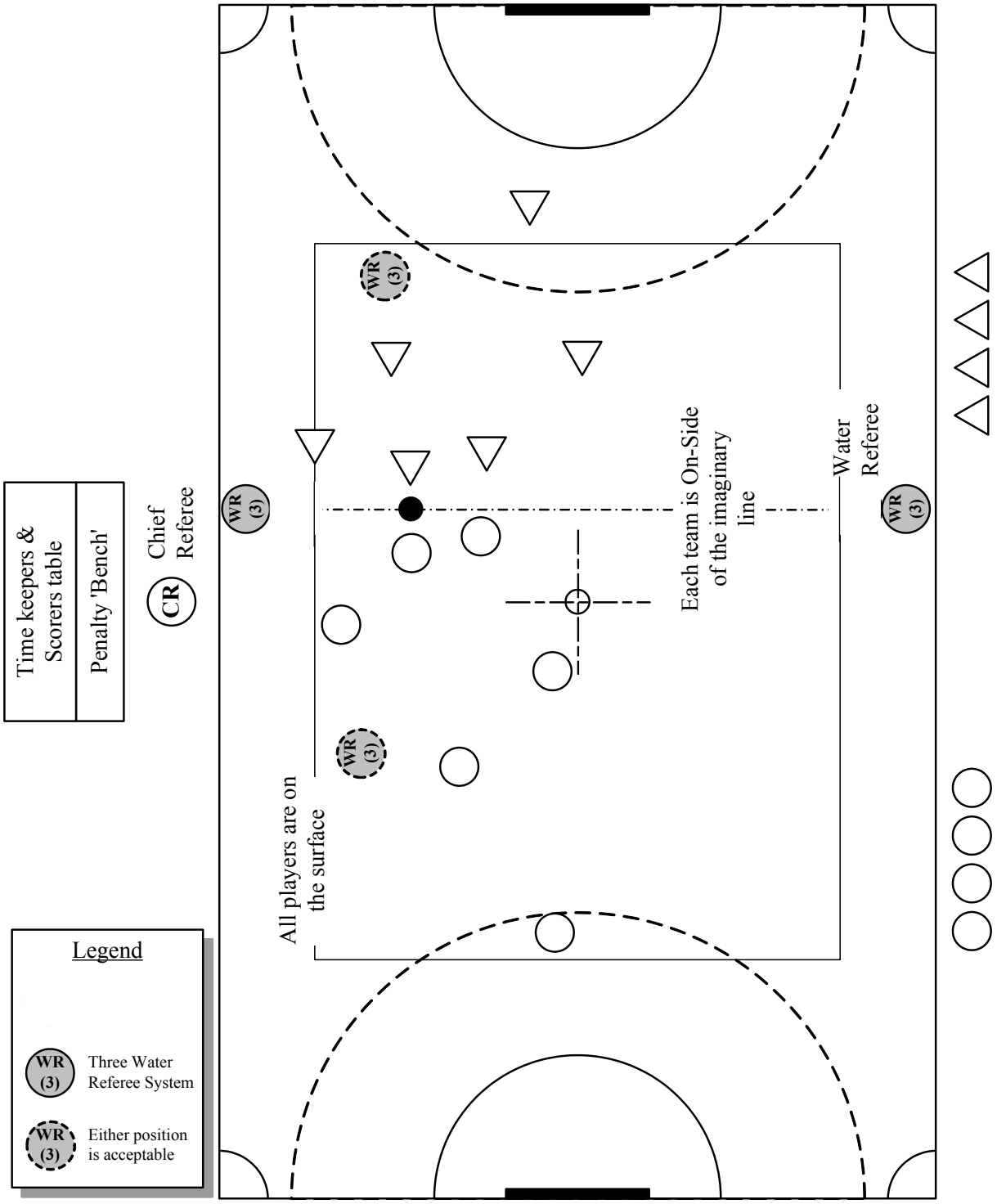
