



WORLD
AQUATICS

COMPETITION REGULATIONS

In force as from February 2026



UNITED BY
WATER

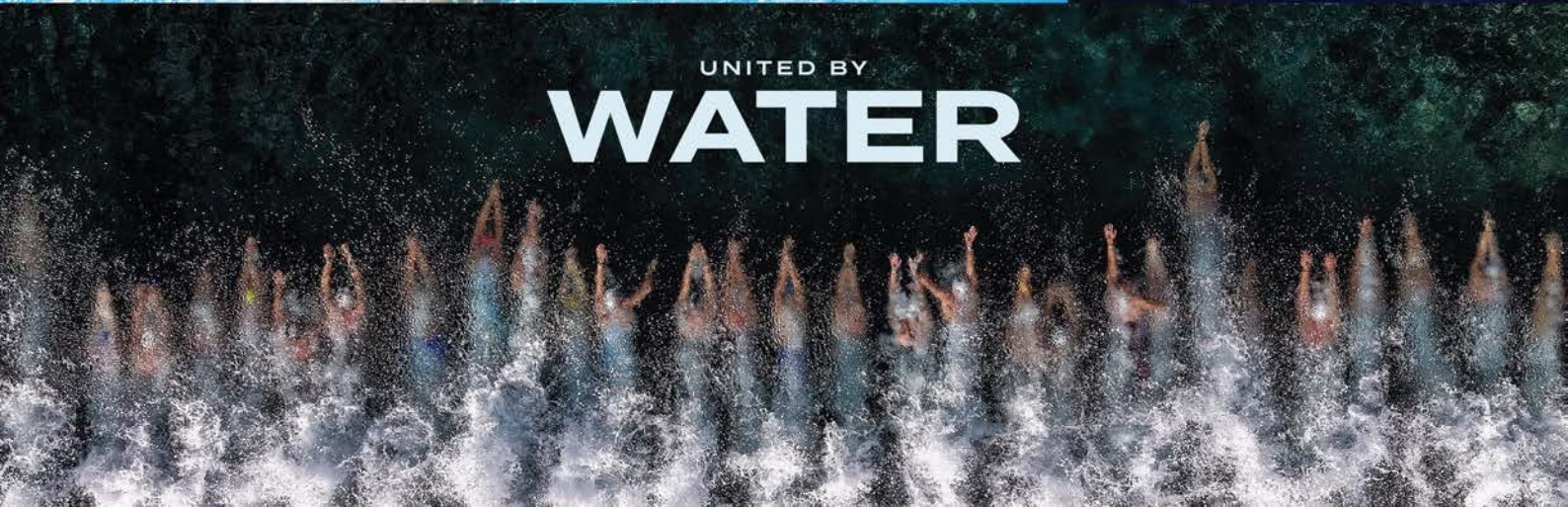


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WORLD
AQUATICS

ALL SPORTS

**COMPETITION
REGULATIONS**

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PART ONE: RULES APPLICABLE TO ALL AQUATIC SPORTS

1 GENERAL RULES FOR THE OLYMPIC GAMES, WORLD AQUATICS CHAMPIONSHIPS AND WORLD AQUATICS EVENTS

- 1.1** These Competition Regulations apply to the Aquatic sport programmes at the Olympic Games, at World Aquatics Events and at any other events held under the rules of World Aquatics (specifically, these Competition Regulations).
- 1.2** This Part One and the definitions and rules of interpretation in Part Nine apply to all Aquatic sports. The other Parts apply to one or more Aquatic sports, as explained in the first Article of the respective Part.
- 1.3** World Aquatics alone has the right to organise the World Aquatics Championships and other World Aquatics competitions for Swimming, Open Water Swimming, Diving, High Diving, Water Polo, and Artistic Swimming. The words 'World' and 'World Aquatics' may not be used in connection with any Swimming, Open Water Swimming, Diving, High Diving, Water Polo, or Artistic Swimming competition or event without the consent of World Aquatics.
- 1.4** In relation to the Aquatics competitions at the Olympic Games and the World Aquatics Championships:
- 1.4.1** Rules and regulations regarding the conduct of those competitions, including the qualification periods and systems, will be established by the Bureau.
- 1.4.2** The selection of Technical Officials will be determined by the Referees, Officials and Starters Committee, subject to approval by the Bureau.
- 1.5** The Management Committee appointed for a competition has jurisdiction over all matters arising at or in relation to that competition that are not assigned in the Competition Regulations to a Technical Official or another person or entity.
- 1.6** No political action will take place inside or in the immediate vicinity of the competition venue(s). The promotion or announcement, by any means, of political messages or any other political actions inside or in the immediate vicinity of the competition venue(s) before, during, and after the competition is strictly prohibited.
- 1.7** The LOC must prevent any provocative action being taken by spectators inside or in the immediate vicinity of the competition venue(s) (for example, improper or unacceptable levels of verbal provocation from spectators towards Athletes or opposing spectators, racist behaviour, provocative banners or flags, etc). If such action arises, the LOC will promptly intervene over the public address system and/or ensure the removal of any infringing material, if necessary with the assistance of the police. The LOC will (with the assistance of venue stewards) identify to the police spectators that commit severe misbehaviour (including racist insults) and the police may remove the spectators from the venue.

2 INTERNATIONAL COMPETITIONS AND THE WORLD AQUATICS CALENDAR

- 2.1** **World Aquatics recognises five (5) tiers of International Competition:**
- 2.1.1** **Tier 1** (major Aquatics competitions): the Olympic Games, World Aquatics Championships, World Aquatics Swimming Championships (25m).
- 2.1.2** **Tier 2** (other World Aquatics competitions): World Junior Championships and World Youth Championships in each Aquatics sport, World Cups, World Leagues, and other World Aquatics competitions;
- 2.1.3** **Tier 3** (Continental and Regional competitions): Continental or Regional Multi-Sport Games, and competitions organised by Continental or Regional Organisations.
- 2.1.4** **Tier 4** (Member Federation International Competitions): competitions organised or sanctioned by a Member Federation in which other Member Federations (or clubs or individuals affiliated to other Member Federations) participate.
- 2.1.5** **Tier 5** (other competitions of major international importance): competitions as specified by World Aquatics from time to time.

- 2.2** The process for approval by World Aquatics to organise or sanction competitions, in accordance with Article 26 of the Constitution and any other applicable rules issued by the Bureau from time to time is as follows:
- 2.2.1** Subject to Article 2.2.2 of this Part One, before announcing the dates and locations of any championships or competitions that they organise or sanction within their respective jurisdiction, each Continental Organisation, Member Federation, member of World Aquatics (including clubs) must seek and obtain prior approval from World Aquatics.
- 2.2.2** Prior approval is not necessary for competitions at or below national level, at which Athletes participate without representing their Member Federation and/or at which foreign clubs participate.
- 2.2.3** An application for approval must be submitted to World Aquatics at least six (6) months prior to the proposed start date of the competition. World Aquatics will have absolute discretion whether or not to consider any application for approval that is submitted to World Aquatics fewer than six (6) months prior to the proposed start data of the competition (and, if the application for approval is granted, whether or not World Aquatics will provide some or all of the usual outcomes of approval).
- 2.2.4** World Aquatics will consider and determine the application.
- 2.2.5** A grant of approval by World Aquatics is subject to continued compliance by the competition organiser with Article 26 of the Constitution and any other requirements of the World Aquatics Rules, including the eligibility rules at Article 4 of this Part One.
- 2.3 The World Aquatics Calendar:**
- 2.3.1** World Aquatics will compile, publish on its website, and maintain the World Aquatics Calendar, which will list all International Competitions approved by World Aquatics.
- 2.3.2** When considering a new application for approval of an International Competition in accordance with Article 2.1 of this Part One, World Aquatics will compare the proposed dates of the new International Competition with the dates of previously approved International Competitions listed on the World Aquatics calendar to determine whether or not a conflict exists.
- 2.3.2.1** World Aquatics will determine in its sole discretion whether or not any conflict exists, or whether any other issue arises in connection with the proposed International Competition.
- 2.3.2.2** World Aquatics will consider in its sole discretion all relevant information, which may include (among other things) the nature and specificities of the Aquatic sport, the dates and locations of the competitions, the competition categories available.
- 2.3.2.3** World Aquatics' policy is that (with the exception of Masters competitions) an International Competition of major international importance (to be determined by World Aquatics in its sole discretion) must not be held in the 30 days prior to any Tier 1 International Competition without World Aquatics' prior consent.
- 2.3.2.4** If a conflict exists, World Aquatics will contact the applicant competition organiser to advise them of the conflict and request that the proposed competition is postponed or held on different dates.
- 2.3.2.5** World Aquatics recommends that applicant competition organiser check the World Aquatics Calendar for potential conflicts prior to submission of the application.
- 2.3.3** The organiser of an International Competition that has been approved by World Aquatics and published on the World Aquatics Calendar must promptly report any cancellation or rescheduling of the competition to World Aquatics as soon as practicable prior to the commencement of that competition.
- 2.4 The competition programme:**
- 2.4.1** For Tier 3 International Competitions, applicant competition organisers must state in the application for approval the competition programme, which must include (1) all Aquatic sports unless that is not possible and approved otherwise by World Aquatics in its sole discretion, and (2) at a minimum the competitions on the competition programme for the relevant Aquatic sport at the prior Olympic Games.
- 2.4.2** Any application for approval of an International Competition must state the proposed modifications (if any) of the World Aquatics Rules and Regulations applicable to the competition and explanation for the proposed modifications (which proposal and explanation will be considered as part of the application and determined by World Aquatics in its sole discretion in accordance with Article 2.3.2 of this Part One).
- 2.5** Failure to comply with any of the requirements of this Article 2 of this Part One may result in proceedings being brought or sanctions being sought in accordance with Articles 29 and 30 of the Constitution.

3 SPORT NATIONALITY

3.1 Sport Nationality refers to an Athlete's affiliation and eligibility to represent a Member Federation.

3.1.1 An Athlete will be eligible to compete at an International Competition representing a Member Federation if he/she is affiliated to only one Member Federation and is a citizen of the Country that the Athlete represents by virtue of being a citizen by birth or naturalisation.

3.2 Election of a Sport Nationality:

3.2.1 If an Athlete has only one (1) citizenship, he/she must represent that particular Country.

3.2.2 If an athlete has citizenship with two (2) or more Countries and has not yet competed for any Country in International Competition, the Athlete has complete discretion to choose which Country he/she represents.

3.2.3 Once an Athlete has represented a Country in any International Competition (regardless of whether or not such competition is a World Aquatics Event), this will be the Sport Nationality of the Athlete unless a change of Sport Nationality is approved by World Aquatics. For the avoidance of doubt, an International Competition is not limited to a World Aquatics competition, and instead refers to any International Competition in which an Athlete represents his/her Country.

3.2.4 When an Athlete competes in the Olympic Games, Youth Olympic Games, World Aquatics Championships, World Aquatics Swimming Championships, or World Aquatics Junior Championships, Sport Nationality is established, irrespective of age. For all other competitions, Sport Nationality is established after the Athlete's first competition in an International Competition, after reaching the age of eighteen (18).

3.3 Change of Sport Nationality:

3.3.1 Any Athlete that intends to change his/her Sport Nationality from one Member Federation to another ("New Member Federation") shall request World Aquatics' approval, which will be granted under the following requisites:

3.3.1.1 the Athlete shall observe a waiting period of twelve (12) months between the last representation for the previous Member Federation and the first representation for the New Member Federation. The Athlete shall not be entitled to represent any Member Federation at International Competitions during this waiting period; and

3.3.1.2 the Athlete shall be a citizen by birth or naturalization of the Country he/she will represent; and

3.3.1.3 the Athlete shall have uninterrupted residence in the Country of the New Member Federation for at least twelve (12) months prior to his/her first International Competitions or shall be able to demonstrate by the end of the waiting period at the latest, that he/she has a genuine, close and established link to the Country he/she will represent; and

3.3.1.4 the Athlete shall have completed and submitted all necessary and required forms and paperwork required by World Aquatics.

3.3.2 Athletes will be permitted to change Sport Nationality a maximum of one time throughout their athletic career.

3.4 Bureau consultation: In a case of eligibility or Sport Nationality possessing exceptional and unforeseen circumstances, the Executive Director may consult the Bureau on the application of these rules to an Athlete's particular case. The Executive Director's decision to not consult the Bureau is not appealable.

3.5 Possible breach of the Sport Nationality rules:

3.5.1 Any possible breach of the present rules on eligibility and Sport Nationality will be referred to the Aquatics Integrity Unit for investigation and possible proceedings according to the Constitution or other World Aquatics Rules.

3.5.2 Without prejudice to any of its other sanctioning powers under the Integrity Code, the Aquatics Integrity Unit may disqualify an Athlete from the International Competitions in question, with all resulting consequences, including forfeiture of all titles, awards, medals, points and prize and appearance money, if such Athlete represented a Member Federation at any International Competitions in violation of the present rules on eligibility and Sport Nationality. If the Athlete competed as a member of a relay team or a team, the relay team or the team may similarly be disqualified with all resulting consequences, including forfeiture of all titles, awards, medals, points and prize and appearance money.

3.6 Enforcement: The present rules on Sport Nationality in Article 3 of this Part One came into force on 1 March 2025 and apply to all eligibility and change of Sport Nationality matters filed with World Aquatics as from 1 March 2025. The World Aquatics Office may also apply the present rules to eligibility and change of Sport Nationality matters filed with World Aquatics before 1 March 2025 if the process is still pending and if the New Member Federation and/or the Athlete demonstrates that the Athlete had initiated his/her process before the entry into force of these new rules. Such evidence may notably consist of correspondence related to an Athlete's change of Sport Nationality exchanged between the New Member Federation and World Aquatics before entry into force of these new rules.

4 ELIGIBILITY REQUIREMENTS FOR COMPETITION AND FOR SETTING WORLD RECORDS

4.1 To be eligible to compete in World Aquatics competitions and to set World Records in World Aquatics competitions and other Aquatics events recognised by World Aquatics, an Athlete must be affiliated to a Member Federation, unless otherwise granted permission to compete by World Aquatics in its sole discretion.

4.2 World Aquatics is committed to providing safe, fair, inclusive, and non-discriminatory opportunities for all Athletes wishing to compete in World Aquatics competitions. The Bureau has therefore adopted a Policy (and accompanying Operating Requirements) to address eligibility for the men's and the women's competition categories. Some provisions of the Policy are summarised in Articles 4.3 to 4.6 of this Part One for ease of reference, but the Policy and Operational Requirements should be referred to directly to establish their full meaning and effect.

4.3 Certification:

4.3.1 Athletes must certify their chromosomal sex with their Member Federation in order to be eligible for World Aquatics competitions. Failure to do so, or provision of a false certification, will render the Athlete ineligible.

4.3.2 Member Federations must confirm their Athletes' certifications of chromosomal sex when registering their Athletes to compete in World Aquatics competitions.

4.3.3 World Aquatics reserves the right to include a chromosomal sex screen in its anti-doping protocol to confirm such certification.

4.4 Eligibility for the Men's Category:

4.4.1 All male athletes, including athletes with 46 XY DSD, are eligible to compete in World Aquatics competitions and to set World Records in the men's category, regardless of their legal gender, gender identity, or gender expression.

4.4.2 Female-to-male transgender athletes (transgender men) may be eligible to compete in World Aquatics competitions and to set World Records in the men's category in accordance with the conditions of the Policy and Operational Requirements.

4.5 Eligibility for the Women's Category:

4.5.1 All female athletes are eligible to compete in World Aquatics competitions and set World Records in the women's category, regardless of their legal gender, gender identity, or gender expression, in accordance with the conditions of the Policy and Operational Requirements.

4.5.2 Male-to-female transgender athletes (transgender women) and athletes with 46 XY DSD whose legal gender and/or gender identity is female may be eligible to compete in the women's category in World Aquatics competitions and to set World Records in the women's category in World Aquatics competitions and in other events recognised by World Aquatics in accordance with the conditions of the Policy and Operational Requirements.

4.6 Process for applications:

4.6.1 The process for applications for eligibility is set forth in the Operational Requirements appended to the Policy.

5 REGISTRATIONS AND SPORT ENTRIES

5.1 General provisions regarding registration and sport entries:

5.1.1 For World Aquatics Events:

5.1.1.1 Each eligible Member Federation must confirm its intention to participate in the World Championships by completing and submitting its preliminary entries in the GMS by the preliminary entries deadline specified by World Aquatics.

5.1.1.2 Each Member Federation must fully and completely submit its entries in the GMS before the deadline specified by World Aquatics in the summons for the relevant World Aquatics Event. World Aquatics will verify that all entry registrations comply with the applicable eligibility and qualification rules.

5.1.1.3 Each Member Federation must confirm the final number and identity of all Athletes and other personnel that will attend the World Aquatics Event by completing and submitting its nominations in the GMS by the specified nomination deadline.

5.1.2 For the Olympic Games:

- 5.1.2.1** Sport entries must be completed on official forms signed by the Secretary of the relevant NOC and delivered to the Olympic Games Local Organising Committee by the date specified by the IOC.
- 5.1.2.2** The World Aquatics Office will obtain the sport entries for Aquatic sports at least seven (7) days before the start of the first Aquatics competition.
- 5.1.3** A representative of each competing Member Federation must attend in full the Technical/ Team Leaders' Meeting for the World Aquatics Event. Failure to do so will result in a fine of one hundred (100) Swiss Francs for the relevant Member Federation.
- 5.1.4** Unless specified otherwise in another Part, at the Technical/ Team Leaders' Meeting, changes to sport entries from the list of registered Athletes may be made. For example, an entered Athlete may withdraw, or an entered Athlete may be substituted by a registered Athlete, or (at the discretion of the World Aquatics Technical Delegate) a registered Athlete may be entered into another event.
- 5.1.5** An Athlete's withdrawals from competition may be communicated by submission of a withdrawal form by the Athlete or his/her team leader:
- 5.1.5.1** Unless stated otherwise in another Part of these Competition Rules, in all Aquatic sport competitions, an Athlete or team that has earned qualification to a semi-final or final but does not wish to compete in that semi-final or final must withdraw within thirty (30) minutes after the end of the preceding qualifying round.
- 5.1.5.2** If an Athlete or team withdraws from the competition after the Technical/ Team Leaders' Meeting and before the first qualifying round, or withdraws from a semi-final or final more than thirty (30) minutes after the end of the preceding qualifying round, the relevant Member Federation must pay to World Aquatics a fine of one hundred (100) Swiss Francs (in respect of an individual Athlete) or two hundred (200) Swiss Francs (in respect of a relay team, duet, or other team).
- 5.1.6 The effect of disqualification from competition:**
- 5.1.6.1** If an Athlete competes in the semi-finals or final of any Swimming, Open Water Swimming, Diving, or Artistic Swimming event and is disqualified for any reason, any Athletes who placed after the disqualified Athlete will be advanced one place.
- 5.1.6.2** If the disqualification occurs after the presentation of awards, the disqualified Athlete (and any other Athletes whose awards are affected) must return the relevant awards, and World Aquatics will reallocate awards to reflect the amended results after the disqualification.
- 5.1.7** An Athlete entered in a Swimming, Open Water Swimming, Diving, High Diving or Artistic Swimming event is not permitted to be entered as a reserve in a Water Polo event at the same World Aquatics Event. For the avoidance of doubt, an Athlete may compete in a Swimming event and a Water Polo event at the same World Aquatics Event if officially entered to do so.
- 5.1.8** If an error by a Technical Official follows a fault by an Athlete, the fault by the Athlete may be expunged. If a Technical Official's call on deck leads to a review of an Athlete's potential infraction, and it is deemed that the Athlete made no error, the Athlete will be cleared of the inquiry. Additionally, if an error by an Athlete follows a fault by a Technical Official, the fault of the Athlete may be expunged.

6 SWIMWEAR

- 6.1** Swimwear used in any Aquatic sport in the Olympic Games or in any World Aquatics Event must comply with the requirements of this Article 6 of this Part One. World Aquatics will only recognise a performance for qualification for the Olympic Games or any World Aquatics Event, and for World Aquatics Rankings purposes, if the Athlete used Swimwear that complies with the requirements of this Article 6 of this Part One.
- 6.2** In determining the requirements for Swimwear in Aquatic sports and other related matters, World Aquatics is guided by the principles of fair competition, the sound development of Aquatic sports, and Athlete safety and health.
- 6.3** Athletes must use Swimwear that is non-transparent (with the exception of goggles), is in good moral taste, is suitable for the individual Aquatic sport, and does not feature any symbol or marking that may be considered offensive.

- 6.4** The specific requirements for Swimwear, including in relation to design, composition, colour, material, flexibility, and construction are set out below in Article 6.8 (swimsuits), Article 6.9 (wetsuits), Article O (swim caps), and Article 6.11 (goggles) of this Part One. The Swimwear and/or the Material used in Swimwear must not put the health of Athletes at risk.
- 6.5** Athletes in Swimming and Open Water Swimming competitions must use Swimwear that complies with the requirements of this Article 6 of this Part One and is on the List of Approved Swimwear at the time of the competition.
- 6.6** World Aquatics operates a Swimwear approval procedure that is conducted by the World Aquatics Office and supervised by an Independent Swimwear Expert (see Articles 6.12 to 6.14 of this Part One).
- 6.6.1** Appointment and role of the Independent Swimwear Expert:
- 6.6.1.1** The Bureau has the power to appoint and remove the Independent Swimwear Expert.
- 6.6.1.2** The Independent Swimwear Expert must hold biomechanical or other suitable qualifications and experience.
- 6.6.1.3** The Independent Swimwear Expert will be independent from the manufacturers and, in particular, must not have any relationship with a Swimwear manufacturer (including of a contractual nature or as a direct or indirect shareholder) or have had such a relationship in the period of five (5) years prior to the date of appointment as the Independent Swimwear Expert.
- 6.6.1.4** The Independent Swimwear Expert will develop and propose uniform principles and directions for the approval of new advancements in the field of competition Swimwear and equipment.
- 6.6.1.5** The Independent Swimwear Expert will have the responsibility and authority:
- 6.6.1.5.1** to assess whether Swimwear complies with the technical and procedural requirements of this Article 6 of this Part One, in coordination with the Swimwear testing laboratory;
- 6.6.1.5.2** to approve or reject a Swimwear approval application submitted by a manufacturer;
- 6.6.1.5.3** to provide expertise to the World Aquatics Office; and
- 6.6.1.5.4** regarding any other matter related to Swimwear.
- 6.7** World Aquatics will add approved Swimwear to the List of Approved Swimwear and publish and maintain the List of Approved Swimwear on its website. If a manufacturer notifies World Aquatics that Swimwear on the List of Approved Swimwear has been discontinued and is no longer available on the market then World Aquatics will remove the Swimwear from the List of Approved Swimwear.
- 6.8** Swimsuits used in Swimming competitions and in Open Water Swimming competitions with a water temperature of 18.0°C or above:
- 6.8.1** **Design requirements:**
- 6.8.1.1** The wearing of the swimsuit must not offend morality and good taste (in particular, because of the cut of the suit and/or exposure of body parts, whether covered or not).
- 6.8.1.2** For swimsuits used in Swimming competitions, women's swimsuits must not cover the neck or extend past the shoulders or below the knee, and men's swimsuits must not extend above the navel or below the knee.
- 6.8.1.3** In Open Water Swimming competitions:
- 6.8.1.3.1** Men's swimsuits and women's swimsuits must not cover the neck, extend past the shoulders, or extend below the ankle.
- 6.8.1.3.2** In accordance with Article 10.3 of Part Three, if the water temperature ranges between 18.0°C and 20.0°C, and the Chief Referee determines, on the joint recommendation of the Safety Officer and the Medical Officer, that conditions are hazardous for the Athletes, the Chief Referee may require all Athletes to compete in wetsuits.
- 6.8.1.4** Men's swimsuits must be in one (1) piece. Subject to compliance with the other requirements of Article 6.8.1 of this Part One, women's swimsuits may be in one (1) or two (2) pieces.
- 6.8.1.5** The wearing or covering of the body by any item that is not part of the swimsuit (or cap or goggles) is prohibited.
- 6.8.1.6** Colours may vary freely and will not be considered as part of the design. However, colour variations must not affect compliance with the technical requirements of Article 6.8 of this Part One.

6.8.2 Material requirements:

6.8.2.1 The Material used for swimsuits must be:

6.8.2.1.1 "textile fabric(s)" (i.e., Material consisting of natural and/or synthetic, individual and non-consolidated yarns used to constitute a fabric by weaving, knitting, and/or braiding;

6.8.2.1.2 flexible and soft folding; and

6.8.2.1.3 regular and flat, and must not form shapes or structures in the outer surface.

6.8.2.2 A swimsuit may be produced from more than one (1) textile fabric Material.

6.8.2.3 Subject to Article 6.8.4.3 of Part One, at any part of the swimsuit, a maximum of two (2) layers of textile fabric Material is permitted (for example, a combination of layers may be used for comfort, protection of sensitive body parts, or decency). The combination or arrangement of layers must not form shapes or structures in the outer surface.

6.8.2.4 Non-textile fabric Materials or elements or applications may be used on seams in the following cases:

6.8.2.4.1 In edge seams, including the use of grippers (e.g., silicone strips and/or elastic cords) to assist the fabric to hold in place against the skin.

6.8.2.4.2 In waistbands and straps (e.g., elastic cord inside folded Material).

6.8.2.4.3 The use of glue to fix the seam or the corresponding reinforcement tapes.

6.8.2.5 Surface treatment of the textile fabric is permitted, subject to the following requirements:

6.8.2.5.1 Subject to Article 6.8.2.4.2 of this Part One, any Material added or applied to any part of the surface of the textile fabric before, during, or after its processing (for example, coating, printing, impregnation, heating, calendaring, etc) must not close the overall open mesh structure of the base textile fabric.

6.8.2.5.2 Surface treatment of Material in a manner that closes the overall open mesh structure of the base textile fabric is permitted for seams (sawn, welded, taped, glued, etc), markings (manufacturer and/or sponsor logos as permitted in Article 7 of this Part One: printed or affixed on the base Material) or labels (homologation or technical labels as permitted by the rules).

6.8.2.5.3 At all times (i.e., from the initial Material production stages until the finished Product stage and the use of the swimsuit in competition), the treated Material must comply with all requirements specified in this Article 6 of this Part One, in particular the thickness, permeability, and flexibility requirements.

6.8.3 Material measurements requirements:

6.8.3.1 Thickness:

6.8.3.1.1 The maximum total thickness of the Material(s) used is 0.8 mm.

6.8.3.1.2 The thickness of layered Materials is the total thickness of both layers measured together.

6.8.3.1.3 The maximum total thickness does not apply to seams if the seams are purely and solely functional and their thickness and width are the result of their natural functions.

6.8.3.1.4 The Material may vary in thickness at different parts of the swimsuit, but the thickness of thinnest part of the Material must not be less than 50% of the thickness of the thickest part of the Material (excluding seams, markings, or labels).

6.8.3.2 Permeability:

6.8.3.2.1 Material(s) used must at any point (except on seams, logos or labels) have a permeability value of more than 80 litres per m² per second (l/m²/s).

6.8.3.2.2 Permeability values are measured on Material with a uniform bidirectional and perpendicular stretch of 25%.

6.8.3.2.3 However, measures on Material that cannot be significantly stretched will be carried out on unstretched, flattened Material.

6.8.3.2.4 The permeability of layered Materials is the permeability of both layers measured together.

6.8.3.2.5 The permeability requirements do not apply to seams if the seams are purely and solely functional and their thickness and width are the result of their natural functions.

6.8.4 Construction requirements:

6.8.4.1 No zippers or other fastening systems are allowed.

6.8.4.2 Any swimsuit that contains or includes any system or feature that provides external stimulation or influence of any kind (including, for example, pain reduction, chemical or medical substance release, electro stimulation, etc) is prohibited.

6.8.4.3 The use of swimsuit Products with a period-proof element is permitted, subject to the following requirements:

6.8.4.3.1 The location of the period-proof element in the swimsuit must be the crotch area.

6.8.4.3.2 The period-proof element in the swimsuit will be at maximum 150 mm in the front area and at maximum 100 mm in the rear area (all seams included).

6.8.4.3.3 At the location of the period-proof element, a third Material layer may be permitted. If a third Material layer is used, the thickness of the swimsuit at the location of the period-proof element may be a maximum total thickness of 2.5 mm.

6.8.4.3.4 A swimsuit that contains a period-proof element is not subject to any permeability requirement at the location of the period-proof element.

6.8.4.3.5 A Product may exist in regular version and in a period-proof version.

6.8.5 Seam requirements:

6.8.5.1 Seams on swimsuits are permitted but (1) must be purely and solely functional and their thickness and width must be the result of their natural functions and must not form shapes or structures in the outer surface, (2) must not exceed certain width requirements, and (3) must comply with certain numerical and location requirements.

6.8.5.2 Whether a seam is purely and solely functional will be assessed during the Swimwear approval procedure as part of the overall evaluation of the individual swimsuit. The function of seams is to join, bind, and/or finish. Seams have a specific construction (i.e., glued or welded seams, use of folded Material, use of elastic bands or silicone or similar strips) that is different from the sole use of textile fabric Material. Specifically in swimsuits, seams may be used for the following functions:

6.8.5.2.1 to join together different parts of continuous Material of the swimsuit (seams);

6.8.5.2.2 to properly finish the swimsuit at its edges (edge seams);

6.8.5.2.3 to hold the swimsuit legs in place and prevent them sliding (grippers);

6.8.5.2.4 to hold a swimsuit in place at the waist (waistband); or

6.8.5.2.5 to maintain the upper part of a women's swimsuit (straps).

6.8.5.3 Seams must comply with the following width requirements:

6.8.5.3.1 Joining and/or bonding seams must not exceed 10 mm.

6.8.5.3.2 Reinforcement and/or protection tapes, such as those used to form or cover welded seams must not exceed 20 mm.

6.8.5.3.3 Edge seams and grippers must not exceed 20 mm.

6.8.5.3.4 Waistbands must not exceed 25.4 mm.

6.8.5.3.5 Straps, or a combination of straps, must not exceed 50 mm.

6.8.5.3.6 For any seam based on a technique using glue and a covering tape (notably to take into account overspill or irregularities in the treatment), the glued area is part of the seam (bounding area) and must remain within the maximum width.

6.8.5.4 Seams must comply with the following numerical and location requirements:

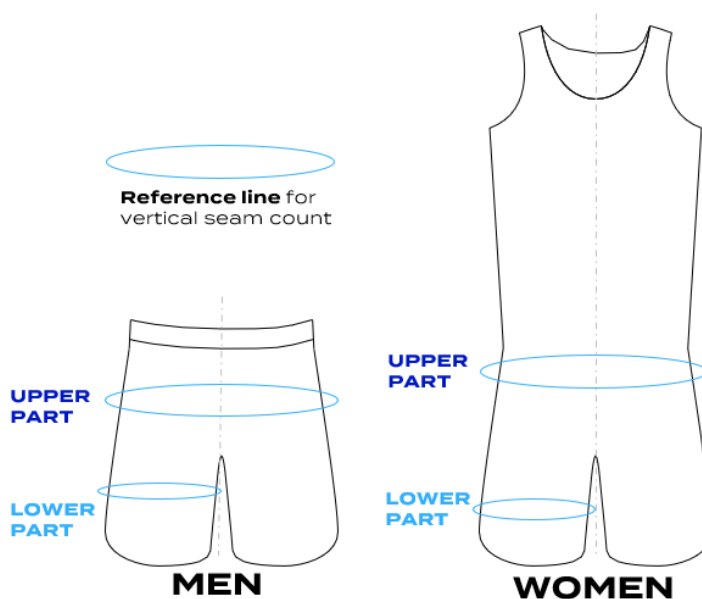
6.8.5.4.1 The authorised number of seams for the upper part (above the crotch area) are nine (9) seams for Men's swimsuits and eleven (11) seams for Women's swimsuits.

6.8.5.4.2 The authorised number of seams for the lower part (below the crotch area) are four (4) on each leg for both Men's swimsuits and Women's swimsuits.

6.8.5.4.3 If two (2) or more seams are combined or merged, they count as two (2) or more different seams in any area where their combined width is above the maximum width of a seam.

6.8.5.4.4 The reference line is always horizontal (as shown in the figure below).

6.8.5.4.5 The total number of seams is the sum of the full circumflex.



6.9 Wetsuits used in Open Water Swimming competitions with a water temperature of below 18°C:

6.9.1 Design requirements:

6.9.1.1 The wetsuit must completely cover the torso, back, and thighs. The wetsuit must not extend beyond the neck, wrists, or ankles.

6.9.1.2 The wetsuit may but need not necessarily cover the arms (i.e., extend past the shoulders) or the lower legs (i.e., extend below the thigh).

6.9.1.3 The wetsuit must be in one (1) piece.

6.9.1.4 The wearing or covering of the body by any non-approved item that is not part of the wetsuit (or cap or goggles) is prohibited.

6.9.2 Material requirements:

6.9.2.1 Material used for wetsuits must have thermal insulation properties (for example, foam of polychloroprene (Neoprene), polyurethane, or another Material with similar insulating properties). Material without insulating properties must not be used.

6.9.2.2 The Material may be multilayered, and may include non-water permeable layers.

6.9.2.3 The Material must not contain injected gas.

6.9.3 Construction and Material measurement requirements:

6.9.3.1 Subject to Article 6.9.3.2 of this Part One, the thickness of the wetsuit (at any location) must be at least 3 mm and must not exceed 5 mm.

6.9.3.2 Provided the thermal insulation properties are not compromised, the applicant may request approval of a wetsuit with a thickness of below 3 mm (but at least 1 mm) in limited specific areas, if those features are functionally justified to permit freer movement by the swimmer. The Independent Swimwear Expert will determine the request in his/her sole discretion, and his/her decision is not subject to challenge. For more information see the explanatory note on the World Aquatics website and/or contact the World Aquatics Office.

6.9.3.3 Permeability of the Material is not measured.

6.9.3.4 Zippers or other fastening systems are permitted but must be solely functional.

6.10 Swimming caps used in Swimming and in Open Water Swimming competitions:

6.10.1 Design requirements:

6.10.1.1 The cap must be an independent item.

6.10.1.2 The cap must not be attached to the swimsuit, wetsuit, or goggles, and must not be in continuity with the swimsuit, wetsuit, or goggles (i.e., no “hood” or “mask” effect is permitted).

6.10.1.3 The cap shape must follow the natural form of the head.

6.10.1.4 The cap outer surface must not include artificial shaping, such as rigs, spoilers, or similar features.

6.10.2 Material and Construction requirements:

6.10.2.1 The cap must not be made from hard Material (the Material used may have some degree of rigidity but must be able to follow the shape of the head: no hard helmets are permitted).

6.10.2.2 The cap may be Constructed from more than one type of Material.

6.10.2.3 The cap Materials can be of different thicknesses, subject to the maximum thickness requirement. However, differences in the thickness must not be used to form shapes or structures in the outer surface.

6.10.2.4 The thickness of the cap (at any location) must not exceed 2 mm.

6.10.2.5 Seams, if any, must be functional and must not create shapes or structures in the outer surface.

6.10.3 Colours may vary freely and will not be considered as part of the design. However, colour variations must not affect compliance with the technical requirements of Article O of this Part One.

6.11 Goggles:

6.11.1 Design requirements:

6.11.1.1 The goggles must be an independent item.

6.11.1.2 The goggles must not be attached to the cap, and must not be in continuity with the cap (i.e., no “hood” or “mask” effect is permitted).

6.11.2 Material and Construction requirements:

6.11.2.1 The goggles must comply with prevailing safety standards for eyewear.

6.11.2.2 The functions of goggles are to protect the eyes against water and to ensure visibility. Their design and Construction must serve these functions and must not seek to obtain aquadynamic advantages (e.g., through the formation of shapes or structures in the outer surface not related to the above functions).

6.11.2.3 The goggles must not feature any sharp edges.

6.11.2.4 Colours may vary freely and will not be considered as part of the design. However, colour variations must not affect compliance with the technical requirements of Article 6.11 of this Part One.

6.12 The Swimwear approval procedure commences when the applicant manufacturer submits an application to World Aquatics in accordance with the protocol described on the World Aquatics website.

6.12.1 In respect of any particular Swimwear:

6.12.1.1 The applicant manufacturer will be the company that actually markets the corresponding Swimwear to its end-users through customary sales channels (for example, wholesalers and/or retailers and/or direct sales) that respectively sell and/or supply the Swimwear to Athletes and/or teams.

6.12.1.2 Manufacturers acting as subcontractors for one or more other companies cannot apply for approval of the Swimwear supplied to other companies.

6.12.1.3 If a specific Material or model is manufactured and supplied to different companies that then market or supply it, each of these different companies must submit an application for approval, notwithstanding that the Material or models marketed and supplied to these different companies may have the same manufacturing sources.

6.12.2 Timing of the application:

6.12.2.1 An application may be submitted at any time.

6.12.2.2 An applicant manufacturer must submit an application in good time prior to competitions in which it or an Athlete may wish the relevant Product to be used. Unless otherwise stated in this Article 6 of this Part One, World Aquatics does not guarantee that any particular application will be determined or approved by any given date. World Aquatics will not be responsible or liable for any delays in the processing of the application, testing, or processing of resubmitted applications.

6.12.3 Following submission of the online application, the applicant manufacturer must send to World Aquatics Samples of the Products and Materials that are the subject of the application, in accordance with the protocol described on the World Aquatics website.

6.12.4 On receipt of the Samples, World Aquatics will invoice the applicant manufacturer for the application fee, which comprises a contribution to the administrative, expert, and testing costs incurred by World Aquatics, and is calculated based on the number of Products and Materials that are the subject of the application (in accordance with the fees set out on the World Aquatics website). Any additional costs associated with the application (for example, customs clearance fees charged to World Aquatics, etc) will be borne by and re-charged to the applicant manufacturer.

6.12.5 When the World Aquatics invoice has been paid in full by the applicant manufacturer (and payment received in full by World Aquatics), the application will be deemed fully submitted.

6.13 World Aquatics and the Independent Swimwear Expert will conduct an initial review of the application and determine and arrange for the necessary technical testing of Samples.

6.13.1 Technical testing of Sample thickness by the testing laboratory will be conducted in accordance with the following specifications (in summary):

6.13.1.1 Maximum value: equal to or less than 0.8 mm.

6.13.1.2 Minimum value: equal to or greater than 50% of the maximum value.

6.13.1.3 Tolerance: +/- 0.1 mm.

6.13.1.4 The equipment will consist of a reference plate, a disk (parallel to the plate) together with a test gauge capable of measuring the distance between disk and plate with an accuracy of at least 0.01 mm.

6.13.1.5 Specifications according to ISO 5084: disk size 100 mm² +/- 1 mm², diameter 11.28 mm +/- 0.05 mm, and pressure 1 kPa +/- 0.01 kPa.

6.13.2 Technical testing of Sample permeability by the testing laboratory will be conducted in accordance with the following specifications (in summary):

6.13.2.1 Minimum value: equal to or greater than 80 litres per m² per second (l/m²/s).

6.13.2.2 Tolerance: +/- 5 % (in the range of the minimum value).

6.13.2.3 Measurement of air permeability: A flow of air is sucked through the textile fabric Material specimen, a tube system and differential pressure transducer. The unit measures the resultant differential pressure (proportional to volumetric flow), the absolute pressure, and the medium temperature. The air permeability of the measured specimen is established based on those values. The value of permeability is given in litres per m² per second (l/m²/s) for a given Material.

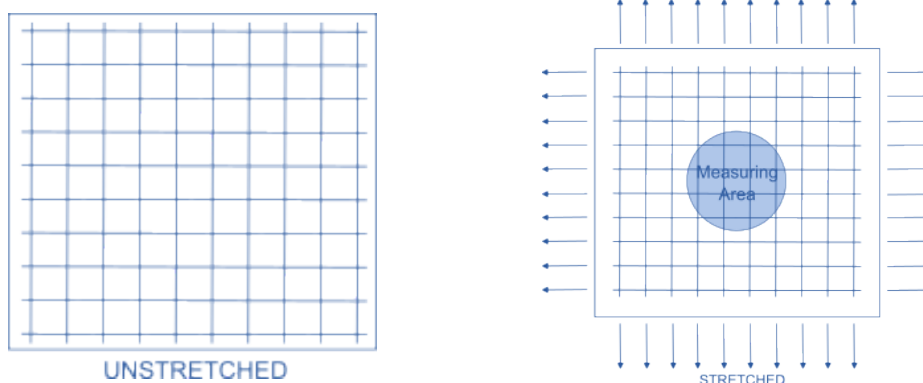
6.13.2.4 The measurement characteristics are as follows:

6.13.2.4.1 Measuring area: diameter 25 mm.

6.13.2.4.2 Differential pressure: 20 Pa.

6.13.2.4.3 Measuring range: 0-400 l/m²/s (high accuracy around the minimum value).

- 6.13.2.4.4** Definition of stretch: uniform bidirectional and perpendicular stretch of 25% applied to the fabric (see figure immediately below).



- 6.13.2.5** The swimsuit Material will be tested new and dry.
- 6.13.2.6** If the test value is close to the minimum value, the test will be repeated for accuracy purposes.
- 6.13.3 Other testing requirements and additional clarifications:**
- 6.13.3.1** The manufacturer of a Product is responsible for ensuring that the Material used meets the requirements of this Article 6 of this Part One, irrespective of the colour of the Material. An applicant manufacturer may, but is not required to, submit for testing Samples of the same Material in different colour variations.
- 6.13.3.2** During testing, permeability and thickness will be measured on the layered Materials combined together. However, for any testing, the applicant manufacturer must also provide unbound Samples of each Material used. Textile fabric Samples must be cut in the principle direction of the yarns/fabric (in the direction of the roll of Material).
- 6.13.3.3** Thermal insulation properties of Material are tested or otherwise assessed during the Swimwear approval procedure. Approval of a Product under the Swimwear approval procedure is not (and should not be interpreted as) any warranty or confirmation by World Aquatics and/or the Independent Swimwear Expert of the capacity of the Product to insulate and/or effectively protect an Athlete from the effects on the body of low water temperature.
- 6.13.4** World Aquatics and the Independent Swimwear Expert will obtain the technical testing results from the testing laboratory:
- 6.13.4.1** Information related to the test results of specific Samples are communicated to the Applicant concerned, upon request. No results are communicated to any other third party.
- 6.13.4.2** The only results relevant for the approval procedure of Swimwear are those obtained by the Independent Swimwear Expert, from the samples submitted with the application, or from additional Samples specifically requested by the Independent Swimwear Expert.
- 6.13.4.3** Measurements taken outside of that procedure on the same samples, or others, are not relevant for the approval procedure, irrespective of the equipment used.
- 6.14** Following receipt of the results of any necessary technical testing, World Aquatics and the Independent Swimwear Expert will conduct a full review of the application and examination of the technical testing results.
- 6.14.1** World Aquatics and the Independent Swimwear Expert will determine the application and report the decision in writing to the applicant manufacturer within sixty (60) days from the latest date of payment of any applicable fees in relation to the application.
- 6.14.2 If the application for approval of a Product is granted:**
- 6.14.2.1** An approval is valid upon its notification in writing to the applicant manufacturer, but an approval will only be effective, i.e., the approved Swimwear may only be used in the Olympic Games or in any World Aquatics Event or for the purposes set out in to Article 6.1 of this Part One, from the date that the following criteria are all met:
- 6.14.2.1.1** the Product is published on the List of Approved Swimwear;
- 6.14.2.1.2** the Product is available on the market for purchase by any Athlete and Member Federation; and

- 6.14.2.1.3** unless otherwise agreed in writing by World Aquatics, the Product has been available on the market for purchase by any Athlete and Member Federation for a period of thirty (30) days.
- 6.14.2.2** If requested by World Aquatics, an applicant manufacturer must promptly provide evidence of Product availability on the market at the relevant dates.
- 6.14.2.3** If a Product does not meet the market availability requirements of Article 6.14.2.1 of this Part One, or World Aquatics has reasonable grounds to believe that the Product does not meet the market availability requirements of Article 6.14.2.1 of this Part One, World Aquatics will temporarily suspend the approval and remove the Product from the List of Approved Swimwear until satisfactory evidence of the Product market availability is provided.
- 6.14.2.4** Approval of a Product remains valid unless and until (1) the date that amended requirements in these Competition Regulations for the specific Swimwear come into effect (irrespective of the nature or extent of the amendment(s)), or (2) the date that any maximum period of validity determined by World Aquatics expires.
- 6.14.2.4.1** If the requirements in these Competition Regulations for Swimwear are amended, a manufacturer may submit an application for re-approval of the Product. The Independent Swimwear Expert may in his/her sole discretion decide to exempt, in full or in part, certain types or categories of previously approved Swimwear from a re-approval procedure. The Independent Swimwear Expert's decision as to whether or not to grant an exemption (or the conditions on which to grant any exemption) will not be subject to any review of challenge.
- 6.14.2.4.2** If a maximum period of validity is determined by World Aquatics and expires, a manufacturer may submit an application for re-approval of the Product. World Aquatics is entitled (in its sole discretion) to adopt a simplified re-approval procedure.
- 6.14.3** If the application for approval of a Product is not granted, World Aquatics and the Independent Swimwear Expert will identify in the decision the ground(s) for non-approval.
- 6.14.3.1** If an application for approval of a Product is not granted, the applicant manufacturer may resubmit an application for approval of a Product that is identical to the Product that was not approved save for modifications made to the Product to remedy the issues that the Independent Swimwear Expert identified as the grounds for non-approval.
- 6.14.3.2** An application for approval may be resubmitted one or more times. Each resubmitted application will follow the same Swimwear approval procedure as set out in this Article 6 of this Part One, including payment of further application fees (unless World Aquatics determines, in its sole discretion, to reduce or waive the application fees).
- 6.15** The following exceptions to the usual Swimwear approval process apply:
- 6.15.1 Goggles:**
- 6.15.1.1** If goggles are certified to ISO 18527-3:2020(E) standards and the manufacturer warrants that they comply with the requirements of this Article 6 of this Part One, World Aquatics will process the goggles under a simplified approval procedure:
- 6.15.1.1.1** The manufacturer must send to World Aquatics a sample of the goggles with the certificate of ISO-conformity and an application fee (as described on the World Aquatics website).
- 6.15.1.1.2** World Aquatics will retain the sample of the goggles on file, but no testing of the goggles by the testing laboratory will be conducted. On receipt of the sample, certificate of ISO-conformity, and application fee, World Aquatics will publish the goggles on the List of Approved Swimwear.
- 6.15.2 Period-proof swimsuits:**
- 6.15.2.1** If an application for the 'regular' (without period-proof elements) Product has already been approved, and an application for the period-proof version of the same Product has been submitted (with the applicable application fee, as described on the World Aquatics website), World Aquatics is entitled (in its sole discretion) to adopt a simplified approval procedure for the period-proof version.
- 6.15.2.2** If an application for the period-proof version of a Product is approved, the Product will be immediately added to the List of Approved Swimwear.