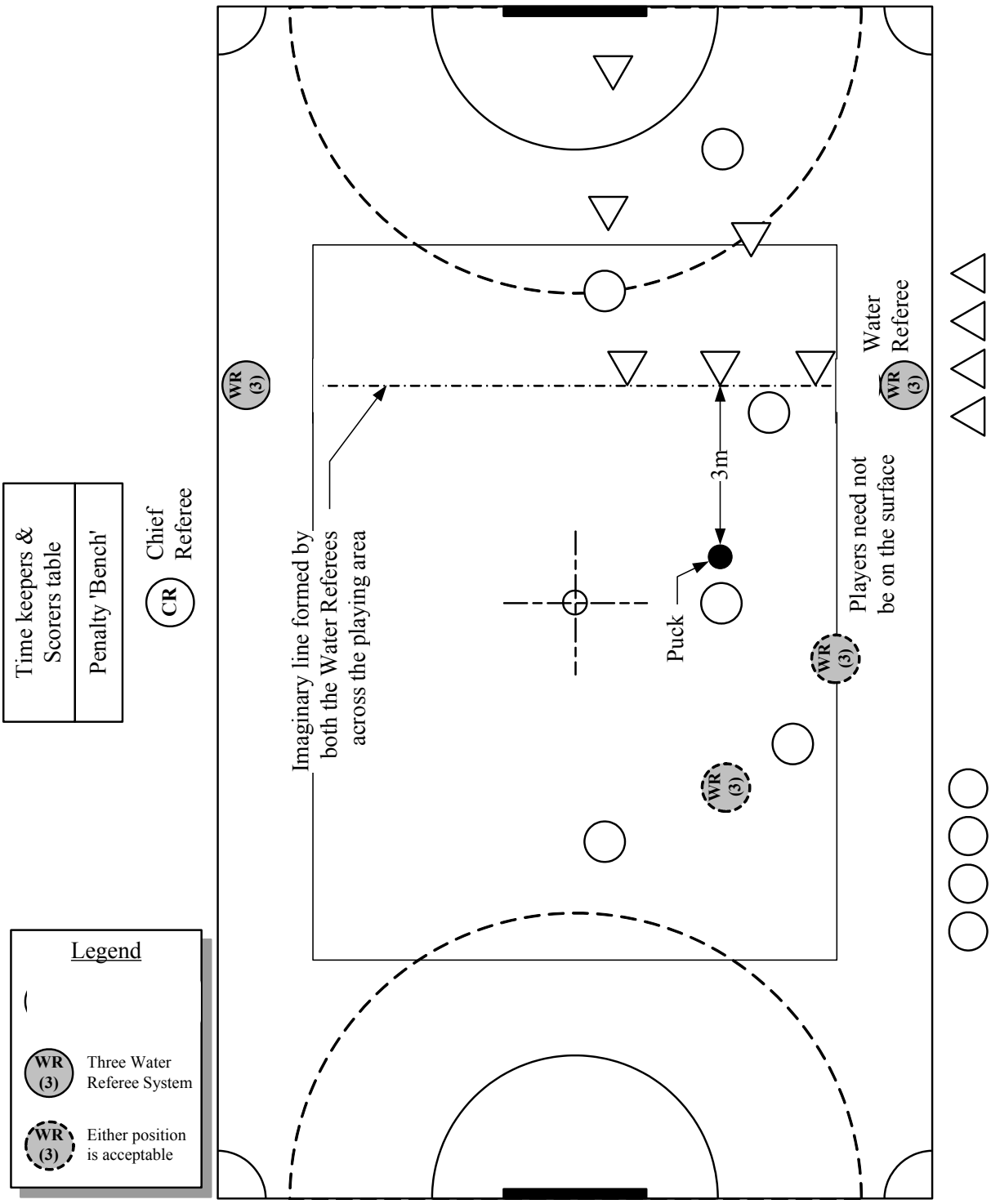