- 6.16** If a Product that is a swimsuit or wetsuit is approved by World Aquatics, World Aquatics will provide to the applicant manufacturer a World Aquatics Homologation Mark, which the applicant manufacturer must apply to the Product (or if the Product is in two pieces, to both pieces) before it is offered for sale or otherwise used by an Athlete.
- 6.16.1** The World Aquatics Homologation Mark is specific to each Product, carries a unique identification number, and indicates that the Product has been approved by World Aquatics. Review of the World Aquatics Homologation Mark by Technical Officials will be the primary means of ensuring that Athletes use approved Swimwear. The World Aquatics Homologation Mark must be applied to the Product in a location that permits straightforward control.
- 6.16.2** The World Aquatics Homologation Mark must be printed or fixed to the Product in accordance with the specifications stated from time to time by World Aquatics on its website, and in a manner that ensures it cannot be removed without destroying the mark (in order to prevent transfer of the World Aquatics Homologation Mark from that Product to another Product).
- 6.16.3** An applicant manufacturer must only apply the World Aquatics Homologation Mark to Products that are identical to, and fully consistent with the technical specifications of, the Samples that World Aquatics approved.
- 6.16.4** World Aquatics may publish further regulations and/or guidance regarding World Aquatics Homologation Marks from time to time.
- 6.17** World Aquatics is entitled to investigate and enforce compliance by Athletes and other persons with the requirements of this Article 6 of this Part One at any time and by any means. In particular:
- 6.17.1** A Technical Official (or other World Aquatics designee) may conduct controls on Swimwear prior to competition (in the call room or otherwise). If Swimwear to be used by an Athlete is non-compliant (or there are reasonable grounds to believe that the Swimwear may be non-compliant), World Aquatics will seize the non-compliant Swimwear and determine whether or not to permit the Athlete to compete (if so, the Athlete must use compliant approved Swimwear, sourced at the Athlete's cost).
- 6.17.2** Use of a cap that complies with the technical requirements of Article 6 of this Part One and/or goggles that comply with the technical requirements of Article 6 of this Part One may, exceptionally and in the absolute discretion of World Aquatics' designee or the competition's Technical Officials, be permitted.
- 6.17.3** A Technical Official (or other World Aquatics designee) may conduct controls on Swimwear after an event or competition. If Swimwear used by an Athlete is non-compliant (or there is reasonable grounds to believe that the Swimwear may be non-compliant), World Aquatics will seize the non-compliant Swimwear. World Aquatics will request any comments from the Athlete and Product manufacturer, and if Swimwear used by an Athlete is non-compliant, the Athlete's results in that competition will be disqualified.
- 6.17.4** At any time, World Aquatics may request from an Athlete or a manufacturer (and the Athlete or manufacturer must promptly provide to World Aquatics) additional Samples of approved Products (whether generally, as available on the market, or specifically as worn at a particular competition).
- 6.18** **Product consistency and compliance:**
- 6.18.1** The manufacturer must ensure that approved Products that are manufactured must be identical to, and fully consistent with the technical specifications of, the Samples submitted to World Aquatics on which the approval was based.
- 6.18.2** If at any time evidence demonstrates or gives reasonable grounds to believe that a Product is non-compliant (or is not identical to, and fully consistent with the technical specifications of, the Samples submitted to World Aquatics on which the approval was based):
- 6.18.2.1** World Aquatics will request any comments from the Product manufacturer and may withdraw or suspend approval of a Product with immediate effect (and remove the Product from the List of Approved Swimwear).
- 6.18.2.2** If necessary to preserve the integrity of competition, the World Aquatics Executive may provisionally suspend a Product's approval without notice to the manufacturer.
- 6.18.2.3** The Independent Swimwear Expert may, exceptionally, at his/her sole discretion, and in response to a reasoned and evidenced application from a manufacturer, permit minor functional modifications to an approved Product that address issues that had not been identified prior to the full manufacturing and use of the Product (for example, swimsuits breaking due to too weak seams, Material transparent when worn, necessity to protect sensitive parts with lining, discontinued Materials, etc). The manufacturer must confirm that any modifications have not yet been implemented and that if the modifications are permitted only modified models will be manufactured and distributed. World Aquatics reserves the right to require payment of additional fees, and/or to require further laboratory testing. The decisions of the Independent Swimwear Expert pursuant to this Article 6.18.2.3 are not subject to challenge.

6.18.3 If World Aquatics withdraws approval of a Product:

6.18.3.1 The manufacturer must pay to World Aquatics a withdrawal fee of ten thousand (10,000) United States dollars in respect of each withdrawn Product.

6.18.3.2 World Aquatics will not process any new or pending applications by the manufacturer until payment of the withdrawal fee has been received.

6.18.3.3 If the manufacturer resubmits an application for approval of a previously withdrawn Product, the manufacturer must submit evidence to satisfy World Aquatics that the manufacturer will produce a Product that is identical to, and fully consistent with the technical specifications of, the Samples submitted to World Aquatics for approval.

6.18.4 An Athlete is not permitted to use approved Swimwear that has been modified, treated, impregnated, or processed in any way after its manufacture and production (including any modification or repair conducted by the Athlete or another person, for example, the addition of a new piece of fabric or repair of a seam).

6.18.5 No customisation of an approved Product is permitted other than tailor-made individual body fitting as long as (1) the service is available on the market to all Athletes, (2) the Materials, Construction and Configuration of the tailor-made product are identical to the standard approved Product, and (3) the tailoring is done by the Manufacturer at the time of the Swimwear is produced (for example, a standard Product cannot be untucked and adjusted).

6.18.6 The Independent Swimwear Expert and World Aquatics may, exceptionally and in their absolute discretion, issue an exemption from formal approval in respect of Swimwear that is determined following general and easily checked objective criteria to clearly be compliant.

6.19 Exclusion of liability, and indemnity:

6.19.1 To the full extent permitted by law, an applicant manufacturer expressly waives any claim against World Aquatics, its officers and employees, the Independent Swimwear Expert and/or any Committee members arising out or in connection with the Swimwear approval procedure set forth in this Article 6 of this Part One.

6.19.2 Each applicant manufacturer will indemnify and hold harmless World Aquatics, its officers and employees, the Independent Swimwear Expert and/or any Committee members against any claims, damages, or costs (including reasonable legal fees) arising from or linked to any claims by third parties regarding approval or non-approval of the applicant manufacturer's Product(s) and/or use by the applicant manufacturer of World Aquatics' notice of approval.

6.20 Any dispute regarding or decision on approval in connection with the Swimwear approval process in Article 6 of this Part One will be exclusively submitted to the Ordinary Division of the CAS in Lausanne, Switzerland, to be determined in accordance with the CAS Code procedural rules. A dispute regarding payments or values of less than one hundred thousand (100,000) United States dollars (or equivalent in another currency) will be heard by a sole arbitrator. The Constitution, the applicable World Aquatics Rules, and subsidiarily Swiss law will apply. The criteria for Swimwear and the conditions for exemptions set out in in Article 6 of this Part One will not be subject to challenge or review.

7 ADVERTISING AND OTHER IDENTIFICATIONS

7.1 No advertising or other identification is permitted on competition wear, i.e., Swimwear, pool deck equipment, and the uniforms of Athletes and team officials worn or displayed at World Aquatics Events, with the exception of the World Aquatics Masters Championships, except as permitted in this Article 7.

7.2 Athlete sponsor logos (to be worn at World Cup competitions only) and Member Federation sponsor logos (both of which logos, for the avoidance of doubt, do not include logos of the manufacturer of the relevant piece of competition wear) are subject to World Aquatics' prior written approval.

7.3 An Athlete sponsor logo must not conflict with the product category of any sponsor of such Athlete's Member Federation. Additionally, an Athlete must not display his or her sponsor logo in violation of his or her Member Federation's rules and/or policies. To avoid potential conflicts, Athletes must consult with and obtain the permission of their Member Federation before committing to wear an Athlete sponsor logo for a World Cup.

7.4 The size of logos on Swimwear will be calculated by World Aquatics with reference to the entire area of the rectangle created by the most distant points of the logo, as shown in the figure immediately below:



7.5 The following identifications are permitted on swimsuits:

7.5.1 The manufacturer's logo:

7.5.1.1 On a one-piece swimsuit, a maximum of two (2) logos of the manufacturer. One (1) logo may be located above the waist (if feasible) and one (1) below the waist. The two (2) logos must not be located immediately adjacent to each other.

7.5.1.2 Each manufacturer's logo may be a maximum size of 30 cm².

7.5.2 One (1) Member Federation sponsor's logo of a maximum size of 30 cm² and, for World Cup competitions only, one (1) Athlete sponsor's logo of a maximum size of 30 cm².

7.5.3 One (1) flag and one (1) country name or code of a combined maximum size of 50 cm². Repetitions of the national flag or colours or elements of the national flag that are included as a design element of the swimsuit, are permitted and do not fall within the scope of this Article 7.5.3 of this Part One.

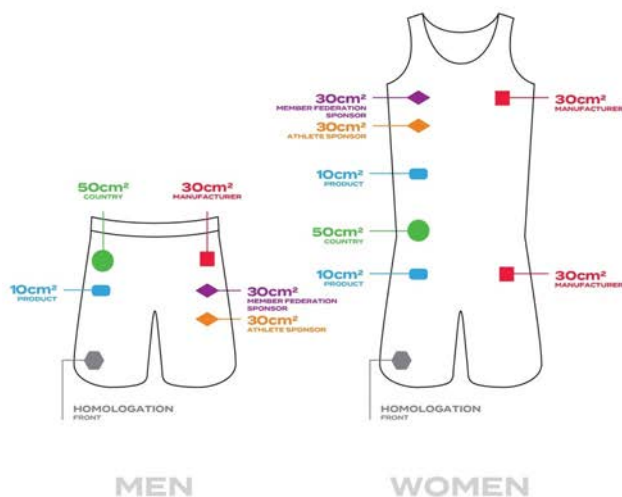
7.5.4 A maximum of two (2) Product Technology Identifications:

7.5.4.1 On a one-piece swimsuit, one (1) Product Technology Identification must be located above the waist (if feasible) and one (1) Product Technology Identification must be located below the waist, each of a maximum size of 10 cm².

7.5.4.2 Product Technology Identifications must not be located immediately adjacent to each other or any manufacturer's logo.

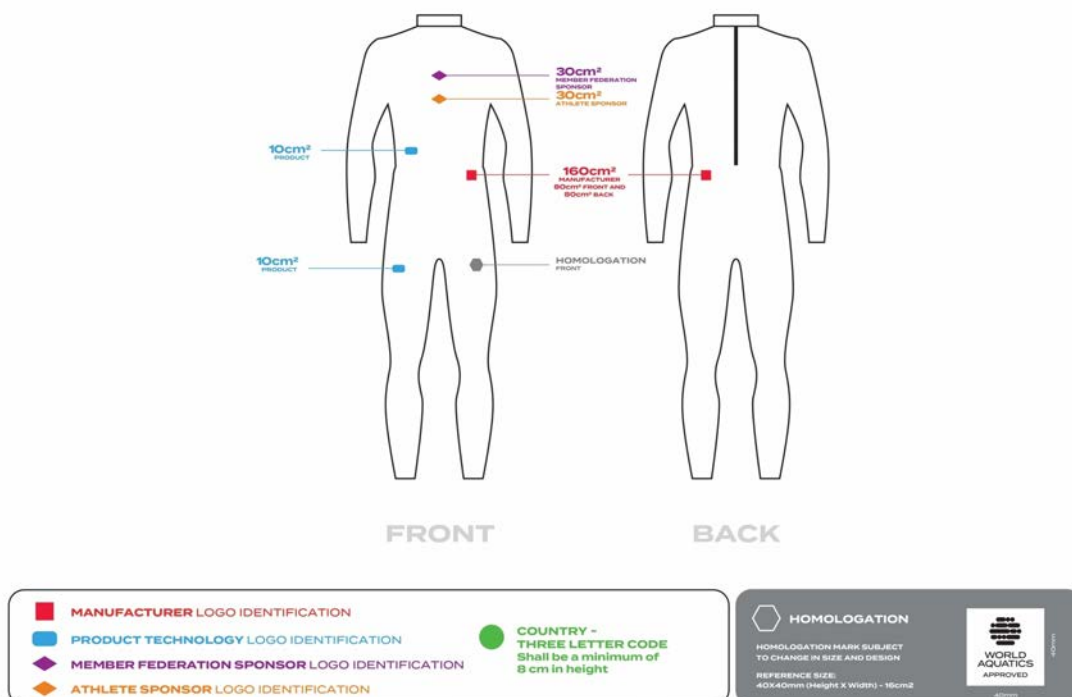
7.5.5 One (1) World Aquatics Homologation Mark placed in accordance with this Article 7.5.5. For Swimming and Open Water Swimming, the World Aquatics Homologation Mark will be placed on the area of the front legs (left or right), in a low and prominent position. The World Aquatics Homologation Mark must be 16 cm² and must be placed at a maximum of 8-9 cm from the bottom edge of the swimsuit. It should not be placed on the edge seam.

7.5.6 For guidance purposes (and not to scale), an example of the identifications is shown in the figure immediately below.



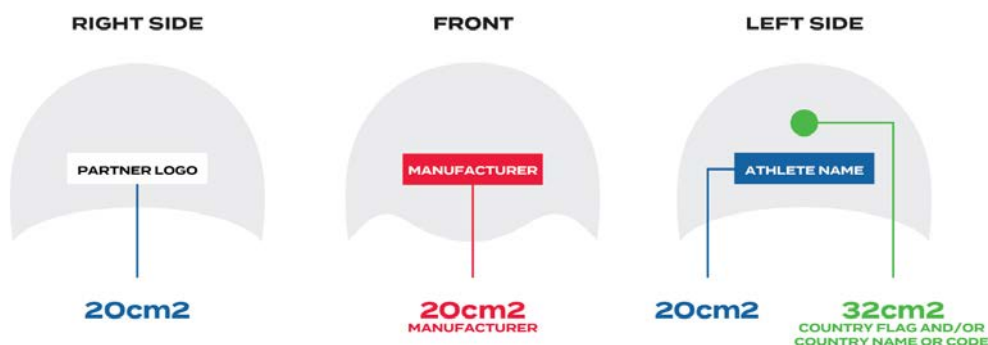
7.6 The following identifications are permitted on wetsuits:

- 7.6.1** One (1) or more logos of the manufacturer. The logo(s) may be located on the front and/or back and/or sides and on the inside and/or outside of the wetsuit. The maximum combined size of the logo(s) of the manufacturer, on the front and the back, is 160 cm² (80 cm² on the front, 80 cm² on the back).
- 7.6.2** One (1) Member Federation sponsor's logo of a maximum of 30 cm², located on the front of the wetsuit, and for World Cup competitions only, one (1) Athlete sponsor's logo of a maximum size of 30 cm², which must not conflict with the product category of the Member Federation sponsor's logo.
- 7.6.3 A maximum of two (2) Product Technology Identifications:**
- 7.6.3.1** One (1) Product Technology Identification must be located above the waist and one (1) Product Technology Identification must be located below the waist, each of a maximum size of 10 cm².
- 7.6.3.2** Product Technology Identifications must not be located immediately adjacent to each other or any manufacturer's logo.
- 7.6.4** There must be a minimum clearance space of 1.5 cm around all logos located on the wetsuit, calculated from the edges of the entire area of the rectangle created by the most distant points of the manufacturer's logo, as shown in the figure at Article 7.4 of this Part One. The minimum clearance space around a logo must not overlap with the minimum clearance space around another logo.
- 7.6.5** No logos, marks, or other design or graphic elements are permitted on the upper arm or shoulder articulation area of the wetsuits, in order to allow for the clear application and visibility of the Athlete's race number.
- 7.6.6** One (1) World Aquatics Homologation Mark.
- 7.6.7** For guidance purposes (and not to scale), an example of the identifications is shown in the figure immediately below.

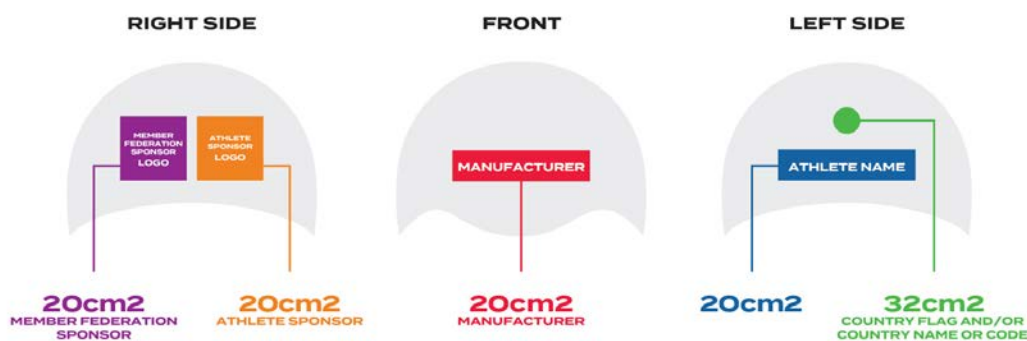


7.7 The following identifications are permitted on caps in Swimming competitions:

- 7.7.1** One (1) manufacturer's logo of a maximum size of 20 cm², located on the front of the cap.
- 7.7.2** One (1) flag and one (1) country name or code of a combined maximum size of 32 cm², located on one side of the cap, as advised by World Aquatics.
- 7.7.3** One (1) Athlete name of a maximum size of 20 cm², located on one side of the cap, subject to approval by World Aquatics.
- 7.7.4** For World Aquatics Championships, one (1) World Aquatics partner logo of a size determined by World Aquatics on a case-by-case basis, located on the right side of the cap.
- 7.7.5** For World Cup competitions only, one (1) Member Federation sponsor's logo of a maximum of 20 cm², located on the right side of the cap, and one (1) Athlete sponsor's logo of a maximum size of 20 cm², located on the right side of the cap, which must not conflict with the product category of the Member Federation sponsor's logo. Such two logos must be located beside each other.
- 7.7.6** For guidance purposes (and not to scale), an example of the identifications for Swimming competitions (excluding the World Cup) is shown in the figure immediately below.

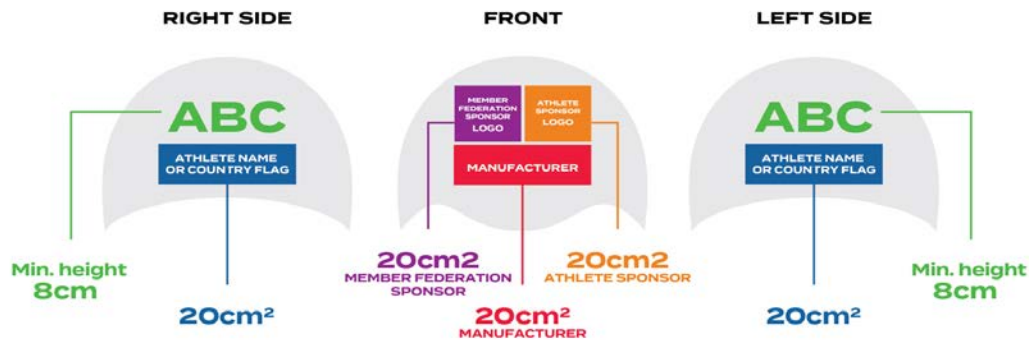


- 7.7.7** For guidance purposes (and not to scale), an example of the identifications for Swimming World Cup competitions is shown in the figure immediately below.
- 7.7.8** If confirmed in advance by World Aquatics, one (1) flag and one (1) country name or code of a combined maximum size of 32 cm² may be printed twice (i.e., the flag and country name may appear on both sides of the cap).
- 7.7.9** An Athlete may wear one (1) or two (2) caps. If two (2) caps are worn, both must comply with the requirements of this Article 7.7 of this Part One.
- 7.8** The following identifications are permitted on caps in Open Water Swimming competitions:

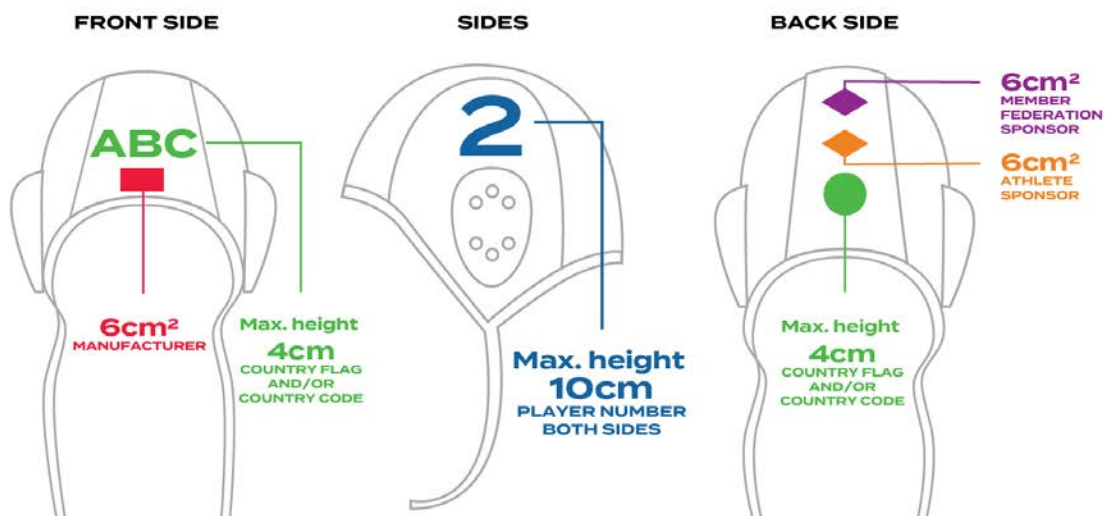


- 7.8.1** The Athlete's Member Federation's three-letter code must be printed in a minimum height of 8 cm, located on each side of the cap.

- 7.8.2** The Athlete's name and/or the flag of the Country that the Athlete's Member Federation represents may be printed at a combined maximum size of 20 cm², located on each side of the cap below the three-letter code.
- 7.8.3** One (1) manufacturer's logo of a maximum size of 20 cm², located on the front of the cap.
- 7.8.4** For World Cup competitions only, one (1) Member Federation sponsor's logo of a maximum of 20 cm² when worn, located on the front of the cap, and one (1) Athlete sponsor's logo of a maximum size of 20 cm² when worn, located on the front of the cap.
- 7.8.5** For guidance purposes (and not to scale), an example of the identifications is shown in the figure immediately below:



- 7.8.6** An Athlete may wear one (1) or two (2) caps. If two (2) caps are worn, both must comply with the requirements of this Article 7.8 of this Part One.
- 7.9** The following identifications are permitted on caps in Water Polo competitions:
- 7.9.1** The Athlete's Member Federation's country name or code and/or the flag of the Country that the Athlete's Member Federation represents must be printed in a maximum height of 4 cm, located on the front of the cap.
- 7.9.2** The Athlete's Member Federation's country name or code and/or the flag of the Country that the Athlete's Member Federation represents must be printed in a maximum height of 4 cm, located on the back of the cap.
- 7.9.3** Two (2) Cap Numbers (as defined in Part Six), each of a height of 10 cm, located one on each side of the cap.
- 7.9.4** One (1) manufacturer's logo of a maximum size of 6 cm², located on the front of the cap below the Athlete's Member Federation's country name or code and/or the flag of the Country that the Athlete's Member Federation represents.
- 7.9.5** For World Cup competitions only, one (1) Member Federation's sponsor's logo of a maximum size of 6 cm² and one (1) Athlete sponsor's logo of a maximum size of 6 cm², located on the back of the cap above the Athlete's Member Federation's country name or code and/or the flag of the Country that the Athlete's Member Federation represents.
- 7.9.6** For guidance purposes (and not to scale), an example of the identifications is shown in the figure immediately below:



7.10 The following identifications are permitted on goggles:

7.10.1 Two (2) manufacturer's logos of a maximum size of 6 cm² each, located on the spectacle frame or strap.

7.11 The following requirements apply to Athlete bibs, and the following identifications are permitted:

7.11.1 Bibs must be of a maximum size of 24 cm (width) by 20 cm (height).

7.11.2 The height of the digits on the bibs will be no smaller than 6 cm and no taller than 10 cm.

7.11.3 The maximum height of the identification above the digits will be 6 cm. The identification may display the name and/or logo of a World Aquatics partner. A maximum of one (1) World Aquatics partner may be displayed on a bib. However, at a particular competition there may be one (1) partner for men's events and one (1) partner for women's events and, if so, the bibs for men and women Athletes will reflect that.

7.11.4 The maximum height of the identification(s) below the digits will each be 4 cm. The identification furthest below the digits may display the name and/or logo of the host city and the year of the competition.

7.11.5 The bibs must be printed in suitable colours in order to ensure maximum visibility of the digits.

7.11.6 During Athlete introduction and award ceremonies, each Athlete must wear the bib so it is fully visible.

7.11.7 If an Athlete removes the bib before being presented at the start of an event or before completion of the medal ceremony, the Athlete may (in World Aquatics' absolute discretion) be disqualified.

7.11.8 For guidance purposes (and not to scale), an example of the identifications is shown in the figure immediately below, along with a table that explains when Athletes must wear the bib:



Bib	Presentation Semi-Final	Presentation Final	Award
SW	Yes	Yes (+ Relay)	Yes
DV	Yes	Yes	Yes
HD	Yes	Yes	Yes
AS	Yes	Yes	Yes
WP	N/A	N/A	Yes
OWS	N/A	N/A	Yes

7.11.9 Each Athlete at World Aquatics Championships and World Aquatics Events must wear on the chest over their tracksuit such advertising as supplied by World Aquatics when being introduced prior to the start of each event and during the medal ceremony.

7.12 The following identifications are permitted on pool deck equipment:

7.12.1 On each clothing item (i.e., windbreakers, t-shirts, polo shirts, casual shirts, sweat shirts, bath robes, trousers, shorts, and skirts):

7.12.1.1 a maximum of three (3) sponsors' logos (which may include the manufacturer's logo) of a maximum size of 40 cm² each;

7.12.1.2 one (1) logo of the Athlete's Member Federation (or, at the Olympic Games, the Athlete's NOC) of a maximum size of 40 cm²;

7.12.1.3 one (1) Product Technology Identification of a maximum size of 10 cm²;

7.12.1.4 if the manufacturer of the clothing item is a World Aquatics partner at the date of the competition, one (1) competition logo of a maximum size of 40 cm² is permitted; and

7.12.1.5 for World Cup competitions only, a maximum of four (4) sponsors' logos are allowed: two (2) Member Federation sponsors' logos of a maximum of 40 cm² each, and two (2) Athlete sponsors' logos of a maximum size of 40 cm² each (which must not conflict with the product category of the Member Federation sponsor's logo) and one (1) manufacturer's logo of a maximum size of 40 cm².

- 7.12.2** On each accessory item (i.e., towels, baseball caps, hats, headphones, facemasks, jewellery, socks, and footwear):
- 7.12.2.1** a maximum of two (2) sponsors' logos (which may include the manufacturer's logo) of a maximum size of 6 cm² each;
- 7.12.2.2** one (1) logo of the Athlete's Member Federation (or, at the Olympic Games, the Athlete's NOC) of a maximum size of 6 cm²; and
- 7.12.2.3** for World Cup competitions only, one (1) Member Federation sponsor's logo of a maximum of 6 cm², and one (1) Athlete sponsor's logo of a maximum size of 6 cm², which must not conflict with the product category of the Member Federation sponsor's logo.
- 7.12.3** On bags:
- 7.12.3.1** one (1) or more advertising indications to a maximum cumulative size of 60 cm²;
- 7.12.3.2** one (1) logo of the Athlete's Member Federation (or, at the Olympic Games, the Athlete's NOC) of a maximum size of 6 cm²; and
- 7.12.3.3** for World Cup competitions only, one (1) Member Federation sponsor's logo of a maximum of 60 cm², and one (1) Athlete sponsor's logo of a maximum size of 60 cm², which must not conflict with the product category of the Member Federation sponsor's logo.
- 7.12.4** Subject to World Aquatics' prior approval on a case-by-case basis, a Member Federation or Athlete may place advertising and other identifications at any location on clothing items, accessory items, and/or bags, other than the designated bib area in the front and centre of the Athlete's torso.
- 7.13** No advertisement or other indications on the skin or body of an Athlete is permitted.
- 7.14** No advertisement of products containing 15% or greater alcohol by volume, tobacco-based products, vapor-based smoking products, or sport gambling products or services is permitted. For the avoidance of doubt, advertisement of products containing less than 15% alcohol by volume alcohol and products or services involving games of chance (e.g., state-sponsored lotteries) is permitted.
- 7.15** In case of any possible or actual breach of any provision of this Article 7 of this Part One:
- 7.15.1** The Athlete or other person must immediately remove the infringing item (and replace the infringing item with a non-infringing item) and provide the infringing item to World Aquatics (or a Technical Official) for further investigation (and/or must take such other action as deemed appropriate and requested by World Aquatics (or a Technical Official)).
- 7.15.2** If asked to do so, the Athlete or other person is not entitled to refuse or delay removal of the infringing item or provision of it to World Aquatics (or a Technical Official) on the basis that they dispute that the item infringes the rules (or on any other grounds).
- 7.15.3** If the Athlete or other Person fails to comply with any direction from World Aquatics (or an authorised Technical Official), World Aquatics (or a Technical Official) may disqualify or otherwise remove the Athlete or other person from competition and/or any Venue.
- 7.15.4** World Aquatics may investigate any possible or actual breach of the rules and if necessary take further action in accordance with the applicable rules.
- 7.16** World Aquatics may request prior to any World Aquatics Event that a Member Federation, Athlete, or other person submits any products or items for examination by World Aquatics.

8 MEDICAL RULES

8.1 World Aquatics adopted the Olympic Movement Medical Code in 2008. The medical regulations, guidelines, and protocols issued by World Aquatics, follow the general principles of the Olympic Movement Medical Code (as amended from time to time), the latest version of which is available on the IOC Medical and Scientific Commission website. Other information and references are adopted from the ASOIF Health Care Guidelines for International Federations, the latest version of which is available on the ASOIF website.

8.2 Medical requirements for World Aquatics Events:

8.2.1 The LOC will organise medical care to cover any emergency issues, acute injury and/or illness of athletes and members of the World Aquatics Team that may occur during the World Aquatics Event, and to respond to injuries and/or illness that arise at the competition and non-competition Venues.

8.2.2 This Article 8 of this Part One sets out the planning and operational requirements for the Medical Services, and explains the obligations, responsibilities, and planning processes. However, recognising the variability of medical regulations and clinician roles across the global medical community, it does not address how such the Medical Services will be delivered, which is a matter for the LOC to determine.

8.2.3 Chronic injury and illness do not fall within the scope of the Medical Services. World Aquatics has no responsibility for (and cannot be held liable for) any failure to diagnose or treat any chronic injury or illness.

8.2.4 Athlete-related Medical Services must be provided on all days of official training and competition, beginning one hour before training or competition begins.

8.3 Background information regarding medical care in Aquatic sports:

8.3.1 World Aquatics is responsible for the Aquatic sports of Swimming, Open Water Swimming, Artistic Swimming, Diving, High Diving, and Water Polo. The physical and mental health of Athletes is World Aquatics' top priority.

8.3.2 While Aquatic sports are generally quite safe from a medical perspective, common risks include:

8.3.2.1 The risk of drowning is present in all water-based sports.

8.3.2.2 Common risks and injuries unique to each World Aquatics sport include the following: overuse injuries in Swimming; overuse injuries, traumatic (contact) injuries, cold and heat stress, skin irritation from UVL exposure or bites in Open Water Swimming; traumatic (contact) injuries, fainting (hypoxia) from breath-holding in Artistic Swimming; high-velocity traumatic injuries in Diving and High Diving; and trauma (contact) injuries in Water Polo.

8.3.2.3 The literature on injuries to Aquatic Athletes characterises overuse injury as predominant, with the shoulder, knee and lower back as the most common injury sites. This mechanism of trauma is most common in Swimming, secondary to overuse.

8.3.2.4 In terms of impact or contact injuries, the head and face are the most vulnerable body sites in Water Polo and Artistic Swimming, while injuries to the digits (particularly the fingers) are also possible.

8.3.2.5 Although relatively rare, high-velocity impact injuries are most common in Diving, particularly High Diving.

8.3.3 As a result, the LOC medical team should have an understanding of Aquatic sports medicine and proficiency in water rescue procedures. Knowledge of Aquatic sports medicine enables LOCs to plan and provide appropriate clinical support.

8.3.4 Effective planning for Athlete healthcare must be based on a clear understanding of the size and scope of the World Aquatics Event. From a purely logistical standpoint, the Medical Plan must consider the duration of the event, the spread of Venues (for training and competition), environmental conditions (both outdoor and indoor), and the number of Athletes and other participants.

8.4 Prior to a World Aquatics Event, the roles and responsibilities of the Sports Medicine Committee are to liaise with the LOC medical team and the Chief Medical Officer to ensure that adequate planning for the delivery of medical coverage takes place and an appropriate Medical Plan is in place in accordance with this Article 8 of this Part One, and to brief the World Aquatics Medical Delegate appointed to the event regarding the issues to be monitored during a World Aquatics Event.

8.5 During a World Aquatics Event, the roles and responsibilities of the Sports Medicine Committee and World Aquatics Medical Delegate are as follows:

- 8.5.1** The World Aquatics Medical Delegate is responsible for oversight of all medical aspects of the event and for ensuring the health, safety, and well-being of Athletes, Technical Officials, and other registered and approved participants. During a World Aquatics Event, the World Aquatics Medical Delegate will have a consultative and expertise role only, and will not practise medicine.
- 8.5.2** For the avoidance of doubt, checks and monitoring carried out by the World Aquatics Medical Delegate are limited to ensuring compliance with this Article 8 of this Part One and do not shift or otherwise share responsibility for the Medical Plan and the Medical Services from the LOC (which remains exclusively responsible for health and safety at the event) to World Aquatics.
- 8.5.3** The World Aquatics Medical Delegate will notify the Chief Medical Officer and the LOC of any non-compliance with the requirements of with this Article 8 of this Part One, and the LOC will take all appropriate measures to immediately, fully and completely remedy the non-compliance (unless agreed otherwise in writing by World Aquatics).
- 8.5.4** **At any World Aquatics Event, the World Aquatics Medical Delegate (or his/her designee) will:**
- 8.5.4.1** Provide Aquatic-specific knowledge and advice to the LOC medical teams as needed.
- 8.5.4.2** Ensure, in coordination with the Chief Medical Officer, that the Venue is free (to the extent possible) of significant risks or hazards.
- 8.5.4.3** Ensure, in coordination with the Chief Medical Officer, that emergency transport, an emergency secondary care facility, and after-hours care are available.
- 8.5.4.4** Ensure, in coordination with the Chief Medical Officer, that any public health requirements regarding communicable diseases are followed.
- 8.5.4.5** Confirm that the Medical Station is suitably staffed and equipped.
- 8.5.4.6** Confirm that lifeguards are in place while any Athlete is in the water.
- 8.5.4.7** Liaise with the Chief Medical Officer on (at least) a daily basis to receive an overview of injuries and illness encountered.
- 8.5.4.8** Confirm availability of water and snacks and, where appropriate, nutritious meals for the Athletes.
- 8.5.4.9** Support the presentation of the Medical Plan at the Technical/ Team Leaders' Meeting.
- 8.5.4.10** Be a point of contact for attending teams in relation to medical issues that are relevant to World Aquatics.
- 8.5.4.11** If authorised to do so, visit any Athlete who has been evacuated to a medical care centres or hospital.
- 8.5.4.12** Coordinate on-site research projects initiated by the Sports Medicine Committee and World Aquatics.
- 8.5.5** At an Open Water Swimming competition, the World Aquatics Medical Delegate will, if present:
- 8.5.5.1** Liaise with the World Aquatics Safety Delegate, World Aquatics Technical Delegate for Open Water Swimming and the Chief Medical Officer regarding all aspects of participant safety at the Venue.
- 8.5.5.2** If available, review the water quality results prior to arrival at the Venue, as well as subsequently on each day of the event.
- 8.5.5.3** Ensure, in coordination with the Chief Medical Officer and Safety Officer, that the environmental conditions, water quality, and temperature are acceptable for the competition, in accordance with current published World Aquatics standards.
- 8.5.5.4** Ensure, in coordination with the Chief Medical Officer and Safety Officer, that there are sufficient medical boats are available and deployed in accordance with Article 8.11.4 of this Part One.
- 8.5.6** At a High Diving competition, the World Aquatics Medical Delegate will, if present:
- 8.5.6.1** Liaise with the World Aquatics Technical Delegate for High Diving and the Chief Medical Officer regarding all aspects of participant safety at the Venue.
- 8.5.6.2** If available, review the water quality results prior to arrival at the Venue, as well as subsequently on each day of the event.
- 8.5.6.3** If appropriate, ensure, in coordination with the Chief Medical Officer and Safety Officer, that sufficient medical boats are available and deployed in accordance with Article 8.11.4 of this Part One.

- 8.6** After a World Aquatics Event, the World Aquatics Medical Delegate will submit to the World Aquatics Office a report on all medical aspects of the event, together with recommendations for future improvement.
- 8.7 Concussion protocol and return to sport protocol**
- 8.7.1** In the event of a concussion or a suspicion of concussion, the appropriate Healthcare Personnel must use the Sports Concussion Assessment Tool (SCAT, which is available on the British Journal of Sports Medicine website, along with a Consensus Statement on concussion in sport) to evaluate the Athlete. The SCAT cannot be performed correctly in less than 10 minutes and must be used to evaluate possible concussion in Athletes aged 13 years and older.
- 8.7.2** Based on the recommendation of the Sports Medicine Committee and/or the LOC medical team and/or local medical authorities, and following consultation with the Athlete and the medical team of his/her Member Federation, the Bureau may remove an Athlete from competition and/or take any other appropriate measure if the Athlete's participation poses a risk to the health and/or safety of the Athlete or any other Athletes, in accordance with Article 17.1(o) of the Constitution.
- 8.8 Medical Plan and Healthcare Personnel**
- 8.8.1** The LOC will submit a Medical Plan to World Aquatics for approval before the Event. The deadline to submit the Medical Plan will be defined in the operational requirements. The Medical Plan must comply with the requirements of this Article 8 of this Part One.
- 8.8.2** The Medical Plan will be reviewed by the Sports Medicine Committee, which will approve, reject, or suggest modifications to it.
- 8.8.3** Prior to the first day of pre-competition training at the World Aquatics Event, the World Aquatics Medical Delegate will, in coordination with the Chief Medical Officer (or, if appropriate, the Venue Medical Officer), inspect the Venue to ensure sufficient and appropriate implementation of the Medical Plan.
- 8.8.4** The World Aquatics Medical Delegate, in cooperation with the World Aquatics Technical Delegate and the Chief Medical Officer (or, if appropriate, the Venue Medical Officer), may modify, postpone, or cancel the competition and/or event(s) if for any reason the Medical Plan and/or its implementation is insufficient to protect Athlete safety.
- 8.8.5 The Chief Medical Officer is responsible for planning and delivering the Medical Plan:**
- 8.8.5.1** The relevant LOC will designate an appropriately qualified physician as Chief Medical Officer for the World Aquatics Event.
- 8.8.5.2** For World Aquatics Championships and World Aquatics Swimming Championships, the Chief Medical Officer must be designated twelve (12) months before the start date of the World Aquatics Event.
- 8.8.5.3** The Chief Medical Officer must speak English and should have experience with Aquatic sports.
- 8.8.5.4** The Chief Medical Officer will be responsible for (among other things) organisation of the complete medical care system, coordination of the LOC medical team and Healthcare Personnel, ensuring the quality of the Medical Services and equipment, and establishing an emergency care pathway.
- 8.8.5.5** Communication between the Chief Medical Officer and the World Aquatics Medical Delegate and Sports Medicine Committee is essential prior to the event to ensure adequate and appropriate planning for the possible medical needs of those attending the event.
- 8.8.5.6** Depending on the size of the World Aquatics Event, the Chief Medical Officer may appoint one or more deputy medical officers and/or venue medical managers assist the Chief Medical Officer in the performance his/her duties.
- 8.8.5.7** The Chief Medical Officer must ensure that an adequate number of appropriately qualified Healthcare Personnel are available for the training and competition sessions of the World Aquatics Event.
- 8.8.6** Healthcare Personnel with relevant sports medicine skills or experience must be available at the Venue of a World Aquatics Event for all training and competition sessions and at any other times when Athletes have access to the Venue.
- 8.8.6.1** The numbers and expertise of Healthcare Personnel will depend on the size of the World Aquatics Event but must include primary care and sports medicine physicians, lifeguards, and paramedics, and may include nurses, first aid responders, physiotherapists, and massage therapists.

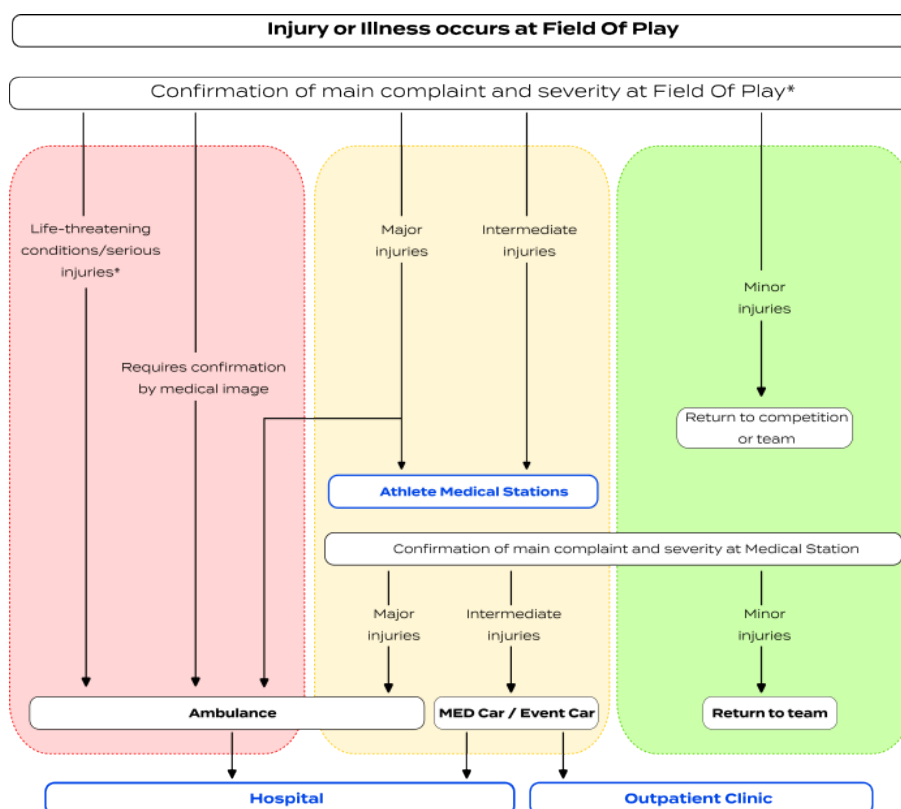
- 8.8.6.2** At all training and competition sessions at World Aquatics Events trained, qualified, and clearly-identified lifeguards will be stationed poolside and will be responsible for any in-water retrieval of an Athlete in difficulty. Lifeguards must be experienced in deep water rescue and familiar with water retrieval in response to a range of potential medical incidents, and daily practice and rehearsal of Athlete extraction is required.
- 8.8.6.3** At least one English-speaking physician should be stationed at each Venue during the World Aquatics Championships.
- 8.8.6.4** If the Chief Medical Officer or a World Aquatics representative considers there are insufficient Healthcare Personnel present at the Venue, the Chief Medical Officer or the World Aquatics representative may postpone a training or competition session until sufficient Healthcare Personnel are present.
- 8.8.7** The recommended minimum numbers of certain Healthcare Personnel will depend on the size of the World Aquatics Event:
- 8.8.7.1** The recommendations set out in this Article 8.8.7 of this Part One refer to the Healthcare Personnel that must be present at a Venue at any given time. Accordingly, the total pool of Healthcare Personnel involved must be larger, especially for World Aquatics Events of a longer duration, to ensure that the Healthcare Personnel receive appropriate rest and shifts (with appropriate overlap) are organised to ensure sufficient Healthcare Personnel are present at any given time.
- 8.8.7.2** A minimum of two (2) lifeguards per swimming pool (competition pool or training pool) are required, and the number of lifeguards should be increased in proportionality to the number of Athletes at the Venue. Further sport-specific requirements may be set out in the relevant Part and/or issued from time to time by World Aquatics. Daily practice of emergency water rescue skills is recommended.
- 8.8.7.3** At a single Aquatic sport World Aquatics Event that is not a World Championships, the following numbers of Healthcare Personnel are recommended:
- 8.8.7.3.1** At the competition Venue, one (1) to two (2) primary care and sports medicine physicians, two (2) paramedics, one (1) nurse, one (1) physiotherapist, and one (1) to two (2) massage therapists.
- 8.8.7.3.2** At any training Venue, one (1) paramedic and one (1) nurse.
- 8.8.7.4** At a single Aquatic sport World Championships, the following numbers of Healthcare Personnel are recommended:
- 8.8.7.4.1** At the competition Venue, two (2) primary care and sports medicine physicians, one (1) emergency physician, six (6) to eight (8) paramedics, two (2) to three (3) nurses, one (1) physiotherapist, and one (1) to two (2) massage therapists.
- 8.8.7.4.2** At any training Venue, one (1) primary care and sports medicine physician, one (1) paramedic, and one (1) to two (2) nurses.
- 8.8.7.5** At a multiple Aquatic sport World Championships, the following numbers of Healthcare Personnel are recommended:
- 8.8.7.5.1** At each competition Venue, four (4) to five (5) primary care and sports medicine physicians, two (2) emergency physicians, eight (8) to ten (10) paramedics, six (6) to eight (8) nurses, three (3) to four (4) physiotherapists, and three (3) to four (4) massage therapists.
- 8.8.7.5.2** At any training Venue, one (1) primary care and sports medicine physician, one (1) paramedic, and one (1) to two (2) nurses.
- 8.8.7.6** If possible, the LOC should make arrangements to ensure that a psychologist can be available on call, in case of demand from one or more Athletes or participants arises.
- 8.8.8** The duties and responsibilities of the LOC medical team prior to the World Aquatics Event are as follows:
- 8.8.8.1** The LOC medical team will collaborate with World Aquatics in the planning of the Medical Plan and Medical Services.
- 8.8.8.2** The LOC medical team will undertake a general Aquatic sport and sport-specific medical risk assessment of all training and competition Venues.
- 8.8.8.3** The LOC medical team will provide to the LOC a timeline and budget for the organisation of the Medical Services.

- 8.8.8.4** The LOC medical team should organise any necessary medical training of the Healthcare Personnel. In addition, the Chief Medical Officer and/or the LOC medical team may pilot the Medical Plan (or aspects of it) at local test events and evaluate and revise the Medical Plan as required.
- 8.8.8.5** The LOC medical team will liaise with local public health authorities to plan event risk mitigation strategies, and publish and circulate the public health event risk mitigation strategies. The LOC medical team will ensure that all evacuation and fire procedures for Athletes, spectators, and other attendees are established and implemented in accordance with applicable local regulations.
- 8.8.8.6** The LOC medical team will obtain and circulate as necessary a list of common medications that are available (and those that are not available) in the host country and will assist Member Federation Healthcare Personnel to navigate applicable drug and equipment importation regulations.
- 8.8.8.7** The LOC medical team will assist the Member Federation team physician(s) with their registration and licensing to provide medical services in the host country to the Member Federation delegation during the World Aquatics Event. Member Federation team physicians should consider informing the LOC medical team (in confidence) of any pre-existing medical conditions among their Member Federation delegation that may arise during the World Aquatics Event, and/or of any specific and/or unique medical treatment that an Athlete or someone from their Member Federation delegation may require in the event of injury or illness.
- 8.8.8.8** The LOC medical team will develop and test an electronic medical record system to be used during the World Aquatics Event and train all relevant members of the LOC medical team to use the system.
- 8.8.9** **The duties and responsibilities of the LOC medical team during the World Aquatics Event are as follows:**
- 8.8.9.1** Implement the Medical Plan and Medical Services in collaboration with World Aquatics for all areas in all Venues, including the Field of Play, the Venue Medical Station, the spectator-focussed Medical Station, as well as at Athlete hotels and/or villages.
- 8.8.9.2** Undertake scenario-based practice of the Field of Play extractions and/or parts of the medical action plan on a daily basis.
- 8.8.9.3** Undertake initial assessment, treatment and evacuation from the Field of Play in accordance with internationally recognised standards.
- 8.8.9.4** Undertake medical care for any Athlete that attends the World Aquatics Event without a Member Federation or team physician.
- 8.8.9.5** Complete all necessary documentation for World Aquatics in a daily medical report.
- 8.8.9.6** In collaboration with the World Aquatics Medical Delegate, help facilitate the logistics and participate in any Venue medical meetings.
- 8.8.9.7** Support the Member Federation medical teams in the provision of medical care to their Athletes.
- 8.8.9.8** Implement the World Aquatics safeguarding policies and procedures as applicable.
- 8.8.9.9** Provide relevant data for any World Aquatics injury and illness research or audit, and/or for other research projects.
- 8.8.9.10** Ensure all relevant Healthcare Personnel are familiar with the WADA Prohibited List and the requirements for Therapeutic Use Exemptions.
- 8.8.9.11** Maintain medical confidentiality before, during, and after the World Aquatics Event.
- 8.8.9.12** Observe and implement any applicable World Aquatics communication policies, including in relation to athlete health issues.
- 8.8.10** The duties and responsibilities of the LOC medical team after the World Aquatics Event are as follows:
- 8.8.10.1** The Chief Medical Officer and the LOC medical team will (if a World Aquatics Medical Delegate is not appointed to the competition) submit a detailed report (referred to at Article 8.6 of this Part One) to the World Aquatics office reviewing all aspects of the delivery of the Medical Plan and Medical Services in Venues and (if applicable) at Athlete hotels and/or village.
- 8.8.10.2** The LOC medical team will provide recommendations for improvements for future World Aquatics Events and future LOCs (including, after a World Aquatics Championships, in a comprehensive report of the competition).
- 8.8.11** Communication and appropriate flow of information between the various stakeholders in relation to medical issues is important for the smooth running of the World Aquatics Event:

- 8.8.11.1** The LOC will include information about the Medical Services available at the World Aquatics Event in the summons, any information bulletin and/or the competition team leader guide.
- 8.8.11.2** The LOC medical team must establish a reliable and confidential communication system to ensure clear and prompt communication between the members of the LOC medical team during the World Aquatics Event. The communication system must allow those managing the emergency transport vehicles to communicate directly with the Healthcare Personnel at the Field of Play, and must have a dedicated, secure channel for sole use by the Athlete-focussed Healthcare Personnel and another dedicated, secure channel for sole use by the Healthcare Personnel focussed on care for spectators and the media.
- 8.8.11.3** Before each World Aquatics Event, World Aquatics will organise a sport-specific Technical/ Team Leaders' Meeting. The Chief Medical Officer and the World Aquatics Medical Delegate will explain the Medical Plan and related health and safety issues, including the Venue layout, the anticipated weather conditions (for outdoor Venues), the water temperature, the available onsite medical support and hospital care, and the evacuation plan. The World Aquatics medical team may present any scientific research or initiatives organised by World Aquatics during the World Aquatics Event such as injury and/or illness monitoring or audit research projects, other Athlete health-related research projects, any related academic or educational programme, the applicable safeguarding rules and regulations. World Aquatics will also remind Member Federation representatives of the procedure regarding Athlete withdrawals and substitutions (as set out at Articles 5.1.4 and 5.1.5 of this Part One).
- 8.8.11.4** During the World Aquatics Event, the Chief Medical Officer will hold daily meetings with the World Aquatics Medical Delegate, at which: reports from Member Federations, the LOC medical team, and the Sports Medicine Committee will be reviewed; medical incidents will be reviewed and appropriate action advised; expert advice will be provided regarding the potential postponement or cancellation of a competition or other event in the event of an Athlete health and/or safety risk; and expert advice and assistance will be provided to the LOC medical team as required and/or requested.
- 8.8.11.5** Ad hoc meetings may be organised between World Aquatics and the LOC medical team (and any other relevant stakeholders) to address specific issues arising (for example, the status of an epidemic during the World Aquatics Event).
- 8.8.12** The Chief Medical Officer should facilitate medical care from the LOC medical team for any Athlete that attends the World Aquatics Event without a Member Federation or team physician.
- 8.8.13** Where possible, the LOC should make arrangements to provide the LOC medical team members and Healthcare Personnel with a distinctive, ideally brightly-coloured, uniform that clearly identifies them as Healthcare Personnel.
- 8.9 Medical Services at the Venue**
- 8.9.1** The Medical Services must be available, if needed, to all individuals physically present at the Venue(s). This Article 8.9 of this Part One addresses the Medical Services for Athletes, Member Federation team physicians, staff, and officials, and members of the World Aquatics Team. Medical Services for spectators, representatives of the media and marketing partners, and the workforce are addressed at Article 8.24 of this Part One. In particular, the LOC medical team must provide separate Medical Stations and Healthcare Personnel for Athletes due to the restricted access to Athlete preparation and competition areas in the Venue.
- 8.9.2** All Venue Medical Services must be implemented to international 'Good Clinical Practice' standards. For example, relevant Healthcare Personnel should be competent in the latest *Advanced Trauma Life Support (ATLS)* and *Advanced Cardiac Life Support (ACLS)* guidelines, and the *IOC Manual of Emergency Sports Medicine* may be used as a reference tool for the assessment and treatment of sports injuries.
- 8.9.3** The number and location of Medical Stations at each Venue will depend on the size of the World Aquatics Event and size and nature of the Venue. The LOC medical team will operate (at least) one Medical Station at each competition Venue (the Venue Medical Station), and may operate one or more Medical Stations close to the Field of Play (a Field of Play Medical Station).
- 8.9.4** The LOC medical team will determine the requirements for Medical Services at each training and competition Venue (and at each Venue Medical Station and Field of Play Medical Station) based on a sport-specific risk assessment and analysis that will consider the sport-specific medical risk assessment, the expected numbers of Athletes at the Venue, and the duration of the World Aquatics Event.

- 8.9.5 The LOC medical team should ensure that Venue Medical Station complies with the following requirements:**
- 8.9.5.1** The Venue Medical Station should be clearly identified and located with easy access from the Field of Play and to the emergency evacuation pathway.
- 8.9.5.2** The Venue Medical Station should be a sufficient size to accommodate the anticipated number of Athletes and Healthcare Personnel (for example, at the World Aquatics Championships, the Venue Medical Station should be large enough to examine and treat three (3) to four (4) Athletes at any given time.
- 8.9.5.3** The Venue Medical Station should be staffed by Healthcare Personnel including (at minimum) a physician and a nurse. The number of Healthcare Personnel should be based on the anticipated number of medical encounters based on a review of experience at previous World Aquatics Events.
- 8.9.5.4** In addition to the provision of Medical Services, Venue Medical Station staff will record Medical Services provided; conduct operational and clinical reporting; manage equipment and supplies; communicate with the LOC medical team and others; and provide an operational base for the Healthcare Personnel that provide Medical Services at the Field of Play and/or staff the Venue's Field of Play Medical Station.
- 8.9.5.5** The Venue Medical Station should contain all relevant equipment and supplies, including:
- 8.9.5.5.1** Basic Life Support and Advanced Life Support equipment, including defibrillators that are strategically located to provide for fast response.
- 8.9.5.5.2** Evacuation equipment for immobilisation of the Athlete, transport from the Field of Play, and transport from the Venue.
- 8.9.5.5.3** Orthopaedic soft goods, splinting materials, bandages, suture kits, and other treatment materials that may permit treatment of the Athlete and, if clinically appropriate, support a return to competition.
- 8.9.5.5.4** First aid supplies and ice.
- 8.9.5.5.5** Sealed nutritious drinks, water, and snacks.
- 8.9.5.6** The Venue Medical Station should provide means to ensure adequate privacy in order to protect the Athlete's right to confidential healthcare.
- 8.9.5.7** Access to the Venue Medical Station should be limited to Healthcare Personnel and (as necessary) Athletes, Member Federation team physicians, staff, and officials, and members of the World Aquatics Team. For privacy reasons, access to the representatives of the media and the public should not be allowed.
- 8.9.5.8** If possible, the LOC medical team should provide a separate and secure lounge or area for Healthcare Personnel during breaks.
- 8.9.5.9** The LOC medical team will ensure secure storage for medications, including controlled drugs, in accordance with the law of the host country.
- 8.9.6 The LOC medical team should ensure that any Field of Play Medical Station complies with the following requirements:**
- 8.9.6.1** The Field of Play Medical Station should be located with easy access to the Field of Play, the Venue Medical Station, and the emergency evacuation pathway.
- 8.9.6.2** The Healthcare Personnel staffing the Field of Play Medical Station must be able to clearly watch the sport activity.
- 8.9.6.3** If possible the Field of Play Medical Station should provide means to ensure adequate privacy.
- 8.9.6.4** The Field of Play Medical Station should contain all relevant equipment and supplies, including:
- 8.9.6.4.1** Basic Life Support and Advanced Life Support equipment, including defibrillators that are strategically located to provide for fast response.
- 8.9.6.4.2** Evacuation equipment for immobilisation of the Athlete, transport from the Field of Play, and transport from the Venue.
- 8.9.7** The LOC should provide physiotherapy and massage services at World Aquatics Events free of charge to Athletes.
- 8.9.7.1** Commonly offered physiotherapy and massage services are for warm-up, recovery, unload, manual therapy, stretches, osteopathic adjustments, functional bandaging, and kinesis taping.
- 8.9.7.2** Areas of the body commonly treated are the lower leg (30%), shoulder (19%), lower back (13%), knee (12%), and upper arm (11%).

- 8.9.7.3** The available physiotherapy equipment (e.g., laser, cryo-laser, ultrasound, etc.) will depend on the space allocated for that purpose in each Venue.
- 8.9.8** For recovery purposes, the LOC should provide at each Venue two (2) ice baths (minimum width 0.8 m, length 1.2 m, depth 1.0 m) or 14° C water tubs, or otherwise provide ice machines for use by Member Federation teams and Athletes to fill their own bath or tub, or to ice an injury.
- 8.10** **Emergency Action Plan and Medical Response Protocol:**
- 8.10.1** Following a sport-specific risk assessment, the LOC medical team must establish an Emergency Action Plan and a Medical Response Protocol that includes procedures for how and when to access the Field of Play, and emergency treatment at and evacuation from the Field of Play, in particular:
- 8.10.1.1** Educational videos and recommendation for daily medical scenario training and practice.
- 8.10.1.2** Emergency medical protocols for Medical Stations and the Field of Play, in particular addressing cardiac arrest, life-threatening injury, and death.
- 8.10.1.3** Exit pathways from the Field of Play to the Venue Medical Station and for emergency evaluation (including the locations of ambulance transport and automated external defibrillators).
- 8.10.1.4** Completion of medical records, including the maintenance of confidentiality.
- 8.10.1.5** Communication procedures (who, how, and when) for communicating with the ambulance and/or emergency medical service providers, the Venue Medical Station, the designated hospital, the LOC medical team, the World Aquatics Medical Delegate and/or chair of the Sports Medicine Committee, and the media.
- 8.10.1.6** The figure immediately below (from the ASOIF Health Care Guidelines for International Federations) illustrates some of the possible scenarios and procedures that the Emergency Action Plan should address:



(*initial life-saving interventions should occur immediately prior to transportation as appropriate: for example, an Athlete experiencing a heat stroke emergency should receive immediate intervention at the Venue prior to transfer by ambulance.)

- 8.10.1.7** If possible, a test event is recommended to evaluate the Emergency Action Plan and Medical Response Protocol, both at competition and training Venues. Past medical experiences from previous events should be shared in advance with the LOC medical team to assist in preparation.
- 8.10.1.8** If Member Federation team physicians have any concerns regarding Athletes that might require special medical attention or specific treatment, they should contact the Chief Medical Officer in advance of the World Aquatics Event.
- 8.10.1.9** During the Technical/ Team Leaders' Meeting prior to the World Aquatics Event, the LOC and World Aquatics will circulate the identities and contact information of the following individuals to all relevant participants: the Chief Medical Officer, the LOC sport manager(s), the World Aquatics Technical Delegate(s), the World Aquatics Medical Delegate, the World Aquatics sport manager(s), and staff on-site, the World Aquatics Medical Manager, and each participating Member Federation's team leader.
- 8.10.1.10** During competition, direct and permanent medical supervision of the Field of Play will be maintained. If for any reason the number of available Healthcare Personnel are reduced (for example, as a result of an evacuation of an injured Athlete), the Chief Medical Officer (or his/her designee) will organise replacement Healthcare Personnel from other areas of the Venue.
- 8.10.2** The nature of and requirements for an emergency medical response will depend on the nature of the injury or incident and whether it occurs in the water or on the ground or pool deck. Extraction of an unconscious or injured athlete from the water requires practised teamwork.
- 8.10.2.1** For any incident that occurs in a pool, if the Athlete is conscious he/she will likely be able to hold onto a flotation device and be towed to the side of the pool with lifeguard support. If the Athlete is unconscious or otherwise unable to hold onto a flotation device, he/she must be stabilised on a flotation device.
- 8.10.2.2** A primary assessment should be conducted on the poolside to identify life-threatening conditions warranting immediate intervention. The need for cardiopulmonary resuscitation and cervical stabilisation should be considered.
- 8.10.2.3** When stable, the Athlete can be transported to a Medical Station for more extensive assessment including potential for closed head injury. The relevant Healthcare Personnel may decide to transfer the Athlete to hospital.
- 8.10.2.4** If the Athlete is fully conscious and mobile, the primary assessment on the pool deck will determine the need for urgency and transfer to a Medical Station. The Athlete's Member Federation team physician may be engaged to assist in this process, in particular because their knowledge of the Athlete may be valuable to local Healthcare Personnel. However, the Member Federation team physician (or other team members) must not interfere with the medical response by Healthcare Personnel. In all circumstances, the Chief Medical Officer (or his/her designee) has ultimate responsibility for decisions regarding medical treatment or transfer of an Athlete, although he/she may consult with the Athlete's Member Federation team physician (or other appropriate team members) and the World Aquatics Medical Delegate.
- 8.11 Emergency transport plan:**
- 8.11.1** The LOC medical team, in cooperation with the national and local emergency response organisation, will produce an emergency transport plan (as part of the Medical Plan).
- 8.11.1.1** Sets out all relevant information for the planning and preparation of emergency transport, including the number of Athlete ambulances, spectator ambulances, and reserve/support ambulances required, the minimum level of ambulance equipment, the minimum skill level of ambulance crew (e.g., emergency medical transport/paramedic, ATLS, ACLS etc.), and the location of the ambulances.
- 8.11.1.2** Clearly identifies the Venue pathways to emergency transport to hospital for medical care that cannot be provided in the Venue to ensure adequate planning and preparation prior to the event.
- 8.11.1.3** Identifies the medical transport to be utilised in non-emergency situations from the Venue to either an outpatient clinic or designated event hospital (e.g., car, taxi, event transport) save that where the travel time by ambulance between the Venue and the nearest hospital with emergency room facilities is longer than one (1) hour, then the safety plan will require provision for helicopter transport.
- 8.11.2** The LOC must ensure that appropriate accreditation access will be obtained for all Healthcare Personnel to allow them to accompany the injured or ill Athlete or other person from the Field of Play or Venue Medical Station (or otherwise inside the Venue) to the emergency transport location, and that the security and protocol personnel are made aware of the relevant provisions of the emergency transport plan (in particular the Venue pathway) and will allow access as required.

- 8.11.3** Specifically in relation to any Swimming, Water Polo, or Artistic Swimming competition, the ambulance(s) must be located on site at the competition Venue during all training and competition sessions unless ambulance emergency response times can be guaranteed to within a few minutes from the time of a telephone call, in which case with the advance approval of the World Aquatics Sports Medicine Committee, the use of off-site ambulances is permitted.
- 8.11.4** Specifically in relation to any Open Water Swimming competition (or any High Diving competition held in an open water or other appropriate competition site), a medical boat with personnel and facilities capable of medically stabilising an Athlete and providing emergency transport must be on the course throughout the competition with a reserve medical boat available in the event that the first medical boat has to leave the competition site. In addition, an ambulance must also be located on land onsite or on call within five (5) minutes of the Venue.
- 8.11.5** Specifically in relation to any Diving or High Diving competition, an ambulance must be located on site at the Venue during all training and competition sessions. A reserve ambulance must be available in the event that the first ambulance has to leave the competition site.
- 8.12 Use and administration of medications:**
- 8.12.1** While World Aquatics does not issue detailed requirements in respect of the medications for the Venue Medical Station and the Field of Play Medical Station, the LOC medical team must ensure that systems for secure storage and medication management are in place for the event in accordance with the law of the host country (noting that controlled drugs may require special storage and record-keeping), and that the administration and/or prescription of all medications is recorded.
- 8.12.2** The LOC medical team may appoint a pharmacist to set up and manage the pharmacy service provision for the event.
- 8.12.3 Anti-doping requirements:**
- 8.12.3.1** Each member of the LOC medical team must be familiar with the World Aquatics Doping Control Rules, the WADA Prohibited List (detailing the substances and methods that are prohibited in sport), the WADA International Standard for Therapeutic Use Exemptions, and the protocols for Therapeutic Use Exemption applications that are specific to World Aquatics.
- 8.12.3.2** Each member of the LOC medical team should complete the ADeL Medical Professional's Education Program on WADA's anti-doping e-learning platform.
- 8.12.3.3** The LOC medical team must ensure that medications brought to a World Aquatics Event by the LOC medical team (or instructed Healthcare Personnel) that contain one or more substances prohibited by the WADA Prohibited List are clearly marked (for example, by the use of coloured stickers) for easy identification and to warn prescribing physicians of the need for a Therapeutic Use Exemption.
- 8.12.3.4** If there is a need to prescribe a medication that contains a prohibited substance:
- 8.12.3.4.1** Both the prescribing physician and the Athlete who is receiving the medication must sign the prescription form and confirm that they are aware that the medication contains a prohibited substance and that the Athlete consents to receive the medication.
- 8.12.3.4.2** The pharmacist or other person dispensing the medication must sign the prescription form and confirm that they have informed the prescribing physician and the Athlete that the medication contains a prohibited substance.
- 8.12.3.4.3** The prescribing physician must give to the Athlete a duplicate copy of the prescription form (which may assist the Athlete if he/she is notified for doping control or is otherwise engaged in any subsequent results management process).
- 8.13 Hospital and isolation facilities:**
- 8.13.1** A few months before the World Aquatics Event, the Chief Medical Officer must develop a plan for the referral and potential transport of injured and/or ill athletes to one or more designated nearby hospitals or other medical facilities, and inform World Aquatics of the designated hospitals or other medical facilities.
- 8.13.2** The hospitals or other medical facilities must be capable of providing continuing emergency care, access to laboratory investigations, imaging, and specialist opinions, including dental services. Selection of hospitals and other medical facilities should take into consideration anticipated health concerns, available hospital services (including, major trauma and medical preparedness), proximity to the Venue(s), and insurance and financial requirements.

- 8.13.3** In the Medical Plan, the Chief Medical Officer must:
- 8.13.3.1** Identify appropriate isolation facilities, which could include in-room services, for use in case of pandemic.
- 8.13.3.2** Identify the relevant public health legislation and regulations in the host country of the event, establish appropriate contacts with the public health authorities, and ensure that appropriate plans are made to reduce and manage the risk of individuals acquiring an infectious illness, to encourage health-promoting behaviours in athletes, officials and visitors, and to ensure food and water safety.
- 8.13.3.3** Consider appropriate policy in the event of an infectious or communicable disease, which may include requirements for immunisation of Athletes, members of the World Aquatics Team, and guests, consideration of the risks specific to the geographical location of the competition, protocols for isolation of Athletes and/or teams with communicable diseases, criteria for sport participation for ill and recovering Athletes, essential medications required for treatment of an infectious outbreak, and protocols to ensure a safe and secure food supply (including by working with local law enforcement and security agencies to ensure the safety of the food supply at the training and/or competition Venues including staff catering) and at the accredited participants' accommodation (hotels and/or village)).
- 8.13.3.4** Consider appropriate policy to ensure food and water hygiene, and protective steps to avoid inadvertent ingestion by Athletes of substances included on the WADA Prohibited List (for example, contaminated foods or sports products).
- 8.14 Environmental considerations**
- 8.14.1** The LOC medical team should, in consultation with World Aquatics, consider all relevant environmental issues (including climate; heat and cold; other extreme weather conditions; elevation and altitude; air quality; water quality; the duration of the sport event; the physiological requirements of the sport and/or discipline; the time of day of the competition and training sessions; and the time of year of the event), evaluate them based on historical records and, if necessary, develop a risk mitigation strategy.
- 8.14.2** If any environmental risks are identified, the LOC medical team should consult with appropriate sport science and environmental specialists and, if necessary, implement appropriate strategies and corrective actions.
- 8.14.3** Water quality is of fundamental importance for Aquatic sports. The LOC medical team should share with World Aquatics and Member Federations the water quality records and archives from previous years.
- 8.14.4** Further information and/or requirements regarding water quality at Open Water Swimming competitions is available at Article 13 of Part Three.
- 8.14.5** At all Venues, the LOC must indicate with appropriate signage whether or not the tap water is drinkable without risk of infection.
- 8.14.6** Recognising that Venues may be indoor or outdoor and that Open Water Swimming and High Diving are conducted outdoors and exposed to weather conditions, before any event the LOC must provide Member Federations appropriate information on the actual environmental conditions and their expected evolution. Member Federations should assess that information and use it to inform and organise appropriate Athlete travel and acclimation arrangements.
- 8.14.7 At all Venues:**
- 8.14.7.1** World Aquatics should consider the implementation of specific protocols to address possible environmental risks, for example: early departure, event cancellation, additional breaks for Technical Officials and Athletes, appropriate clothing for Technical Officials, etc.
- 8.14.7.2** The LOC should aim to minimise environmental risks and exposure by, for example: adapting scheduling, providing cooled and/or warmed team tents and waiting areas, etc.
- 8.14.7.3** The LOC should provide appropriate risk mitigation measures for spectators and Technical Officials, for example: education regarding behaviour to adopt, the provision of hydration and shade, and if necessary distribution of assistance such as paper fans and/or caps).
- 8.14.8 The LOC medical team should:**
- 8.14.8.1** Organise appropriate training for the Healthcare Personnel in how to recognise emergency situations and follow emergency treatment protocols.
- 8.14.8.2** Provide specialist medical equipment such as ice baths for full body immersion.
- 8.14.8.3** Provide, and provide appropriate access to, essential medications that reflect the environmental risks.

- 8.14.8.4** Ensure that appropriate and clear treatment algorithms are displayed in the Medical Station (e.g., exertional heat stroke algorithms).
- 8.14.8.5** Provide any specific medical equipment related to the environmental conditions (e.g., cooling bath, warm baths, rectal thermometer, sodium tester, etc.).
- 8.14.9** World Aquatics and the LOC will have a communication strategy to deal with any environmental factors that may impact the organisation of any Competition.
- 8.15** **Safety and security:**
- 8.15.1** In good time in advance of the event, the LOC medical team must coordinate, plan, strategise with local safety and security departments for the event regarding safety, security, and disaster planning.
- 8.15.2** Such planning must include details regarding liaison with police services in case of emergency to provide additional security, fire department services in case of fire emergency, emergency transportation services, tertiary care health services, supply source of essential medications, blood banks, emergency mental health services for psychological support as required, and public health services.
- 8.15.3** Such planning must also include policies and procedures for major incidents or disasters, including terrorist attacks, environmental disasters such as earthquakes, tsunamis, fire, severe weather conditions, etc., and Venue malfunction.
- 8.16** **Nutrition requirements:**
- 8.16.1** The World Aquatics medical team and the LOC medical team will ensure adequate and appropriate nutrition at international sporting events.
- 8.16.2** At the training and competition Venues, the LOC must provide drinking water and carbohydrate-electrolyte replacement drinks and a variety of food options to aid athlete recovery.
- 8.16.3** The LOC must ensure delivery of a catering plan at the Athlete accommodation that meets the following requirements:
- 8.16.3.1** Sufficient menu variety within and between meals to manage food boredom and to provide ample choices for the needs of the Athletes.
- 8.16.3.2** Attention to the food culture of the Athlete population including special cultural practices (e.g., halal, kosher).
- 8.16.3.3** Food and menu options that meet the health and specific sports nutrition considerations of the Athlete population (e.g., carbohydrate loading).
- 8.16.3.4** Support for special dietary needs (e.g., food intolerances and allergies) or choices (e.g., vegan/vegetarian) of the Athletes.
- 8.16.3.5** Point of choice labelling of menu items to identify nutritional characteristics and other key information (e.g., presence or absence of allergens).
- 8.16.3.6** (Ideally) provision of additional education resources around sports nutrition guidelines.
- 8.16.3.7** Sufficient accessibility to support the overall nutritional needs of the Athletes and the logistics around training and Competition schedules, including flexibility to meet special needs.
- 8.16.4** Ideally, information about the catering plan should be provided by the LOC ahead of the World Aquatics Event for distribution to the Member Federations to assist in their preparations and specific plans. Such information should include:
- 8.16.4.1** Specific information on key issues that might arise around particular Competitions or specific Venues or locations (e.g., food and water hygiene, control of potential contamination of food supplies).
- 8.16.4.2** Specific details of how special nutritional or cultural needs will be met, including key contacts to discuss and/or arrange provision for additional needs.
- 8.16.4.3** Specific information regarding the importation of additional food supplies to the location (e.g., local customs or quarantine regulations) in order to assist Member Federations, teams, or individuals with plans to supplement the catering plan.
- 8.16.4.4** Protocols and procedures for the management of any declared outbreak of food-related illness.

- 8.16.5** The LOC must ensure that the hotel in which Athletes are accommodated during the event operates flexible meal serving times (for example, the hotel must be able to serve breakfast before early morning practices, and dinner after late evening competitions).
- 8.17** **Athlete safeguarding:**
- 8.17.1** The World Aquatics Athlete Safeguarding Policy can be found on the Aquatics Integrity Unit's website, and any issue arising should be reported to the Aquatics Integrity Unit.
- 8.18** **Athlete mental health support:**
- 8.18.1** Evidence shows that elite athletes have a higher prevalence of mental health symptoms and conditions than non-athletes and, as such, World Aquatics aims to ensure the provision of adequate and effective mental health support for Athletes at World Aquatics Events.
- 8.18.2** Accordingly, World Aquatics and/or the LOC will assess the following considerations in its organisation of the event: opportune timing of competition events, appropriate timing of training and competition sessions to allow adequate recovery and sleep, the provision of time for recovery post-training and competition, efficient transport systems and proximity between the Venue and Athlete accommodation, allocation of quiet spaces of low stimulation, inclusion (if possible) of a licensed/ registered mental health professional with experience in elite sport on the LOC medical team, and availability of a referral network of licensed/ registered mental health professionals.
- 8.19** The LOC medical team should consider any host country Government regulations relevant to the provision of healthcare delivery during the planning and delivery of the Medical Services at the World Aquatics Event. In particular the LOC medical team must in sufficient time in advance of the World Aquatics Event:
- 8.19.1** Provide information (including relevant Government websites) and assistance to the Member Federation team physician(s) with their registration and licensing to provide medical services in the host country to the Member Federation delegation during the World Aquatics Event.
- 8.19.2** Obtain and circulate guidance regarding local legal requirements for the importation of drugs and medical equipment by Member Federation team physicians, including the importation by Member Federation team physicians of medication for team member use, importation by individual athletes of medication for personal use, importation of controlled drugs and medical equipment, and the provision of medical care to Athletes (for example, the use of opiates in a pre-hospital environment).
- 8.20** **After-hours medical care:**
- 8.20.1** After-hours emergency medical care for Athletes, Member Federation team officials and staff, Technical Officials, and members of the World Aquatics Team should be arranged with easy access through the official event hotels.
- 8.20.2** Processes and contact details and other information about after-hours (out of Venue) urgent care, medical services at hotels, and athlete village health services (if applicable), will be provided in the team leader information packs.
- 8.20.3** The LOC must provide adequate and timely language services to facilitate the delivery of medical care at the training and competition Venue(s). These services must include contact information for access to the event language translation services, designation of medical translation services (if applicable), the languages included, and an appropriate statement regarding medical information confidentiality when using language services.
- 8.20.4** The LOC should identify in advance of the event a few reliable local service providers who will be able to assist – at the individual's cost and on a reasonably urgent basis – if an Athlete, member of the World Aquatics Team, or other person, loses or breaks their eyeglasses or contact lenses or otherwise encounters an optical issue.
- 8.21** **Insurance and liability:**
- 8.21.1** Each accredited participant must have their own personal medical insurance.
- 8.21.2** World Aquatics and the LOC assume no responsibility for any healthcare provided by Healthcare Personnel to Member Federation team members and delegates.
- 8.21.3** The LOC should ensure that all members of the LOC medical team are covered by professional liability insurance. The amount of coverage must be commensurate with the risks associated with providing the Medical Services as described herein.
- 8.21.4** It is recommended that Member Federation healthcare professionals inform their insurance company that they are travelling abroad with a sports team, and check whether their professional liability insurance covers this activity. Each Member Federation should make its own arrangements for professional liability insurance.

- 8.22** Non-smoking policy: each entire Venue is strictly non-smoking and the LOC will put appropriate signage in place around each Venue.
- 8.23** **Medical communication strategy:**
- 8.23.1** World Aquatics' communication policies regarding communication about health-related information should be reviewed from time to time in cooperation with the LOC and the LOC medical team.
- 8.23.2** Any questions from the Media related to medical issues will be addressed to (and, if necessary, forwarded to) the World Aquatics Communication Department. The LOC medical team will not communicate directly with the Media.
- 8.24** Non-Athlete Medical Services:
- 8.24.1** The LOC will make some provision for the healthcare of non-Athlete population at Venues, including spectators, members of the media, personnel of marketing partners, and the workforce. That healthcare provision will include:
- 8.24.1.1** Designation of dedicated Healthcare Personnel whose roles are different and unrelated to the roles of the Athlete-focussed Healthcare Personnel.
- 8.24.1.2** Allocation of a Medical Station for spectators, media, marketing partners, and workforce (separate to the Venue Medical Station).
- 8.24.1.3** A medical action plan that outlines: the location of automatic external defibrillators; process for removal from the spectator area; triage procedures; medical protocols for trauma and illness; transfer procedures from the spectator Medical Station to ambulance; ambulance and hospital designation; spectator medical briefings; scenario training; communication networks; the medical records system; and public health requirements including environmental planning and protocols and major incident planning and training.
- 8.25** **Medical ethical guidelines:**
- 8.25.1** Athletes have the right to high-quality, ethical, medical care. In elite sporting events, there may be external pressures or influences on athlete healthcare and return to sport (for example, from media, agents, coaches, Member Federation presidents etc.) that wish to sway an athlete's decision to participate.
- 8.25.2** Accordingly, the LOC for any World Aquatics Event must emphasise to all members of the LOC medical team the principles of ethical, athlete-centred healthcare delivery.
- 8.25.3** These principles include the athlete's rights to: the confidentiality of health information, informed consent, a second medical opinion, the latest evidence-based medical care, and safe and ethical medical practices.

9 FACILITIES AND EQUIPMENT

9.1 The provisions of Article O of this Part One are intended to provide the best possible facilities and environment for competitive use and training, and are not intended to govern use by or other issues related to the general public. For the avoidance of doubt, it is the responsibility of the owner or controller of a facility to provide safe and appropriate facilities and adequate supervision for activities undertaken by the general public.

9.2 Pools:

9.2.1 World Aquatics 'Olympic Standard' pools: All World Championships (except the Masters World Championships) and the Olympic Games must be held in pools that comply with the facility rules of each Aquatic sport (see Part Two to Part Seven).

9.2.2 World Aquatics 'General Standard' pools: World Aquatics Events must be held in World Aquatics Olympic Standard Pools, unless (1) the proposed pools do not meet certain criteria regarding pool standards, but (2) those deficiencies do not materially interfere with the competitions, and (3) the Bureau (in its sole discretion) waives in advance certain criteria regarding pool standards.

9.2.3 World Aquatics 'Minimum Standard' pools: All other events held under World Aquatics Rules must be conducted in pools that comply with all of the minimum standards contained within Article O of this Part One.

9.3 Automatic Officiating Equipment:

9.3.1 At the Olympic Games and the World Aquatics Championships, the World Aquatics-approved Automatic Officiating Equipment and other automatic officiating and video judging equipment must be provided and used (as described in the sport-specific Parts).

9.4 Availability of Venues:

9.4.1 For the World Aquatics Championships, all Venues must be available for use by entered Athletes from at least five (5) days before the opening ceremony, unless otherwise agreed between World Aquatics and the LOC.

9.4.2 For all other World Aquatics Events, all pools must be available for use by entered Athletes before the competition begins: For Swimming, Open Water Swimming, Water Polo, and Artistic Swimming, from at least five (5) days prior to the first competition; for Diving and High Diving, from at least eight (8) days prior to the first competition.

9.4.3 During the competition days, the pools must be available for training when competitions are not in progress.

9.5 Seating positions along the side of the pool shall be provided for all Athletes, team officials and unassigned Technical Officials, from which they may properly observe training and competitions.

9.6 New competition equipment (e.g., starting blocks, lane-ropes, etc.) must be available by 1 January in the year of an Olympic Games or a World Aquatics Championships in order to be used in that competition.

9.7 Mechanical or technical malfunction:

9.7.1 If there is a mechanical or technical malfunction that adversely affects an Athlete at the Olympic Games, the World Aquatics Championships, the World Aquatics Swimming Championships (25m), and the World Aquatics Junior Swimming Championships, the Chairperson of the Technical Swimming Committee (or his/her designee) will determine whether or not to permit the Athlete an additional opportunity to compete.

9.7.2 If there is a mechanical or technical malfunction that adversely affects an Athlete at any competition other than those specified at Article 9.7.1 of this Part One, the Referee will determine whether or not to permit the Athlete an additional opportunity to compete.

9.8 In order to protect the health and safety of persons using swimming facilities for the purposes of recreation, training and competition, owners of public pools or pools restricted only to training and competition must comply with the requirements established by law and the health authorities in the country where the pool is situated.

10 TECHNICAL OFFICIALS

10.1 General requirements:

- 10.1.1** Technical Officials proposed to officiate at an Olympic Games or a World Aquatics Event:
- 10.1.1.1** must be fully certified by the respective Technical Committee;
- 10.1.1.2** must be a member of and certified by the nominating Member Federation;
- 10.1.1.3** either must be of the same nationality as the Country or other territory that the Member Federation represents, or must have resided in the Country or other territory that the Member Federation represents for at least a period of one (1) year prior to the relevant competition; and
- 10.1.1.4** if a Judge has previously been nominated by a different Member Federation (or otherwise represented a different Member Federation), that Judge must not have been nominated by a different Member Federation (or otherwise represented a different Member Federation) for at least a period of three (3) years prior to the relevant competition.
- 10.1.2** In order to officiate at an Olympic Games or a World Aquatics Event, a Technical Official must be listed on the respective sport's World Aquatics Officials List.
- 10.1.3** Each Technical Committee will propose Technical Officials to officiate at the Olympic Games or World Championships from the respective sport's World Aquatics Officials List, for approval by the Bureau.
- 10.1.4** If a nominated and approved Technical Official fails to report for duty at the relevant event, the nominating Member Federation must pay to World Aquatics a fine of 2,000 Swiss Francs.

10.2 Age requirements:

- 10.2.1** In order to officiate competitions other than High Diving, and Water Polo at the Olympic Games or a World Aquatics Event, a Technical Official must be sixty-five (65) years old or younger at the date that his/her most-recent application for the respective World Aquatics Officials List was submitted.
- 10.2.2** In order to officiate High Diving competitions at a World Aquatics Event, a Technical Official must be seventy-five (75) years old or younger at the date that his/her most-recent application for the respective World Aquatics Officials List was submitted.
- 10.2.3** In order to officiate Water Polo competitions at the Olympic Games or a World Aquatics Event, a Technical Official must be sixty (60) years old or younger at the date that his/her most-recent application for the respective World Aquatics Officials List was submitted.

10.3 Conflicts of interest rules applicable to all Technical Officials:

- 10.3.1** Except as set out at Articles 10.3.2 and 10.3.3 of this Part One, Technical Officials are ineligible to officiate at World Aquatics Events or the Olympic Games if any of the following conflicts of interest apply to them:
- 10.3.1.1** They are attending the competition as a representative of a Member Federation that is taking part in the competition. This includes roles such as board member, coach, doctor, media liaison, president, team leader and therapist.
- 10.3.1.2** They are acting as Athlete Support Personnel or providing any sort of performance monitoring or feedback to an Athlete or team participating in the competition.
- 10.3.1.3** They are Family members or Close Friends of an Athlete who is participating in the competition.
- 10.3.1.4** They are endorsed or sponsored by a person, company or organisation that has (or might reasonably be perceived as having) a vested interest in the competition's outcome.
- 10.3.2** In all cases arising under Article 10.3.1 of this Part One, the Technical Official may officiate at the World Aquatics Event or the Olympic Games in events in which the relevant Athlete, team, or Member Federation is not competing.
- 10.3.3** The AQUU may, in its sole discretion, approve exceptions to cases arising under Article 10.3.1 on a case-by-case basis if the circumstances do not compromise, or appear to compromise, the neutrality or integrity of officiating.

10.4 Additional conflicts of interest rules applicable to Critical Technical Officials:

- 10.4.1** Except as set out at Articles 10.4.2 and 10.4.3 of this Part One, Critical Technical Officials are ineligible to officiate at World Aquatics Events or the Olympic Games if any of the following conflicts of interest apply to them:
- 10.4.1.1** They are Family members or Close Friends of an Athlete Support Personnel helping an Athlete who is participating in the competition.

- 10.4.1.2** They hold, or have held in the twelve (12) months prior to the start of the competition, any of the following positions with a Member Federation taking part in the competition:
- 10.4.1.2.1** president, board member, or any other position with substantial decision-making authority;
- 10.4.1.2.2** any position involved in team selection, athlete development, high performance, or coaching; and/or
- 10.4.1.2.3** any paid position.
- 10.4.1.3** They have, in the twelve (12) months prior to the start of the competition, participated as an Athlete at a World Aquatics Event in the same Aquatic sport for which they intend to officiate.
- 10.4.1.4** They have, in the twelve (12) months prior to the start of the competition, acted as Athlete Support Personnel, or provided any sort of performance monitoring or feedback to an Athlete or team participating in the competition.
- 10.4.1.5** They have a financial interest in an Athlete or a Member Federation involved in the competition (for example, investments, sponsorship agreements, or business dealings).
- 10.4.2** In all cases arising under Article 10.4.1 of this Part One, the Critical Technical Official may officiate at the World Aquatics Event or the Olympic Games in events in which the relevant Athlete, team, or Member Federation is not competing.
- 10.4.3** World Aquatics may, in its sole discretion, approve exceptions to cases arising under Article 10.4.1 on a case-by-case basis following express written confirmation by the AQIU that the circumstances do not compromise, or appear to compromise, the neutrality or integrity of officiating.
- 10.5** **Effect of ineligibility on results:**
- 10.5.1** If an ineligible Technical Official has officiated, due to non-compliance with the requirements of this Article 10 or for any other reason, the Technical Official may be subject to disciplinary proceedings by the AQIU, but the competition results will remain valid.

11 AWARDS

- 11.1** In the World Aquatics Championships and the World Aquatics World Swimming Championships (25m), awards are distributed as follows:
- 11.1.1** **In Swimming events:**
- 11.1.1.1** Gold, Silver, and Bronze medals will be awarded to the first three (3) places in individual and relay final events. In swimming relays when one or more preliminary rounds are swum, medals will be awarded to the swimmers who were members of the first three (3) placed teams and who participated in one or more preliminary rounds and/or the final. In the case of a tie, medals will be awarded in accordance with Article 11.1.8 of this Part One.
- 11.1.1.2** Diplomas will be awarded to all eight finalists in each individual event and to the first eight finalists in relay events. In swimming relays when one or more preliminary rounds are swum, medals will be awarded to the swimmers who were members of the first three (3) placed teams and who participated in one or more preliminary rounds and/or the final.
- 11.1.1.3** A team trophy will be awarded to the best team of the championships based on the highest cumulative points total, calculated in accordance with the following points allocation to the Athletes or teams in each event:
- 11.1.1.3.1** Individual events using 8 lanes (places 1 to 16): 18, 16, 15, 14, 13, 12, 11, 10, 8, 7, 6, 5, 4, 3, 2, 1 points.
- 11.1.1.3.2** Relay events using 8 lanes (places 1 to 8): 36, 32, 30, 28, 26, 24, 22, 20 points.
- 11.1.1.3.3** If an event is tied, points will be awarded in accordance with Article 11.1.8.7 of this Part One.
- 11.1.1.4** Individual trophies will be awarded to the best man and the best woman of the championships based on the highest cumulative points total, calculated in accordance with the following points allocation to the Athletes in each individual event:
- 11.1.1.4.1** First place: 5 points.
- 11.1.1.4.2** Second place: 3 points.
- 11.1.1.4.3** Third place: 2 points.
- 11.1.1.4.4** Fourth place: 1 point.