FIGURE 17B **ADVANTAGE PUCK**



17.7Time Penalty and Infringement Selection Tables

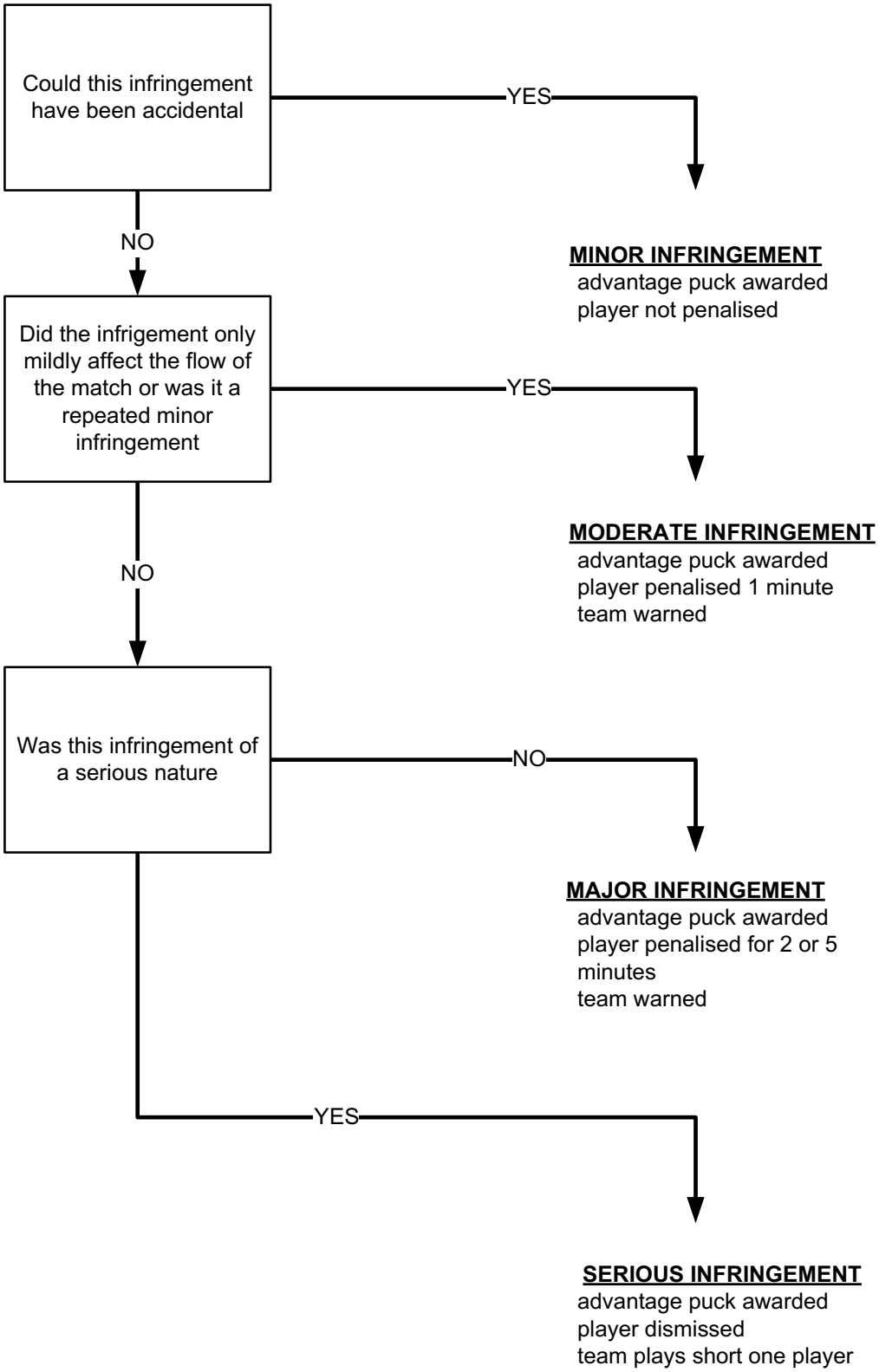
17.7.1 This table is intended as a **guide** for penalties resulting from the listed rule infringements.