- 11.1.1.4.5** Individual World Record: 2 points for each World Record broken.
- 11.1.1.4.6** If an event is tied, points will be awarded in accordance with Article 11.1.8.7 of this Part One.
- 11.1.1.4.7** If the cumulative points total for an individual trophy is tied, the individual trophy will be awarded to the Athlete whose performances achieve the higher points score calculated using the World Aquatics Points Table.
- 11.1.2 In Open Water Swimming events:**
- 11.1.2.1** Gold, Silver, and Bronze medals will be awarded to the first three (3) places in each individual and team event. In the case of a tie, medals will be awarded in accordance with Article 11.1.8 of this Part One.
- 11.1.2.2** Diplomas will be awarded to the first eight (8) finishers in each individual event and to the first eight (8) finishers in each team event.
- 11.1.2.3** Diplomas will be awarded to the first ten (10) finishers in each 3 km Knockout Sprint event.
- 11.1.2.4** A team trophy will be awarded to the best team of the championships based on the highest cumulative points total, calculated in accordance with the following points allocation:
- 11.1.2.4.1** To the first twelve (12) ranked Athletes in each 5 km and 10 km event: 18, 16, 14, 12, 10, 8, 6, 5, 4, 3, 2, 1 points.
- 11.1.2.4.2** To the first ten (10) ranked Athletes in each 3 km Knockout Sprint event: 18, 16, 14, 12, 10, 8, 6, 5, 4, 3 points. If there are more than ten (10) finalists, the Athletes ranked eleventh and twelfth will receive 2 points and 1 point, respectively.
- 11.1.2.4.3** To the first twelve (12) ranked teams in each mixed team event: 36, 32, 28, 24, 20, 16, 12, 10, 8, 6, 4, 2 points.
- 11.1.2.4.4** If an event is tied, points will be awarded in accordance with Article 11.1.8.7 of this Part One.
- 11.1.3 In Diving events:**
- 11.1.3.1** Gold, Silver, and Bronze medals will be awarded to the first three (3) places in each individual, synchronised and team event.
- 11.1.3.2** Diplomas will be awarded to all eight (8) finalists in each individual event and to the first six (6) finalists in each synchronised and team event.
- 11.1.3.3** A team trophy will be awarded to the best team of the championships based on the highest cumulative points total, calculated in accordance with the following points allocation to the first twelve (12) ranked Athletes or teams in each event:
- 11.1.3.3.1** Individual diving event: 18, 16, 14, 12, 10, 8, 6, 5, 4, 3, 2, 1 points.
- 11.1.3.3.2** Synchronised diving event: 27, 24, 21, 18, 15, 12, 9, 7.5, 6, 4.5, 3, 1.5 points.
- 11.1.3.3.3** Team event: 27, 24, 21, 18, 15, 12, 9, 7.5, 6, 4.5, 3, 1.5 points.
- 11.1.3.3.4** If an event is tied, points will be awarded in accordance with Article 11.1.8.7 of this Part One.
- 11.1.4 In High Diving events:**
- 11.1.4.1** Gold, Silver, and Bronze medals will be awarded to the first three (3) ranked Athletes in each event.
- 11.1.4.2** Diplomas will be awarded to first eight (8) finalists in each event.
- 11.1.5 In Water Polo events:**
- 11.1.5.1** Gold, Silver, and Bronze medals will be awarded to all the players of the first three (3) teams.
- 11.1.5.2** In each of the men's and women's events, a trophy will be awarded to the best player and the best goalkeeper of the championships (determined by World Aquatics).
- 11.1.6 In Artistic Swimming events:**
- 11.1.6.1** Gold, Silver, and Bronze medals will be awarded to first three (3) Athletes or teams in each individual, solo, duet, mixed duet, and team event.
- 11.1.6.2** Diplomas will be awarded to the first eight (8) finalists in solo and duet events and to the first six (6) finalists in team events.
- 11.1.6.3** A team trophy will be awarded to the best team of the championships based on the highest cumulative points total, calculated in accordance with the following points allocation to the first twelve (12) ranked Athletes or teams in each event:

- 11.1.6.3.1** Solo, Technical Routine: 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1 points.
- 11.1.6.3.2** Solo, Free Routine: 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1 points.
- 11.1.6.3.3** Duet, Technical Routine: 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7 points.
- 11.1.6.3.4** Duet, Free Routine: 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7 points.
- 11.1.6.3.5** Mixed Duet, Technical Routine: 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7 points.
- 11.1.6.3.6** Mixed Duet, Free Routine: 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7 points.
- 11.1.6.3.7** Team, Technical Routine: 24, 22, 20, 18, 16, 14, 12, 10, 8, 6, 4, 2 points.
- 11.1.6.3.8** Team, Free Routine: 24, 22, 20, 18, 16, 14, 12, 10, 8, 6, 4, 2 points.
- 11.1.6.3.9** Free Combination: 24, 22, 20, 18, 16, 14, 12, 10, 8, 6, 4, 2 points.
- 11.1.6.3.10** Acrobatic Routine: 24, 22, 20, 18, 16, 14, 12, 10, 8, 6, 4, 2 points.
- 11.1.6.3.11** If an event is tied, points will be awarded in accordance with Article 11.1.8.7 of this Part One.
- 11.1.7** Commemorative medals may be awarded to all those officially connected with the World Aquatics Championships.
- 11.1.8** In the case of a tie, medals and team trophy points will be awarded as follows:
- 11.1.8.1** In case of a two-way tie for first place, two (2) Gold medals, no Silver medal, and one (1) Bronze medal will be awarded.
- 11.1.8.2** In case of a two-way tie for second place, one (1) Gold medal, two (2) Silver medals, and no Bronze medal will be awarded.
- 11.1.8.3** In case of a two-way tie for third place, one (1) Gold medal, one (1) Silver medal, and two (2) Bronze medals will be awarded.
- 11.1.8.4** In case of a three-way tie for first place, three (3) Gold medals, no Silver medal, and no Bronze medal will be awarded.
- 11.1.8.5** In case of a three-way tie for second place, one (1) Gold medal, three (3) Silver medals, and no Bronze medal will be awarded.
- 11.1.8.6** In case of a three-way tie for third place, one (1) Gold medal, one (1) Silver medal, and three (3) Bronze medals will be awarded.
- 11.1.8.7** If there is a tie for any place in an event when allocating points for the purposes of a team trophy, the tied Athletes or teams will each be awarded the highest applicable points score, the next-highest points score will not be awarded, and the next placed Athlete or team will be awarded the next-highest points score. For example, (1) if two Athletes tied for first place in the Solo, Technical Routine event, each would be awarded 12 points and the next best-placed Athlete would be awarded 10 points, and (2) if two Athletes tied for second place in the Solo, Technical Routine event, each would be awarded 11 points and the next best-placed Athlete would be awarded 9 points.
- 11.2** In the World Aquatics Junior Swimming Championships awards are distributed in accordance with Article 11.1.1 of this Part One.
- 11.3** In the World Aquatics Junior Open Water Swimming Championships awards are distributed as follows:
- 11.3.1** Gold, Silver, and Bronze medals will be awarded to the first three (3) places in each individual and team event. In the case of a tie, medals will be awarded in accordance with Article 11.1.8 of this Part One.
- 11.3.2** A team trophy will be awarded to the best team of the championships based on the highest cumulative points total, calculated in accordance with the following points allocation:
- 11.3.2.1** To the first twelve (12) ranked Athletes in the 5 km, 7.5 km, and 10 km events: 18, 16, 14, 12, 10, 8, 6, 5, 4, 3, 2, 1 points.
- 11.3.2.2** To the first ten (10) ranked Athletes in the 3 km Knockout Sprint: 18, 16, 14, 12, 10, 8, 6, 5, 4, 3 points. If there are more than ten (10) finalists, the Athletes ranked eleventh and twelfth will receive 2 points and 1 point, respectively.
- 11.3.2.3** To the first twelve (12) ranked teams in each mixed team event: 36, 32, 28, 24, 20, 16, 12, 10, 8, 6, 4, 2 points.
- 11.3.2.4** If an event is tied, points will be awarded in accordance with Article 11.1.8.7 of this Part One.
- 11.4** In the World Aquatics Junior Artistic Swimming Championships awards are distributed as follows:

- 11.4.1** Gold, Silver, and Bronze medals will be awarded to first three (3) Athletes or teams in each individual, solo, duet, mixed duet, and team event.
- 11.4.2** The Junior World Overall Championship title will be awarded to the Member Federation with the overall highest raw score (determined by combining the results of a Member Federation's Athletes and teams for all events).

12 APPEALS

- 12.1** The appeals process set out in this Article 12 of Part One will apply at World Aquatics Events and the Olympic Games. At competitions other than World Aquatics Events and the Olympic Games, the applicable competition organiser will have full discretion to govern the protest procedure applicable at the competition.
- 12.2 There are no grounds for appeal other than the following:**
- 12.2.1 In Swimming:** Any decision of a Referee as to the consequence of an Athlete's rule infraction.
- 12.2.2 In Open Water Swimming:** Any decision, or lack thereof, of a Referee that affects the outcome of the results (including, but not limited to, an Athlete's receipt of a yellow card or a disqualification).
- 12.2.3 In Diving and High Diving:**
- 12.2.3.1** A Referee's perceived failure to observe the applicable rules and regulations of the competition.
- 12.2.3.2** Any decision affected by unforeseen or dangerous conditions that are likely to have impacted an Athlete (including, but not limited to, weather conditions, sudden and drastic noise increases, and blinding camera flashes).
- 12.2.4 In Artistic Swimming:**
- 12.2.4.1** A Referee's perceived failure to observe the applicable rules and regulations of the competition.
- 12.2.4.2** Any decision affected by unforeseen or dangerous conditions that are likely to have impacted an Athlete (including, but not limited to, weather conditions, sudden and drastic noise increases and blinding camera flashes).
- 12.3 The process for the submission and hearing of an appeal is as follows:**
- 12.3.1 In order to be considered a valid appeal:**
- 12.3.1.1** The appellant must complete the official Appeal Form and submit it to the specified World Aquatics representative (who will be specified at the start of the competition).
- 12.3.1.2 The Appeal Form must be submitted within the following timelines:**
- 12.3.1.2.1 Swimming:** Within thirty (30) minutes of completion of the relevant event.
- 12.3.1.2.2 Open Water Swimming:** Within thirty (30) minutes of completion of the relevant race, except that, in the case of the 3 km Knockout Sprint, any Appeal Form must be lodged within five (5) minutes of the completion of the last qualified athlete of the round, in accordance with process set out in Article 7.7 of Part Three.
- 12.3.1.2.3 Diving and High Diving:** An oral complaint may be made to a Referee by the Athlete (or on behalf of the Athlete by a team official) immediately after the execution of a dive, a round of dives, or a section of the event. If the oral complaint is not accepted by the Referee (or no oral complaint is made), the Appeal Form must be submitted within thirty (30) minutes of the session's completion.
- 12.3.1.2.4 Artistic Swimming:** within thirty (30) minutes of the session's completion.
- 12.3.1.3** The appellant must submit with the Appeal Form a deposit of five hundred (500) United States dollars (or an equivalent amount in the local currency in the country in which the competition is being held).
- 12.3.1.4** The appeal must fall within one or more of the grounds of appeal at Article 12.2 of this Part One.
- 12.3.2** The World Aquatics representative will communicate the appeal to the Chairperson of the Jury of Appeal, who will review the appeal and determine its validity as soon as reasonably possible following its submission.
- 12.3.2.1** If the Chairperson of the Jury of Appeal determines that the appeal is invalid, the matter will not proceed further and the deposit will be forfeited.
- 12.3.2.2** If the Chairperson of the Jury of Appeal determines that the appeal is valid, the appeal will be communicated to the Jury of Appeal for determination.
- 12.3.2.3** The decision by the Chairperson of the Jury of Appeal regarding validity is final.

- 12.3.3** The Jury of Appeal will render a final reasoned decision on a valid appeal as soon as reasonably practical.
- 12.3.3.1** If the Jury of Appeal upholds the appeal (in full or in part), the deposit will be returned to the appellant, and the appropriate remedy or course of action will be determined on a case-by-case basis by the Jury of Appeal.
- 12.3.3.2** If the Jury of Appeal dismisses the appeal, the deposit will be forfeited.
- 12.4** **Appointment of the Jury of Appeal:**
- 12.4.1** The Jury of Appeal will be composed of three (3) members, one (1) of whom will be the designated Chairperson. The three (3) members will be appointed by the President or Executive Director (whichever is available).
- 12.4.2** Jury of Appeal members must not serve on a Jury of Appeal if they have a conflict of interest. Jury of Appeal members declare any possible conflicts of interest in advance of their appointment, and have an ongoing obligation to declare any possible conflicts of interest that may arise (including, but not limited to, having business relations with or being of the same nationality as an appellant). If a possible conflict of interest arises, the Executive Director will determine whether a conflict exists and whether the member should be recused.
- 12.4.3** Prior to the competition, the Bureau will appoint a fourth individual to act as a standby Jury of Appeal member in the event that an appointed Jury of Appeal member recuses himself/herself due to a conflict of interest.
- 12.5** The Jury of Appeal rules of procedure:
- 12.5.1** The Jury of Appeal may determine its own procedure. It may (for example) consult video footage, documents and witnesses when considering the appeal, and/or consult any other potentially impacted party, in person or in writing.
- 12.5.2** Decisions of Referees will be afforded a significant degree of deference. The Jury of Appeal will not substitute its view of the appealed matter for that of the Referee, unless the appellant presents clear evidence that the Referee's decision was made arbitrarily, irrationally, or in abuse of the discretion afforded to the Referee.
- 12.5.3** Each member of the Jury of Appeal will have one (1) vote and decisions will be made by majority.
- 12.5.4** The decision of the Jury of Appeal is final.
- 12.6** For the avoidance of doubt:
- 12.6.1** Possible breaches of the eligibility rules are not subject to appeal pursuant to this Article 12 of this Part One and are matters for investigation by the Aquatics Integrity Unit.
- 12.6.2** Decisions in Water Polo are not subject to appeal pursuant to this Article 12 of this Part One, but challenges during a match may be made in accordance with Appendix 5 of Part Six.

13 MUSIC REQUIREMENTS

- 13.1** **Clearance of rights for competition music:**
- 13.1.1** Each competing Member Federation (and/or Athlete) must ensure that all music to be used during the competition is fully licensed for such use prior to the start of each competition.
- 13.1.2** World Aquatics will not be held responsible or liable in respect of any claims or lawsuits related to copyright infringement (or other claims) in relation to use by a Member Federation or Athlete(s) of music to accompany routines. All expenses, damages and/or costs related to such procedures will be the responsibility of the relevant Athlete(s) and their respective Member Federation.
- 13.2** **Clearance of rights for other music:**
- 13.2.1** The LOC must ensure that all music to be used for presentation and entertainment purposes is fully licensed for such use prior to the start of the event.
- 13.2.2** Except where the LOC is World Aquatics, World Aquatics will not be held responsible or liable in respect of any claims or lawsuits related to copyright infringement (or other claims) in relation to use by the LOC of music for presentation and entertainment purposes. All expenses, damages and/or costs related to such procedures will be the responsibility of the relevant LOC.



WORLD
AQUATICS



WATER POLO

**COMPETITION
REGULATIONS**



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PART SIX: WATER POLO RULES

1 GENERAL PROVISIONS

- 1.1** These Regulations will apply to Water Polo events at the Olympic Games and at World Aquatics Events and any other events held under the rules of World Aquatics (specifically, these Competition Regulations).
- 1.2** The defined terms in this Part Six (denoted by initial capital letters) have the meaning given to them in Part Nine and in Appendix 10 of this Part Six.

2 TEAMS AND PLAYERS

- 2.1** Each match will be contested by two (2) teams.
- 2.2 Team Start Lists:**
- 2.2.1** Each team must submit a Start List prior to the start of each match and in accordance with any deadline set by World Aquatics and/or the Management Committee.
- 2.2.2** Subject to Appendix 7 of this Part Six each team's Start List must include a minimum of seven (7) and a maximum of fourteen (14) Players who may participate in that match. Each Start List must include:
- 2.2.2.1** a maximum of twelve (12) Players must be designated as Field Players;
- 2.2.2.2** a minimum of one (1) and a maximum of two (2) Players must be designated as Goalkeeper(s). For the avoidance of doubt, even if a team has only one (1) designated Goalkeeper on its Start List, the maximum number of Field Players on its Start List remains at twelve (12); and
- 2.2.2.3** one Player designated as captain. Captains, together with a team's Head Coach, will promote the good conduct and discipline of the team.
- 2.2.3** A team's Start List may also include:
- 2.2.3.1** a maximum of three (3) Team Officials which, if listed, must specify a Head Coach; and
- 2.2.3.2** a maximum of two (2) members of medical staff.
- 2.3 Team composition during play:**
- 2.3.1** Each team must start the match with seven (7) Players on the Field of Play, one (1) of which must be a Goalkeeper.
- 2.3.2** Each team must only have a maximum of one (1) Goalkeeper on the Field of Play at any point during Play.
- 2.3.3** After the start of the match, a team is not obliged to have a Goalkeeper on the Field of Play and may instead choose to have only Field Players on the Field of Play.
- 2.3.4** A Player designated as a Goalkeeper on a team's Start List:
- 2.3.4.1** subject to Article 2.3.4.2 of this Part Six, must only play as a Goalkeeper during that match, including after replacement of a Goalkeeper by a Substitute.
- 2.3.4.2** may only play as a Field Player if, at that point in the match, their team has fewer than six eligible and available Field Players (including Substitutes).
- 2.3.5** If during a match a team has no remaining eligible or available Goalkeepers, a Field Player from its Start List may play as a Goalkeeper, subject to the rules applying to Goalkeepers in this Part Six.
- 2.3.6** If during a match a team does not have seven (7) available Players, for example due to injury or exclusion, the team must continue the match with its available Players. The minimum number of Players for a team during a match is two (2). If during a match, a team has fewer than two (2) available Players, that team will forfeit the match, the match will end, and the consequences will be determined by the Disciplinary Panel.
- 2.3.7** Where a Player changes role from Field Player to Goalkeeper or vice versa, the Player must complete the required cap-change prior to entering the Field of Play.



2.3.8 Substitutes and any Player not on the Field of Play must be positioned:

2.3.8.1 At the start of each Period: on their team bench, except that an excluded Player may be positioned in the Exclusion Re-Entry Area at the start of a Period where their period of exclusion is ongoing.

2.3.8.2 During play:

2.3.8.2.1 seated on their team bench throughout the match unless moving to enter or leave the Field of Play, the Exclusion Re-Entry Area, or the Flying Substitution Area where permitted in accordance with this Part Six; except that

2.3.8.2.2 during the intervals between Periods and during Timeouts, Substitutes and/or Players on their team bench may stand and move along the side of the pool between their team bench and the Halfway Line.

2.4 Team Officials:

2.4.1 In accordance with Article 2.2.3 of this Part Six, a team may have up to three (3) Team Officials (but is not required to have any). If a team has any Team Officials, one (1) must be designated as Head Coach.

2.4.2 A Head Coach may remain seated on their team bench, or may stand or move along the side of the pool that is in front of their team bench, but not beyond their team's defensive Goal Line, except:

2.4.2.1 during their team's Possession, a Head Coach is permitted to stand or move along the side of the pool in front of their team bench but not beyond their team's defensive 6 Metre Line; and

2.4.2.2 during the intervals between Periods or before the restart of play after a Goal or during Timeouts, a Head Coach may stand and move in the side of the pool between their team bench and the Halfway Line.

2.4.3 Team Officials other than Head Coach must be seated on the team bench, except that during the intervals between Periods and during a Timeout they may stand and move along the side of the pool between their team bench and the Halfway Line.

2.4.4 Team medical staff must be seated on the team bench, except when required to attend to a Player or other medical needs.

2.5 Substitution procedure:

2.5.1 Subject to this Article 2.5 and as set out elsewhere in this Part Six, a team may replace a Player (whether a Field Player or a Goalkeeper) on the Field of Play by way of substitution at any time during play, via their team's:

2.5.1.1 Exclusion Re-Entry Area; or

2.5.1.2 Flying Substitution Area.

2.5.2 Subject to Article 2.5.8 of this Part Six, Players on the Field of Play may be substituted at any time during play via their team's Exclusion Re-Entry Area, as follows:

2.5.2.1 The Player leaving the Field of Play must swim into the Exclusion Re-Entry Area closest to the Goal that they are defending, after which they may remain in that Exclusion Re-Entry Area or may move to their team bench.

2.5.2.2 The Substitute may then enter the Field of Play from the Exclusion Re-Entry Area, only after the Player leaving the Field of Play has visibly risen to the surface of the water within the Exclusion Re-Entry Area.

2.5.3 Subject to Article 2.5.8 of this Part Six, Players on the Field of Play may be substituted at any time during play via their team's Flying Substitution Area, as follows:

2.5.3.1 The Player leaving the Field of Play must swim into their team's Flying Substitution Area.

2.5.3.2 The Substitute must:

2.5.3.2.1 enter their team's Flying Substitution Area from behind the Goal Line;

2.5.3.2.2 enter the Field of Play from their team's Flying Substitution Area, only after both Players have touched hands above the water.

2.5.4 Players leaving the Field of Play and Substitutes replacing them must be ready to leave and join the Field of Play without causing undue delay to a match (including when substitutions are made before the restart of play after any Stoppage).

2.5.5 If Player involved in a substitution is not ready to or does not leave or enter the Field of Play without undue delay, the Referee may, at their discretion, continue or restart the match without the Substitute entering the Field of Play. At any time thereafter, the Substitute may enter the Field of Play from the relevant area in accordance with the procedures set out in this Article 2.5.



2.5.6 Replacement of excluded Players:

2.5.6.1 Where under this Part Six an excluded Player may be replaced immediately on the Field of Play by another Player, that replacement Player may enter the Field of Play from any place before the restart of play.

2.5.6.2 Where a Player has been excluded and cannot be replaced immediately by a Substitute, a Substitute replacing them may (when permitted to do so in accordance with this Part Six) enter the Field of Play from the Exclusion Re-Entry Area in accordance with the procedure for substitution via the Exclusion Re-Entry Area set out in Article 2.5.2 of this Part Six.

2.5.7 Unless during a Timeout, substitutions cannot be made between the time a Referee awards a Penalty Throw and the taking of that Penalty Throw.

2.5.8 Players leaving and entering the Field of Play by substitution may do so from any place at any of the following times:

2.5.8.1 During the intervals between Periods.

2.5.8.2 Immediately after a Goal has been scored.

2.5.8.3 During a Timeout.

2.5.8.4 At any time, to replace a Player who has left the Field of Play due to bleeding or injury in accordance with Article 19 of this Part Six.

2.5.9 Players are permitted to leave the Field of Play without having been excluded and without being replaced immediately by a Substitute. Where this occurs:

2.5.9.1 a Player is permitted to leave the Field of Play from any location (including, but not limited to, the Exclusion Re-Entry area or Flying Substitution Area);

2.5.9.2 that Player, or a Substitute replacing them, will be permitted to re-enter the Field of Play:

2.5.9.2.1 at any time from the Exclusion Re-Entry Area, with the permission of the Referee; or

2.5.9.2.2 from any location during a Timeout, during intervals between Periods, or immediately after a Goal has been scored (without the permission of the Referee).

3 TECHNICAL OFFICIALS

3.1 Water Polo matches held under these Competition Regulations must be officiated by:

3.1.1 two (2) Referees;

3.1.2 two (2) Assistant Referees;

3.1.3 two (2) Timekeepers;

3.1.4 two (2) Secretaries; and

3.1.5 Video Assistant Referee(s).

3.2 At all World Aquatics Events, each match will also be officiated by a TWPC Delegate, who will oversee and assist with the proper functioning of and compliance with these Competition Regulations, including:

3.2.1 the correct and efficient officiating of each match and event;

3.2.2 the process of and decisions made by Technical Officials during Coach's Challenges and VAR Reviews; and

3.2.3 the use of equipment that is used to officiate the match, including VAR Monitors.

3.3 Technical Officials will in each case be appointed by World Aquatics or its designee.

3.4 World Aquatics may in addition to the Technical Officials required in Articles 3.1 and 3.2 of this Part Six, appoint any one (1) or more of the following additional Technical Officials to assist in the conduct of any competition, namely: TWPC Delegates, World Aquatics TWPC Evaluator(s) and/or Timeout Officials.



3.5 Referees' overall authority:

- 3.5.1** Referees have the overall responsibility and authority to officiate a match and have full authority to direct Players, Team Officials, Technical Officials, spectators and other persons at the Venue in order to enforce these Competition Regulations during a match or event.
- 3.5.2** All decisions of a Referee are authoritative and final, unless otherwise stated.
- 3.5.3** Where these Competition Regulations provide that Referees may or will take a specified action or decision, the Referee has full discretion as to whether and/or how to take that decision or action in order to enforce these Competition Regulations. Where that requires the judgment, view or discretion of the Referees, the Referees have absolute authority to exercise such judgment, view or discretion.
- 3.5.4** Referees will not make any presumption as to the facts of any situation during the match but will interpret what they observe to the best of their ability, taking into account the evidence provided by a VAR Review and/or information from other Technical Officials where appropriate and as provided for by these Competition Regulations.
- 3.5.5** Players, Team Officials, Technical Officials who are not Referees, and all other attendees at a match must follow the decisions and instructions of the Referees throughout a match.
- 3.5.6** Where necessary or appropriate to do so to comply with these Competition Regulations, the Referee may order a match or part of a match to be replayed, including where the Referee discovers or considers (after a VAR Review, or otherwise) that a mistaken decision or omission has been made by any Technical Official.
- 3.5.6.1** If a TWPC Delegate has been appointed, the Referee will consult with the TWPC Delegate as to whether to replay a match or part of it, but the final decision remains with the Referee.
- 3.5.6.2** No match or part of a match may be replayed as the result of a mistake or other circumstance discovered after the match ends.
- 3.5.6.3** In accordance with Article 12.6 of Part One, decisions in Water Polo are not subject to appeal and, in accordance with Article 1.5 of Appendix 4 of this Part Six, the result or score of a match will not be invalidated or otherwise affected by any decision (whether involving a VAR Review or otherwise) which is considered to be incorrect (except as addressed by the Referee during a Match pursuant to this Part Six).
- 3.5.7** Generally, in addition to the specific powers and duties set out in these Competition Regulations, Referees may:
- 3.5.7.1** Award or not award any Ordinary Foul, Exclusion Foul or Penalty Foul.
- 3.5.7.2** Refrain from awarding any Ordinary Foul, Exclusion Foul or Penalty Foul if awarding it would deny the team being fouled an Advantage or would otherwise be an advantage to the offending Player's team.
- 3.5.7.3** Order the removal from the Field of Play or the Competition Area any Player, Team Official, spectator, Technical Official or other attendee at a match whose behaviour prevents the proper continuance of the match or prevents the Referees, other Technical Officials from carrying out their duties in a proper and impartial manner, or if otherwise necessary to do so in order to enforce these Competition Regulations.
- 3.5.7.4** Abandon or pause a match at any time if the behaviour of Players, Team Officials, spectators or other individuals, or any other circumstance:
- 3.5.7.4.1** prevents the proper continuance of a match, or prevents the match from being brought to a proper conclusion; or
- 3.5.7.4.2** if necessary to do so to ensure the safety of individuals in attendance at the match (including Players, Team Officials, Technical Officials and/or spectators).
- 3.5.7.5** Abandon a match if a Player or a Team Official refuses to leave the Field of Play or the Competition Area when ordered to.
- 3.5.8** If a match is abandoned, the outcome of the match will be decided by World Aquatics or its designee.

3.6 Decision-making between two Referees:

- 3.6.1** The Referees are jointly in absolute control of the match.
- 3.6.2** The Referees each, independently or jointly, have full, equal and overriding authority to officiate the match, including to declare Fouls, award sanctions, and make decisions in order to enforce these Competition Regulations.



- 3.6.3** Any reference to a decision, action, discretion or otherwise to a "Referee" or to "Referees", or to any Article applying to a Referee or Referees in this Part Six, may apply to a single Referee or to Referees jointly (unless the context requires otherwise).
- 3.6.4** Each Referee will observe and officiate the match as a whole. Each Referee may make any award or decision relating to play or circumstances in any part of the Field of Play or Competition Area (irrespective of whether they are the Referee closest to play or that circumstance at the time of the decision).
- 3.6.5** The Referees may consult and discuss decisions with each other, or with any other Technical Official, if they consider it necessary or appropriate to do so (including, for example, if the other Referee or another Technical Official may have had a different or better view of play or the relevant circumstance). For the avoidance of doubt, however, a Referee is not (unless otherwise specified under these Competition Regulations) required to consult any person in order to make a decision under these Competition Regulations.
- 3.6.6** A Referee may alter a decision, award or sanction, either:
- 3.6.6.1** if such alteration is made before the ball is put back into play or before play (where stopped) has been restarted; or
- 3.6.6.2** in accordance with these Competition Regulations (including in the case of a VAR Review).
- 3.6.7** If the Referees make conflicting decisions other than in the circumstances of Article 3.6.6 of this Part Six, the Referees will consult and issue a joint decision, having consulted other Technical Officials if the Referees consider it necessary or appropriate to do so.
- 3.6.8** Differences of opinion or decision-making between the Referees at any stage of the match or a decision will not serve as a basis for protest or appeal.
- 3.7** **Position of the Referees:**
- 3.7.1** At the start of the match and at the start of each Period, the Referees will be positioned:
- 3.7.1.1** one on each side of the pool;
- 3.7.1.2** on the 6 Metre Line which is to the right-hand side as they face the Field of Play (unless a ball-release device is not available and a Referee is therefore required to start the match by releasing the ball in accordance with Article 6.5.2 of this Part Six, in which case that Referee will release the ball and then proceed to their position); and
- 3.7.1.3** the Referee listed first in the official program or schedule of the competition will start the match on the same side of the pool as the Officials Table.
- 3.7.2** **During a match:**
- 3.7.2.1** During play, Referees will remain on the same side of the Pool that they started that Period, but will be free to move without restriction along that side of the Pool in order to take the position which they consider best in order to view and officiate the match as they see fit.
- 3.7.2.2** At the start of any Period where the teams have not changed ends (the start of the second and fourth periods), the Referees will switch positions (sides of the Pool and 6 Metre Lines).
- 3.7.2.3** During any Stoppage and in intervals between Periods, Referees may move freely to any part of the Venue.
- 3.8** **Responsibilities of the Referees during a match:**
- 3.8.1** In accordance with Article 3.5 of this Part Six, the Referees have absolute authority and responsibility to direct and officiate the match. The responsibilities of the Referee are set out throughout this Part Six and include, but are not limited to those set out in this Article 3.8.
- 3.8.2** To start a match, the Referee on the same side of the Officials Table will blow a whistle.
- 3.8.3** Thereafter, Referees will blow a whistle to:
- 3.8.3.1** start and restart play (including at the start of a Period) if the Referee deems necessary;
- 3.8.3.2** restart play after a Goal;
- 3.8.3.3** award Goals, Goal Throws, Corner Throws or Neutral Throws;
- 3.8.3.4** signal infringements of this Part Six, including the award of a Foul;
- 3.8.3.5** signal that a Timeout has been called in accordance with Article 5 of this Part Six;
- 3.8.3.6** signal any other Stoppage in play; and/or
- 3.8.3.7** as otherwise required by this Part Six.



- 3.8.4** Subject to the obligation of Players to be prepared for substitutions without delaying the match in accordance with Article 2.5.4 of this Part Six, where there is a Stoppage, Referees will allow substitutions to be completed before restarting play.
- 3.8.5** When awarding a Free Throw, Goal Throw, Corner Throw or Penalty Throw, the Referee making that award will blow a whistle and make the relevant signal (as set out in Appendix 2). Both Referees will signal the direction of the Goal that the team awarded the throw is attacking, if applicable.
- 3.8.6** If the Referees award Fouls simultaneously for opposing teams, the Referees will either consult in order to reach a joint decision on which Foul should apply in accordance with Article 3.6.7 of this Part Six. If no joint decision is reached:
- 3.8.6.1** In the event of simultaneous awards of Ordinary Fouls for opposing teams, the award will be a Neutral Throw, conducted by the Referee.
- 3.8.6.2** In the event of simultaneous awards of an Ordinary Foul and an Exclusion Foul or a Penalty Foul for opposing teams, the Exclusion Foul or Penalty Foul will be awarded.
- 3.8.6.3** In the event of simultaneous awards of an Exclusion Foul and a Penalty Foul for opposing teams, the Penalty Foul will be awarded.
- 3.8.6.4** In the event of simultaneous awards for opposing teams where one is for a Goal Throw and the other is for a Corner Throw, the Corner Throw will be awarded.
- 3.8.6.5** In the event of simultaneous awards for Exclusion Fouls for opposing teams:
- 3.8.6.5.1** Each Exclusion Foul will be applied.
- 3.8.6.5.2** The Referees will inform the Secretaries as to which Players are to be excluded and to ensure that those Players leave the Field of Play. The Referees will, if deemed necessary, order the removal of the ball from the water while this occurs.
- 3.8.6.5.3** Play will be restarted with a Free Throw to the team that had Possession of the ball prior to the award of the Exclusion Fouls, without resetting the Shot Clock.
- 3.8.6.5.4** If neither team had Possession of the ball when the simultaneous Exclusion Fouls were awarded, play will be restarted with a Neutral Throw and the Shot Clock will be restarted.
- 3.8.6.6** In the event of simultaneous awards of Penalty Throws for opposing teams:
- 3.8.6.6.1** A Penalty Throw will be taken by each team.
- 3.8.6.6.2** The first Penalty Throw will be taken by the team in Possession or most recently in Possession of the ball before the awards were made.
- 3.8.6.6.3** After the second Penalty Throw has been taken, the match will restart with a Free Throw on or behind the Halfway Line, given to the team who took the first Penalty Throw, with the Shot Clock reset to 28 seconds.
- 3.8.6.7** In the event of any other simultaneous awards of Fouls or throws simultaneously but for opposing teams (i.e., where not specified in this Article 3.8), the Referees will determine the appropriate award.
- 3.8.7** If the Referees award Fouls simultaneously for the same team, the Referees will consult in order to reach a joint decision on which Foul should apply in accordance with Article 3.6.7 of this Part Six. If no joint decision is reached:
- 3.8.7.1** In the event of simultaneous awards of Ordinary Fouls for the same team, a Free Throw will be taken from the position of the ball in the usual manner.
- 3.8.7.2** In the event of simultaneous awards of an Ordinary Foul and an Exclusion Foul or a Penalty Foul for the same team, the Exclusion Foul or Penalty Foul will be awarded.
- 3.8.7.3** In the event of simultaneous awards of an Exclusion Foul and a Penalty Foul for the same team, the Penalty Foul will be awarded.
- 3.8.7.4** In the event of simultaneous awards of a Goal Throw a Corner Throw for the same team, the Corner Throw will be awarded.
- 3.8.8** Referees' and Technical Officials' audio equipment:
- 3.8.8.1** During a match, each Referee will have an audio headset in order to communicate with the other Referee, the Officials Table and the Video Assistant Referee as required.
- 3.8.8.2** The TWPC Delegate and the Video Assistant Referee will have an audio headset, in order to:
- 3.8.8.2.1** receive information for the Officials' Table; and
- 3.8.8.2.2** assist the Referees when requested to do or as set out in this Part Six.



3.9 Assistant Referees:

- 3.9.1** Assistant Referees will be positioned at the end of the Side Line, alongside each Goal Line, on the same side of the pool as the Officials' Table.
- 3.9.2** The powers and responsibilities of Assistant Referees are set out throughout this Part Six and include (but are not limited to) signalling:
- 3.9.2.1** at the start of a Period when the Players are correctly positioned on their respective Goal Lines, by raising one arm vertically;
 - 3.9.2.2** for the award of a Goal, by raising and crossing both arms;
 - 3.9.2.3** for the award of a Goal Throw, by pointing with the arm in the direction that the team being awarded the Goal Throw is attacking;
 - 3.9.2.4** for the award of a Corner Throw, by pointing with the arm in the direction that the team being awarded the Goal Throw is attacking;
 - 3.9.2.5** for a False Start, by raising both arms vertically; and
 - 3.9.2.6** for an Improper Entry by an excluded Player or a Substitute, by raising both arms vertically.
- 3.9.3** The Assistant Referee's signal is advisory and subject to the award of the Referee.
- 3.9.4** Notwithstanding the responsibilities of Assistant Referees set out in this Article 3.9, the Referees retain overall authority at all times to officiate the match and to make decisions within it. If at any point a decision of a Referee conflicts with that of an Assistant Referees, the decision of the Referee (subject to any consultation the Referee deems necessary or appropriate) will prevail.
- 3.9.5** Each Assistant Referee will be provided with a supply of balls, which may be kept in a basket or other container. When a ball leaves the Field of Play, the Assistant Referee will as soon as possible throw a new ball onto the Field of Play:
- 3.9.5.1** for a Goal Throw, to the Goalkeeper of the team that is entitled to restart Play;
 - 3.9.5.2** for a Corner Throw, to the offensive Player nearest to the Assistant Referee; or
 - 3.9.5.3** as otherwise appropriate in the view of the Assistant Referee, or as directed by the Referee or this Part Six.

3.10 Timekeepers:

- 3.10.1** Two (2) Timekeepers will be located at the Officials' Table:
- 3.10.2** The Timekeepers will record the timings of:
- 3.10.2.1** Actual Play;
 - 3.10.2.2** Timeouts;
 - 3.10.2.3** the intervals between the Periods;
 - 3.10.2.4** continuous Possession of the ball by each team; and
 - 3.10.2.5** the exclusions of Players, together with the re-entry times of excluded Players and/or the Substitutes replacing them.
- 3.10.3** One (1) Timekeeper will record the exact periods of Actual Play, Timeouts and the intervals between Periods, the other Timekeeper will record the periods of continuous Possession of the ball by each team.
- 3.10.4** Timekeepers will operate the Shot Clock as set out in this Part Six, including to set and reset the Shot Clock following the start or change of the team in Possession. For the avoidance of doubt, the Referees maintain authority and overall responsibility to officiate the match, including to determine matters relevant to Possession and to direct the Timekeepers in respect of timings and/or the Shot Clock as necessary.
- 3.10.5** Timekeepers will audibly announce the start of the last minute of the match, and will signal by whistle (or, if necessary, by any other audible and distinctive means):
- 3.10.5.1** Once forty-five (45) seconds of a Timeout has passed.
 - 3.10.5.2** The end of each Timeout.
 - 3.10.5.3** The end of each Period, which will take immediate effect to end the Period, except:
 - 3.10.5.3.1** in the case of the award by a Referee of a Penalty Throw simultaneously with the end of the Period, in which case the Penalty Throw will be taken before the Period ends; or
 - 3.10.5.3.2** if Article 7.7 of this Part Six applies.
 - 3.10.5.4** In each case under Articles 3.10.5.3.1 and 3.10.5.3.2 of this Part Six, the Period will end immediately after the taking of the Penalty Throw or the award of the Goal, as applicable.



3.11 Secretaries:

3.11.1 Two (2) Secretaries will be located at the Officials' Table.

3.11.2 The Secretaries will:

3.11.2.1 Maintain the Record of the Game.

3.11.2.2 Where a Timeout is called in accordance with Article 5 of this Part Six, signal the Timeout and Stoppage of the match by whistle.

3.11.2.3 Administer the periods of exclusion of Players specified by this Part Six, including by:

3.11.2.3.1 Where a period of exclusion expires (as opposed to, for example, ending due to a change in possession), signalling the expiration of that period of exclusion of a Player by raising the appropriate flag or by another approved method of signalling; and

3.11.2.3.2 Signalling when four (4) minutes of Actual Play has passed following the exclusion of a Player for Violent Action in accordance with Article 10 of this Part Six, at which point, the excluded Player may be replaced by a Substitute. The Secretary should signal that four (4) minutes of Actual Play have passed by raising the yellow flag along with the appropriate coloured flag (white or blue, depending on the cap colour of that team) or by another approved method of signalling.

3.11.2.4 Signal with a red flag, or by another approved method of signalling, for:

3.11.2.4.1 any Improper Entry of an excluded Player or Improper Entry of a Substitute (including, but not necessarily, after a signal by an Assistant Referee to indicate an Improper Entry), such signal will stop play immediately; and

3.11.2.4.2 the award by the Referee of a third Personal Foul by a Player.

3.11.3 One (1) Secretary will maintain the Record of the Game. The other will carry out the duties relating to the Improper Entry of excluded Players or Substitutes, exclusion of Players and third Personal Fouls.

3.11.4 For the avoidance of doubt, the Secretaries' role is to record and/or signal events in the match and decisions taken by the Referees and/or other Technical Officials, rather than to make those decisions.

3.12 Video Assistant Referees:

3.12.1 Video Assistant Referees will be located next to the VAR Monitor.

3.12.2 Video Assistant Referees will follow the procedure specified in Appendix 4 (VAR Review Protocol), including but not limited to:

3.12.2.1 Alert the Referees if a VAR Review may assist the Referee, for example in the case of a possible Goal or Violent Action (or as otherwise specified in Appendix 4).

3.12.2.2 Provide a Referee with video footage if requested to do so by a Referee.

3.13 Competitions that are not World Aquatics Events:

3.13.1 Matches in events that are not World Aquatics Events should, if possible, have the numbers and allocation of Technical Officials set out in Article 3.1 of this Part Six.

3.13.2 If the numbers of Technical Officials set out in Article 3.1 of this Part Six are not available, matches must be officiated by a minimum of four (4) Technical Officials, not including any Video Assistant Referee.

3.13.3 If there is a discrepancy in the number of Technical Officials available between events or matches at one competition, consideration should be given to the degree of importance and/or any special requirements of the respective events or matches. Where matches are of equal importance, either an equal number of Technical Officials will be used, or any discrepancy in the number of Technical Officials used for each match will be decided randomly by the event organisers.

3.14 If, in events that are not World Aquatic Events, a match is officiated by between four (4) and (8) Technical Officials:

3.14.1 There must be a minimum of two (2) Referees or Assistant Referees (when combined), which in any case must meet one of the following minimum requirements:

3.14.1.1 two (2) Referees and two (2) Assistant Referees;

3.14.1.2 one (1) Referee and two (2) Assistant Referees; or

3.14.1.3 two (2) Referees and zero (0) Assistant Referees.



- 3.14.2** Where a match is officiated by two (2) Referees and zero (0) Assistant Referees, the Referees will assume the duties of the Assistant Referees (but without being required strictly to make the signals required of Assistant Referees).
- 3.14.3** Where a match is officiated by one (1) Referee, that Referee will officiate the match from the same side of the pool as the Officials' Table, with the Assistant Referees positioned on the opposite side of the pool.
- 3.14.4** There must be a minimum of one (1) Timekeeper and (1) Secretary:
- 3.14.4.1** if there are two (2) Timekeepers and two (2) Secretaries, their responsibilities will be split as set out in Articles 3.10 and 3.11 of this Part Six.
- 3.14.4.2** if there are two (2) Timekeepers and one (1) Secretary:
- 3.14.4.2.1** one (1) Timekeeper will record the exact periods of Actual Play, Timeouts and the intervals between Periods, the other Timekeeper will record the periods of continuous Possession of the ball by each team, in accordance with Article 8.12 of this Part Six; and
- 3.14.4.2.2** the Secretary will maintain the Record of the match and perform all other duties of a Secretary set out in Article 3.11 of Part Six;
- 3.14.4.3** if there is one (1) Timekeeper and one (1) Secretary:
- 3.14.4.3.1** the Timekeeper will record the periods of continuous Possession of the ball by each team, in accordance with Article 8.12 of this Part Six;
- 3.14.4.3.2** the Secretary will record the exact periods of Actual Play, Timeouts and the intervals between Periods, maintain the Record of the match as set out in Article 20.5.5 of Appendix 4 of this Part Six and will also record the respective periods of exclusion of Players ordered from the water.
- 3.14.5** Where available, a Video Assistant Referee will assist the Referee(s) as set out in Article 3.12 of this Part Six. For the avoidance of doubt and in accordance with Article 3.13.2 of this Part Six, the Video Assistant Referee will not count towards the minimum of four (4) Technical Officials.

4 DURATION AND OUTCOME OF A MATCH

- 4.1 Each match will have four Periods, each of eight (8) minutes of Actual Play.**
- 4.2 Actual Play:**
- 4.2.1** Commences at the start of each Period when a Player first touches the ball.
- 4.2.2** Stops at the end of each Period, as indicated by the Referee.
- 4.2.3** During play in each Period, stops at any Stoppage, for example as a result of a Foul or VAR Review.
- 4.2.4** Once stopped, remain stopped until the ball is put back into play by the ball leaving the hand of the Player taking the appropriate throw or until the ball is touched by a Player following a Neutral Throw.
- 4.3 There will be an interval between each Period of:**
- 4.3.1** Two (2) minutes between the first and second Periods and between the third and fourth Periods.
- 4.3.2** Five (5) minutes between the second and third Periods (i.e., at the half-way point of the match).
- 4.4** Each match will have a winner and a loser at the conclusion of the match:
- 4.4.1** The winner of a Water Polo match is the team that has scored the most Goals at the end of the fourth Period.
- 4.4.2** If both teams have scored the same number of Goals at the end of the fourth Period, the winner of the match will be determined by a Penalty Shootout, conducted in accordance with Appendix 3 of this Part Six.
- 4.5** If a match or part of a match must be replayed for any reason, any Goals, Personal Fouls, and Timeouts that occurred during the part of the match to be replayed are deleted from the Record of the match along with any consequences resulting from them. However, exclusions for Violent Action, Misconduct and/or any Red Card will remain on the Record of the match even if they occurred during a part of a match that is being replayed, and any consequences for future matches arising from those events will continue to apply.



5 TIMEOUTS

5.1 Each team may request up to two (2) Timeouts in each match.

5.2 The duration of a Timeout is (1) minute.

5.3 A Timeout may be requested:

5.3.1 during play, by the team in Possession of the ball; or

5.3.2 during any Stoppage, by the team that is due to have possession of the ball at the restart after the Stoppage (including, for example, after a Goal or after the award of a Penalty Throw).

5.3.3 A Timeout may not be called:

5.3.3.1 during a VAR Review (including as a result of a Coach's Challenge); or

5.3.3.2 between Periods.

5.4 A Timeout must be requested by:

5.4.1 the Head Coach of a team (or another Team Official acting as Head Coach in accordance with this Part Six, or any Team Official or Player of the team if no other Team Official is acting as Head Coach); or

5.4.2 any Team Official or Player of the team using any device authorised for the calling of a Timeout by the Management Committee from the team bench; and

5.4.3 in any case, by calling "*Timeout*" audibly and signalling, to the Officials Table or to a Referee, with their hands forming the shape of a capital 'T' (one hand held horizontally on top of one hand held vertically).

5.5 If a Timeout is requested in accordance with this Article 5:

5.5.1 A Secretary or Referee hearing or seeing the request will immediately signal the Timeout and the immediate Stoppage of play by whistle. The match will remain stopped for the duration of the Timeout.

5.5.2 Players on the Field of Play must without delay position themselves in the half of the Field of Play which they are defending at the time of the Timeout.

5.6 In accordance with Article 3.10 of this Part Six, the Timekeepers will by whistle or other audible method announce:

5.6.1 once forty-five (45) seconds of a Timeout has passed, at which point the Players of both teams are permitted to move anywhere in the Field of Play; and

5.6.2 the end of each Timeout.

5.7 After a Timeout has ended, play will be restarted on the Referee blowing a whistle, as follows:

5.7.1 If the Timeout was requested during play, the team that was in Possession at the time the Timeout was requested will restart play with a Free Throw taken on or behind the Halfway Line.

5.7.2 Subject to Article 5.7.3 of this Part Six, if the Timeout was requested during a Stoppage, play will be restarted with a Free Throw taken on or behind the Halfway Line, taken by the team that would have had Possession after that Stoppage.

5.7.3 If the Timeout was requested between the award of a Penalty Throw and the taking of that Penalty Throw, play will be resumed by the Penalty Throw being taken by the team to which it was awarded.

5.8 Timeouts may only be called in accordance with this Article 5. Requests for Timeouts that do not comply with this Article 5 (or otherwise breach this Part Six) are invalid and will not result in a Timeout. Accordingly:

5.8.1 If a Timeout is requested during play by the team that is not in Possession:

5.8.1.1 play will be stopped and a Penalty Throw will be awarded to the opposing team (the team that is in Possession); and

5.8.1.2 the team that made the invalid request will lose the right to request one (1) of its (valid) Timeouts if the team still had one (1).

5.8.2 If a Timeout is requested by a team that has already called two (2) Timeouts in that match or otherwise has no Timeout requests remaining:

5.8.2.1 If the Timeout is called during play by the team in Possession, but with no Timeout requests remaining, play will be stopped and will be restarted with a Free Throw taken by the opposing team on or behind the Halfway Line.

5.8.2.2 If the Timeout is called during play by the team that is not in Possession and has no remaining Timeout requests, play will be stopped and a Penalty Throw will be awarded to the opposing team (the team that is in Possession).

5.8.2.3 If the Timeout is called during a Stoppage by a team that has no remaining Timeout requests, no Timeout will be awarded.



6 START AND RESTART OF PLAY

- 6.1** At the start of each Period, including the start of the match, the Players on the Field of Play for each team must:
- 6.1.1** each position themselves with at least some part of their head in line with their defensive Goal Line;
 - 6.1.2** each be positioned approximately one (1) metre apart from any other Player;
 - 6.1.3** each be positioned not less than one (1) metre away from Goal posts; and
 - 6.1.4** accordingly, a maximum of two (2) Players will be permitted between the Goal posts at the start of a Period.
- 6.2** The team listed first in the official program or schedule of the competition for that match will start the match on the side of the Field of Play that is to the right of the Officials' Table, when viewed from the Side Line opposite to the Officials' Table. The opposing team will start on the other side of the Field of Play.
- 6.3** The teams, including the Players and Team Officials, will change ends before starting the third Period.
- 6.4** Each team will, for the duration of a match, occupy the team bench on the same side of the Field of Play which that team is defending during that Period. Teams will change team benches when changing ends.
- 6.5** When the Referees are satisfied that the teams are ready and in position, a Referee will blow a whistle to start the Period, after which:
- 6.5.1** if a ball release device is available, it will be used to release the ball at the Halfway Line; or
 - 6.5.2** if a ball release device is not available, the Referee will release or throw the ball into play on the Halfway Line (aiming to release the ball as close to the Halfway Line as possible).
- 6.6** Following the release of the ball at the start of a Period, the Referee is of the opinion that the ball has fallen in a position to the definite advantage of one team, the Referee will award a Neutral Throw from the Halfway Line, in accordance with Article 15 of this Part Six.
- 6.7** After a Goal has been scored:
- 6.7.1** Players will take up positions anywhere within their respective defensive halves of the Field of Play. No part of a Player's head may be beyond the Halfway Line.
 - 6.7.2** When all Players are in the correct position, the Referee will blow a whistle to indicate the restart of play.
 - 6.7.3** Without delay after the Referee's whistle, play will be restarted with a Free Throw taken on or behind the Halfway Line by the team that conceded the Goal. Play resumes when the ball leaves the hand of the Player taking the Free Throw.
- 6.8** Following a Timeout, subject to the rules in this Part Six relating to the taking of Corner Throws, Penalty Throws or any other circumstance specified in this Part Six:
- 6.8.1** Players may take up any position in the Field of Play.
 - 6.8.2** Play will be restarted with a Free Throw on the whistle of a Referee, in accordance with Article 5.7 of this Part Six.
- 6.9** A start or restart of play not conducted in accordance with this Article 6 may, at the discretion of the Referees, be retaken.

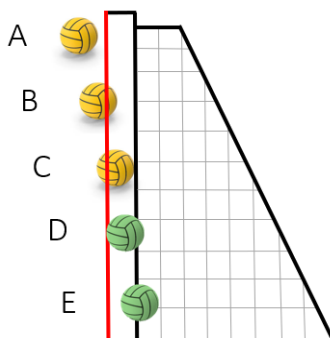


7 METHOD OF SCORING

7.1 A Goal is scored when the ball passes into the Goal, meaning that:

- 7.1.1** the ball has passed the front edge of the Goal posts (specifically, the Goal Line), such that no part of the ball is visible in front of the Goal Line;
- 7.1.2** between the Goal posts; and
- 7.1.3** underneath the crossbar,

as demonstrated by the balls marked "D" and "E" in the image immediately below, with the front edge of the Goal Line marked in red.



- 7.2** When a Goal is scored, it is scored for the team who is attacking that Goal, regardless of the Player that last touched the ball or otherwise caused the Goal to be scored.

7.3 Accordingly, a Goal may be scored, unless specified otherwise in this Article 7 or elsewhere in this Part Six:

7.3.1 intentionally or unintentionally;

- 7.3.2** by a Player into the opponent's Goal or their own team's Goal (i.e., the latter case often being referred to as an 'own Goal'), even when (for example) taking a Free Throw;
- 7.3.3** from anywhere within the Field of Play; and
- 7.3.4** by any part of a Player's body, except that an attacking Player may not score a Goal with a clenched fist (for the avoidance of doubt, a defensive Player may score a Goal for the opposing team (an 'own Goal') with a clenched fist).

- 7.4** Except in the circumstances set out in Article 7.5 of this Part Six, a Goal may only be scored, following the most recent start or restart of play at the beginning of a Period or after any Stoppage, after at least two (2) Players (of either team, including the Player that Visibly Puts The Ball Into Play and the Player who scores the Goal, but excluding the defending Goalkeeper) intentionally play or touch the ball.

- 7.5** A Goal may be scored without two (2) Players intentionally playing or touching the ball in the following circumstances:

7.5.1 A Goal may be scored by a Direct Shot, or after the ball is Visibly Put Into Play, without the need or for any other Player to touch the ball, from:

- 7.5.1.1** a Penalty Throw;
- 7.5.1.2** a Free Throw taken behind the offensive 6 Metre Line taken without delay; or
- 7.5.1.3** a Goal Throw or a Corner Throw.

7.5.2 A Goal may be scored by a Player who Visibly Puts The Ball Into Play, without any other Player being required to touch the ball, but not from a Direct Shot:

- 7.5.2.1** from a Corner Throw; or
- 7.5.2.2** from behind their offensive 6 Metre Line:
- 7.5.2.2.1** from a Goal Throw;



- 7.5.2.2.2** from a Neutral Throw at the start of a Period;
- 7.5.2.2.3** from a Free Throw;
- 7.5.2.2.4** following the start of a match or Period;
- 7.5.2.2.5** following a Timeout;
- 7.5.2.2.6** following a Goal;
- 7.5.2.2.7** following a Stoppage for an injury, or the replacement of a cap;
- 7.5.2.2.8** following the ball leaving the side of the Field of Play; or
- 7.5.2.2.9** following any other Stoppage.
- 7.5.3** A Goal may also be scored by a Player who Visibly Puts the Ball Into Play inside their offensive 6 Metre Line, and then swims behind their offensive 6 Metre Line (without any other Player being required to touch the ball):
- 7.5.3.1** following a Stoppage for an injury, or the replacement of a cap or any other reason;
- 7.5.3.2** from a Neutral Throw;
- 7.5.3.3** from a Free Throw; or
- 7.5.3.4** following the ball leaving the side of the Field of Play.
- 7.6** For the avoidance of doubt, in accordance with the definitions in Appendix 10:
- 7.6.1** A Free Throw is considered taken 'behind' the offensive 6 Metre Line if, when the Free Throw is taken, both the head of the Player taking the Free Throw and the ball are behind the offensive 6 Metre Line.
- 7.6.2** A Player is considered 'behind' the offensive 6 Metre Line when both their head and the ball are behind the offensive 6 Metre Line.
- 7.7** A Goal may only be scored during play. In accordance with Article 3.10.5 of this Part Six, a Goal will be awarded if, at the expiration of the time at the end of a Period:
- 7.7.1** the ball is in flight and without any other Player then gaining Possession of the ball, or any offensive Player intentionally playing or touching the ball, crosses the Goal Line, in which case the Goal will be awarded (notwithstanding that the ball will have been scored by crossing the Goal Line after the signal for the end of the Period);
- 7.7.2** therefore, without prejudice to the generality of Article 7.7.1 of this Part Six, a Goal will be awarded where the ball enters the Goal after bouncing off the water, after touching or being played by the defensive Goalkeeper or any other defensive Player (so long as they do not gain Possession of the ball), or after being touched or played unintentionally by an offensive Player (so long as they do not gain Possession of the ball), or any combination thereof.
- 7.8** If the ball is in flight at the end of a Period and a Goal is not scored in accordance with Article 7.7 of this Part Six, the Period will end.



8 ORDINARY FOULS

8.1 If an Ordinary Foul is committed, a Free Throw will be awarded to the opposing team, unless otherwise specified in this Part Six.

8.2 An Ordinary Foul is committed if a Player:

8.2.1 commits a False Start;

8.2.2 deliberately affects the alignment of the Goal before the start of a Period;

8.2.3 holds on to or Pushes-Off from the Goal posts or their fixtures, from sides or ends of the pool during play or at the start of a period;

8.2.4 gives up Possession intentionally (whether resulting in the other team gaining Possession, or otherwise);

8.2.5 commits Simulation;

8.2.6 receives any physical assistance from any member of their team during play;

8.2.7 pushes or Pushes-Off from an opponent who is:

8.2.7.1 Dribbling the ball; or

8.2.7.2 not holding, lifting or carrying the ball;

8.2.8 is positioned anywhere in their offensive Goal Area, unless behind the line of the ball (seen horizontally across the Field of Play). For the avoidance of doubt, therefore:

8.2.8.1 it will not be a Foul if a Player is beyond the opposing team's 2 Metre Line but outside the Goal Area;

8.2.8.2 a Player who is behind the line of the ball may enter the Goal Area to receive the ball so long as they remain behind the line of the ball;

8.2.8.3 a Player with Possession inside the Goal Area who then passes or shoots the ball, or otherwise passes the ball to another Player on their team (backwards) must leave the Goal Area without delay to avoid being sanctioned under this Article 8.2.8;

8.2.9 takes a Free Throw, Goal Throw, Corner Throw or a Penalty Throw other than in the prescribed manner except under the circumstances provided by Article 13.4 and 14.4 of this Part Six; or

8.2.10 takes or holds the whole of the ball under the surface of the water when Tackled or with the intention of hiding or shielding it from the opposing team or otherwise preventing the opposing team from being able to Tackle or attempt to gain Possession of the ball;

8.2.11 except for a Goalkeeper in their defensive 6 Metre Area:

8.2.11.1 strikes or attempts to strike the ball with a clenched fist;

8.2.11.2 touches (intentionally or otherwise) the ball with two (2) hands at the same time, unless by the Goalkeeper while within the 6 Metre Area; or

8.2.11.3 touches the floor of the pool during play with one (1) or both legs, including but not limited to:

8.2.11.3.1 walking on the floor of the pool during Play; and/or

8.2.11.3.2 jumping from the floor of the pool in order to play the ball or to Tackle or block an opponent; or

8.2.12 swims or otherwise moves the whole of their body under the surface of the water in order to gain a positional advantage.

8.3 An Ordinary Foul is also committed if a team retains Possession at the expiry of the Shot Clock, as set out in Article 9 of this Part Six.



9 TEAM POSSESSION AND THE SHOT CLOCK

9.1 A team may retain Possession without shooting at the opponent's Goal for no more than 28 seconds of Actual Play.

9.2 If a team retains Possession for longer than 28 seconds of Actual Play, or otherwise for longer than the time specified in this Article 9 of this Part Six, without shooting at the opposing team's Goal, an Ordinary Foul will be awarded in accordance with Article 8.3 of this Part Six.

9.3 The time remaining for a team in Possession will be kept by the Timekeepers, using any reliable time-keeping device, and displayed on a Shot Clock visible to Technical Officials and Players in accordance with Article 21.12 of this Part Six.

9.4 A team's period of Possession commences when a Player for that team gains Possession, including at the start or restart of Actual Play.

9.5 A team's period of Possession ends, and the Shot Clock will be reset, when:

9.5.1 a Player from the opposing team gains Possession of the ball, at which point the Shot Clock will be reset and the opposing team's possession will begin; or

9.5.2 a Player from that team shoots the ball at the opposing team's Goal.

9.6 For the avoidance of doubt, therefore, a team's period of Possession will be deemed to continue:

9.6.1 while the ball is being passed or transferred between Players on that team, including by way of deflection off the surface of the water or another Player (whether intentionally or otherwise), without the other team gaining Possession; and

9.6.2 once Actual Play resumes following the Referee's having awarded a Foul or following any other Stoppage in play (except for the end of a Period), unless that Stoppage results in a change of the team in Possession or as otherwise provided by this Part Six.

9.7 A Player will be deemed to have shot the ball at the opposing team's Goal once the ball has left the hand of that Player with the intention of shooting and scoring at the opponent's Goal, whether or not the shot is accurate (i.e., whether or not the ball actually travels towards the Goal).

9.8 Following a shot:

9.8.1 If a Goal is scored, the match will be restarted in the usual manner following a Goal, as set out in Article 6.7 of this Part Six, and the Shot Clock will be reset to 28 seconds.

9.8.2 If the ball rebounds or deflects into the Field of Play after hitting the Goal posts or crossbar, or any other Player(s) (including a Goalkeeper and/or including a Player on the same team) or any combination thereof, without any other Player gaining Possession of the ball:

9.8.2.1 the Shot Clock will be reset and will not restart until the ball comes into a Player's Possession;

9.8.2.2 if the team that shot the ball regains Possession, that team is then able to maintain Possession without shooting at the opponent's Goal for a maximum of 18 seconds of Actual Play;

9.8.2.3 if the opposing team gains Possession after a shot by the other team, that team's period of Possession will begin with the Shot Clock reset to 28 seconds.

9.8.3 If the ball exits the Side Line of the Field of Play (including after deflection, but without another Player gaining Possession of the ball):

9.8.3.1 play will be restarted in the usual manner set out in Article 12.3.1 of this Part Six; and

9.8.3.2 the Shot Clock will be reset to 28 seconds, except under the circumstances set out at Article 9.10.3 of this Part Six.

9.9 If play is restarted following the award of an Exclusion Foul which does not result in a change of the team in Possession, upon restart that team may retain Possession without shooting at the opponent's Goal for the greater of:

9.9.1 18 seconds of Actual Play; or

9.9.2 the time remaining on the Shot Clock, if at the time the Exclusion Foul was committed there was more than 18 seconds remaining on the Shot Clock.



- 9.10** In the following circumstances, a team may retain Possession without shooting at the opponent's Goal for a maximum of 18 seconds (irrespective of the time previously remaining on the Shot Clock):
- 9.10.1** following the taking of a Penalty Throw not resulting in a change of Possession;
 - 9.10.2** following the taking of a Corner Throw; or
 - 9.10.3** a Free Throw awarded when the ball leaves the Field of Play through the Side Lines as a result of either:
 - 9.10.3.1** an intentional action (a Player intending to play or otherwise touch the ball, whether or not they intended for the ball to leave the Field of Play) by a Player on the team without Possession; or
 - 9.10.3.2** the blocking of a shot by the defending Goalkeeper (whether intentional or otherwise).
 - 9.11** When a match is restarted with a change of Possession following the award of a Penalty Throw, a Goal Throw or a Neutral Throw, a team may then retain Possession subject to the usual 28 second time limit.

10 EXCLUSION FOULS

10.1 An Exclusion Foul is committed if a Player:

- 10.1.1** Interferes with the taking of a Free Throw, Goal Throw or Corner Throw by the opposing team, including, but not limited to:
 - 10.1.1.1** intentionally touching the opponent or pushing or failing to release the ball;
 - 10.1.1.2** attempting to play the ball before it has left the hand of the thrower; or
 - 10.1.1.3** once a Free Throw is awarded, failing to move to a position at least one (1) metre away from the ball and/or raising an arm to block a pass or a shot before being at least one (1) metre away from the ball.
- 10.1.2** Blocks, or attempts to block, a pass or shot with two (2) hands outside of their defensive 6 Metre Area.
- 10.1.3** Intentionally splashes water in the face of an opponent.
- 10.1.4** Impedes or otherwise prevents the free movement of an opponent who:
 - 10.1.4.1** is Dribbling the ball; or
 - 10.1.4.2** is not holding, lifting or carrying the ball.
 - 10.1.4.3** 'Impeding' an opponent under this Article 10.1.4 includes, but is not limited to:
 - 10.1.4.3.1** swimming or climbing on the opponent's shoulders, back or legs;
 - 10.1.4.3.2** a defensive Player swimming or otherwise moving the whole of their body under the surface of the water in order to gain a positional advantage;
 - 10.1.4.3.3** holding, sinking or pulling-back an opponent; or
 - 10.1.4.3.4** using one (1) or two (2) hands to hold an opponent who is not holding the ball.
- 10.1.5** Commits a Foul (any Ordinary Foul or Exclusion Foul) tactically, meaning a Foul committed with the sole or primary purpose of impeding or stopping the flow of the opposing team's attack. For the avoidance of doubt, a Foul will not be deemed to have been committed tactically if a Player intends to Tackle, block or otherwise validly defend the attack, but in doing so impedes or stops the flow of the opposing team's attack.
- 10.1.6** Makes any disproportionate movement (meaning any movement with intent to kick or strike another Player, whether or not it results in such contact with another Player), including Kicking and Striking.
- 10.1.7** Interferes with the taking of a Penalty Throw, after the whistle of the Referee, in which case:
 - 10.1.7.1** the Penalty Throw will still be taken by the opposing team (a Free Throw will not be awarded); and
 - 10.1.7.2** that Player will be excluded for the remainder of the match in accordance with Article 10.7 of this Part Six.
- 10.2 An Exclusion Foul will also be committed if:**
 - 10.2.1** a Player commits Violent Action;
 - 10.2.2** a Player commits Misconduct, meaning:
 - 10.2.2.1** the use of unacceptable language;



- 10.2.2.2** Aggressive Play;
- 10.2.2.3** refusing to follow the orders of the Referee;
- 10.2.2.4** showing disrespect for a Referee or another Technical Official;
- 10.2.2.5** leaving the pool (including to sit or stand on the side of the pool or the steps or other exit of the pool), except:
 - 10.2.2.5.1** in the case of substitution (including following exclusion) in accordance with this Part Six;
 - 10.2.2.5.2** in the case of accident, injury, illness; or
 - 10.2.2.5.3** with the permission of the Referee or as otherwise permitted by this Part Six; or
- 10.2.2.6** otherwise behaves in a manner which is against the Spirit of the Game or likely to bring the match, event or competition into disrepute; or
- 10.2.3** if at the taking of a Penalty Throw:
 - 10.2.3.1** the defending Goalkeeper or any other Player fails to take up or moves away from the correct position, having been ordered to take up the correct position by the Referee. If a Goalkeeper is excluded under this Article 10.2.3.1, another defensive Player may take the position of the Goalkeeper for the taking of the Penalty Throw, but without the Goalkeeper's privilege (i.e., they must play as Goalkeeper but for that Penalty Throw they will not, for example, be permitted to use two (2) hands or a clenched fist to block the ball); or
 - 10.2.3.2** the defending Goalkeeper moves forward before the Referee blows the whistle, and the Player then takes the shot and Goal is not scored. If this occurs, the Goalkeeper will be excluded according to Article 10.2.3.1 of this Part Six and the Penalty Throw will be retaken.
- 10.3** **Unless otherwise provided in this Article 10 or elsewhere in this Part Six, if an Exclusion Foul is committed:**
 - 10.3.1** the Referee will order the exclusion of the Player who committed the Exclusion Foul; and
 - 10.3.2** the Referee will award a Free Throw to the opposing team.
- 10.4** **If a Player is excluded under this Article 10, unless otherwise specified:**
 - 10.4.1** the excluded Player must leave the Field of Play at the nearest location to them;
 - 10.4.2** the excluded Player must then, without leaving the pool, move to the Exclusion Re-Entry Area behind their team's defensive Goal Line, visibly rising to the surface of the water without interfering with the play.
 - 10.4.3** an excluded Player or a Substitute replacing an excluded Player must not enter the Field of Play or otherwise interfere with the play for the entire period of exclusion;
 - 10.4.4** the excluded Player or a Substitute replacing them will, when permitted to enter/re-enter the match, only be permitted to enter the Field of Play through the Exclusion Re-Entry Area nearest to their team's defensive Goal Line, unless such entry/re-entry occurs between Periods, after a Goal has been awarded or during a Timeout;
 - 10.4.5** if the excluded Player is replaced by a Substitute, the excluded Player must return to the team bench;
 - 10.4.6** if the excluded Player is excluded for the remainder of the match, they must leave the pool via the Exclusion Re-Entry Area and then leave the Competition Area, except under the circumstances of Article 17.3 of this Part Six where the excluded Player is permitted to sit on their team bench.
 - 10.4.7** if the excluded Player is a Goalkeeper:
 - 10.4.7.1** a Substitute Goalkeeper may replace another Field Player at any time through substitution in accordance with Article 2.5 of this Part Six; and
 - 10.4.7.2** a further Player, to replace the excluded Player and restore that team to the full number of Players, may only enter in accordance with Articles 10.7 to 10.9 of this Part Six; and
 - 10.4.8** a Player entering the Field of Play must not do so by jumping or Pushing-Off from the side or wall of the pool or the Field of Play.
- 10.5** **When an Exclusion Foul is committed, other than for Misconduct, Violent Action or interference with the taking of a Penalty Throw, the Player:**
 - 10.5.1** will not be excluded for the remainder of the match; and
 - 10.5.2** will instead be permitted to re-enter the Field of Play, or be replaced by a Substitute, from the Exclusion Re-Entry Area nearest to that Player's own Goal Line after the earliest of:



- 10.5.2.1** 18 seconds of Actual Play having elapsed since the Exclusion Foul was awarded. The Secretaries will signal that 18 seconds of Actual Play have elapsed since an Exclusion Foul using the appropriate flag or with the use of any device authorised for signalling at that match;
- 10.5.2.2** a Goal having been awarded, in which case the excluded Player or Substitute may enter/re-enter the Field of Play from any place (such Player may, but is not required to, enter from the relevant Exclusion Re-Entry Area);
- 10.5.2.3** the excluded Player's team having retaken Possession of the ball, at which time the Referees will signal re-entry by a hand signal; or
- 10.5.2.4** the excluded Player's team being awarded a Free Throw, a Goal Throw or a Penalty Throw.
- 10.6** If an Exclusion Foul is awarded for Misconduct:
- 10.6.1** The excluded Player will be shown a Red Card and will be excluded for the remainder of the match with immediate effect.
- 10.6.2** The excluded Player must leave the Field of Play in accordance with Article 10.4 of this Part Six.
- 10.6.3** The excluded Player may be replaced by a Substitute:
- 10.6.3.1** If the Exclusion Foul was awarded during play:
- 10.6.3.1.1** the Referee will award a Free Throw to the opposing team; and
- 10.6.3.1.2** a Substitute may replace the excluded Player at the earliest occurrence of any of the circumstances set out in Article 10.5.2 of this Part Six, and in accordance with Article 10.4 of this Part Six.
- 10.6.3.2** If the Exclusion Foul for Misconduct is awarded during any Stoppage (including between Periods, during a Timeout, or after a Goal has been awarded):
- 10.6.3.2.1** the match will restart in the normal manner (the manner in which play would have restarted irrespective of the Foul; no throw will be awarded); and
- 10.6.3.2.2** a Substitute replacing the excluded Player will be permitted to enter immediately prior to the restart of the match.
- 10.6.3.3** If the excluded Player is a Goalkeeper:
- 10.6.3.3.1** a Substitute Goalkeeper may replace another Field Player at any time through substitution in accordance with Article 2.5 of this Part Six; and
- 10.6.3.3.2** a further Player, to replace the excluded Player and restore that team to the full number of Players, may enter at the earliest occurrence of any of the circumstances set out in Article 10.5.2 of this Part Six, and in accordance with Article 10.4 of this Part Six.
- 10.7** **If an Exclusion Foul is awarded for interference with a Penalty Throw:**
- 10.7.1** The excluded Player will be shown a Red Card and excluded for the remainder of the match.
- 10.7.2** The excluded Player must leave the Field of Play in accordance with Article 10.3 of this Part Six.
- 10.7.3** The Penalty Throw will be maintained (including that if it had already been taken and scored, that team will score a Goal) or retaken if deemed appropriate by the Referee.
- 10.7.4** A Substitute may replace the excluded Player at the earliest occurrence of any of the circumstances set out in Article 10.5.2 of this Part Six, and in accordance with Article 10.4 of this Part Six.
- 10.8** **If an Exclusion Foul is awarded for Violent Action:**
- 10.8.1** The excluded Player will be excluded for the remainder of the match and must leave the Field of Play in accordance with Article 10.4 of this Part Six.
- 10.8.2** If awarded during play:
- 10.8.2.1** A Penalty Throw will be awarded to the opposing team.
- 10.8.2.2** Play will resume on the taking of the Penalty Throw, taken in accordance with Article 16 of Part Six.
- 10.8.2.3** A Substitute may replace the excluded Player when four (4) minutes of Actual Play have elapsed following the award of the Exclusion Foul.
- 10.8.2.4** If the excluded Player is a Goalkeeper:



- 10.8.2.4.1** a Substitute Goalkeeper may replace another Field Player at any time through a Flying Substitution in accordance with Article 2.5 of this Part Six; and
- 10.8.2.4.2** a further Player, to replace the excluded Player and restore that team to the full number of Players, may enter at the earliest occurrence of any of the circumstances set out in Article 10.5.2 of this Part Six, and in accordance with Article 10.4.3 of this Part Six.
- 10.8.3** If awarded during any Stoppage (including a Timeout, after a Goal has been awarded or between Periods):
- 10.8.3.1** Play will restart in the normal manner (the manner in which play would have restarted irrespective of the Foul; no throw will be awarded).
- 10.8.3.2** A Substitute may replace the excluded Player when four minutes of Actual Play have elapsed following the award of the Exclusion Foul.
- 10.9** **The Referee may award Exclusion Fouls against any number of Players, from either or both teams, simultaneously or otherwise. If Exclusion Fouls are awarded simultaneously against both teams:**
- 10.9.1** Play will restart with a Free Throw, taken by the team that had Possession of the ball at the time the Exclusion Fouls were awarded. The Shot Clock will not be reset.
- 10.9.2** If neither team had Possession when the simultaneous Exclusion Fouls were awarded, the Shot Clock will be reset to 28 seconds and play will be restarted with a Neutral Throw.
- 10.9.3** Where Players are excluded simultaneously, all excluded Players will be excluded until the earliest of:
- 10.9.3.1** 18 seconds of Actual Play having elapsed since the Exclusion Foul was awarded;
- 10.9.3.2** a Goal having been awarded, in which case the excluded Players or Substitutes may re-enter/enter the Field of Play from any place (such Players may, but are not required to, enter from the relevant Exclusion Re-Entry Area); or
- 10.9.3.3** the next change of team in Possession after the Free Throw or Neutral Throw (as applicable).
- 10.10** **Where Exclusion Fouls for Violent Action are awarded against multiple Players of opposing teams during Play:**
- 10.10.1** Each excluded Player will be excluded for the remainder of the match.
- 10.10.2** A Substitute may replace each excluded Player when four (4) minutes of Actual Play have elapsed following the award of the Exclusion Foul.
- 10.10.3** Each team will shoot a Penalty Throw:
- 10.10.3.1** The team that last had Possession of the ball before the Exclusion Fouls were awarded will shoot the first Penalty Throw, followed by the opposing team.
- 10.10.3.2** After the second Penalty Throw, the team which last had Possession of the ball before the Exclusion Fouls were awarded will restart play with a Free Throw on or behind the Halfway Line.
- 10.11** **Where Exclusion Fouls are awarded simultaneously against multiple Players of the same team:**
- 10.11.1** Each Player will be excluded and may re-enter and/or be replaced by a Substitute, if applicable, as if they had each separately committed Exclusion Fouls.
- 10.11.2** If one (1) or more of the Exclusion Fouls are as a result of Violent Action, the opposing team will take one (1) Penalty Throw, even if more than one (1) Player was excluded for Violent Action.
- 10.11.3** Play will restart with a Free Throw to the opposing team, except if a Penalty Throw has been awarded, in which case it will resume with the taking of the Penalty Throw.
- 10.12** If a Referee, Video Assistant Referee, or TWPC Delegate suspects (including upon receiving information from another Technical Official) that Violent Action may have occurred, the Referees may conduct a VAR Review.



11 PENALTY FOULS

11.1 A Penalty Foul is committed if:

- 11.1.1** A Goalkeeper or a Field Player within their defensive 6 Metre Area:
- 11.1.1.1** commits any Foul (including any Ordinary Foul, Exclusion Foul or Penalty Foul listed in this Article 11) if, without their action, a Goal would, in the view of the Referees, have been likely to result;
- 11.1.1.2** takes the ball under the water when Tackled if a Goal would have been likely to result if they had not done so;
- 11.1.1.3** pulls over, pulls down or otherwise displaces the Goal that they are defending;
- 11.1.1.4** impedes an attacking Player from behind within the 6 Metre Area, when that attacking Player is facing the Goal and is making a shooting action. However, under this Article 11.1.4.4:
- 11.1.1.4.1** a defensive Player will not be impeding an attacking Player if they make contact only with the ball and not the Player;
- 11.1.1.4.2** the Referee will delay the award of a Penalty Foul until the shot has been attempted. If the shot results in a Goal, no Penalty Foul will be awarded. If the shot does not result in a Goal, the resultant Penalty Throw will be awarded.
- 11.1.2** A Field Player within their defensive 6 Metre Area:
- 11.1.2.1** blocks or attempts to block a pass or shot of the opposing team with two (2) hands; or
- 11.1.2.2** plays the ball with a clenched fist.
- 11.1.3** An excluded Player intentionally interferes with play, including but not limited to affecting the alignment of the Goal. If an excluded Player does not commence leaving the Field of Play without delay, the Referee may award a Penalty Foul for intentional interference under this Article 11.1.3.
- 11.1.4** A Head Coach, or any Team Official, of the team not in Possession of the ball requests a Timeout, as set out in Articles 5.8.1 and 5.8.2.2 of this Part Six. Where a Penalty Foul is awarded because a Timeout was called by a team not in Possession of the ball, no Personal Foul will be recorded.
- 11.1.5** A Head Coach, or any Team Official or Player, takes any action not in the usual course of play with the sole or primary intent (in the view of the Referee) to prevent a probable Goal or to delay the match, including but not limited to:
- 11.1.5.1** a Player deliberately throwing the ball away before a Player on the opposing team can take a Free Throw;
- 11.1.5.2** a defensive Player, after a Free Throw outside the 6 Metre Line, deliberately pushing the ball inside 6 Metre Line, to avoid a Direct Shot.
- 11.1.5.3** In the case of a Penalty Foul arising out of this Article 11.5, no Personal Foul will be recorded if the Penalty Foul was committed by the Head Coach or any Team Official.
- 11.1.6** A Player, including any excluded Player or Substitute, commits Improper Entry:
- 11.1.6.1** the resulting Penalty Throw will be taken after removing the offending Player from the Field of Play, including by an immediate substitution if necessary;
- 11.1.6.2** if Improper Entry is committed by a Player after that Player has committed a Foul, the offending Player receives only one Personal Foul, marked by the Secretary;
- 11.1.6.3** if an excluded Player or Substitute commits Improper Entry because the relevant period of exclusion has not expired, the offending Player must leave the Field of Play before the Penalty Throw is taken by the opposing team and will be permitted to enter the Field of Play at the earliest occurrence, after the Penalty Throw has been taken, of:
- 11.1.6.3.1** the expiry of the period of the exclusion; or
- 11.1.6.3.2** when that Player's team retakes Possession of the ball, or is awarded a Free Throw, Goal Throw or Penalty Throw, except where the excluded Player was excluded for Violent Action in which case the Substitute replacing them will only be permitted to enter at the expiry of the period of exclusion.
- 11.2 If a Penalty Foul is committed:**
- 11.2.1** The Referee will, subject to Article 11.2.2 of this Part Six, award a Penalty Throw to the opposing team.
- 11.2.2** The Referee may at their discretion (and will, in the case of a Penalty Foul committed under Article 11.1.4.2) delay the award of a Penalty Foul in order to wait to see if the attacking Player scores a Goal in the same action.
- 11.2.2.1** If the Player does not score a Goal, the Referee will then award a Penalty Throw.
- 11.2.2.2** If the Player does score a Goal, no Penalty Throw will be awarded and the match will restart in the usual manner following the award of a Goal.
- 11.2.2.3** While delaying the award in accordance with this Article 11.2.2, the Referee should if possible raise one arm to indicate that a Penalty Throw may be awarded (failure to do so will not, however, affect the decision made by the Referee).



12 FREE THROWS

12.1 The award of a Free Throw gives Possession and the restart of play to the team to which it is awarded.

12.2 **Free Throws are awarded:**

12.2.1 where the entire ball leaves the Field of Play crossing a Side Line;

12.2.2 as a result of certain Fouls, as set out in this Part Six; or

12.2.3 as otherwise set out in this Part Six.

12.2.4 A Free Throw is not awarded where the ball touches the Side Line but does not leave the Field of Play.

12.3 **Where a Free Throw is awarded:**

12.3.1 As a result of the ball leaving the Field of Play crossing a Side Line, the Free Throw will be awarded to the opposing team from the team that last touched the ball, except that:

12.3.1.1 where the ball leaves the Field of Play from a Side Line when the ball was last touched by a Field Player blocking a shot, a Free Throw will be awarded to the team that blocked the shot.

12.3.2 As a result of a Foul or other circumstance, the Free Throw will be taken by the team that did not commit the Foul or as otherwise set out in the relevant Article of this Part Six.

12.4 **A Free Throw must be taken:**

12.4.1 without undue delay;

12.4.2 by either:

12.4.2.1 the Player who is closest or equal closest to the ball, or otherwise most ready (or equally ready as any Player on that team) to take the Free Throw; or

12.4.2.2 only where there is an attack or Counterattack in progress such that it may hinder the offensive team for the Player closest to the ball to take the Free Throw (for example, if that Player would have to swim away from the Goal that they are attacking in order to take the Free Throw), by a Player who is second or equal second closest to the ball, so long as the Free Throw is still taken without undue delay;

12.4.3 by a Player Visibly Putting the Ball Into Play.

12.5 **A Free Throw will be taken from the location of the ball at the time of the award of the Free Throw, except that:**

12.5.1 If a Foul is committed by a defensive Player while the ball is inside the Goal Area, the resulting Free Throw will be taken from the 2 Metre Line at the closest point to the position of the ball at the time the Free Throw is awarded.

12.5.2 If a False Start is committed:

12.5.2.1 if the ball has already been released, the Free Throw will be taken from the location of the ball once the team taking the Free Throw has reached it (which it will do without undue delay); or

12.5.2.2 if the ball has not already been released, the Free Throw will be taken from any location on the Halfway Line.

12.6 Actual Play will resume immediately when the ball is Visibly Put Into Play.

12.7 When a Free Throw is awarded, each defensive Player must:

12.7.1 position themselves not less than one (1) metre away from the ball; and

12.7.2 not raise any arm to block (for example a pass or a shot) until they are at least (1) metre away from the ball; except that

12.7.2.1 for the avoidance of doubt, it will not be a Foul if a Free Throw is taken by the offensive team while a defensive Player is in the process, without delay and without raising an arm to block, of moving away from the ball.

12.8 In accordance with Articles 8 and 9:

12.8.1 it will be an Ordinary Foul if a Free Throw is taken in a manner not according with this Article 12, including but not limited to a Free Throw taken with undue delay or taken by a Player who is not in a position most or equally as readily as another Player on that team to take the Free Throw; and

12.8.2 it will be an Exclusion Foul for interference pursuant to Article 10.1 of this Part Six if a defensive Player fails to move to a position at least one (1) metre away from the ball once a Free Throw is awarded and/or raises an arm to block a pass or shot before being at least one (1) metre away from the ball.



13 GOAL THROWS

13.1 A Goal Throw will be awarded when:

- 13.1.1** the entire ball leaves the Field of Play having passed fully over the Goal Line, but not into the Goal; and
- 13.1.2** the ball was last touched by any Player other than:
 - 13.1.2.1** a Goalkeeper on the defensive team; or
 - 13.1.2.2** any Player on the defensive team who:
 - 13.1.2.2.1** takes Possession and throws the ball over the Goal Line, but not into the Goal; or
 - 13.1.2.2.2** intentionally diverts, deflects or otherwise intentionally touches or plays the ball in any intended manner or direction after a pass or while an attacking Player was Dribbling the ball or holding, lifting or carrying the ball, and the ball then crosses over the Goal Line, but not into the Goal;
 - 13.1.2.2.3** therefore, for the avoidance of doubt, a Goal Throw will be awarded if a Player on the defensive team diverts or deflects (intentionally or otherwise) a shot, and the ball then crosses over the Goal Line, but not into the Goal.

13.2 A Goal Throw will be taken by the defensive team, and must be taken:

- 13.2.1** without undue delay;
- 13.2.2** once the ball has been positioned in accordance with Article 13.3 of this Part Six, by the Player on the defensive team who is closest or equal closest to the ball, or otherwise most ready (or equally ready as any Player on that team) to take the Goal Throw;
- 13.2.3** by a Player Visibly Putting the Ball Into Play.

13.3 A Goal Throw must be taken from:

- 13.3.1** anywhere within the 2 Metre Area if the ball is inside the 2 Metre Area at the moment when the Goal Throw was awarded; or
- 13.3.2** from the location of the ball, if the ball is outside the 2 Metre Area at the moment when the Goal Throw was awarded.
- 13.4** In accordance with Article 8.2.9 of Part Six, it will be an Ordinary Foul if a Goal Throw is taken in a manner not according with this Article 13, except that a Goal Throw not taken in the correct position in accordance with Article 13.3 of Part Six will not result in an Ordinary Foul and will instead be retaken in the correct position.

14 CORNER THROWS

14.1 A Corner Throw will be awarded if the ball leaves the Field of Play having passed fully over the Goal Line, but not into the Goal, having last been touched by:

- 14.1.1** the Goalkeeper of the defensive team (intentionally or otherwise); or
- 14.1.2** any Player on the defensive team where that Player:
 - 14.1.2.1** takes Possession and throws the ball over the Goal Line, but not into the Goal; or
 - 14.1.2.2** intentionally diverts, deflects or otherwise intentionally makes contact with the ball (in any intended manner or direction) after a pass from either team or while the attacking Player was Dribbling the ball or holding, lifting or carrying the ball, and the ball then crosses over the Goal Line, but not into the Goal.

14.2 A Corner Throw will be taken by the offensive team, and must be taken:

- 14.2.1** without undue delay (for the avoidance of doubt, however, a Corner Throw does not need to be taken by the Player closest to the ball);
- 14.2.2** only once no Players on the offensive team are located in the Goal Area;
- 14.2.3** by a Player Visibly Putting the Ball Into Play.

14.3 A Corner Throw must be taken from:

- 14.3.1** the Side Line at the 2 Metre Line;
- 14.3.2** on the side of the pool closest to the location at which the ball crossed the Goal Line.
- 14.4** In accordance with Article 8.2.9 of this Part Six, it will be an Ordinary Foul if a Corner Throw is taken in a manner not according with this Article 14, except that a Corner Throw will be retaken (not resulting in an Ordinary Foul) where it is:
 - 14.4.1** not taken in the correct position in accordance with Article 14.3 of this Part Six; or
 - 14.4.2** taken before all attacking Players have left the Goal Area in accordance with Article 14.2.2 of this Part Six.



15 NEUTRAL THROWS

15.1 A Neutral Throw will be awarded if:

- 15.1.1** at the start of a Period, a Referee is of the opinion that the ball has fallen in a position to the definite advantage of one team;
- 15.1.2** one (1) or more Players of opposing teams commit Ordinary Fouls simultaneously;
- 15.1.3** both Referees blow their whistles at the same moment to award Ordinary Fouls to opposing teams;
- 15.1.4** neither team has Possession and one (1) or more Players of each team commit Exclusion Fouls simultaneously;
- 15.1.5** the ball strikes, or lodges in, an overhead obstruction; or
- 15.1.6** if otherwise required by this Part Six or in the view of the Referee.

15.2 A Neutral Throw will be taken, and play restarted, by the Referee throwing the ball:

- 15.2.1** into the Field of Play from approximately the same lateral position as it was when play was stopped (subject to Article 15.3 of this Part Six);
- 15.2.2** in a lateral manner (i.e., parallel to the Goal Lines);
- 15.2.3** in such a manner as to allow Players of both teams to have an approximately equal opportunity to reach the ball first.
- 15.3** A Neutral Throw awarded anywhere within the Goal Area will be taken in line with the 2 Metre Line.
- 15.4** If a Neutral Throw follows an Exclusion Foul, the Neutral Throw will be taken after the excluded Players have left the Field of Play.
- 15.5** If from a Neutral Throw the Referee considers that the ball has fallen in a position to the definite advantage of one team, the Referee will stop the match, call for the ball and retake the Neutral Throw.

16 PENALTY THROWS

- 16.1** A Penalty Throw will be awarded as set out in this Part Six, including in the case of a Penalty Foul in accordance with Article 11 of this Part Six.

16.2 A Penalty Throw must be taken:

- 16.2.1** and released from any point on the opponents' defensive 5 Metre Line;
- 16.2.2** by any Player of the team to which it is awarded;
- 16.2.3** upon the Referee's signal, without undue delay, by throwing the ball in one uninterrupted movement, with the intention of shooting the ball directly at the Goal.
- 16.2.4** For the avoidance of doubt, in accordance with this Article 16.2, a Player may:
 - 16.2.4.1** take a Penalty Throw by lifting the ball from the water and then throwing it in one continuous movement; or
 - 16.2.4.2** take a Penalty Throw, starting with the ball held in a hand raised out of the water; and
 - 16.2.4.3** in any case, a Player may take the ball backwards from the direction of the Goal in their hand in preparation for the shot, provided that the Penalty Throw is taken (i.e., leaves the Player's hand) without undue delay and in one uninterrupted movement.

16.3 Before a Penalty Throw is taken:

- 16.3.1** No Player, except for the Player taking the Penalty Throw and the Goalkeeper of the opposing side, is permitted within the 6 Metre Area within which the Penalty Throw is being taken.
- 16.3.2** All Players must be positioned (such position determined by the position of each Player's head) at least three (3) metres from the Player taking the Penalty Throw.
- 16.3.3** The defensive Goalkeeper must be positioned between Goal posts, with some part of their head level with or behind the Goal Line.
- 16.3.4** The Player taking the Penalty Throw must be positioned with their head not beyond the opponents' defensive 5 Metre Line.
- 16.3.5** Subject to Article 16.2 and Articles 16.3.1 to 16.3.4 of this Part Six, Players (both offensive and defensive) may position themselves on the 6 Metre Line (or otherwise behind that line). If numerous Players choose to position themselves on the 6 Metre Line, one (1) Player on the defensive team will have the right to their first choice of position on each side of the Penalty Throw taker on the 6 Metre Line.



16.4 The signal for a Penalty Throw to be taken will be given:

16.4.1 by the Referee on the right-hand side of the Player as they face the Goal, except that if a Player wishes to take a Penalty Throw with their left hand, the Referee on the left-hand side of the Player as they face the Goal will move to the 5 Metre Line alongside that Player and will signal for the Penalty Throw to be taken;

16.4.2 once the Referee signalling for the Penalty Throw to be taken is satisfied that all Players are in the correct positions;

16.4.3 by the Referee blowing a whistle and simultaneously lowering the arm from a vertical to a horizontal position.

16.5 If any Player, including a Goalkeeper, fails to take up the correct position in accordance with Article 16.3 of this Part Six, the Referee will:

16.5.1 give one warning to the relevant Player, with instruction to take up a correct position; and

16.5.2 if after that warning the Player does not do so, exclude the Player in accordance with Article 10.2.3.1 of this Part Six.

16.6 If the defensive Goalkeeper moves forward before the Referee blows the whistle, and the Player then takes the shot and Goal is not scored, the Goalkeeper will be excluded according to Article 10.2.3.1 of this Part Six and the Penalty Throw will be retaken.

16.7 If a Penalty Throw is taken and the ball rebounds into the Field of Play having touched a Goal post or crossbar or the Goalkeeper (whether intentionally or not), or any combination thereof, Actual Play will resume immediately and it will not be necessary for a Player other than the Player who took the Penalty Throw to touch the ball before a Goal may be scored.

16.8 If the Referee awards a Penalty Throw as, simultaneously, a Timekeeper signals for the end of a Period:

16.8.1 All Players except the Player taking the Penalty Throw and the Goalkeeper of the opposing team will leave the Field of Play, entering the Flying Substitution Area, before the Penalty Throw is taken.

16.8.2 Play will cease and the ball will be deemed 'dead' once the Penalty Throw has been taken.

16.8.3 For the avoidance of doubt, a Penalty Throw is deemed to have been taken under Article 16.8.2 of this Part Six once it has left the hand of the Penalty Throw taker and then, whether directly or after touching the Goal post, crossbar, the surface of the water or the Goalkeeper (whether intentionally or otherwise), or any combination thereof:

16.8.3.1 enters the Goal, in which case a Goal will be awarded;

16.8.3.2 misses the Goal and exits the Field of Play; or

16.8.3.3 rebounds into the Field of Play.

16.9 If a Penalty Throw is awarded within the last minute of a match, the Head Coach (or any person acting as Head Coach) of the team to which the Penalty Throw is awarded may elect to be awarded a Free Throw instead of a Penalty Throw. In this circumstance:

16.9.1 play will be restarted by that team with a Free Throw on or behind the Halfway Line;

16.9.2 the Shot Clock will be reset to 28 seconds of Actual Play; and

16.9.3 it is the responsibility of that Head Coach to give a clear signal to the Referees, without delay, if the team elects to take a Free Throw and therefore maintain Possession in accordance with this Article 16.9.

17 PERSONAL FOULS

17.1 A Personal Foul will be recorded against any Player who commits an Exclusion Foul or a Penalty Foul.

17.2 If a Personal Foul is recorded against a Player, the Referee will indicate the offending Player's Cap Number to the Secretary, for the Secretary to record.

17.3 If three (3) Personal Fouls are awarded against a Player in a match, that Player will be excluded for the remainder of the match and must leave the Field of Play without delay in accordance with Article 10.4 of this Part Six.

17.4 If a Player is excluded as a result of this Article 17:

17.4.1 if the third Personal Foul is a Penalty Foul, a Substitute may replace the excluded Player immediately;

17.4.2 otherwise, a Substitute may replace the excluded Player at the earliest occurrence of any of the circumstances set out in 10.5.2 of this Part Six, and in accordance with Article 10.4 of this Part Six.



18 YELLOW AND RED CARDS

18.1 The Referee may issue a Yellow Card or a Red Card in order to enforce this Part Six including, as appropriate, as the result of acts or omissions of Team Officials or Players, as described in this Article 18.

18.2 Yellow Cards:

18.2.1 A Yellow Card may be issued by the Referee to either the Head Coach of a team, or to a team as a whole.

18.2.2 A Yellow Card constitutes an official warning, effective for the remainder of the match, to the Head Coach or team to which it was issued.