Rule	Infraction/Foul	First Infringement		Second infringement		Third or More Infringement	Hand-signal Used
		Accidental	Deliberate	Accidental	Deliberate	Accidental or Deliberate	
16.3.1	Flicking puck out of bounds	team caution	1 minutes	team caution	1 minutes	1 minutes	Sideline out
16.3.2	Incorrect Start	team caution	1 minute	I minute	2 minutes	2 minutes	Breaking
16.3.3	Standing on Playing area	individual caution	1 minute	individual caution	2 minutes	2 minutes	Obstruction
16.3.4	Delay of game		1 minute, team caution		I minute	1 minutes	Delay of game/Unsportsmanlike
16.3.5	More than 6 players in the playing area	1 minute	2 or 5 minutes (5 minutes if used to stop a break-a-way goal)*	1 minute	2 or 5 minutes (5 minutes if used to stop a break-a-way goal)*	2 or 5 minutes (5 minutes if used to stop a break-a-way goal)*	Illegal substitution
16.3.6	Advancing the puck illegally	individual caution	individual caution	team caution	1 minute	2 minute	Illegally advancing the puck
16.3.7	Handling the puck	individual caution	2 or 5 minutes*	individual caution	2 or 5 minutes*	2 or 5 minutes*	Illegally advancing the puck
16.3.8	Lifting/carrying the puck	individual caution	2 minutes	individual caution	2 minutes	2 minutes	Illegally advancing the puck
16.3.9	Obstruction by offence (Barging)	individual caution	1 minute	caution or 2 minutes*	2 minutes	2 minutes	Obstruction
16.3.10	Obstruction by offence (Shepherding)	individual caution	1 minute	caution or 2 minutes*	2 minutes	2 minutes	Obstruction
16.3.11	Obstruction by defence	individual caution	1 minute	caution or 2 minutes*	2 minutes	2 minutes	Obstruction
16.3.12	Unsportsmanlike conduct		2 min or 5 min or dismissal*		2 min or 5 min or dismissal*	2 minutes or 5 minutes or dismissal*	Unsportsmanlike
16.3.13	Illegal stopping of goal	individual caution and a) Penalty Shot or b) Penalty Goal	2 minutes and a) Penalty Shot or b) Penalty Goal	individual caution and a) Penalty Shot or b) Penalty Goal	2 minutes or 5 minutes* and a) Penalty Shot or b) Penalty Goal	2 minutes or 5 minutes* and a) Penalty Shot or b) Penalty Goal	Illegally stopping the puck
16.3.14	Covering/obstructing puck	individual caution	caution or 1 minute*	caution or 1 minute*	2 minutes	2 minutes	Obstruction
16.3.15	Getting puck by use of obstruction	individual caution	caution or 1 minute*	caution or 1 minute*	2 minutes	2 minutes	Obstruction
16.3.16	Handling an opponent	individual caution	2 minutes	Caution or 2 minutes*	2 or 5 minutes*	2 or 5 minutes*	Unsportsmanlike
16.3.17	Removing equipment	Individual caution	5 minutes	caution or 1 minute*	5 minutes	game dismissal	Unsportsmanlike
16.3.18	Insults		2 or 5 minutes*		2 or 5 minutes*	5 minutes or dismissal*	Unsportsmanlike
16.3.19	Refusing to accept Official's decision		2 or 5 minutes*		5 minutes	5 minutes or dismissal or game forfeit (if player won't leave)*	Unsportsmanlike
16.3.20	Attacking hurting		game dismissal		game dismissal	game dismissal	Unsportsmanlike
16.3.21	Grabbing barriers/goals	individual caution	1 minute	individual caution or 1 minute*	2 minutes	2 minutes	Grabbing barrier
16.3.22	Illegal use of free arm	individual caution	1 minute	individual caution or 1 minute*	2 minutes	2 or 5 minutes*	Illegal use of free arm
16.3.23	Deliberate removal of puck from goal		5 minutes		5 minutes	game dismissal	Unsportsmanlike
16.3.24	Dangerous Play (headshots, etc.)**	Team caution and 2 minutes	Team Caution and 5 minutes	2 minutes or 5 minutes*	dismissal	game dismissal	Unsportsmanlike
16.3.25	Leaving the penalty box incorrectly.		1 minute		1 minute	1 minute	Breaking/Unsportsmanlike
16.3.26	Stick Infringements	individual caution	1 minute	caution or 1 minute*	2 minute	2 or 5 minutes*	Stick infringement

denotes the penalty cannot be accidental

* denotes the referee has discretion to choose among indicated penalties

** A deflected flicked puck resulting in a headshot is not "Dangerous Play"


Could this infringement have been accidental
YES
NO
MINOR INFRINGEMENT
advantage puck awarded
player not penalised
Did the infrigement only mildly affect the flow of the match or was it a repeated minor infringement
YES
NO
MODERATE INFRINGEMENT
advantage puck awarded
player penalised 1 minute
team warned
Was this infringement of a serious nature
NO
MAJOR INFRINGEMENT
advantage puck awarded
player penalised for 2 or 5 minutes
team warned
YES
SERIOUS INFRINGEMENT
advantage puck awarded
player dismissed
team plays short one player

17.8 Penalty Shot (see Figure 17C)

17.8.1 Should any rule infringement occur within the 3m goal area which prevents a likely goal, the Water Referee will signal the Chief Referee to stop play, followed by raising and lowering one hand with clenched fist in a pumping action to indicate that a penalty shot is being awarded against the infringing team. The game clock shall be stopped. The Referee, at their discretion, may also penalise the infringing player/s with a caution, a time penalty, or a match dismissal.

17.8.2 To prepare for playing a penalty shot:

17.8.2.1 The puck is placed directly in front of the infringing team's goal on the penalty spot, which is situated in line with the mid-point of the end line and exactly 3m away from the end line.

17.8.2.1.1 The offended team's captain selects two (2) attackers from amongst eligible players and substitutes on the offended team, who are initially both on the surface and behind the puck.