18.2.3 A Referee will issue a Yellow Card to a Head Coach, if that Head Coach:

18.2.3.1 acts in an unsporting manner (including through, but not requiring, persistent acts);

18.2.3.2 protests the decisions of Referees or Technical Officials, without using unacceptable language;

18.2.3.3 is positioned not complying with Article 2.4.2 or otherwise in accordance with this Part Six; or

18.2.3.4 makes a Coach's Challenge that is not permitted, as set out in Article 1.3.3 of Appendix 5.

18.2.4 A Referee may at their discretion issue a Yellow Card to a team if a Player on that team, including a Substitute and whether on the Field of Play or otherwise:

18.2.4.1 commits repeated or persistent Fouls (other than Violent Action or Misconduct) during a match;

18.2.4.2 commits Simulation;

18.2.4.3 acts in an unsporting manner (including through, but not requiring, persistent acts); or

18.2.4.4 protests the decisions of Referees or Technical Officials without using unacceptable language.

18.3 Red Cards:

18.3.1 A Red Card may be issued by the Referee to a Player, a Head Coach or another Team Official.

18.3.2 A Red Card will be issued to a Player if either:

18.3.2.1 that Player is excluded in accordance with Article 10, Article 17 or otherwise in accordance with this Part Six; or

18.3.2.2 a Yellow Card has previously been shown to their team in the match in accordance with Article 18.2.4 of this Part Six, and that Player thereafter commits conduct requiring or deserving the issue of a Yellow Card as described in Article 18.2.4 of this Part Six.

18.3.3 A Red Card will be issued to a Head Coach if either:

18.3.3.1 that Head Coach has received a Yellow Card in the match pursuant to Articles 18.2 of this Part Six and that Head Coach thereafter commits conduct requiring or deserving the issue of a Yellow Card as described in Article 18.2.3 of this Part Six; or

18.3.3.2 the Referee deems that the conduct in question is sufficiently serious and/or unsporting such that the award of a Red Card is appropriate, irrespective of whether that person has already received a Yellow Card in the match (for similar or other conduct). A Red Card will be issued under this Article 18.3.3.2 if a Head Coach uses unacceptable language towards a Technical Official.

18.3.4 A Red Card may be issued to a Team Official, other than Head Coach, who:

18.3.4.1 acts in an unsporting manner (including through persistent acts), including the use of unacceptable language towards a Technical Official;

18.3.4.2 protests the decisions of Referees or Technical Officials in a manner deemed unacceptable by the Referee;

18.3.4.3 is positioned incorrectly; or

18.3.4.4 makes a Coach's Challenge that is not permitted, as set out in Article 1.3 of Appendix 5 of this Part Six (where the Coach's Challenge is made by a Team Official other than a Head Coach).

18.3.5 For the avoidance of doubt:

18.3.5.1 the Referee may issue a person with a Red Card at any time without that person having first received a Yellow Card in the match;



- 18.3.5.2** a Red Card may be issued pursuant to Article 18.3.2.2 or 18.3.3.1 of this Part Six whether or not the action(s) or conduct in question is the same as that which caused the initial Yellow Card to be issued; and
- 18.3.5.3** a Red Card may be issued pursuant to Article 18.3.2.2 of this Part Six whether or not the Player receiving the Red Card caused or contributed towards the issuance of the initial Yellow Card.
- 18.3.6** When a Red Card is issued to a Head Coach or another Team Official, that person must leave the team bench and the Competition Area without delay and for the remainder of the match.
- 18.3.7** When a Head Coach is given a Red Card, and therefore excluded from the match in accordance with this Article 18.3, another Team Official may act as that team's Head Coach for the remainder of the match:
- 18.3.7.1** assuming the rights and responsibilities attributed to a Head Coach under this Part Six;
- 18.3.7.2** except that they must sit on the team bench, unless during intervals between Periods (where they may move away from the team bench), during a Timeout, or before the restart of the match after a Goal has been awarded.
- 18.4** **Where in a match one (1) or more Players of the same team persist in repeated Fouls, including but not limited to protesting decisions of the Referees or Technical Officials without the use of unacceptable language, the Referee:**
- 18.4.1** will award the relevant Fouls and order the relevant consequences for each individual Foul, as appropriate;
- 18.4.2** may, in respect of the team's persistent Fouls, issue a Yellow Card to the offending team, effective as a warning to the entire team; and
- 18.4.3** for the remainder of the match, if any Player(s) on that team engage in repeated Fouls, including but not limited to protesting the decisions of Referees or other Technical Officials not using unacceptable language, the Referee will issue that Player(s) with a Red Card, excluding the Player(s) for the remainder of the match.
- 18.5** **When issuing a Yellow Card or Red Card, the Referee will:**
- 18.5.1** show the card visibly to the recipient; and
- 18.5.2** show the card visibly to the Officials' Table, indicating the recipient's Cap Number (if a Player) or identity, which will be recorded by the Secretary.
- 18.6** If a Player or a Team Official has or may have committed conduct that could have led to them being excluded for the remainder of the match, regardless of whether the conduct was addressed or sanctioned by the Referee during the match, World Aquatics (including the Aquatics Integrity Unit), the Management Committee or its designee may:
- 18.6.1** Assess and decide, with regard to the nature and circumstances and the severity of the conduct in question, whether the Player or the Team Official should be excluded from future matches in the event (up to and including all further matches in the event).
- 18.6.2** Review video footage, if available, and/or any other reliable evidence available in order to make that assessment.
- 18.6.3** If a decision is made to exclude a Player or Team Official from future matches at the event, the Management Committee will, within 24 hours of the end of the match in which the relevant conduct occurred, notify the relevant Player or Team Official and their team of the exclusion.
- 18.6.4** Where necessary or appropriate to do so, with regard to the rules and regulations of World Aquatics, refer the matter to the Aquatics Integrity Unit.
- 18.7** If a Team Official is excluded in advance from any match in an event pursuant to Article 18.6 of this Part Six, the relevant team will have their maximum number of Team Officials for that match reduced accordingly, except that a team will always be permitted to have at least one (1) Team Official for each match.
- 18.8** If a Player is excluded in advance from any match in an event pursuant to Article 18.6 of this Part Six, that Player's team will, notwithstanding such exclusion, be permitted to have fourteen (14) Players listed for each match (or the full number of Players permitted on a Start List for that event). A team may therefore in that circumstance replace the excluded Player on their Start List with another Player. The replacement Player may participate for the Team at that event, provided that all Players on the Start List remain free of any suspension or exclusion that prevents them from participating in that match or event.



19 ACCIDENT, INJURY, ILLNESS, AND SAFETY REQUIREMENTS

19.1 A Player is not permitted to leave the pool (including sitting or standing on the side of the pool or the steps or other exit of the pool), during play, except:

19.1.1 in the case of substitution or replacement permitted by this Part Six;

19.1.2 where necessary in the case of accident, injury, illness; or

19.1.3 with the permission of a Referee.

19.2 The Referee may at any time stop play to order the immediate substitution of any ill or injured Player, or on account of any accident, if they consider it appropriate to do so.

19.3 If a Player is bleeding:

19.3.1 Play will continue without interruption unless the Referee deems it necessary or appropriate to stop the match pursuant to Article 19.2 of this Part Six.

19.3.2 The bleeding Player must leave the pool immediately from the nearest location to them. The Referee will order any Player they observe to be bleeding to leave the pool (however, for the avoidance of doubt, a Player who is bleeding must leave the pool whether observed by and/or ordered to do so by the Referees or otherwise).

19.3.3 A Substitute will be permitted to replace a bleeding Player who has left the pool (whether voluntarily or having been ordered to do so by the Referee), with immediate effect. The Substitute may enter the Field of Play:

19.3.3.1 where the Referee has stopped the game as a result of such injury, from any place; or

19.3.3.2 where the match has not been stopped, from either the Exclusion Re-Entry Area or the Flying Substitution Area.

19.3.4 A Player must not re-enter the Field of Play while bleeding. Once the Player has stopped bleeding, the Player may re-enter the Field of Play by way of substitution in accordance with this Part Six.

19.4 Subject to Article 19.3 of this Part Six, a Player who has left the Field of Play in the case of accident, injury or illness, or with the permission of a Referee:

19.4.1 may re-enter the Field of Play from the Exclusion Re-Entry Area during a Stoppage, with the permission of a Referee; or

19.4.2 may be replaced by a Substitute in accordance with Article 2 of this Part Six.

19.5 If play has been stopped as a result of accident, injury, illness or through any other unforeseen reason not provided for by this Part Six, play will be restarted:

19.5.1 at the location of the ball when play was stopped;

19.5.2 by the team that was in Possession at the time of the Stoppage;

19.5.3 by a Player on that team Visibly Putting the Ball Into Play; or

19.5.4 if no team was in Possession at that time, with a Neutral Throw in accordance with Article 15 of this Part Six.

19.6 World Aquatics seeks to minimise the occurrence of injuries, including through issuing the provisions of this Part Six. However, Water Polo is a contact sport and there is therefore an inherent risk of traumatic injuries in Water Polo. The incidence of such injuries in Water Polo is the highest of any Aquatic sport. Therefore, the Management Committee must ensure that at every competition there are:

19.6.1 a medical team, trained in trauma recognition and in water extractions;

19.6.2 a Chief Medical Officer and a Venue Medical Officer, one (1) or both of which must have a proper medical kit in order to respond to traumatic injuries, including suture material and/or skin glue to treat bleeding Players;

19.6.3 ice packs available for use during matches; and

19.6.4 an appropriate number of lifeguards, who must practice water retrieval on a daily basis during the duration of competition, taking into account lane ropes which may restrict access to Players during water rescue.

19.7 While dental services are not mandatory, the Management Committee at World Aquatics Events, the Olympic Games, and wherever possible any other competition should consider providing dental services including:

19.7.1 to, where appropriate, treat and stabilise Players with oro-facial injuries, prior to referral elsewhere;

19.7.2 to provide treatment that will enable Players with oro-facial injuries to return to a match, where medically appropriate; and

19.7.3 the Management Committee may consider whether to ensure a dentist is 'on call' during the competition if one is not present.



20 THE FIELD OF PLAY

20.1 The Management Committee of a competition is responsible for ensuring the correct measurements and markings for the Field of Play are used.

20.2 General requirements for the Field of Play:

20.2.1 The limits of the Field of Play are the inner edges of the two (2) Goal Lines and the two (2) Side Lines.

20.2.2 The dimensions of the Field of Play must be:

20.2.2.1 Length: the distance between the inner edge of the two (2) Goal Lines must be 25.00 metres.

20.2.2.2 Width: the distance between the inner edge of the two (2) Side Lines must be 20.00 metres.

20.2.3 The dimensions of the Field of Play are also set out in the diagram at Appendix 1 to this Part Six. However, in the case of any conflict between that Appendix and this Article 20, this Article 20 will prevail.

20.2.4 The depth of the water inside the Field of Play will at no point be less than 2.00 metres.

20.2.5 The water temperature must be between 25.0°C and 27.0°C.

20.2.6 The light intensity must not be less than 600 lux in any part of the Field of Play.

20.2.7 There is no minimum ceiling height, however the ceiling should not be so low as to interfere with reasonable movement of the ball or Players during a match.

20.3 Two Goals will be located, one in the centre of each the Goal Line (an equal distance from each Side Line).

20.4 The Goal Area is the rectangular area at each end of the Field of Play:

20.4.1 the width of which is 2 metres from the outer edge of each of the Goal posts (meaning the Goal Area is 7.16 metres wide); and

20.4.2 the length of which is 2 metres (from the Goal Line to the 2 Metre Line).

20.5 The 6 Metre Area is the rectangular area at each end of the Field of Play between the Goal Line and the 6 Metre Line (within the Side Lines).

20.6 The Flying Substitution Area will be:

20.6.1 Located in the pool, directly behind the Side Line which is on the same side as the team benches (the opposite side from the Officials' Table).

20.6.2 The width of the Flying Substitution Area must be at least 0.5 metres.

20.6.3 Each team may use only the part of the Flying Substitution Area between the Goal Line that is on the same side as their team bench and the Halfway Line.

20.7 The Exclusion Re-Entry Areas will be:

20.7.1 Located behind each Goal Line, within the width of the Field of Play, on the same side of the pool as the team benches; and

20.7.2 2.0 metres wide (extending 2.0 metres alongside the Goal Line) and 1.0 – 1.1 metres long (extending 1.0 – 1.1 metres alongside the Side Line).

20.8 The Field of Play at the Olympic Games and the World Aquatics Championships:

20.8.1 Unless specified otherwise, the Field of Play at the Olympic Games and the World Aquatics Championships is the same as set out in Articles 20.2 to 20.7 and elsewhere in this Part Six.

20.8.2 The Field of Play at the Olympic Games and World Aquatics Championships must:

20.8.2.1 be the same size as set out in this Article 20 and in Appendix 1 to this Part Six and the same depth (no less than 2.0 metres);

20.8.2.2 have light intensity of not less than 1500 lux in any part of the Field of Play; and

20.8.2.3 have a minimum ceiling height, or minimum height of any arial structure directly above the Field of Play, of not be less than 7.00 metres (measured from the surface of the water).



21 FACILITIES AND EQUIPMENT

21.1 The Management Committee of a competition is responsible for ensuring that the facilities and equipment used accord with the requirements of this Part Six.

21.2 Balls must:

21.2.1 be round and waterproof without external strapping or any covering of grease or similar substance;

21.2.2 weigh between 400 grams and 450 grams;

21.2.3 have an air chamber with a self-closing valve;

21.2.4 in men's matches, have:

21.2.4.1 a circumference of between 0.68 metres and 0.71 metres; and

21.2.4.2 an air pressure of between 7.5 and 8.5 pounds per square inch atmospheric; and

21.2.5 in women's matches, must have:

21.2.5.1 a circumference of between 0.65 metres and 0.67 metres; and

21.2.5.2 an air pressure of between 6.5 and 7.5 pounds per square inch atmospheric.

21.3 Any number of balls may be used during a match. Balls available for a match will be managed by the Assistant Referees (or Referees, where Assistant Referees are not available).

21.4 Caps:

21.4.1 Players must wear caps at all times while on the Field of Play or in the Flying Substitute Area or Exclusion Re-Entry Area.

21.4.2 Caps in Water Polo must comply with Part One (including Article 7.9 of Part One), except that caps:

21.4.2.1 must be fitted with malleable ear protectors of the same colour as the rest of the cap;

21.4.2.2 will be fastened under the chin; and

21.4.2.3 may be thicker than 2 mm.

21.4.3 Field Players for each team must wear caps of the same colour, as follows:

21.4.3.1 Field Players of the team listed first for that match in the official program or schedule of the event will wear either white caps, or caps reflecting the colour of their country, team or flag.

21.4.3.2 Field Players of the team listed second for that match in the official program or schedule of the event will wear either blue caps, or caps reflecting the colour of their country, team or flag.

21.4.3.3 Notwithstanding Articles 21.3.2.1 and 21.3.2.2 of this Part Six, the caps worn by Field Players of one (1) team must be different in colour and easy to distinguish from the caps worn by Field Players of the other team. Accordingly:

21.4.3.3.1 the Management Committee and/or Referees may order a team to wear different coloured caps than the colour a team would otherwise have worn pursuant to Article 21.4.3.1 or Article 21.4.3.2 of this Part Six; and

21.4.3.3.2 in the first instance, subject to the discretion of the Management Committee and/or Referees, the team listed second for the match in the official program or schedule of the event will be the team ordered to change the colour of its caps.

21.4.3.4 Notwithstanding the provisions of this Article 21.4 of this Part Six, Field Players in a team may, in order to ensure caps are easily distinguishable and/or available, wear caps of any colour, subject to the approval of the Referee prior to the match, if the Referee is satisfied that each team's caps can be easily distinguished from the other team's caps.

21.4.4 Goalkeepers, including any Substitute or other Player replacing a Goalkeeper (whether listed as a Goalkeeper in a team's Start List or otherwise), must wear red caps.

21.4.5 In matches between nations (international matches), caps:

21.4.5.1 must display the three-letter abbreviation of that nation on the front of the cap, 40 mm in height;

21.4.5.2 may display that nation's flag, with a maximum height of 40 mm.

21.4.6 Caps will be numbered on both sides:



- 21.4.6.1** Numbers must be 10 mm in height.
- 21.4.6.2** The Goalkeepers starting the match for each team will wear Cap Number 1. Substitute Goalkeepers may wear any Cap Number between 2 and 14.
- 21.4.6.3** The Field Players will wear caps numbered between 2 and 14.
- 21.4.6.4** In the case of a third Goalkeeper at a specific tournament where fifteen (15) Players (or more) are permitted on a team's Start List, such as the World Aquatics Championships, the third Goalkeeper will wear Cap Number 15.
- 21.4.6.5** Players are not permitted to change Cap Number during a match, except with the permission of a Referee, who will notify the Secretaries of the change.
- 21.4.7** A Player who enters the Field of Play during play without wearing the correct cap will be deemed to have entered or re-entered improperly, resulting in the award of a Penalty Throw in accordance with Article 11.1.6 of this Part Six.
- 21.5** **Swimwear:**
- 21.5.1** **Players must:**
- 21.5.1.1** Wear swimwear that complies with Article 6 of Part 1 and will, for the avoidance of doubt, remove any articles that could cause injury or obstruction to any other Player, themselves or any Technical Official.
- 21.5.1.2** Have their fingernails properly cut in a manner that will mitigate the risk of injury.
- 21.5.1.3** Not have grease, oil or any similar or foreign substance on the body or hands. If the Referee ascertains before the start of play that such a substance has been used, they will order it to be removed immediately. If the offence is detected after the play has started, the offending Player will be excluded for remainder of the match with immediate substitution.
- 21.6** **Goals:**
- 21.6.1** **Each Goal is comprised of:**
- 21.6.1.1** two (2) vertical posts, joined at their top by one (1) horizontal crossbar;
- 21.6.1.2** fixtures necessary to fix the position of the Goal; and
- 21.6.1.3** a net, fastened securely to the Goal's posts and crossbar (and (where necessary) other fixtures) to enclose the entire Goal space behind the Goal Line (away from the Field of Play), as one netted space behind the posts and beneath the crossbar.
- 21.6.2** Each Goal post and crossbar must be:
- 21.6.2.1** made of wood, metal or plastic;
- 21.6.2.2** rectangular in shape (cross-section) with a width (Goal posts) or height (cross bar) of between 75 mm and 80 mm;
- 21.6.2.3** fixed and rigid;
- 21.6.2.4** white; and
- 21.6.2.5** Free from any obstruction (in view or object) from the Field of Play.
- 21.6.3** **Goal posts must be:**
- 21.6.3.1** perpendicular to the surface of the water and the crossbar, and parallel to the other post;
- 21.6.3.2** 3.0 metres apart, measured from the inside of each post; and
- 21.6.3.3** level at their front edge with the front edge of the Goal Line.
- 21.6.4** **The crossbar must be:**
- 21.6.4.1** parallel to the surface of the water and perpendicular to the Goal posts;
- 21.6.4.2** 0.9 metres above the surface of the water, measured from the underside of the crossbar; and
- 21.6.4.3** level at its front edge with the front edge of the Goal Line.
- 21.6.5** The depth of the Goal must not be less than 0.3 metres, measured from the Goal Line to the rear part of the Goal's net.
- 21.7** **Markers and lane ropes:**



- 21.7.1** Distinctive markers, clearly visible to Players and Technical Officials during the match, must be placed on both Side Lines as follows:
- 21.7.1.1** At each Goal Line a white marker, the front edge of which is level with each Goal Line.
- 21.7.1.2** At each 2 Metre Line (2.0 metres towards the Halfway Line from each Goal Line), a red marker level with the 2 Metre Line.
- 21.7.1.3** At each 5 Metre Line (5.0 metres towards the Halfway Line from each Goal Line), a red marker level with the 5 Metre Line.
- 21.7.1.4** At each 6 Metre Line (6.0 metres towards the Halfway Line from each Goal Line), a yellow marker level with the 26 Metre Line.
- 21.7.1.5** At the Halfway Line (half the distance between the two (2) Goal Lines), a white marker level with the Halfway Line.
- 21.7.2** **Lane ropes must be used as follows:**
- 21.7.2.1** A lane rope must be used 0.3 m behind each Goal Line. That lane rope must be white lane rope, except that:
- 21.7.2.1.1** the part of the Goal Line forming part of the boundary of the Exclusion Re-Entry Area will be red; and
- 21.7.2.1.2** the 2 metres either side of the outer edge of each Goal Post (forming the width of the Goal Area) will be red.
- 21.7.2.2** A lane rope must be used to mark each Side Line, as follows:
- 21.7.2.2.1** between the Goal Line and the 2 Metre Line must be marked with a red lane rope;
- 21.7.2.2.2** between the 2 Metre Line and the 6 Metre Line must be marked with a yellow lane rope; and
- 21.7.2.2.3** between each 6 Metre Line (the middle section of the Field of Play) must be marked with a green lane rope.
- 21.7.2.3** The Exclusion Re-entry Area will be marked with red lane ropes.
- 21.7.3** Variations of the colour schemes set out in this Article 21.7 for markers and lane ropes may be used with the approval of World Aquatics.
- 21.7.4** **Each lane rope must:**
- 21.7.4.1** lay on the surface of the water;
- 21.7.4.2** have a minimum diameter of 60 mm and a maximum diameter of 120 mm, except that lane ropes at the Olympic Games and the World Aquatics Championships must have a have a diameter of at least 100 mm;
- 21.7.4.3** be equipped with a tension spring, absorbing sudden high point loads and a wire withstanding a tensile force of 12kN; and
- 21.7.4.4** be secured to an anchor.
- 21.8** **Anchors:**
- 21.8.1** Each lane rope must be secured to an anchor.
- 21.8.2** Where possible, lane ropes should be secured at each wall to anchor brackets recessed into the walls of the pool. If anchors are instead placed on the pool deck, an extender (which must be firm and non-elastic) must be in place.
- 21.8.3** Anchors, including any extender, must not extend more than 10 mm into the pool. The anchor will not influence the length of the lane rope by more than ± 10 mm at each end of the rope.
- 21.8.4** Anchors should be installed to withstand 20kN.
- 21.8.5** The anchor point at each end of the Field of Play will be placed 30 cm behind the front of the Goal Line.
- 21.9** **Referee platforms:**
- 21.9.1** Referee platforms will be placed behind each Side Line to enable:
- 21.9.1.1** Referees to have free movement and vision alongside the Field of Play.
- 21.9.1.2** Assistant Referees to have sufficient space and vision alongside each Goal Line.
- 21.9.2** No Player or Team Official is permitted on the Referee platforms.
- 21.9.3** Referee platforms must be:
- 21.9.3.1** provided on both sides of the Field of Play, alongside each Side Line;



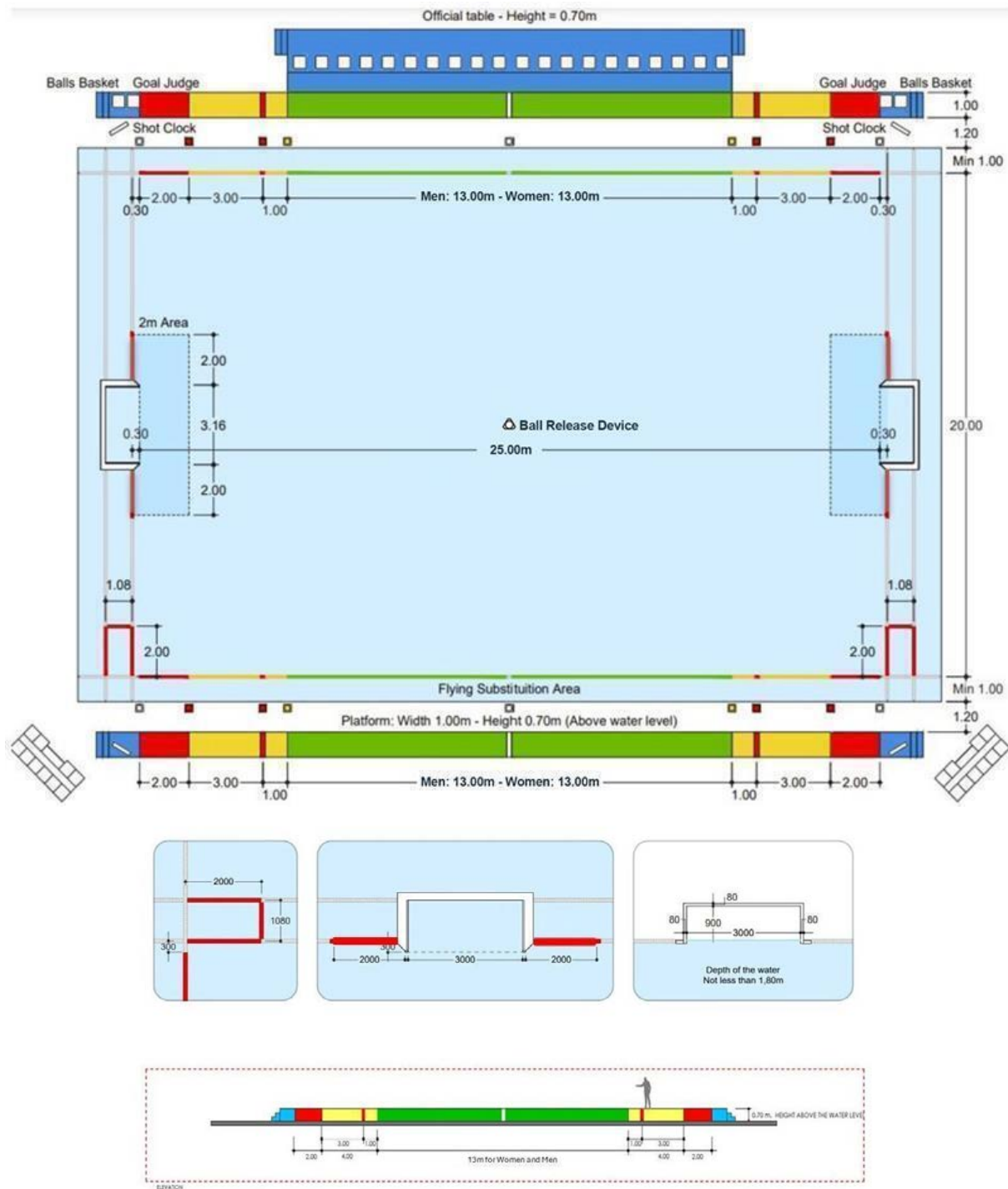
- 21.9.3.2** 1 metre in width and 70 cm in height above the water level; and
- 21.9.3.3** on their top surface, the same colour as the lane rope at each section of the Side Line (i.e., following the colour scheme specified in Article 21.7 of this Part Six, or other colours of the lane ropes if changed pursuant to Article 21.7.3 of this Part Six).
- 21.9.4** A basket containing balls (other than the ball currently being used in a match) may be placed at each end of the Referee's platform, on the same side as the Officials' Table.
- 21.10** **Officials' Table:**
- 21.10.1** The Officials Table will be placed behind the Referee platform on the same side of the pool as the Assistant Referees, but may, at the discretion of the Management Committee, be placed any distance away from the pool to assist the efficient management of the match, event or competition.
- 21.10.2** The Officials Table must, subject to the free movement of the Referees, have a clear view of the Field of Play.
- 21.11** Two (2) team benches, one (1) for each team, will be located outside of the pool at the two (2) corners on the opposite side of the pool to the Officials Table and in each case behind the Goal Line.
- 21.12** **Shot Clock:**
- 21.12.1** In accordance with Article 9.2 of this Part Six, the time remaining for a team in Possession will be kept by the Timekeepers, using any reliable time-keeping device.
- 21.12.2** One (1) or more clocks displaying the time remaining on the Shot Clock should be placed in location(s) visible to Technical Officials and Players.

22 APPENDICES

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22.1 APPENDIX 1 – DIAGRAM OF WATER POLO FACILITIES (NOT AT THE WORLD AQUATICS CHAMPIONSHIPS OR OLYMPIC GAMES)

22.1 The following diagram is indicative of the facilities required for Water Polo, not including requirements for Water Polo at the World Aquatics Championships or Olympic Games. In the event of any conflict between this diagram and the requirements set out in Part Six, the latter will apply.




22.2 APPENDIX 2 – SIGNALS TO BE USED BY TECHNICAL OFFICIALS

22.2 The following signals are indicative of the signals to be used by Technical Officials during a Water Polo match. In the event of any conflict between this Appendix 2 and the requirements set out in Part Six, the latter will apply.

A. The Referee lowers the arm from a vertical position to signal (i) the start of the period (ii) to restart after a Goal (iii) the taking of a Penalty Throw.	
B. To point with one arm in the direction of the attack and, if necessary, to use the other arm to indicate the place where the ball is to be put into play at a Free Throw, Goal Throw or Corner Throw.	
C. To signal a Neutral Throw. The Referee points to the place where the Neutral Throw has been awarded, points both thumbs up and calls for the ball.	
D. To signal the exclusion of a Player, the Referee points to the Player and then moves the arm quickly towards the boundary of the Field of Play. The Referee then signals the excluded Player's Cap Number so that it is visible to the Field of Play and the Officials Table.	
E. To signal the simultaneous exclusion of two (2) Players, the Referee points with both hands to the two (2) Players, signals their exclusion in accordance with Fig. D, and then immediately signals the Players' Cap Numbers.	



F. To signal the exclusion of a Player for Misconduct, the Referee signals exclusion in accordance with Fig. D (or Fig. E if appropriate) and then rotates the hands round one another in such a way that is visible to both the Field of Play and the Officials Table in addition to issuing the Player with a Red Card. The Referee then signals the excluded Player's Cap Number to the Officials Table.	
G. To signal the exclusion of a Player with substitution after four (4) minutes, the Referee signals exclusion in accordance with Fig D (or Fig. E if appropriate) and then crosses the arms in such a way that is visible to both the Field of Play and the Officials Table in addition to issuing the Player with a Red Card. The Referee then signals the excluded Player's Cap Number to the Officials Table.	
H. To signal the award of a Penalty Throw, the Referee raises an arm with five fingers in the air. The Referee then signals the offending Player's Cap Number to the table.	
I. To signal that a Goal has been scored, the Referee signals by whistle and by immediately pointing to the centre of the Field of Play.	
J. To indicate the Exclusion Foul of holding an opponent, the Referee makes a motion holding the wrist of one hand with the other hand.	



K. To indicate the Exclusion Foul of sinking an opponent, the Referee makes a downward motion with both hands starting from a horizontal position.	
L. To indicate the Exclusion Foul of pulling back an opponent, the Referee makes a pulling motion with both hands vertically extended and pulling towards their body.	
M. To indicate the Exclusion Foul of Kicking an opponent, the Referee makes a Kicking movement.	
N. To indicate the Exclusion Foul of Striking an opponent, the Referee makes a Striking motion with a closed fist starting from a horizontal position.	
O. To indicate the Ordinary Foul of pushing or pushing off from an opponent, the Referee makes a pushing motion away from the body starting from a horizontal position.	
P. To indicate the Exclusion Foul of impeding an opponent, the Referee makes a crossing motion with one hand horizontally crossing the other.	

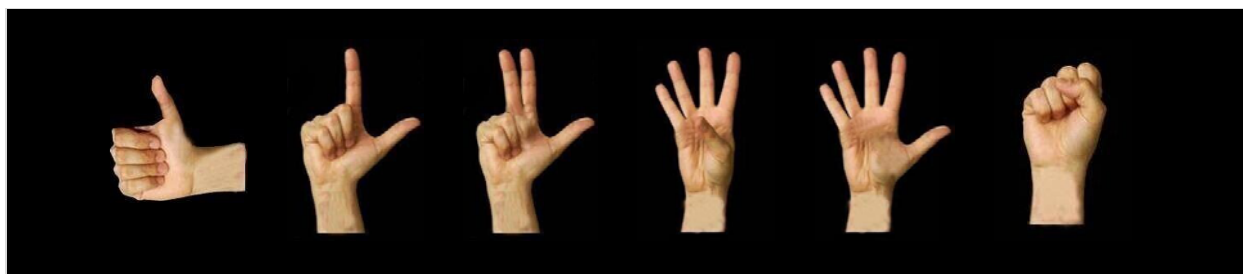


Q. To indicate the Ordinary Foul of taking the ball under the water, the Referee makes a downward motion with a hand starting from a horizontal position.	
R. To indicate the Ordinary Foul of standing on the bottom of the pool, the Referee raises and lowers one foot.	
S. To indicate the Ordinary Foul of undue delay in the taking of a Free Throw, Goal Throw or corner throw, the Referee raises a hand once or twice with the palm turned.	
T. To indicate the Ordinary Foul of a violation of the two-metre rule, the Referee indicates the number 2 by raising the fore and middle fingers in the air with the arm vertically extended.	
U. To indicate the Ordinary Foul of expiry of Possession time, the Referee moves a hand in a circular motion two or three times.	

V. To indicate that a shot from outside the 6 Metre Area is permitted, the Referee makes the motion in Fig. V (raising one hand in the air).	
V1. To indicate a team that is sanctioned with a Yellow Card, the Referee raises up the Yellow Card and points with one arm parallel to the Side Line in the direction of the location of the sanctioned team's team bench.	
V2. To indicate a Head Coach that is sanctioned with a Yellow Card, the Referee raises up the Yellow Card and points with one arm in the direction of that Head Coach.	
V3. To indicate that a Red Card has been issued, or as an additional signal when a Player has been excluded to indicate that they are excluded for the remainder of the Match, the Referee will raise up the red card and point with one arm in the direction of the relevant Player, Head Coach or other Team Official.	
W. To indicate a change of Possession, the Referee will extend one arm horizontally as shown in Fig. W.	



X. To signal for the start of a Period, an Assistant Referee will raise one arm vertically as shown in Fig. X.	
Y. To signal for an improper start, restart or Improper Entry of an excluded Player or Substitute, an Assistant Referee will raise both arms vertically as shown in Fig Y.	
Z. To signal for a Goal Throw or Corner Throw, an Assistant Referee will raise one arm horizontally as shown in Fig. Z.	
AA. To signal for a Goal, an Assistant Referee will raise both arms and cross them in the air, above their head, as shown in Fig. AA.	



Technical Officials may use their hands, as shown above, to indicate a Player's Cap Number when communicating with Players, the Secretary or other Technical Officials. For Cap Numbers between 1 and 10, the number of fingers shown indicates the Cap Number. A clenched fist indicates Cap Number 10. If the Cap Number is above 10, one hand will show a clenched fist (counting as 10), and the other hand will show the remainder of the Player's Cap Number (for example, a clenched fist and three fingers indicated Cap Number 13).



22.3 APPENDIX 3 – PENALTY SHOOTOUTS

1 PENALTY SHOOTOUTS

1.1 As set out in Article 4.4.2 of Part Six, if both teams have scored the same number of Goals at the end of the fourth Period, a Penalty Shootout will take place to determine the winner of the match.

1.2 Preparation for a Penalty Shootout:

1.2.1 If a Penalty Shootout occurs, immediately after the end of the fourth Period, there will be a three (3) minute break, timed by the Timekeepers with three (3) minutes shown on the Shot Clock, during which:

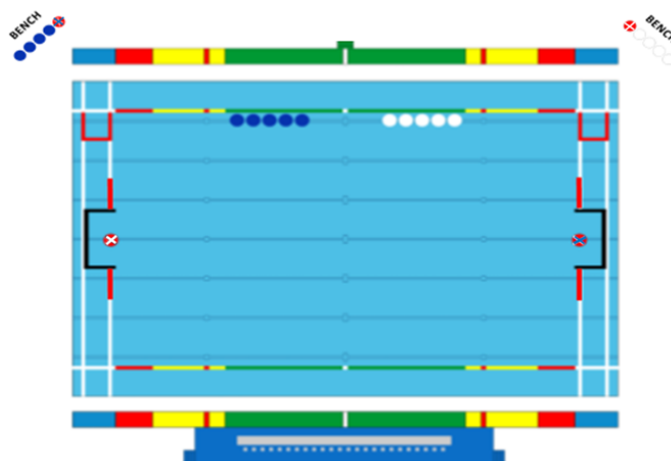
1.2.1.1 five (5) Players from each team will remain on the Field of Play, all other Players will leave the pool and sit on their team bench; and

1.2.1.2 the five (5) Field Players who remain on the Field of Play will position themselves:

1.2.1.2.1 in the half that their team was defending at the end of the fourth Period;

1.2.1.2.2 next to the Side Line that is on the same side as the team benches; and

1.2.1.2.3 between the 6 Metre Line and the Halfway Line, (as shown in the diagram below).



1.2.1.3 Each team's Goalkeeper will before the start of the Penalty Shootout:

1.2.1.3.1 change ends (moving to the half of the Field of Play their team was attacking during the fourth Period); and

1.2.1.3.2 position themselves in the Goal in that half of the Field of Play.

1.2.1.3.3 This Article 1.2.1.3 of this Appendix 3 is subject to the team's right to substitute a Goalkeeper prior to or at any time during a Penalty Shootout, as set out in Article 1.6 of this Appendix 3.

1.2.1.4 Prior to and during a Penalty Shootout, a Substitute Goalkeepers may either:

1.2.1.4.1 remain on the team bench; or

1.2.1.4.2 before the start of the Penalty Shootout, position themselves on the opposite side of the Field of Play to the team benches, outside of the pool, alongside the Side Line, between their team's defensive 6 Metre Line and the Halfway Line.

1.2.1.5 Players are not permitted to hang on to or rest on the lane ropes during the Penalty Shootout.

1.2.1.6 During the three (3) minute break, the Referee that officiated the fourth Period on the same side as the team benches will call each team's captain towards them and will conduct a coin-toss, whereby:

1.2.1.6.1 the Referee will ask one of the team's captains to predict which side of the coin will land facing upwards;

1.2.1.6.2 the Referee will then toss the coin such that it rotates visibly multiple times in the air (that number of times not within the strict control of the Referee), before landing on the floor or the Referee's hand;

1.2.1.6.3 if the team captain who made the prediction, predicts correctly, their team will win the coin-toss. If that team captain predicted incorrectly, the opposing team will win the coin-toss; and

1.2.1.6.4 the team captain of the team that wins the coin-toss will choose which team shoots first in the Penalty Shootout.

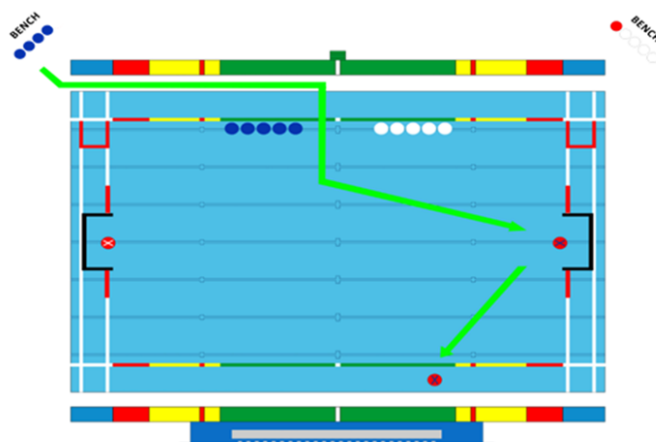
1.2.2 After the end of the three (3) minute break, the Penalty Shootout will start immediately, however:



- 1.2.2.1** If both teams are ready before the three (3) minute break expires, the Referees may instruct the Timekeeper to stop the Shot Clock and may start the Penalty Shootout earlier.
- 1.2.2.2** If a team is not ready to start the Penalty Shootout at the time the three (3) minute break ends:
- 1.2.2.2.1** That team's Head Coach will be shown a Yellow Card, for delaying the start of the Penalty Shootout.
- 1.2.2.2.2** If, prior to end of the three (3) minute break, that team's Head Coach has already been excluded, any other Team Official may receive a Yellow Card for delaying the Penalty Shootout.
- 1.2.2.2.3** If that Head Coach (or person acting as Head Coach) has already been shown a Yellow Card, the Head Coach will be shown a Red Card, in accordance with Article 18 of Part Six.
- 1.3 The procedure during a Penalty Shootout:**
- 1.3.1** Teams will take alternating Penalty Throws:
- 1.3.1.1** shooting into the Goal in the half they were defending during the fourth Period, against the opposing team's Goalkeeper;
- 1.3.1.2** taken alternately at each end of the Field of Play, unless, in the view of the Referee, conditions at one end of the Field of Play would advantage and/or disadvantage one team, in which case the Referee may decide that all Penalty Throws will be taken at the same end.
- 1.3.2** The order of Penalty Throw takers:
- 1.3.2.1** Each team may choose the order in which its Players take its first five (5) Penalty Throws.
- 1.3.2.2** If the Penalty Shootout progresses beyond five (5) Penalty Throws for each team in accordance with Article 1.4.1.2 of this Appendix 3, the order of Players taking Penalty Throws for each team will repeat the order of that team's first five (5) Penalty Throws.
- 1.3.3** When the Referee is satisfied that the Player and Goalkeeper are in the correct position, the Referee will signal for the Penalty Throw to be taken in accordance with Article 16 of Part Six.
- 1.3.4** The Penalty Throw in a Penalty Shootout will be deemed complete once either:
- 1.3.4.1** a Goal is scored, including having touched the Goal's posts, crossbar, water or Goalkeeper on the route into the Goal (or any combination thereof, but, for the avoidance of doubt, without any further touch from the Player taking the Penalty Throw);
- 1.3.4.2** the ball misses or does not reach the Goal; or
- 1.3.4.3** the ball rebounds off the water, the Goal's posts or crossbar or the Goalkeeper (or any combination thereof) and does not enter the Goal.
- 1.3.5** Where multiple balls are available, multiple balls will be used for the Penalty Shootout. Each side will use their own ball or set of balls for the Penalty Shootout (the ball will not be thrown from one end of the field to the other).
- 1.4 The winner of a Penalty Shootout:**
- 1.4.1** Subject to Article 1.4.2 of this Appendix 3, each team will:
- 1.4.1.1** take five (5) Penalty Throws, one taken by each Field Player on the Field of Play for that team; and
- 1.4.1.2** if the teams have scored an equal number of Goals after having taken five (5) Penalty Throws each, the teams will continue to take alternate Penalty Throws in a 'sudden death' format: meaning that in any one set of alternate Penalty Throws (i.e., each team's sixth (6th) Penalty Throw, each team's seventh (7th) Penalty Throw, etc.), one team scores a Goal and the other team does not.
- 1.4.2** The winner of a Penalty Shootout, and therefore the match, is:
- 1.4.2.1** a team which, within the first five (5) Penalty Throws for each team, reaches a total of Goals that cannot be equalled or exceeded by the other team within the taking of five (5) Penalty Throws each;
- 1.4.2.1.1** for example, if the first team scores a Goal with each of its first three (3) Penalty Throws and the opposing team does not score any of its first three (3) Penalty Throws, the second team can no longer equal or exceed the first team's score. The first team will therefore be declared the winner after three (3) Penalty Throws each and the Penalty Shootout ends;
- 1.4.2.2** after each team has taken five (5) Penalty Throws, the team that has scored more Goals than the other; or
- 1.4.2.3** where each team has scored an equal number of Goals after five (5) Penalty Throws and the teams continue to take alternate Penalty Throws in accordance with Article 1.4.1.2 of this Appendix 3, the team that wins in 'sudden death' format, as explained in Article 1.4.1.2 of this Appendix 3.
- 1.5 The role of Technical Officials in a Penalty Shootout:**

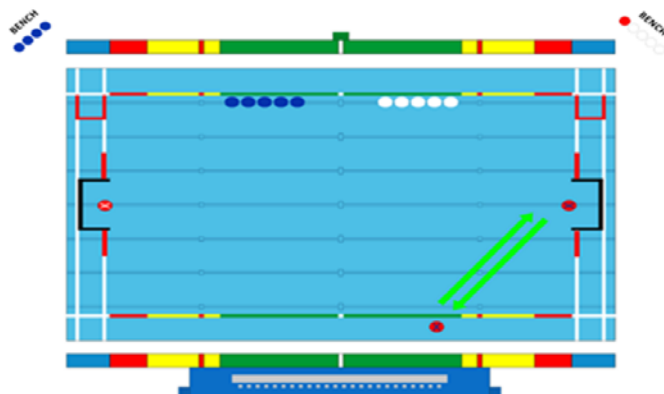


- 1.5.1** Each Penalty Throw will be officiated by one Referee:
- 1.5.1.1** A Referee will be positioned on each Side Line and on each 5 Metre Line. However:
- 1.5.1.1.1** if a Player is taking a Penalty Throw with their right hand, the Referee should position themselves on the Side Line, at the 5 Metre Line, on the right-hand side of a Player as the Player faces the Goal;
- 1.5.1.1.2** if a Player is taking a Penalty Throw with their left hand, the Referee should position themselves on the Side Line, at the 5 Metre Line, on the left-hand side of a Player as the Player faces the Goal; and
- 1.5.1.1.3** as such, Referee(s) may be required to walk between each 5 Metre Line on their side of the Field of Play during a Penalty Shootout, in order to ensure the Penalty Throw is officiated by a Referee on the same side of the Player as the hand they are taking the Penalty Throw with.
- 1.5.2** The Secretaries will:
- 1.5.2.1** Record the Cap Numbers of the Players who take Penalty Throws.
- 1.5.2.2** Together with the TWPC Delegate, prior to the Penalty Shootout commencing, ensure that no Player who has three (3) Personal Fouls against them, or has been excluded for the remainder of the match, participates in a Penalty Shootout.
- 1.5.2.3** If required, assist the Referees in directing the five (5) Penalty Shootout takers of each team, including as to the order of the Penalty Throws after the first five (5) Penalty Throws for each team taken place, if applicable.
- 1.5.2.4** No list of Penalty Throw takers needs to be written or submitted before the start of the Penalty Shootout.
- 1.5.3** Unless otherwise stated, Technical Officials will continue to manage and officiate the match throughout the Penalty Shootout as required by this Part Six.
- 1.6 Substituting a Goalkeeper during a Penalty Shootout**
- 1.6.1** A Goalkeeper may be substituted before or at any time during the Penalty Shootout.
- 1.6.2** Where a Goalkeeper is substituted prior to the Penalty Shootout, the replacement Goalkeeper will assume the position of the Goalkeeper for the Penalty Shootout in accordance with Article 1.2.1.3 of this Appendix 3. The Goalkeeper leaving the Field of Play will move to their team bench.
- 1.6.3** Where a Goalkeeper is substituted on to the Field of Play after the Penalty Shootout has begun:
- 1.6.3.1** The Substitute Goalkeeper must walk from the team bench to the Halfway Line on the same side, enter the pool and then to swim to the Goal and take the position of the Goalkeeper.
- 1.6.3.2** The Goalkeeper who is substituted must leave the Goal and swim to a position:
- 1.6.3.2.1** outside of the Side Line (outside of the Field of Play) opposite to the team benches; and
- 1.6.3.2.2** between the 6 Metre Line and the Halfway Line in the same half of the Field of Play;
- 1.6.3.2.3** until they are substituted back in, or until the end of the Penalty Shootout, (as shown in the diagram below).




1.6.3.3

If a Goalkeeper who has been substituted is then substituted back into the Penalty Shootout as Goalkeeper, they must switch positions with the Goalkeeper they are replacing (as shown in the diagram below).


1.7 Exclusion of Goalkeepers during Penalty Shootouts:

- 1.7.1** If during a Penalty Shootout, a Goalkeeper fails to take up the correct position on the Goal Line at the taking of a Penalty Throw, having been ordered once to do so by the Referee:
- 1.7.1.1** the Goalkeeper will be excluded for that Penalty Throw and a Player from the five Players participating in the Penalty Shootout must take the position of the Goalkeeper, but without the Goalkeeper's privileges (i.e., they must play as Goalkeeper for that Penalty Throw without, for example, using two (2) hands or a clenched fist to block the ball).
- 1.7.1.2** Following the taking of the Penalty Throw, the Goalkeeper or a Substitute will be permitted to re-enter the Penalty Shootout, except in the circumstances of Article 17.3 of this Part Six (a third Personal Foul).
- 1.7.2** If at the taking of a Penalty Throw the Goalkeeper moves forward before the Referee blows the whistle to signal that the Penalty Throw may be taken, and the Penalty Throw does not result in a Goal:
- 1.7.2.1** the Goalkeeper will be excluded for that Penalty Throw and a Player from the five Players participating in the Penalty Shootout must take the position of the Goalkeeper, but without the Goalkeeper's privileges (i.e., they must play as Goalkeeper for that Penalty Throw without, for example, using two (2) hands or a clenched fist to block the ball);
- 1.7.2.2** the Penalty Throw will be retaken; and
- 1.7.2.3** following the taking of the Penalty Throw, the Goalkeeper or a Substitute will be permitted to re-enter the Penalty Shootout, except in the circumstances of Article 17.3 of this Part Six (a third Personal Foul).
- 1.7.3** If a Goalkeeper is excluded for the remainder of a match during a Penalty Shootout for any reason including for a third Personal Foul in accordance with Article 17.3 of this Part Six:
- 1.7.3.1** a Player from the five (5) Players participating in the Penalty Shootout may for the next Penalty Throw take the position of the Goalkeeper, but without the privileges of the Goalkeeper (i.e., using two (2) hands or a clenched fist to block the ball); and
- 1.7.3.2** following the taking of that Penalty Throw, the excluded Goalkeeper may be substituted and replaced by a Substitute Goalkeeper or another Player.
- 1.7.4** If a Field Player is excluded for the remainder of the match during a Penalty Shootout:
- 1.7.4.1** that Player is removed from the sequence of the five Players participating in the Penalty Shootout for that team; and
- 1.7.4.2** another Player will be substituted in their place and put in the last in the sequence of Penalty Throw takers.



22.4 APPENDIX 4 – VIDEO ASSISTANT REFEREE PROTOCOL

1 VIDEO ASSISTANT REFEREE PROTOCOL

- 1.1** The purpose of this Video Assistant Referee protocol is to promote the accuracy, integrity and transparency of decision making in Water Polo, through the assistance of modern technology. This Appendix 4 applies where Video Assistant Review technology is in place during a match.
- 1.2** The Referees' decisions in Water Polo matches remain final and authoritative, including in circumstances where a VAR Review occurs in accordance with this Part Six. The Referee may make any appropriate decision under this Part Six following a VAR Review, including in respect of either team or any Player, regardless of the reason for conducting a VAR Review.
- 1.3 Referee's decision to conduct a VAR Review:**
- 1.3.1** A VAR Review is where the Referee reviews match footage provided by the Video Assistant Referee in order to make or re-consider a decision.
- 1.3.2 VAR Reviews:**
- 1.3.2.1** may only be conducted by the decision of the Referee;
- 1.3.2.2** may only be conducted in the circumstances set out in Article 1.6 of this Appendix 4; and
- 1.3.2.3** must be conducted no later than at the conclusion of first attacking phase following the incident or event that is the subject of the review.
- 1.3.3** A Referee may decide to conduct a VAR Review at their discretion:
- 1.3.3.1** prior to making a decision;
- 1.3.3.2** having already made a decision, in which case the Referee may if appropriate change that decision after reviewing footage during the VAR Review; or
- 1.3.3.3** following a Coach's Challenge made in accordance with Appendix 5 to this Part Six.
- 1.3.4** The Referee and the Video Assistant Referee may at any time communicate at any time during a match. That includes communicating prior to a possible VAR Review, during or after a VAR Review and/or as to whether a VAR Review should be conducted.
- 1.4 The procedure for VAR Reviews:**
- 1.4.1** Prior to a VAR Review:
- 1.4.1.1** A Referee may, but is not obliged to, instruct the Video Assistant Referee to review video footage of a certain incident(s) or event(s) that occurred in the match. If so instructed, the Video Assistant Referee will then review that footage and communicate with the Referee as to whether a VAR Review should be conducted.
- 1.4.1.2** A Video Assistant Referee, TWPC Delegate and any other Technical Official may, where they consider it appropriate, alert a Referee to suggest that the Referees conduct a VAR Review.
- 1.4.1.3** The decision as to whether or not to conduct a VAR Review remains entirely with the Referees.
- 1.4.2** If a Referee deems it necessary to conduct a VAR Review, whether following communication or consultation with other Technical Officials or otherwise, the Referee will stop the match:
- 1.4.2.1** At the next appropriate moment after the circumstances which the Referee wishes to review.
- 1.4.2.2** An appropriate moment may, but does not necessarily have to, be when:
- 1.4.2.2.1** neither team has Possession;
- 1.4.2.2.2** a team is in Possession but would gain no clear advantage or disadvantage from the match being stopped; or
- 1.4.2.2.3** there is a Stoppage in play in any event (for example, as the result of the award of a Foul, a Corner Throw or a Timeout).
- 1.4.2.3** In any event, in accordance with Article 1.3.2.3 of this Appendix 4, a Referee may conduct a VAR Review no later than at the conclusion of first attacking phase following the occurrence that they wish to review. No VAR Review can be conducted after that point.


1.4.3 During a VAR Review, a Referee:

1.4.3.1 Will review any available footage of the relevant incident or event, using the Video Assistant Review technology.

1.4.3.2 May review:

1.4.3.2.1 the Video Assistant Referee's technology;

1.4.3.2.2 any available video replays shown on the TWPC Delegate's video boards, broadcast video-clips; and/or

1.4.3.2.3 any other reliable video or visual evidence.

1.4.3.3 Should, where possible, remain visible from the Field of Play.

1.4.3.4 Will prioritise the accuracy of their decision. There is no time limit for a VAR Review nor any obligation on a Referee to conduct the VAR Review quickly.

1.4.3.5 Will be entitled to consult with the other Referee or other Technical Officials, to the extent they deem appropriate.

1.4.4 For the duration of a VAR Review:

1.4.4.1 Players on the Field of Play must remain in their respective halves of the Field of Play.

1.4.4.2 Players and Team Officials not on the Field of Play must remain where they were positioned when the VAR Review began, unless ordered to do so otherwise by the Referee.

1.4.4.3 During any VAR Review, substitutions are permitted from any of the re-entry areas before the Referee communicates their decision.

1.4.4.4 Players must then ready themselves for the appropriate restart of the match in accordance with this Part Six.

1.4.5 The Referee who is not conducting the VAR Review will oversee and instruct the Players of both teams, so that they can take up the correct positions upon the restart of play.

1.4.6 Unless otherwise specified in this Appendix 4, once a decision has been made following a VAR Review, the Referee will order the applicable consequences for the Referee's decision and restart the match in accordance with the rules set out in this Part Six.

1.4.7 Before restarting the match, the Referee will:

1.4.7.1 determine the appropriate decision; and

1.4.7.2 order and signal any consequences resulting from that decision.

1.5 The result or score of a match will not be invalidated (or its result otherwise affected) by any of the following, each of which are not grounds for protesting or appealing the result or outcome of a match or a decision of a Referee:

1.5.1 any malfunction(s) of the VAR Review technology;

1.5.2 any decision(s) involving a VAR Review which are considered to be incorrect;

1.5.3 any decision(s) to conduct, or not to conduct, a VAR Review; or

1.5.4 any incident involving circumstances which are non-reviewable in accordance with this Appendix 4 of this Part 6.

1.6 VAR Reviews may only be conducted in order to review one (1) or more of the following:

1.6.1 whether a Goal should be awarded ('Goal/no Goal situation', as addressed in Article 1.8 of this Appendix 4), including but not limited to whether:

1.6.1.1 a Goal was validly scored; or

1.6.1.2 a Goal was scored validly before, as required by this Part Six, the expiry of the Shot Clock, before the end of a Period or before another relevant Stoppage which would affect whether a Goal is awarded;

1.6.2 errors or uncertainty resulting from:

1.6.2.1 the decisions of Technical Officials; or

1.6.2.2 the error or failure of any electronic system, including Timeout devices (including buttons, where in use) and/or the Shot Clock;

1.6.3 if a team has a Player excluded as a result of a prior Foul or circumstance, whether a change in the team in Possession occurred prior to the expiry of the Period, in order to determine whether the following Period will be restarted with that Player still excluded, or otherwise;



- 1.6.4** whether a Corner Throw or a Goal Throw should be awarded;
- 1.6.5** whether one (1) or more of the following Fouls have, or may have, been committed:
 - 1.6.5.1** Violent Action;
 - 1.6.5.2** Misconduct;
 - 1.6.5.3** interference with the taking of a Penalty Throw; and/or
 - 1.6.5.4** Improper Entry; and/or
- 1.6.6** whether there has been interference with the taking of a Penalty Throw.
- 1.7** Where deemed necessary by the Referee, any circumstance which may be the subject of a VAR Review can be considered for review after the expiry of a Period.
- 1.8** **VAR Reviews for Goal/no Goal situations:**
 - 1.8.1** Where a Referee has doubt as to whether a Goal should be awarded, the Referee will conduct a VAR Review to decide whether to award a Goal.
 - 1.8.2** Where a Referee conducts a VAR Review to review a Goal that has been awarded, they should do so immediately after the award of the Goal.
 - 1.8.3** Where a Referee conducts a VAR Review for a possible Goal that has not been awarded, they should stop the match to conduct the VAR Review at the next appropriate moment in accordance with Article 1.4.2 of this Appendix 4.
 - 1.8.4** When a Referee decides to conduct a VAR Review for a Goal/no Goal situation, they will:
 - 1.8.4.1** signal that there will be a VAR Review;
 - 1.8.4.2** call for the ball, which the Referee will then keep out of the water until the VAR Review is completed; and
 - 1.8.4.3** the Referee closest to the VAR Monitor will review the situation and take the decision to allow or disallow the Goal. In doing so, they may consult with the other Referee and/or any other Technical Official.
 - 1.8.5** If a Goal that has been awarded is subject to a VAR Review:
 - 1.8.5.1** if the award of the Goal is confirmed following the VAR Review, the match will restart in the usual manner following a Goal as set out in Article 6.7 of Part Six;
 - 1.8.5.2** if the award of the Goal is overturned following the VAR Review:
 - 1.8.5.2.1** the match will restart with a Free Throw taken by the Goalkeeper of the team who would have conceded the Goal had it been awarded;
 - 1.8.5.2.2** taken from that Goalkeeper's defensive 2 Metre Line; and
 - 1.8.5.2.3** Field Players may take up any position within their respective defensive halves of the Field of Play.
 - 1.8.6** If a possible Goal that has not been awarded is subject to a VAR Review:
 - 1.8.6.1** if a Goal is then awarded following the VAR Review:
 - 1.8.6.1.1** the match will restart in the usual manner following a Goal as set out in Article 6.7 of Part Six;
 - 1.8.6.1.2** the time remaining in the match will be reset to the moment when the Goal was scored;
 - 1.8.6.1.3** any Goals, Timeouts and Personal Fouls between the (now awarded Goal) and the time of the VAR Review will be nullified, but all Yellow Cards and Red Cards, Acts of Violence or Misconduct will remain on the Record of the Game (and their consequences will remain, unaffected by the award of the Goal).
 - 1.8.6.2** if a Goal is not then awarded following the VAR Review:
 - 1.8.6.2.1** the match will restart with a Free Throw taken by the team which had or last had Possession at the time the match was stopped for the VAR Review;
 - 1.8.6.2.2** the Free Throw will be taken from the position of the ball at the time the match was stopped for the VAR Review;
 - 1.8.6.2.3** Players will take up positions anywhere within their respective halves of the Field of Play; and
 - 1.8.6.2.4** neither the time remaining in the match nor the Shot Clock will be reset.

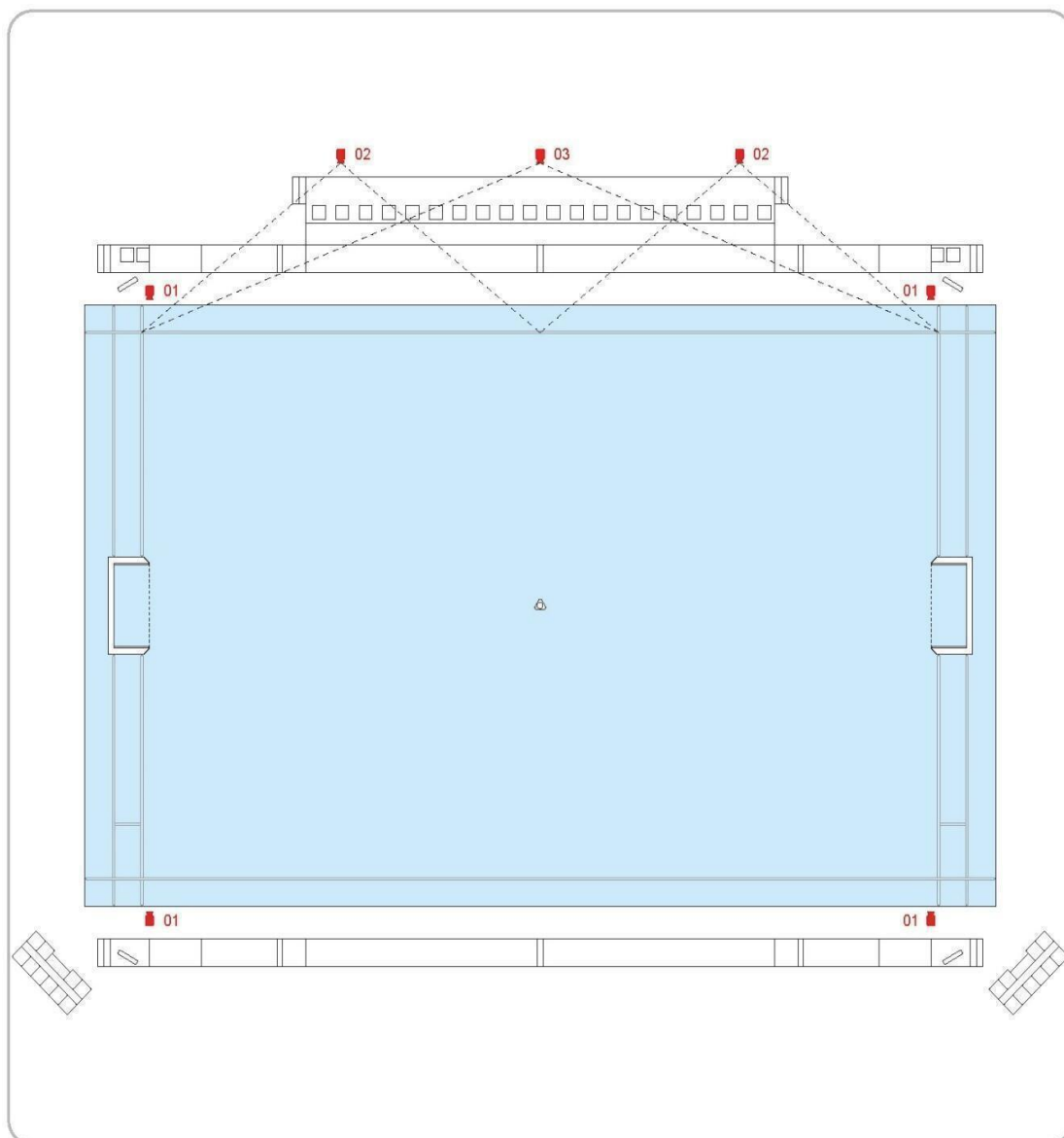


- 1.9** If there is a VAR Review to review a possible Goal scored at the expiration of the Shot Clock or Period:
- 1.9.1** The VAR Review should be conducted:
- 1.9.1.1** if the Goal was awarded, immediately after the award of the Goal;
- 1.9.1.2** if the Goal was not awarded, at the next appropriate moment in accordance with Article 1.4.2 of this Appendix 4.
- 1.9.2** During the VAR Review, the Referee will review whether the Goal should be awarded, in view of the available evidence, including but not limited to reviewing:
- 1.9.2.1** If there is doubt to whether the Goal was scored before the expiry of the Shot Clock or Period, whether the ball had left the hand of the Player throwing it in time, in accordance with Article 9.7 of Part Six.
- 1.9.2.2** Where a Goal followed a rebound from another prior shot of the offensive team which was taken close to the expiry of the Shot Clock, whether that prior shot left the hand of the Player throwing it before the Shot Clock expired, in accordance with Article 9.7 of Part Six.
- 1.9.3** The relevant Period or match will not end until the VAR Review is completed and signalled.
- 1.10** If there is a VAR Review to review a possible Violent Action:
- 1.10.1** The Referee may make any appropriate decision, including but not limited to decide that:
- 1.10.1.1** Violent Action was committed;
- 1.10.1.2** a Foul, Misconduct, Simulation or another type of Foul was committed; or
- 1.10.1.3** no Foul was committed.
- 1.10.2** In making their decision, the Referee may (as with any VAR Review) confirm or amend any initial decision they made prior to the VAR Review.
- 1.10.3** If following a VAR Review the Referee decides that a Foul (including for Violent Action, Misconduct or Simulation) has been committed:
- 1.10.3.1** the appropriate sanctions will be ordered;
- 1.10.3.2** the match will continue from the time of the Foul, with the Shot Clock and time remaining in the Period reset as appropriate;
- 1.10.3.3** the match will restart in the usual manner following such a Foul in accordance with this Part Six.
- 1.10.4** If following a VAR Review the Referee decides that no Foul was committed:
- 1.10.4.1** If no Foul was awarded prior to the VAR Review, the match will resume with a Free Throw to the team in Possession at the time the match was stopped or otherwise in the usual manner under this Part Six.
- 1.10.4.2** If a Foul was awarded prior to the VAR Review, and is therefore now overturned:
- 1.10.4.2.1** the match will be restarted in the usual manner following such a Foul, as set out in this Part Six;
- 1.10.4.2.2** any Goals, Timeouts and Personal Fouls between the (now awarded Goal) and the time of the VAR Review will be nullified. All Yellow Cards and Red Cards, Acts of Violence or Misconduct will remain on the Record of the Game (and their consequences will remain, unaffected by the award of the Goal).



1.11

The diagram below sets out the required locations for VAR Review equipment:



Cameras

1. Four cameras on the goal lines, two per goal. The location of the cameras should be at the edge of the pool or under referee's catwalk at about 1 m above the water level
2. Two cameras shall be fixed on the same side of the jury table. Each camera should film each a half of the field of play accordingly. The location of the cameras shall be that provide the best quality of video recording.
3. One camera is located at the side of the pool opposite to the benches. This camera shall film the entire field of play including both benches. This camera shall be capable to shoot at biggest possible angle (160 degrees is maximum today) with minimum resolution 2K pixels.



22.5 APPENDIX 5 – COACH'S CHALLENGE PROTOCOL

1 COACH'S CHALLENGES

1.1 This Appendix 5 applies where Video Assistant Review technology is in place during a match. Where that is the case, each team is entitled to challenge one (1) decision made by a Referee in that match (a **Coach's Challenge**), subject to the provisions of this Appendix 5.

1.2 A Coach's Challenge may only be made in respect of:

1.2.1 a Referee's decision to award or not award a Penalty Foul;

1.2.2 a Referee's decision that Violent Action has been committed, or a Referee's perceived failure to decide that Violent Action has been committed;

1.2.3 a Referee's perceived failure to conduct a VAR Review in respect of any circumstance that may be reviewed using a VAR Review in accordance with Appendix 4.

1.3 Coach's Challenges that are not permitted:

1.3.1 A Coach's Challenge may not be made unless it addresses one of the decisions specified in Article 1.2 of this Appendix 5.

1.3.2 Notwithstanding Article 1.2 of this Appendix 5, a Coach's Challenge may not be made:

1.3.2.1 if the Coach's Challenge is to challenge a decision has been made or reviewed following a VAR Review;

1.3.2.2 by a team which has already attempted to make a Coach's Challenge in respect of the relevant decision or circumstances, even if that Coach's Challenge was not accepted or not successful;

1.3.2.3 if a Coach's Challenge relating to the same decision or circumstances has already been made by the other team and accepted (whether that challenge successful or otherwise); or

1.3.2.4 unless it is made at a permitted time pursuant to Article 1.5 of this Appendix 5.

1.3.3 If a Coach's Challenge is requested when it is not permitted as set out in Article 1.3 of this Appendix 5, the Coach's Challenge is invalid, will be rejected and:

1.3.3.1 the Head Coach will be shown a Yellow Card (with applicable consequences, including a Red Card if a Yellow Card has already been awarded);

1.3.3.2 if another Team Official requested the Coach's Challenge (where a Head Coach has already been shown a Red Card), that Team Official will be shown a Red Card;

1.3.3.3 the team that made the invalid Coach's Challenge will have in any event used their right to make one (1) Coach's Challenge (if such right remained), and will therefore not be able to make any further Coach's Challenge for the remainder of the match.

1.4 Procedure for a Coach's Challenge:

1.4.1 To signal a Coach's Challenge, the Head Coach (or other Team Official acting as a Head Coach in accordance with this Part Six) must throw a green flag onto the Field of Play and make the VAR square-signal hand gesture (the motion of creating a square with one's index fingers).

1.4.2 When a Coach's Challenge is made:

1.4.2.1 Referees will stop the play at an appropriate moment for a VAR Review as set out set out in Article 1.3.2 of Appendix 4.

1.4.2.2 A Referee and any TWPC Delegate present will conduct a VAR Review, in accordance with Appendix 4, of the decision or circumstances being challenged. Referees may seek clarification on the nature of the Coach's Challenge from the relevant Coach or Team Official.

1.4.2.3 Once the VAR Review is complete, the Referee will move to be alongside the Halfway Line and will announce and/or signal their decision.



1.5 Timing:

1.5.1 A Coach's Challenge is only valid and will only be accepted if the Coach's Challenge is signalled for within the time limits set out in this Article 1.5.

1.5.2 If a Coach's Challenge is in respect of an uncalled possible Violent Action, the Coach's Challenge must be made without delay following the relevant incident or action (the possible uncalled Violent Action), and in any event no later than the end of the next Possession of the team making the challenge.

1.5.2.1 For the avoidance of doubt, 'next Possession of the team making the challenge' in this Article 1.5 means:

1.5.2.1.1 if the team making the challenge is in Possession at the time of the relevant incident or action, the challenge must be made: during that team's current Possession, during the opposing team's next Possession, or during the next Possession thereafter of the team making the challenge; or

1.5.2.1.2 if the team making the challenge is not in Possession at the time of the relevant incident or action, the challenge must be made: during the current Possession of the opposing team, or during the next Possession of the team making the challenge.

1.5.3 If a Coach's Challenge is made against a Penalty Foul that has been awarded, the Coach's Challenge must be made, without delay, before the Penalty Throw is taken.

1.5.4 If a Coach's Challenge is made against an uncalled possible Penalty Foul, the Referees' perceived failure to conduct a VAR Review to decide the award or non-award of a Goal or a Corner Throw, or in any other case which may be challenged but is not specified in this Article 1.5, the Coach's Challenge must be made without delay following the relevant (uncalled) action and no later than upon the earliest occurrence of any of the following:

1.5.4.1 the end of the next Possession of the team making the challenge (as described in Article 1.5.2.1 of this Appendix 5);

1.5.4.2 if a Timeout is called without delay after the relevant (challenged) incident or action, before the expiration of that Timeout;

1.5.4.3 before the taking of a Corner Throw or Penalty Throw, where one has been awarded after the relevant (challenged) incident or action;

1.5.4.4 before the restart of play where a Goal has been awarded after the relevant incident or action; or

1.5.4.5 before the restart of play, where the Referees have stopped the match and taken the ball. after the relevant incident or action.

1.5.5 If a Coach's Challenge is made against a Referee's perceived failure to conduct a VAR Review to review whether a Goal was scored before the expiry of time on the Shot Clock or before the end of a Period or before another relevant Stoppage, the Coach's Challenge must be made without delay and, in any event, before the restart of play.

1.6 A successful Coach's Challenge:

1.6.1 A Coach's Challenge is deemed to be successful by the Referee under this Appendix 5 if the initial decision of the Referee is overturned or changed:

1.6.1.1 in favour of the team making the challenge; and

1.6.1.2 for the same reason that the Coach's Challenge was made. The Referee may seek clarification (including from a Head Coach) if the reason for the Coach's Challenge is not clear.

1.6.2 A Coach's Challenge is not successful if either:

1.6.2.1 the Referee does not change their original decision; or

1.6.2.2 if the Referee changes their original decision for any other reason than the reason the Coach' Challenge was made (whether or not the new decision is in the favour of the team that made the Coach's Challenge).

1.6.3 If a Coach's Challenge is successful, the team that made the Coach's Challenge will retain its entitlement to make only one (1) additional Coach's Challenge in that match. Each team is not entitled to make more than two (2) Coach's Challenge in a match, even if both are successful.

1.6.4 If a Coach's Challenge is not successful, that constitutes the use of team's (1) Coach's Challenge and that Head Coach will not be able to make any further Coach's Challenge for the remainder of the match.

1.6.5 The Referee has authority to determine whether a Coach's Challenge has been successful or not.



1.7 If the Coach's Challenge is successful:

- 1.7.1** the match will restart in the usual manner following the (changed) decision of the Referee, in accordance with this Part Six;
- 1.7.2** the Shot Clock and time remaining in the Period will be reset to time at which the incident that was challenged occurred, or as otherwise determined by the Referee; and
- 1.7.3** any Goals, Timeouts and Personal Fouls that occurred in a period of the match that would not have taken place had the Referee made that decision in the first instance will be nullified, whereas all Yellow Cards and Red Cards, Acts of Violence or Misconduct will remain on the Record of the Game (and their consequences will remain, unaffected by the outcome of the Coach's Challenge), unless they were the subject of the decision that has been overturned.
- 1.8** If a Coach's Challenge is not successful, play will restart:
 - 1.8.1** with the time remaining on the Shot Clock and in the Period as at the moment when the match was stopped for the Coach's Challenge;
 - 1.8.2** by the team that was in Possession at the time the match was stopped. If no team was in Possession at the time the match was stopped, the game will be restarted with a Neutral Throw;
 - 1.8.3** according to the decision made by the Referee and in the usual manner under this Part Six.
- 1.9** Other than the loss of their one (1) Coach's Challenge for that match, there will be no consequences for either team as the result of a permitted, but unsuccessful Coach's Challenge.
- 1.10** If the Coach's Challenge related to possible Violent Action that was not awarded, and it is determined by the Referee after VAR Review that there was no Violent Action and instead a Player on the team making the Coach's Challenge has committed Simulation:
 - 1.10.1** the Referee will award Simulation and the applicable consequences will follow under this Part Six;
 - 1.10.2** the match will be restarted with a Free Throw awarded to the opposing team (the team that did not commit Simulation);
 - 1.10.3** the time remaining in the Period will remain as at the moment when the match was stopped for the Coach's Challenge, and the Shot Clock will be applied as set out in Article 9 of Part Six.
- 1.11** During the VAR Review resulting from a Coach's Challenge, both teams may make substitutions in accordance with this Part Six before the outcome of the Coach's Challenge is announced.
- 1.12** In the event of electronic failure or any malfunction of the VAR system meaning a Coach's Challenge cannot lead to a VAR Review, the Coach's Challenge will be nullified and the same team will retain the right to call a further Coach's Challenge.

22.6 APPENDIX 6 - AGE GROUP RULES AND ELIGIBILITY

2 AGE GROUP RULES AND ELIGIBILITY

2.1 The junior age groups for boys and girls in Water Polo in International Competitions are as follows:

- 2.1.1** 15 and 16 years of age and under (u16).
- 2.1.2** 17 and 18 years of age and under (u18).
- 2.1.3** 19 and 20 years of age and under (u20).
- 2.2** To be eligible to compete in a junior age group (as listed above), a Player must not be older than the maximum (higher) age specified for that age group in Article 1.1 of this Part Six on 31 December in the year of the start date of the competition. For example:
 - 2.2.1** The u16 category is for players that are aged 16 years or younger on 31 December of the competition year.
 - 2.2.2** For example, a player will be eligible to compete in the u16 age group if they will not turn 17 before or on 31 December in the competition year.
- 2.3** Member Federations and Management Committees may adopt the same and/or alternative age group eligibility rules for competitions within their jurisdiction.



22.7 APPENDIX 7: REGISTRATION AND SPORT ENTRIES

1 REGISTRATION AND SPORT ENTRIES IN WATER POLO COMPETITIONS

1.1 For each Water Polo competition organised by World Aquatics, World Aquatics will publish in advance:

1.1.1 the rules applying to entry, registration and qualification for each event; and

1.1.2 the draw and schedule for each event.

1.2 General rules applying to registration and sport entries:

1.2.1 Part One (including Article 5 of Part One in respect of Registration and Sports Entries) applies to Water Polo. If there is any conflict between those Articles in Part One and this Appendix 7, or where specific provision is made in this Appendix 7, this Appendix 7 will apply.

1.2.2 In each instance where a team qualifies for a competition organised by World Aquatics, the relevant team will receive an invitation from World Aquatics. Thereafter, in accordance with Article 5.1.1 of Part One, the eligible Member Federation must confirm its intention to participate by completing and submitting its entry in the GMS (or other means specified by World Aquatics) by the deadline(s) specified by World Aquatics.

1.3 Unless otherwise specified by World Aquatics, each Member Federation may enter a maximum of one team to compete at the Olympic Games or any World Aquatics Event, where they are qualified and/or selected to do so.

1.4 Member Federations' team entries, and therefore those team's Start Lists, will comprise a maximum of:

1.4.1 thirteen (13) Players for each event at the Olympic Games;

1.4.2 fifteen (15) Players for each event at the World Aquatics Championships, (fourteen (14) Players in the playing squad and one (1) reserve); and

1.4.3 fourteen (14) Players for other Water Polo events at other World Aquatics Events (unless specified otherwise by World Aquatics).

22.8 APPENDIX 8: POINTS AND TIE-BREAKING

1 POINTS AND TIE-BREAKING IN WATER POLO MATCHES AND EVENTS

1.1 Each match must have a winner at its conclusion, being either:

1.1.1 the team with the most Goals at the end of the fourth Period; or

1.1.2 if the teams have an equal number of Goals at the end of the fourth Period, the match will proceed to a Penalty Shootout in accordance with Appendix 3 of Part Six.

1.2 Points awarded for matches:

1.2.1 Where points are awarded to a team for the outcome of a match (for example, in the group stage of an event), the points awarded are as follows unless otherwise specified:

1.2.1.1 Match won at the end of the fourth Period = 3 points.

1.2.1.2 Match won after a Penalty Shootout = 2 points.

1.2.1.3 Match lost after a Penalty Shootout = 1 point.

1.2.1.4 Match lost at the end of the fourth Period = 0 points.

1.2.2 In any group stage, or other scenario where teams are ranked according to the outcome of matches, each team's placing will be determined by:

1.2.2.1 the total number of points accumulated from the matches played within that group or relevant stage; and

1.2.2.2 if one (1) or more team has an equal number of points, the positions of those team will be determined in accordance with the tie-breaking rules in this Appendix 8.



1.3 Tie-breaking

- 1.3.1** A 'tie' occurs where two (2) or more teams have an equal number of points at the conclusion of a group or other stage where the teams are ranked.
- 1.3.2** If there is more than one tie, the highest placed tie will be determined first (and so on in descending order, until all ties have been determined).
- 1.3.3** If two (2) teams are tied:
- 1.3.3.1** first, their positions will be determined by the points accumulated only in the matches between those two (2) teams;
- 1.3.3.2** second, if still tied, their positions will be determined by each team's Goal Difference only in the matches between those two (2) teams; and
- 1.3.3.3** third, if still tied, their positions will be decided by a coin-toss.
- 1.3.4** If three (3) or more teams are tied, their positions will be determined:
- 1.3.4.1** first, their positions will be determined by the points accumulated by each tied team in only the matches between those tied teams;
- 1.3.4.2** second, if there is still a tie between two (2) or more teams, the remaining tied teams' positions will be determined by each team's Goal Difference in all matches;
- 1.3.4.3** third, if there is still a tie between two (2) or more teams, the remaining tied teams' positions will be determined by the number of Goals scored by each team in all matches;
- 1.3.4.4** fourth, if there is still a tie between two (2) or more teams, the remaining tied teams' positions will be determined considering matches played against the highest placed team that was originally tied, as follows:
- 1.3.4.4.1** first, by the points accumulated in matches against that highest placed team;
- 1.3.4.4.2** second, if any tie(s) remains, by considering each team's Goal Difference in matches against that highest placed team;
- 1.3.4.4.3** third, if any tie(s) remains, by considering the number of Goals scored by each team against that highest placed team;
- 1.3.4.4.4** fourth, if any tie(s) remains, by the points accumulated against the second highest placed team that was originally tied. If necessary, remaining ties will be determined by the points accumulated by the next (third) highest placed team that was originally tied (and then fourth, and so on in descending order until all ties have been resolved); and
- 1.3.4.4.5** if any tie(s) remains, and there is no practical manner to determine the ranking, the remaining tied teams' positions will be decided by coin-toss.
- 1.4** For the avoidance of doubt, when considering points, Goal Difference and Goals in this Appendix 8:
- 1.4.1** the higher the number of points or Goals/ Goal Difference, the higher the team will place;
- 1.4.2** Goals scored in any Penalty Shootout will be excluded in Goal totals;
- 1.4.3** Goal Difference is as defined in Appendix 10 and, accordingly, in each case excludes Goals scored in Penalty Shootouts; and
- 1.4.4** references to matches in the tie-breaking procedures in Article 1.3 of this Appendix 8 are to matches in the relevant group or other stage where the tie occurred..



22.9 APPENDIX 9: WATER POLO 4S

2 GENERAL PROVISIONS

- 2.1** This Appendix 9 sets out the rules for Water Polo 4s (previously referred to as 'Beach Water Polo'). Although there are many similarities between the two (2) sports, Water Polo 4s is a distinct sport from Water Polo, and therefore:
- 2.1.1** the rules set out in this Appendix 9 are, unless otherwise stated, distinct from the rules for Water Polo (set out in Articles 1 to 21 of this Part Six);
- 2.1.2** in the event of any conflict between this Appendix 9 and the other provisions of Part Six, this Appendix 9 will apply to Water Polo 4s;
- 2.1.3** that notwithstanding, to the extent this Appendix 9 is silent, the provisions of Part Six will apply to Water Polo 4s, interpreted and applied by World Aquatics and/or the Technical Officials as appropriate to Water Polo 4s.
- 2.2** **Subject to this Appendix 9, the following Appendices of Part Six apply to Water Polo 4s:**
- 2.2.1** Appendix 2: Signals to be used by Technical Officials;
- 2.2.2** Appendix 3: Penalty Shootouts, subject to Article 17 of this Appendix 9;
- 2.2.3** Appendix 4: VAR Review Protocol (where Video Assistant Review technology in use, in accordance with Article 25.5 of Part Six);
- 2.2.4** Appendix 5: Coach's Challenge Protocol;
- 2.2.5** Appendix 7: Registration and Sport Entries;
- 2.2.6** Appendix 8: Points and Tie-Breaking; and
- 2.2.7** Appendix 10: Definitions.
- 2.3** For the avoidance of doubt, therefore, Appendix 1 (Diagram of Water Polo Facilities) and Appendix 6 (Age Group Rules and Eligibility) do not apply to Water Polo 4s.
- 2.4** World Aquatics is the global governing body of Water Polo 4s, and the rules in this Appendix 9 apply to Water Polo 4s at World Aquatics Events. World Aquatics will publish the rules for qualification, the draw and the schedule for Water Polo 4s in advance of relevant World Aquatics Events.

3 TEAMS AND PLAYERS IN WATER POLO 4S

- 3.1** **Each team in Water Polo 4s will consist of between four (4) and seven (7) Players:**
- 3.1.1** **four (4) Players on the Field of Play at any one time:**
- 3.1.1.1** one (1) of which will be the Goalkeeper; and
- 3.1.1.2** three (3) of which will be Field Players; and
- 3.1.2** not more than three (3) other Players, who may be used as Substitutes. Substitutes will remain on their team bench, unless moving to join the Field of Play. It is not required to have any Substitutes.
- 3.2** If during a match a team does not have four (4) Players on the Field of Play, for example due to injury or exclusion (or both), the team must continue the match with its available Players on the Field of Play. The minimum number of Players for a team during a match is two (2). If during a match, a team has fewer than two (2) available Players, that team will forfeit the match, the match will end and the consequences will be determined by the Disciplinary Panel.
- 3.3** Goalkeepers are permitted to touch the ball with two (2) hands or to play the ball with a closed fist while inside their team's defensive 5 Metre Area. Field Players are not entitled to do either at any location on the Field of Play.
- 3.4** **Team benches:**
- 3.4.1** Two (2) team benches will be located behind the Side Line that is the other side of the Field of Play from the Referee and Technical Officials, one towards each corner on that side. The team benches do not need to be directly behind the Side Line, nor entirely in the corner.



3.4.2 Team benches in Water Polo 4s may be located on a pontoon or other appropriate surface or structure near the Field of Play. Where appropriate (as determined by World Aquatics), there may also be a designated area in the water, outside of the Field of Play, for Substitutes.

3.5 Team Officials:

3.5.1 Each team may have up to two (2) Team Officials, who must be located at their team bench during the match. If a team has Team Officials, one (1) must be designated as a Head Coach.

3.5.2 Each team is, in addition, permitted to have up to two (2) medical staff, located in a separate location away from the team bench and the Field of Play, except when attending to a Player or other medical needs.

3.6 Each team will have a Player designated as captain. Team captains, together with the team's Head Coach, must promote the good conduct and discipline of the team.

3.7 Prior to the match, the Referee will ensure that Players will only be able to enter the Field of Play if they have:

3.7.1 their fingernails cut in a manner that will mitigate the risk of injury to and from them; and

3.7.2 removed any article or item from their body or clothing that is likely to cause injury.

3.8 Players must not have grease, oil or any similar or foreign substance on the body or hands. If the Referee identifies a failure to comply with this Article 2.8 of Appendix 9:

3.8.1 before the match has begun, the Referee will order it to be removed immediately (and such Player will only be able to enter the Field of Play once it has been removed);

3.8.2 after the match has begun, the offending Player will be excluded for the remainder of the match and may be immediately replaced by a Substitute in accordance with Article 3.2.1 or 3.2.2 of this Appendix 9.

4 SUBSTITUTES IN WATER POLO 4S

4.1 In accordance with Article 2.1.1.2 of this Appendix 9, each team may have up to three (3) Substitutes.

4.2 A Substitute may at any time, unless specified otherwise in this Appendix 9, replace a Player on the Field of Play by either:

4.2.1 substitution at the Touching Corner, once:

4.2.1.1 the Player leaving the Field of Play has visibly risen to the surface of the water behind the Goal Line at the Touching Corner; and

4.2.1.2 the Players leaving and entering the Field of Play have touched hands above the surface of the water; or

4.2.2 entering the Field of Play from the Flying Substitution Area, as soon as:

4.2.2.1 the Substitute has entered the Flying Substitution Area from behind the Goal Line;

4.2.2.2 the Player leaving the Field of Play has visibly risen to the surface of the water in the Flying Substitution Area; and

4.2.2.3 the Player leaving the Field of Play and the Substitute have touched hands above the surface of the water in the Flying Substitution Area.

4.3 The Players leaving the Field of Play and the Substitute entering the Field of Play must each be ready to do so without causing undue delay to a match, including to the restart of play after any Stoppage.

4.4 Notwithstanding a team's wish to substitute a Player, if a Player involved in a substitution is not ready to or does not leave or enter (as appropriate) the Field of Play without undue delay, the Referee may, at their discretion, continue or restart the match without the Substitute entering the Field of Play. At any time thereafter, the Substitute may enter the Field of Play from the relevant area in accordance with Article 3.2 of this Appendix 9.

4.5 Subject to the obligation of Players to be prepared for substitutions without delaying the match in accordance with Article 3.3 of this Appendix 9, where there is a Stoppage, the Referee will allow substitutions to be completed before restarting play.

4.6 A Goalkeeper may be replaced by a Substitute during a match in accordance with the procedures set out in this Article 3 of Appendix 9, except that:



- 4.6.1** During a Penalty Shootout, a Goalkeeper may only be substituted when that Goalkeeper has been excluded for the remainder of the match (including as a result of Misconduct, Violent Action, or as the result of a Red Card) or because of injury or illness.
- 4.6.2** **If a Goalkeeper is excluded:**
- 4.6.2.1** a Substitute replacing them in accordance with Article 11 of this Appendix 9 may enter the Field of Play immediately, from any location on the Field of Play;
- 4.6.2.2** if the Goalkeeper is excluded immediately before the taking of a Penalty Throw (whether during a Period or during a Penalty Shootout), the Substitute replacing the Goalkeeper will be permitted to position themselves in the Goal in the same manner as a Goalkeeper for that Penalty Throw, but will not until after the Penalty Throw has been taken have any of the other privileges of a Goalkeeper (i.e., they may play as Goalkeeper but for that Penalty Throw they will not, for example, be permitted to use two (2) hands or a clenched fist to block the ball).
- 4.7** A Goalkeeper who has been replaced by a Substitute (but not excluded for the remainder of the match) may at any time thereafter re-enter the Field of Play to play in any position.
- 4.8** After a Goal has been scored, substitutions may not be made until after the Goalkeeper has Visibly Put the Ball Into Play.
- 4.8.1** When a Penalty Foul is committed, substitutions may not be made until after the resulting Penalty Throw is taken, except to provide for the substitution of an excluded Goalkeeper as set out in this Appendix 9.
- 4.9** Any Player who is substituted from the Field of Play must move to their team bench once substituted, unless or until they are preparing to be substituted onto the Field of Play in accordance with this Article 3 of Appendix 9.

5 TECHNICAL OFFICIALS IN WATER POLO 4S

5.1 Each Water Polo 4s match at a World Aquatics Event must be officiated by:

- 5.1.1** one (1) Referee;
- 5.1.2** two (2) Secretaries; and
- 5.1.3** two (2) Timekeepers.

5.2 Technical Officials will in each case be appointed by World Aquatics or its designee. World Aquatics may in addition to the Technical Officials required by Article 4.1 of this Appendix 9, appoint any further Technical Officials it deems necessary to officiate a match or an event. If a Technical Official that is not listed in Article 4.1 of this Appendix 9 is appointed, the rules applying to that Technical Official will be as set out in Part Six (including Article 5 of Part Six).

5.3 The Referee:

- 5.3.1** The Referee has the overall responsibility and authority to officiate a match and have full authority under these to direct Players, Team Officials, Technical Officials, spectators and other persons at the Venue in order to enforce these Competition Regulations, during a match or event.
- 5.3.2** All decisions of the Referee are authoritative and final, unless otherwise stated in this Appendix 9. Where this Appendix 9 provides that a Referee may or will take a specified action or decision, the Referee has full discretion as to whether and/or how to take that decision or action in order to enforce these Competition Regulations. Where that requires the judgment, view or discretion of the Referee, the Referee has absolute authority to exercise such judgment, view or discretion.
- 5.3.3** The Referee will not make any presumption as to the facts of any situation during the match but will interpret what they observe to the best of their ability, taking into account the evidence provided by other Technical Officials where appropriate and as provided for by these Competition Regulations.
- 5.3.4** Players, Team Officials, Technical Officials who are not Referees, and all other attendees at a match must follow the decisions and instructions of the Referees throughout a match.
- 5.3.5** A Referee may alter their decision during a match before the match is restarted or a Player Visibly Puts the Ball Into Play, as applicable.
- 5.3.6** Generally, in addition to the specific powers and duties set out in this Appendix 9, the Referee will:
- 5.3.6.1** Award or not award any Ordinary Foul, Exclusion Foul or Penalty Foul.