17.8.2.2 The infringing team's captain selects one (1) defender from amongst eligible players and substitutes on the infringing team, who is initially on the surface near the mid-point of the end-line and has at least one hand in contact with the end-line wall.

17.8.2.3 No player/s in the Penalty box (including player/s just sent to the penalty box) or players dismissed for the remainder of the match are eligible to participate in the penalty shot.

17.8.2.4 All remaining players of both teams must return to their respective substitution areas.

17.8.2.5 (The) two Water Referees are positioned on the surface near the end line, one at each end of the 6m dotted lines bounding the penalty shot area. If a third Water Referee is used, the Referee is positioned behind the two players from the offended team.

17.8.3 The Chief Referee, on seeing that all players are in their proper place and the Water Referees have one arm raised straight up in the air with signal hand open to indicate they are ready for play to start, will give the signal for the penalty shot to be played.

17.8.4 Once the signal to commence play has been given, to play a penalty shot:

17.8.4.1 The attacking players may immediately submerge and move to any legal position (e.g. shall not obstruct the defender). One attacker must take possession of the puck within five (5) seconds. If the attacking player fails to take possession of the puck the penalty shot is deemed successfully defended.

17.8.4.2 Once an attacking player takes possession, play is continuous until the penalty shot is decided.

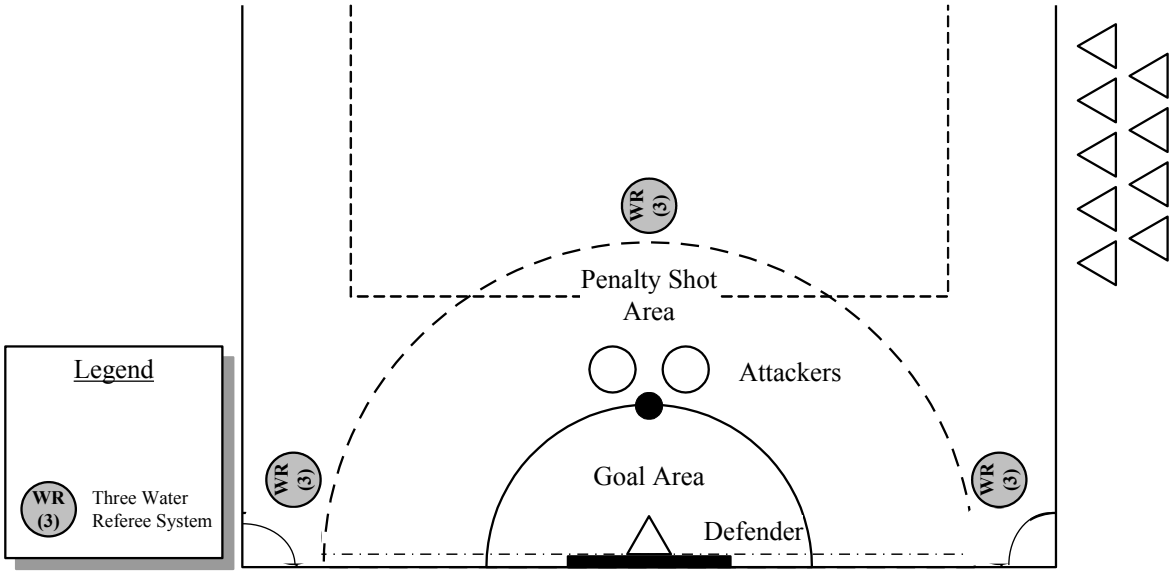
17.8.4.3 The other attacking player may submerge, and both attacking players try to retain possession of the puck and score a goal by maneuvering the puck anywhere within the penalty shot area preventing the defender from gaining possession of the puck and moving it out of the penalty shot area.

17.8.4.3.1 If the puck is moved fully out of the penalty shot area by either defender or attackers, play is stopped and the penalty shot is deemed successfully defended. The water Referees shall signal with the no goal series of signals.

17.8.4.4 If either attacking player commits an infringement after the penalty shot is underway, the Water Referee who sees the infraction will take immediate action by signaling the **no goal** series of signals. The infringing player will be advised of the infraction. The penalty shot will be deemed to have been successfully defended i.e. no goal will be credited, even if one was scored before the Referee could stop play.

17.8.4.5 If the defending player commits an infringement after the penalty shot is underway, the Water Referee who sees the infraction will take immediate action by signaling the ***goal*** series of signals. The infringing defender will be advised of the infraction. A goal is deemed scored (*section continued on page 38*).

FIGURE 17C PENALTY SHOT



ALL PLAYERS OTHER THAN THE THREE INDIVIDUALS DIRECTLY INVOLVED IN TAKING OR DEFENDING THE PENALTY SHOT MUST RETURN TO THEIR RESPECTIVE SUBSTITUTION AREAS

17.8.4.6 A defending player, at their discretion, will submerge and must keep one hand in contact with the end-line wall until an attacker has taken possession of the puck; whereupon, the defender need no longer touch the wall with one hand. The defending player will attempt not only to prevent a goal being scored, but also to gain possession of the puck in order to thrust it wholly across the 6m dotted lines i.e. out of the penalty shot area.

17.8.4.7 The Water Referees, at their discretion, will submerge; will ensure that the attacker takes possession within 5 seconds; and will signal the Chief Referee to stop play when the penalty shot is decided, either by a goal being scored or by the puck being moved wholly out of the penalty shot area. The Water Referees will indicate the appropriate signal series for goal or no goal.

17.8.5 Once a penalty shot has been played, whether or not a goal was scored, the match will restart as per *Rule 15.1*.

17.8.6 Once a penalty shot has been awarded, it must be played, even if the match clock has expired.

17.8.7 Once a penalty shot is signalled, the Chief Referee causes all time clocks to stop – game time and penalty clock(s). Once the penalty shot is concluded (goal scored or defended) all clocks, game and penalty, are restarted at the start play signal by the Chief Referee as described in 15.1.1.

17.9 Penalty Goal

17.9.1 For a severe rule infringement committed anywhere in the playing area (especially in the goal area) and where in a Referee's opinion an almost certain goal would have been scored, once play has been stopped the Referee may award a penalty goal to the infringed team and waive playing the penalty shot. Examples of such rule infringements are:

17.9.1.1 Infringements that prevent a puck from entering the goal volume or prevent an almost certain goal from being scored.

17.9.1.2 Infringement by a defender during a penalty shot.

17.9.1.3 Illegal substitution during a breakaway, performed to prevent scoring a goal.

17.9.1.4 Serious infringement on a player in possession of the puck who has an open path to the goal (e.g. grabbing a player in possession of the puck to stop a goal from being scored).

17.9.1.5 Scooping the puck out of the goal.

17.9.2 A penalty goal is indicated by the Water Referee stopping play, raising and lowering one hand with clenched fist in a pumping action, followed by raising both hands above the head.

17.9.3 When a penalty goal has been awarded, or disallowed normal play will recommence again with the puck placed at the Centre Spot as detailed in *Rule 15.1*. No thirty (30) second warning will be given.

17.10 Sideline-Out, or, Puck Out-of-Bounds

17.10.1 When the puck passes outside the playing area, the Referee will stop play and restart play with either an advantage puck or an equal puck. Restarting with an equal puck will be done if, in the opinion of the referee, both teams were instrumental in propelling the puck out of bounds.

In all other cases, the last player to touch the puck with his/her stick before the puck passes outside the playing area will be considered the offending player, and the opposing team shall be awarded an advantage puck. A delay of game penalty may also be incurred in this situation (*see Rule 16.2.3*).

17.10.2 The puck will be placed 2m in from where it went out-of-play, except that; whenever it goes out-of-play within 5m of an end-line, then the puck will be placed 5m in from the end-line and 2 metres in from the demarcation line.

17.11 Incorrect Starts

17.11.1 Starting play early or "breaking". See rule 16.1.1
Start: Advantage Puck at centre of playing area to other team.

Equal Puck: Advantage puck to the other team.

Advantage Puck (offending team):

Back 3m further (if this occurs at 5m from the end-line, the puck is then moved sideways to the centre of the playing area).

Advantage Puck (non-offending team) OR If puck not taken within 5 seconds within restart of play:

Puck remains in the same location and equal puck.

17.12 Obstruction

17.12.1 A player is deemed to be obstructing if the player endeavours to block another player's direct line to the puck.

17.12.2 Also occurs when the puck is flicked forward and the opposing player turns but doesn't go directly for the puck.

17.13 Dangerous Play

17.13.1 If the Water Referee deems that the puck has been deliberately played in a dangerous manner, the Water Referee will award a 2 or 5 minute penalty, or dismiss the player for the remainder of the game (*Table 17.7.1*).

18.0 (RESERVED)19.0 (RESERVED)