- 5.3.6.2** Refrain from awarding any Ordinary Foul, Exclusion Foul or Penalty Foul if awarding it would deny the team being fouled an Advantage or would otherwise be an advantage to the offending Player's team.
- 5.3.6.3** Order the removal from the Field of Play or the Competition Area any Player, Team Official, spectator, Technical Official or other attendee at a match whose behaviour prevents the proper continuance of the match or prevents the Referee, other Technical Officials from carrying out their duties in a proper and impartial manner, or if otherwise necessary to do so in order to enforce these Competition Regulations and this Appendix 9.
- 5.3.6.4** Abandon or pause a match at any time if the behaviour of Players, Team Officials, spectators or other individuals, or any other circumstance:
- 5.3.6.4.1** prevents the proper continuance of a match, or prevent the match from being brought to a proper conclusion; or
- 5.3.6.4.2** if necessary to do so to ensure the safety of individuals in attendance at the match (including Players, Team Officials, Technical Officials and/or spectators). In this circumstance, the match will end and the Management Committee (or their nominee) will determine the result of the match and/or the appropriate outcome or next steps.
- 5.3.6.5** Abandon a match if a Player refuses to leave the Field of Play when ordered to. In this circumstance, the match will end, and the result will be a victory to the opposing team from the Player that refused to leave the Field of Play, scored five (5) Goals to zero (0).
- 5.3.7 The Referee will blow a whistle to:**
- 5.3.7.1** indicate the start or restart of play;
- 5.3.7.2** award any Foul;
- 5.3.7.3** award a Goal;
- 5.3.7.4** award any Free Throw, Goal Throw or Penalty Throw;
- 5.3.7.5** indicate that a Timeout has been called in accordance with Article 6.4 of this Appendix 9; and/or
- 5.3.7.6** indicate any other Stoppage, or infringement or decision pursuant to this Appendix 9 of Part Six, or any other Stoppage or decision, as necessary.
- 5.3.8** The Referee will be positioned so that they have a clear view of the Field of Play during play:
- 5.3.8.1** the Referee may be positioned on a pontoon, on a vehicle, on land next to the Field of Play or any other appropriate surface;
- 5.3.8.2** during play, the Referee will be positioned on the opposite side of the Field of Play from the team benches. The Referee may move without restriction along that side of the Field of Play in order to take the position that they consider best in order to view and officiate the match as they see fit; and
- 5.3.8.3** during any Stoppage and in intervals between Periods, the Referee may move freely to any part of the Field of Play or Competition Area.
- 5.3.9** The Referee will use the signals set out in Appendix 2 to this Part Six, as applicable to Water Polo 4s.
- 5.3.10** During a match:
- 5.3.10.1** The Referee may, but is not required to, have an audio headset in order to communicate with the Officials Table and/or other Technical Officials.
- 5.3.10.2** A TWPC Delegate, if attending, may, but is not required to, have an audio headset, in order to:
- 5.3.10.2.1** receive information from the Officials' Table; and/or
- 5.3.10.2.2** assist the Referees when requested to do or as set out in these Competition Regulations.
- 5.3.11** The Referee will ensure that an adequate supply of balls is available during each match. When a ball leaves the Field of Play, the Referee will as soon as reasonably possible, throw a ball onto the Field of Play for the match to be restarted.
- 5.4 Timekeepers:**
- 5.4.1** The Timekeepers will record the timings of:
- 5.4.1.1** Actual Play within each Period;
- 5.4.1.2** Timeouts;



- 5.4.1.3** the intervals between Periods;
- 5.4.1.4** the continuous Possession of the ball by each team; and
- 5.4.1.5** the periods of Players' exclusions, together with re-entry times of excluded Players and/or the Substitutes replacing them.
- 5.4.2** Timekeepers will be located within view of the Field of Play and, where possible, on the same side of the Field of Play as the Referee.
- 5.4.3** Timekeepers will audibly announce the start of the last minute of the match, and will signal by whistle (or, if necessary, by any other audible and distinctive means):
 - 5.4.3.1** once forty-five (45) seconds of a Timeout has passed;
 - 5.4.3.2** the end of each Timeout;
 - 5.4.3.3** the end of each Period, which will take immediate effect to end the Period, except:
 - 5.4.3.3.1** in the case of the simultaneous award by a Referee of a Penalty Throw, in which case the Penalty Throw will be taken in accordance with this Appendix 9; or
 - 5.4.3.3.2** if Article 8.6 of this Appendix 9 applies.
- 5.5 Secretaries:**
 - 5.5.1** The Secretaries will maintain the Record of the Game;
 - 5.5.2** The Secretaries will record Personal Fouls and Fouls committed by each team, including the number of Personal Fouls committed for the purpose of exclusion of Players and for the purpose of Bonus Penalty Throws in accordance with Article 18.3 of this Appendix 9.
 - 5.5.3** The Secretaries will supervise the Alternating Possession System by recording and, where necessary, advising the Referee as to which team will receive the next Free Throw under the Alternating Possession System.
 - 5.5.4** The Secretaries will record the time and Cap Numbers when Goalkeepers are substituted.
 - 5.5.5** The Secretaries will signal to indicate:
 - 5.5.5.1** three (3) minutes into a period of exclusion for Violent Action to indicate that a Substitute may replace the excluded Player, by raising a yellow flag along with a white or blue flag (for the first or second listed team for the match, as applicable);
 - 5.5.5.2** Improper Entry of a Player or Substitute, with a red flag. When this occurs, the Referee will stop the game as soon as reasonably practicable, at an appropriate moment which does not deny an Advantage for the non-offending team;
 - 5.5.5.3** when a Bonus Penalty Throw is awarded, using a suitable audible signal (e.g., whistle or electronic signal); and
 - 5.5.5.4** the Secretaries will be provided with separate white, blue, red, and yellow flags, each measuring a minimum of 0.35 metres x 0.20 metres, with which to signal.
 - 5.5.5.5** without delay, when a Player commits their fifth Penalty Foul:
 - 5.5.5.5.1** with the red flag, or by another approved method of signalling, if the fifth Personal Foul is an Exclusion Foul;
 - 5.5.5.5.2** with the red flag and a whistle, or by another approved method of signalling, if the fifth Personal Foul is a Penalty Foul; and/or
 - 5.5.5.6** when a team should be awarded a Bonus Penalty Throw under Article 18.3 of this Appendix 9.
 - 5.5.6** For the avoidance of doubt, the Secretaries' role is to record and/or signal events in the match and decisions taken by the Referee and/or other Technical Officials, rather than to make those decisions.
 - 5.5.7** The Secretaries will be located within view of the Field of Play and, where possible, on the same side of the Field of Play as the Referee.
 - 5.6** The Management Committee may choose to use Video Assistant Review technology where it is available and where they consider it to be appropriate. Where Video Assistant Review technology is in use, VAR Reviews will be conducted by the Referee as set out in Appendix 4 (modified as necessary to meet the rules and the quotient of Technical Officials set out in this Appendix 9, including that no Video Assistant Referee may be present).



5.7 In addition to the other Technical Officials required (according to this Appendix 9 and this Part Six), World Aquatics may appoint any one (1) or more of the following Technical Officials to assist in the conduct of any Water Polo 4s match or event:

5.7.1 TWPC Delegates;

5.7.2 World Aquatics TWPC Evaluator(s);

5.7.3 Video Assistant Referee(s); and/or

5.7.4 Timeout Officials.

6 DURATION AND OUTCOME OF A WATER POLO 4S MATCH

6.1 **Each Water Polo 4s match will have four (4) Periods, each of five (5) minutes of Actual Play.**

6.2 **The Timekeepers are responsible for timing Actual Play. Actual Play:**

6.2.1 commences at the start of each Period when a Player first touches the ball;

6.2.2 stops at the end of each Period, as indicated by the Timekeepers;

6.2.3 during play in each Period, stops at any Stoppage, for example as a result of a Foul; and

6.2.4 once stopped, remain stopped until the ball is put back into play by the ball leaving the hand of the Player taking the appropriate throw or making the restart.

6.3 **There will be an interval between each Period of:**

6.3.1 two (2) minutes between the first and second Periods, and between the third and fourth Periods; and

6.3.2 three (3) minutes between the second and third Periods (i.e., at the half-way point of the match).

6.4 Each team will, for the duration of a match, occupy the team bench on the same side of the Field of Play that the team is defending during that Period.

6.5 **Each match will have a winner and a loser at the conclusion of the match:**

6.5.1 The winner of a Water Polo 4s match is the team that has scored the most Goals at the end of the fourth Period.

6.5.2 If both teams have scored the same number of Goals at the end of the fourth Period, the winner of the match will be determined by a Penalty Shootout, conducted in accordance with Appendix 3.

6.6 The Mercy Rule applies in Water Polo 4s. If at any time after the end of the Second Period in a match, one team is leading by ten (10) or more Goals, the Referee will end the match and the team with more Goals will be declared the winner. The score for the match will remain as it was at the time the match was ended.

6.7 If a match (or part of a match) must be replayed for any reason, then any Goals, Personal Foul and Timeouts that occurred during the part of the match to be replayed are deleted from the Record of the match, along with any consequences resulting from them. However, exclusions for Violent Action, Misconduct and/or any Red Card exclusions will remain on the Record of the match, even if they occurred during a part of a match that is being replayed, and any consequences for future matches arising from those events will continue to apply.

6.8 The Referee has discretion to order a match or a part of a match to be replayed where necessary and appropriate to do so to comply with these Competition Regulations. No match or a part of a match may be replayed as the result of a mistake or other circumstance discovered after the match.

7 TIMEOUTS IN WATER POLO 4S

7.1 **Each team may request up to two (2) Timeouts in a match.**

7.2 The duration of a Timeout is (1) minute.

7.3 **A Timeout may be requested:**

7.3.1 during play, only by a team in Possession of the ball; or

7.3.2 during any Stoppage by the team that is due to have Possession of the ball at the restart after the Stoppage (including, for example, after a Goal or after the award of a Penalty Throw), except that a Timeout cannot be called between Periods.



7.4 A Timeout may be requested by:

7.4.1 the Head Coach of a team (or another Team Official acting as Head Coach in accordance with this Part Six (or any Team Official or Player if no other Team Official is acting as Head Coach); or

7.4.2 any member of the team using any device authorised by the Management Committee for the calling of a Timeout; and

7.4.3 in any case, by calling "*Timeout*" audibly and signalling, to the Officials Table or to a Referee, with their hands forming the shape of a capital 'T' (one hand held horizontally on top of one hand held vertically).

7.5 If a Timeout is requested validly in accordance with this Article 6 of Appendix 9:

7.5.1 A Secretary or Referee hearing or seeing the request will immediately signal the Timeout and the immediate Stoppage of play by whistle. The match will remain stopped for the duration of the Timeout.

7.5.2 Players on the Field of Play must then without delay position themselves in the half of the Field of Play that they are defending in that Period. Players will stay in that half for the duration of the Timeout.

7.5.3 In accordance with Article 4.4.3 of this Appendix 9, the Timekeepers will by whistle or other audible method announce:

7.5.3.1 once forty-five (45) seconds of a Timeout has passed at which point the Players of both teams are permitted to move anywhere in the Field of Play; and

7.5.3.2 the end of each Timeout.

7.6 After a Timeout has ended, play will be restarted on the Referee blowing a whistle, as follows:

7.6.1 If the Timeout was requested during play, the team that was in Possession at the time the Timeout was requested (i.e., the team requesting the Timeout) will restart play with a Free Throw taken on or behind the Halfway Line.

7.6.2 Subject to Article 6.6.3 of this Appendix 9, if the Timeout was requested during a Stoppage, play will be restarted with a Free Throw taken on or behind the Halfway Line, taken by the team that would have had Possession after that Stoppage.

7.6.3 If the Timeout was requested during a Stoppage:

7.6.3.1 between the award of a Penalty Throw and the taking of that Penalty Throw, play will be resumed by the Penalty Throw being taken by the team to which it was awarded;

7.6.3.2 that would have preceded a Goal Throw or Free Throw to a team, play will be restarted with a Free Throw taken on or behind the Halfway Line, taken by the team that would have had Possession after that Stoppage in any event.

7.7 Timeouts may only be called in accordance with this Article 6 of Appendix 9. Requests for Timeouts that do not comply with this Article 6 of Appendix 9 will be invalid and will not result in a Timeout. Accordingly:

7.7.1 If a Timeout is requested during play by the team that is not in Possession:

7.7.1.1 play will be stopped, and a Penalty Throw will be awarded to the opposing team (the team that is in Possession); and

7.7.1.2 the team that made the invalid request will lose the right to request one (1) of its (valid) Timeouts if the team still had one (1).

7.7.2 If a Timeout is requested by a team in Possession when that team has already called two (2) Timeouts in that match:

7.7.2.1 If the Timeout is being called during play by the team in Possession, but with no Timeout requests remaining, play will be stopped and play will be restarted with a Free Throw taken by a Player on the opposing team on or behind the Halfway Line.

7.7.2.2 If the Timeout is requested during play by a team that is not in Possession and has no Timeout requests remaining, play will be stopped, and a Penalty Throw will be awarded to the opposing team (the team that is in Possession).

7.7.2.3 If the Timeout is being called during a Stoppage by a team that has no remaining Timeout requests, no Timeout will be awarded.



8 START AND RESTART OF PLAY IN WATER POLO 4S

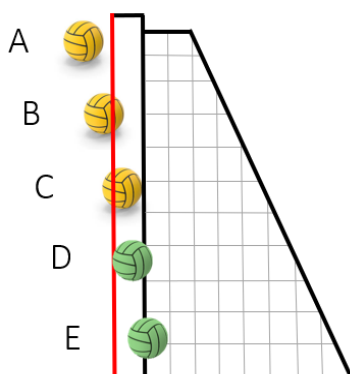
- 8.1** At the start of each Period, including the start of the match, the Players on the Field of Play for each team must each position themselves on the Goal Line of the Goal that they are defending in that Period, each with at least some part of their head in line with their defensive Goal Line.
- 8.2** The team listed first in the official program or schedule for the event will start the match to the right of the Referee (as the Referee faces the Field of Play). The other team will start the match to the right of the Referee (as the Referee faces the Field of Play).
- 8.3** The teams, including the Players and Team Officials, will change ends before starting the third Period.
- 8.4** Each team will, for the duration of a match, occupy the team bench on the same side of the Field of Play that the team is defending during that Period. Teams will change team benches when changing ends of the Field of Play.
- 8.5** At the start of each Period (including the start of the match):
- 8.5.1** when the Referee is satisfied that the teams are ready and in position, the Referee will blow a whistle, after which the Referee will release or throw the ball into play on the Halfway Line (aiming to release the ball as close to the Halfway Line as possible);
 - 8.5.2** once the Referee has blown the whistle to signal the start of the Period, Players may leave the Goal Line, including to swim to attempt to gain Possession of the ball;
 - 8.5.3** following the release of the ball at the start of a Period, the Referee is of the opinion that the ball has fallen in a position to the definite advantage of one team, the Referee will stop the match and repeat the start.
- 8.6** Following a Goal:
- 8.6.1** The Goalkeeper on the team that conceded will Visibly Put the Ball Into Play at anywhere on the 2 Metre Line.
 - 8.6.2** Other Players on the Field of Play may be positioned anywhere in the Field of Play.
- 8.7** A start or restart of play not conducted in accordance with this Appendix 9 of Part Six may, at the discretion of the Referee, be retaken.
- 8.8** Following a Timeout, subject to the rules relating to the taking of Penalty Throws, or any other applicable circumstance, in this Appendix 9:
- 8.8.1** Players may take any position in the Field of Play.
 - 8.8.2** Play will be restarted on the whistle of a Referee, in accordance with Article 6.6 of this Appendix 9.

9 METHOD OF SCORING IN WATER POLO 4S

9.1 A Goal is scored when the ball passes into the Goal, meaning that the ball has:

- 9.1.1** passed the front edge of the Goal posts (specifically the Goal Line), such that no part of the ball is visible in front of the Goal Line when viewing the Goal from the Side Line and in line with the Goal;
- 9.1.2** between the Goal posts; and
- 9.1.3** underneath the crossbar,

as demonstrated by the balls marked "D" and "E" in the image immediately below, with the front edge of the Goal Line marked in red.





- 9.2** When a Goal is scored, it is scored for the team who is attacking that Goal, regardless of the Player that last touched the ball or otherwise caused the Goal to be scored.
- 9.3** **Accordingly, a Goal may be scored, unless specified otherwise in this Appendix 9:**
- 9.3.1** **whether intentionally or unintentionally;**
- 9.3.2** by a Player into the opponent's Goal or their own team's Goal (i.e., the latter case often being referred to as an 'own Goal'), even when (for example) taking a Free Throw;
- 9.3.3** from anywhere within the Field of Play; and
- 9.3.4** with any part of a Player's body, except that an attacking Player may not score a Goal with a clenched fist (for the avoidance of doubt, a defensive Player may score a Goal for the opposing team (an 'own Goal') with a clenched fist).
- 9.4** Except in the circumstances set out in Article 8.5 of this Appendix 9, a Goal may only be scored, following the most recent start or restart of play following a Stoppage or the start of a Period, after at least two (2) Players from either team (which may include the Player scoring the Goal) intentionally play or touch the ball.
- 9.5** A Goal may be scored without two (2) Players having intentionally played or touched the ball by a Direct Shot, or after the ball is Visibly Put Into Play, but without the need for any other Player to touch the ball, from:
- 9.5.1.1** a Penalty Throw;
- 9.5.1.2** a Goal Throw; or
- 9.5.1.3** a Free Throw awarded and taken outside of the offensive 5 Metre Line (a Free Throw is considered taken 'behind' the offensive 5 Metre Line if, when the Throw is taken, both the head of the Player taking the Free Throw and the ball are behind that line).
- 9.6** **Goals may only be scored during play. A Goal will be awarded if, at the expiration of the Shot Clock or at the expiration of time at the end of a Period:**
- 9.6.1** the ball has left the hand of the Player shooting or otherwise last throwing it; and
- 9.6.2** thereafter enters the Goal, including after deflecting off the water, the Goal posts, crossbar, the Goalkeeper or any other Player (or any combination thereof);
- 9.6.3** unless:
- 9.6.3.1** intentionally played or touched by another attacking Player; or
- 9.6.3.2** any Player (on either team) gains Possession,
in which case the Goal will not be awarded, and the Period will end and/or the Shot Clock be reset as provided for in this Appendix 9.
- 9.7** If the ball is in flight at the end of a Period and a Goal is not scored in accordance with Article 8.6 of this Appendix 9, the Period will end.

10 ORDINARY FOULS IN WATER POLO 4S

- 10.1** If an Ordinary Foul is committed, a Free Throw will be awarded to the opposing team, unless otherwise specified in this Appendix 9.
- 10.2** **The Ordinary Foul is committed if a Player:**
- 10.2.1** is at any time positioned in their offensive Goal Area, whether in Possession or otherwise;
- 10.2.2** commits a False Start;
- 10.2.3** receives any physical assistance from any member of their team during play;
- 10.2.4** holds on to or Pushes-Off from the Goal posts or their fixtures, from sides or ends of the Field of Play during play or at the start of a Period;
- 10.2.5** deliberately affects the alignment of the Goal before the start of a Period;



- 10.2.6** takes or holds the whole of the ball under the surface of the water when Tackled or with the intention of hiding or shielding it from the opposing team or otherwise preventing the opposing team from being able to Tackle or attempt to gain Possession of the ball;
- 10.2.7** pushes or Pushes-Off from an opponent who is:
 - 10.2.7.1** Dribbling the ball; or
 - 10.2.7.2** not holding, lifting or carrying the ball;
- 10.2.8** gives up Possession intentionally;
- 10.2.9** commits Simulation;
- 10.2.10** takes a Free Throw, Goal Throw or Penalty Throw other than in the prescribed manner, except a Goal Throw taken in the incorrect position (which may be retaken in accordance with Article 14.4 of this Appendix 9);
- 10.2.11** touches the floor during play;
- 10.2.12** swims or otherwise moves the whole of their body under the surface of the water in order to gain a positional advantage; or
- 10.2.13** if, except for a Goalkeeper within their defensive 5 Metre Area, a Player:
 - 10.2.13.1** strikes or attempts to strike the ball with a clenched fist; or
 - 10.2.13.2** touches (intentionally or otherwise) the ball with two (2) hands at the same time, unless by the Goalkeeper while within the 5 Metre Area (in which case a Penalty Foul will be awarded).
- 10.3** An Ordinary Foul is also committed if a team retains Possession at the expiry of the Shot Clock, as set out in Article 10 of this Appendix 9).
- 10.4** The Referee may, in their discretion, award or not award Ordinary Fouls in order to enable the non-offending team to maintain an Advantage.

11 TEAM POSSESSION IN WATER POLO 4S

- 11.1** **A team may retain Possession without shooting at the opposing team's Goal for no more than 20 seconds of Actual Play.**
- 11.2** If a team retains Possession for longer than 20 seconds of Actual Play, or otherwise for longer than the time specified in this Article 10 of Appendix 9, without shooting at the opposing team's Goal, an Ordinary Foul will be committed in accordance with Article 9.3 of this Appendix 9.
- 11.3** The time remaining for a team in Possession will be kept by the Timekeepers, using any reliable time-keeping device, and displayed on a Shot Clock visible to Technical Officials and Players.
- 11.4** A team's period of Possession commences when a Player for that team gains Possession, including at the start or restart of Actual Play.
- 11.5** **A team's period of continuous Possession ends, and the Shot Clock will be reset, when:**
 - 11.5.1** a Player from the opposing team gains Possession of the ball, at which point the Shot Clock will be reset and the opposing team's possession will begin; or
 - 11.5.2** a Player from that team shoots the ball at the opposing team's Goal.
- 11.6** For the avoidance of doubt, therefore, a team's period of Possession will be deemed to continue:
 - 11.6.1** while the ball is being passed or transferred between Players on that team, including by way of deflection off the surface of the water or another Player (whether intentionally or otherwise), without the other team gaining Possession; and
 - 11.6.2** once Actual Play resumes following the Referee's having awarded a Foul or following any other Stoppage in play (except for the end of a Period), unless that Stoppage results in a change of the team in Possession or as otherwise provided in this Appendix 9.
- 11.7** A Player will be deemed to have shot the ball at the opposing team's Goal once the ball has left the hand of that Player with the intention of shooting and scoring at the opponent's Goal, whether or not the shot is accurate (i.e., whether or not the ball actually travels towards the Goal).



- 11.8** Following a shot:
- 11.8.1** If a Goal is scored, the match will be restarted in the usual manner following a Goal, as set out in Article 7.6 of this Appendix 9 and the Shot Clock will be reset to 20 seconds.
- 11.8.2** If the ball rebounds or deflects into the Field of Play after hitting the Goal posts or crossbar, or any other Player(s) (including a Goalkeeper and/or including a Player on the same team) or any combination thereof, without any other Player gaining Possession of the ball:
- 11.8.2.1** the Shot Clock will be reset and will not restart until the ball comes into a Player's Possession;
- 11.8.2.2** the Shot Clock will be reset to 20 seconds of Actual Play, regardless of which team gains Possession.
- 11.8.3** If the ball exits the Side Line of the Field of Play (including after deflection, but without another Player gaining Possession of the ball):
- 11.8.3.1** play will be restarted with a Free Throw, taken in accordance with Article 13 of this Appendix 9; and
- 11.8.3.2** the Shot Clock will be reset to 20 seconds, except under the circumstances set out at Article 10.10.2 of this Appendix 9.
- 11.9** If play is restarted following the award of an Exclusion Foul, the Shot Clock will be reset to 20 seconds.
- 11.10** In the following circumstances, a team may retain Possession without shooting at the opponent's Goal for a maximum of 20 seconds, irrespective of the time previously remaining on the Shot Clock:
- 11.10.1** following the taking of a Penalty Throw not resulting in a change of Possession; or
- 11.10.2** when the ball leaves the Field of Play through the Side Lines, not resulting in a change in team Possession.
- 11.11** When a match is restarted with a change of Possession following the award of a Penalty Throw, a Goal Throw or a Free Throw pursuant to the Alternating Possession System a team may then retain Possession without shooting for 20 seconds of Actual Play.

12 EXCLUSION FOULS IN WATER POLO 4S

12.1 An Exclusion Foul is committed if a Player:

- 12.1.1** interferes with the taking of a Free Throw or Goal Throw, including, but not limited to:
- 12.1.1.1** intentionally touching the opponent or pushing or failing to release the ball; or
- 12.1.1.2** attempting to play the ball before it has left the hand of the thrower;
- 12.1.2** intentionally splashes water in the face of an opponent, if:
- 12.1.2.1** that opponent is behind their offensive 5 Metre Line; or
- 12.1.2.2** that opponent is inside their offensive 5 Metre Area, but not in the action of shooting or preparing to shoot at Goal;
- 12.1.3** impedes or otherwise prevents the free movement of an opponent who:
- 12.1.3.1** is Dribbling the ball; or
- 12.1.3.2** is not holding, lifting or carrying the ball.
- 12.1.3.3** 'Impeding' an opponent under this Article 11.1.3 of Appendix 9 includes, but is not limited to:
- 12.1.3.3.1** swimming or climbing on the opponent's shoulders, back or legs;
- 12.1.3.3.2** a defensive Player swimming or otherwise moving the whole of their body under the surface of the water in order to gain a positional advantage;
- 12.1.3.3.3** holding, sinking or pulling-back an opponent; or
- 12.1.3.3.4** using two (2) hands to hold an opponent who is not holding the ball;
- 12.1.4** commits a Foul (any Ordinary Foul or Exclusion Foul) tactically, meaning a Foul committed with the sole or primary purpose of impeding or stopping the flow of the opposing team's attack. For the avoidance of doubt, a Foul will not be deemed to have been committed tactically if a Player intends to validly Tackle, block or otherwise validly defend the attack, but in doing so impedes or stops the flow of the opposing team's attack;



- 12.1.5** makes any disproportionate movement, i.e., any movement with intent to kick or strike another Player, whether or not it results in such contact with another Player, including Kicking and Striking.
- 12.1.6** interferes with the taking of a Penalty Throw after the whistle of the Referee, in which case:
- 12.1.6.1** the Penalty Throw will still be taken by the opposing team (a Free Throw will not be awarded); and
- 12.1.6.2** that Player will be excluded for the remainder of the match in accordance with Article 11.6 of this Appendix 9;
- 12.1.7** fails to take up the correct position at the taking of a Penalty Throw having been ordered once to do so by the Referee:
- 12.1.8** if the defensive Goalkeeper moves forward off the Goal Line before the Referee blows the whistle and the Player proceeds to take the Penalty Throw and:
- 12.1.8.1** a Goal is scored, the Goal will be counted, no exclusion will be necessary and the match will restart in the usual manner following a Penalty Throw;
- 12.1.8.2** a Goal is not scored, the Goalkeeper will be excluded under this Article 11.8 of Appendix 9 and the Penalty Throw will be retaken;
- 12.1.9** if the defensive Goalkeeper is excluded between the award and the taking of a Penalty Throw (including but not limited to under Article 11.1.7 or 11.1.8 of this Appendix 9):
- 12.1.9.1** another defensive Player may take the position of the Goalkeeper, but without the Goalkeeper's privileges for that Penalty Throw (i.e., they may play as Goalkeeper but for that Penalty Throw they will not, for example, be permitted to use two (2) hands or a clenched fist to block the ball).
- 12.1.9.2** the excluded Goalkeeper or a Substitute replacing them may only re-enter or enter the Field of Play after the Penalty Throw has been taken; and
- 12.1.10** commits Improper Entry as set out in Article 12.2.3 of this Appendix 9.
- 12.2** **An Exclusion Foul will also be committed if a Player:**
- 12.2.1** engages in Violent Action; or
- 12.2.2** engages in Misconduct, meaning:
- 12.2.2.1** the use of unacceptable language;
- 12.2.2.2** Aggressive Play;
- 12.2.2.3** refusing to follow the orders of the Referee;
- 12.2.2.4** showing disrespect for a Referee or another Technical Official;
- 12.2.2.5** leaving the Field of Play (including to sit or stand on the side of the Field of Play or the steps or other exit of the Field of Play), except:
- 12.2.2.5.1** in the case of substitution or exclusion in accordance with this Appendix 9;
- 12.2.2.5.2** in the case of accident, injury, illness; or
- 12.2.2.5.3** with the permission of the Referee;
- 12.2.2.6** otherwise behaves in a manner that is against the Spirit of the Game or likely to bring the match, event or competition into disrepute.
- 12.3** **Unless otherwise provided in this Article 11 or elsewhere in this Appendix 9, if an Exclusion Foul is committed the Referee will:**
- 12.3.1** order the exclusion of the Player who committed the Exclusion Foul;
- 12.3.2** if the Exclusion Foul occurred during play, the Referee will award a Free Throw to the opposing team;
- 12.3.3** if the Exclusion Foul occurred during any Stoppage (including in the interval between Periods, during a Timeout or after a Goal is awarded):
- 12.3.3.1** the match will restart in the normal manner (the manner in which play would have restarted irrespective of the Foul; no throw will be awarded); and



- 12.3.3.2** a Substitute replacing the excluded Player will be permitted to join the Field of Play prior to the restart of the match, except in the case of an Exclusion Foul for Violent Action, where the Substitute may not enter the Field of Play until three (3) minutes of Actual Play have passed since the award of the Exclusion Foul.
- 12.4** **If a Player is excluded, other than for Misconduct, Violent Action, interference or Improper Entry, that Player must immediately move to and touch the Touching corner, after which they may either:**
- 12.4.1** re-join play immediately; or
- 12.4.2** be substituted from the Touching Corner in accordance with Article 3.2.1 of this Appendix 9.
- 12.5** **If an Exclusion Foul is awarded for Misconduct:**
- 12.5.1** The excluded Player will be shown a Red Card and will be excluded for the remainder of the match with immediate effect.
- 12.5.2** The excluded Player must leave the Field of Play immediately via the Touching Corner.
- 12.5.3** The excluded Player may be replaced by a Substitute:
- 12.5.3.1** If the Exclusion Foul was awarded during Play:
- 12.5.3.1.1** the Referee will award a Free Throw to the opposing team; and
- 12.5.3.1.2** a Substitute may replace the excluded Player at the earliest occurrence of the excluded Player's team gaining Possession or a Goal.
- 12.5.3.2** If the Exclusion Foul for Misconduct is awarded during any Stoppage (including between Periods, during a Timeout or after a Goal has been awarded):
- 12.5.3.2.1** the match will restart in the normal manner (the manner in which play would have restarted irrespective of the Foul; no throw will be awarded); and
- 12.5.3.2.2** a Substitute replacing the excluded Player will be permitted to enter immediately prior to the restart of the match.
- 12.5.3.3** If the excluded Player is a Goalkeeper:
- 12.5.3.3.1** a Field Player may take the position of Goalkeeper, or a Substitute may replace a Field Player immediately in accordance with Article 3.2 of this Appendix 9 and play as Goalkeeper; and
- 12.5.3.3.2** in either case, once three (3) minutes of Actual Play have elapsed, a Substitute may join the Field of Play via the Touching Corner, to restore that team to the full number of Players.
- 12.6** **If an Exclusion Foul is awarded for interference with a Penalty Throw:**
- 12.6.1** The excluded Player will be shown a Red Card and excluded for the remainder of the match.
- 12.6.2** The excluded Player must leave the Field of Play immediately via the Touching Corner.
- 12.6.3** The Penalty Throw will be maintained (including that if it had already been taken and scored, that team will score a Goal) or retaken if deemed appropriate by the Referee.
- 12.6.4** A Substitute may replace the excluded Player at the earliest occurrence, following the restart of play after the Penalty Throw, a change of the team in Possession, or a Goal.
- 12.7** **If an Exclusion Foul is awarded for Violent Action:**
- 12.7.1** The excluded Player will be excluded for the remainder of the match and must leave the Field of Play immediately via the Touching Corner.
- 12.7.2** If awarded during Play:
- 12.7.2.1** A Penalty Throw will be awarded to the opposing team.
- 12.7.2.2** Play will resume on the taking of the Penalty Throw, taken in accordance with Article 16 of this Appendix 9.
- 12.7.2.3** A Substitute may replace the excluded Player when three (3) minutes of Actual Play have elapsed following the award of the Exclusion Foul.
- 12.7.2.4** If the excluded Player is a Goalkeeper:
- 12.7.2.4.1** a Field Player may take the position of Goalkeeper, or a Substitute may replace a Field Player immediately in accordance with Article 3.2 of this Appendix 9 and play as Goalkeeper; and



- 12.7.2.4.2** in either case, once three (3) minutes of Actual Play have elapsed, a Substitute may join the Field of Play via the Touching Corner, to restore that team to the full number of Players.
- 12.7.3** If awarded during any Stoppage (including a Timeout, after a Goal has been awarded or between Periods):
- 12.7.3.1** Play will restart in the normal manner (the manner in which play would have restarted irrespective of the Foul; no throw will be awarded).
- 12.7.3.2** A Substitute may replace the excluded Player when three (3) minutes of Actual Play have elapsed following the award of the Exclusion Foul.
- 12.8** **If one (1) or more Players from each side commit simultaneous Exclusion Fouls:**
- 12.8.1** Both Players will be excluded and must each return to the Touching Corner on their respective defensive Goal Lines.
- 12.8.2** Once both Players are at the Touching Corners, play will be restarted with a Free Throw, taken by the team in Possession at the time of the Exclusion Fouls. If no team was in Possession, Play will restart according to the Alternating Possession System.
- 12.8.3** The excluded Players, or Substitutes replacing them, will each be permitted to return to the Field of Play upon the earliest occurrence of:
- 12.8.3.1** a change in team Possession;
- 12.8.3.2** a Goal.
- 12.9** If a Player has been excluded for any reason, they must not intentionally participate or interfere with play (including by touching the ball or other Players) until they are permitted to re-enter the Field of Play in accordance with this Article 11 of Appendix 9. If a Player contravenes this Article 11.9 of Appendix 9, a Penalty Throw will be awarded as set out in Article 12 of this Appendix 9;

13 PENALTY FOULS IN WATER POLO 4S

- 13.1** If a Penalty Foul is committed, a Penalty Throw will be awarded to the opposing team.
- 13.2** **A Penalty Foul is committed if:**
- 13.2.1** any Player within their defensive 5 Metre Area:
- 13.2.1.1** commits any Foul (including any Ordinary Foul, Exclusion Foul or Penalty Foul listed in this Appendix 9) if, without that action, a Goal would, in the view of the Referee, have been likely to result;
- 13.2.1.2** takes the ball under the water when Tackled if a Goal would have been likely to result if they had not done so;
- 13.2.1.3** pulls over, pulls down or otherwise displaces or affects the alignment of the Goal that they are defending, during play;
- 13.2.1.4** splashes water in the face of an opponent who is inside the offensive 5 Metre Area, if that opponent is in the action of shooting or preparing to shoot at Goal;
- 13.2.1.5** commits Violent Action, or Kicks or Strikes an opponent. For the avoidance of doubt, as well as awarding a Penalty Throw, a Player who commits Violent Action will also be excluded for Violent Action as set out in Article 11.7 of this Appendix 9;
- 13.2.1.6** impedes an attacking Player from behind, when that attacking Player is within their offensive 5 Metre Area, is facing towards the Goal they are attacking is making a shooting action. However, under this Article 12.2.1.6 of Appendix 9:
- 13.2.1.6.1** a defensive Player will not be impeding an attacking Player if they only make contact with the ball and not the Player; and
- 13.2.1.6.2** the Referee will delay the award of a Penalty Foul until after any shot has been attempted, to determine whether the attacking team has an Advantage without the Penalty Foul being awarded. If the shot results in a Goal, no Penalty Foul will be awarded. If the shot does not result in a Goal, the Penalty Foul (and resultant Penalty Throw) will be awarded;
- 13.2.1.7** touches (intentionally or otherwise) the ball with two (2) hands at the same time, unless by the Goalkeeper;



- 13.2.2** an excluded Player or a Substitute intentionally interferes with play, including but not limited to affecting the alignment of the Goal and or intentionally interfering with the ball or another Player;
- 13.2.3** a Player enters the Field of Play not in accordance with this Appendix 9 (Improper Entry). The resulting Penalty Throw will be taken after the offending Player is removed from the Field of Play; or
- 13.2.4** any Team Official or Player, takes any action not in the usual course of play with the sole or primary intent (in the view of the Referee) to prevent a probable Goal or to delay the match, including but not limited to:
- 13.2.4.1** a Player deliberately throwing the ball away before a Player on the opposing team can take a Free Throw;
- 13.2.4.2** a defensive Player, after a Free Throw outside the 5 Metre Line, deliberately pushing the ball inside the 5 Metre Line with the intention of avoiding a Direct Shot from the opposing team;
- 13.2.4.3** no Personal Foul will be recorded for this offence, where committed by the Head Coach or any Team Official.
- 13.3** **If a Player is excluded for interference or an Improper Entry, the excluded Player may re-enter the Field of Play, or a Substitute may enter in their place as follows:**
- 13.3.1** if such interference or Improper Entry occurred following Violent Action, only once the relevant three (3) minute exclusion period for that Violent Action has expired; and
- 13.3.2** in any case, whether following the taking of the Penalty Throw or following the expiry of such three (3) minute period or otherwise, at the earliest occurrence of the excluded Player's team retaking Possession, including by being awarded a Free Throw, Goal Throw or Penalty Throw.
- 13.4** The Referee may at their discretion, (and will, in the case of a Penalty Foul committed under Article 12.2.1.6.1) delay the award of a Penalty Foul in order to wait to see if the attacking Player scores a Goal in the same action.
- 13.4.1** If the Player does not score a Goal, the Referee will then award a Penalty Throw.
- 13.4.2** If the Player does score a Goal, no Penalty Throw will be awarded and the match will restart in the usual manner following the award of a Goal.
- 13.4.3** While delaying the award in accordance with this Article 12.4, the Referee should if possible raise one arm to indicate that a Penalty Throw may be awarded (failure to do so will not, however, affect the decision made by the Referee).

14 FREE THROWS IN WATER POLO 4S

- 14.1** The award of a Free Throw gives the team to which it is awarded Possession in order to restart play.
- 14.2** **Free Throws are awarded:**
- 14.2.1** where the entire ball leaves the Field of Play crossing a Side Line (the ball remains in play if the ball just touches the sides of the Field of Play);
- 14.2.2** as a result of certain Fouls, as set out in this Appendix 9; or
- 14.2.3** as otherwise set out in this Appendix 9.
- 14.3** **If a Free Throw is awarded:**
- 14.3.1** as a result of the ball leaving the Field of Play crossing or rebounding from a Side Line, the Free Throw will be awarded to the opposing team from the team that last touched the ball, except that:
- 14.3.1.1** if the ball leaves the Field of Play from a Side Line when the ball was last touched by a Field Player blocking a shot, a Free Throw will be awarded to the team that blocked the shot;
- 14.3.2** as a result of a Foul or other circumstance, the Free Throw will be taken by the team that did not commit the Foul or as otherwise set out in this Appendix 9.
- 14.4** **A Free Throw must be taken:**
- 14.4.1** without undue delay;
- 14.4.2** by a Player Visibly Putting the Ball Into Play;
- 14.4.3** by either:



- 14.4.3.1** the Player who is closest or equal closest to the ball, or otherwise most ready (or equally ready as any Player on that team) to take the Free Throw; or
- 14.4.3.2** only if there is an attack or Counterattack in progress (such that it may hinder the offensive team for the Player closest to the ball to take the Free Throw (for example, if that Player would have to swim away from the Goal that they are attacking in order to take the Free Throw)), by a Player who is second or equal second closest to the ball – so long as the Free Throw is still taken without undue delay.
- 14.5** **Actual Play will resume immediately when the ball is Visibly Put Into Play.**
- 14.6** A Free Throw will be taken from the location of the ball at the time of the award of the Free Throw, allowing in the Referee's discretion for slight movement of the ball, not to the advantage of either team, between the award and taking of the Free Throw (for example, on the surface of the water), except that:
- 14.6.1** If a Foul is committed by a Player within their defensive Goal Area, the resulting Free Throw will be taken from the 2 Metre Line at the closest point to the position of the ball at the time the Free Throw is awarded.
- 14.6.2** If a False Start is committed, the resulting Free Throw will be taken:
- 14.6.2.1** if the Referee had already released the ball, from the location of the ball once the team taking the Free Throw has reached it (which it will do without undue delay); or
- 14.6.2.2** if the Referee had not yet released the ball, from any location on the Halfway Line.
- 14.7** **When a Free Throw is awarded, each defensive Player must:**
- 14.7.1** position themselves more than one (1) metre away from the ball; and
- 14.7.2** not raise any arm to block (for example a pass or a shot) until they are at least one (1) metre away from the ball; except that
- 14.7.3** for the avoidance of doubt, it will not be a Foul if a Free Throw is taken by the offensive team while a defensive Player is in the process, without delay and without raising an arm to block, of moving away from the ball.
- 14.8** In accordance with Article 9.2.9 of this Appendix 9:
- 14.8.1** it will be an Ordinary Foul if a Free Throw is taken in a manner not according with this Article 13 of Appendix 9, including but not limited to a Free Throw (taken with undue delay or taken by a Player who is not in a position most readily (or equally as readily as another Player on that team) to take the Free Throw); and
- 14.8.2** it will be an Exclusion Foul for interference pursuant to Article 11.1 of this Appendix 9 if a defensive Player fails to move to a position at least one (1) metre away from the ball once a Free Throw is awarded and/or raises an arm to block a pass or shot before being at least one (1) metre away from the ball.

15 GOAL THROWS IN WATER POLO 4S

- 15.1** A Goal Throw will be awarded when the entire ball has crossed the entire Goal Line, leaving the Field of Play, but not into the Goal, subject to Article 6.6.3.2 of this Appendix 9.
- 15.2** **A Goal Throw must be taken:**
- 15.2.1** by any Player of the team that is defending the Goal on the relevant Goal Line;
- 15.2.2** from anywhere within their defensive 2 Metre Area;
- 15.2.3** without undue delay; and
- 15.2.4** by a Player Visibly Putting the Ball Into Play or taking a shot or a pass.
- 15.3** **No Corner Throws are taken in Water Polo 4s.**
- 15.4** In accordance with Article 9.2.9 of this Appendix 9, it will be an Ordinary Foul if a Goal Throw is taken in a manner not according with this Article 14 of Appendix 9, except that a Goal Throw not taken in the correct position may be retaken in the correct position (and will not result in an Ordinary Foul).



16 THE ALTERNATING POSSESSION SYSTEM

- 16.1** **No Neutral Throws are taken in Water Polo 4s. Instead, the Alternating Possession System is used to restart play with a Free Throw where, pursuant to Article 15 of Part Six, a Neutral Throw would otherwise have been awarded.**
- 16.2** **The Alternating Possession System will therefore be applied if:**
- 16.2.1** at the start of a Period, the Referee is of the opinion that the ball has fallen in a position to the definite advantage of one team;
 - 16.2.2** one (1) or more Players of each team commit Ordinary Fouls simultaneously;
 - 16.2.3** neither team has Possession and one (1) or more Players of each team commit Exclusion Fouls simultaneously;
 - 16.2.4** the ball strikes, or lodges in, an overhead obstruction; or
 - 16.2.5** a Neutral Throw would otherwise have been awarded in accordance with Article 15 or elsewhere in this Part Six.
- 16.3** The Alternating Possession System will be applied as follows:
- 16.3.1** If an event occurs prior to a team gaining Possession at the start of a Period that would lead to a Free Throw under the Alternating Possession System as set out in Article 15.2 of this Appendix 9, the Period will be restarted.
 - 16.3.2** When the first event occurs requiring the Alternating Possession System pursuant to this Article 15 of Appendix 9, the team that first gained Possession at the start of the match will be awarded a Free Throw.
 - 16.3.3** Thereafter, the team awarded a Free Throw under the Alternating Possession System will alternate.
 - 16.3.4** The team entitled to the next Free Throw under the Alternating Possession System will be indicated by a visible arrow, shown by the Secretary or another Technical Official, pointing towards the Goal that the team is attacking (the direction of that arrow will therefore be reversed each time a Free Throw is taken under this Article 15 of Appendix 9).
- 16.4** A Free Throw taken pursuant to the Alternating Possession System will be taken in the usual manner for a Free Throw, in accordance with Article 13 of this Appendix 9. Unless otherwise stated, a Free Throw referred to in this Appendix 9 includes, as required by the context, a Free Throw awarded as a result of the Alternating Possession System.

17 PENALTY THROWS IN WATER POLO 4S

- 17.1** A Penalty Throw will be awarded as set out in this Appendix 9, including but not limited to in the case of a Penalty Foul.
- 17.2** **Penalty Throws will be taken:**
- 17.2.1** from any point on the taking team's offensive 5 Metre Line;
 - 17.2.2** by any Player of the team to which it is awarded; and
 - 17.2.3** upon the Referee's signal, without undue delay, by throwing the ball in one, uninterrupted movement, with the intention of shooting the ball directly at the Goal.
 - 17.2.4** For the avoidance of doubt, in accordance with this Article 16.2 of Appendix 9, a Player may:
 - 17.2.4.1** take a Penalty Throw by lifting the ball from the water and then throwing it in one continuous movement; or
 - 17.2.4.2** take a Penalty Throw, starting with the ball held in a hand raised out of the water; and
 - 17.2.4.3** in any case, a Player may take the ball backwards from the direction of the Goal in their hand in preparation for the shot, provided that the Penalty Throw is taken (i.e., leaves the Player's hand) without undue delay and in one uninterrupted movement.
- 17.3** **When a Penalty Throw is taken:**
- 17.3.1** No Player, except for the Player taking the Penalty Throw and the Goalkeeper of the opposing side, is permitted within the 5 Metre Area within which the Penalty Throw is being taken.
 - 17.3.2** All Players must be positioned (such position determined by the position of each Player's head) at least three (3) metres from the Player taking the Penalty Throw.



- 17.3.3** The defensive Goalkeeper must be positioned between Goal posts with some part of their head not beyond (i.e., level with or behind) the Goal Line.
- 17.3.4** The Player taking the Penalty Throw must be positioned with their head not beyond their offensive 5 Metre Line.
- 17.3.5** Subject to Article 16.2 and Articles 16.3.1 to 16.3.4 of this Appendix 9, other Players (both offensive and defensive) may position themselves on the 5 Metre Line (or otherwise behind that line). If numerous Players choose to position themselves on the 5 Metre Line, one (1) Player on the defensive team for each side will have the right to their first choice of position thereon.
- 17.4** **The signal for a Penalty Throw to be taken will be given by the Referee:**
- 17.4.1** once the Referee is satisfied that all Players are in the correct positions;
- 17.4.2** by the Referee blowing a whistle and simultaneously lowering the arm from a vertical to a horizontal position.
- 17.5** **If any Player, including a Goalkeeper, fails to take up the correct position in accordance with this Article 16 of Appendix 9, the Referee will:**
- 17.5.1** give one warning to the relevant Player, with instruction to take up a correct position; and
- 17.5.2** if after that warning the Player does not do so, award an Exclusion Foul for interference in accordance with Article 11.1 of this Appendix 9.
- 17.6** If the defensive Goalkeeper moves forward before the Referee blows the whistle, and the Player then takes the shot and a Goal is not scored, in accordance with Article 11.1.8 of this Appendix 9 the Goalkeeper will be excluded and the Penalty Throw retaken.
- 17.7** If a Penalty Throw is taken and the ball rebounds into the Field of Play having touched a Goal post or crossbar or the Goalkeeper (whether intentionally or not), or any combination thereof, Actual Play will resume immediately and it will not be necessary for a Player other than the Player who took the Penalty Throw to touch the ball before a Goal may be scored.
- 17.8** **If the Referee awards a Penalty Throw as, simultaneously, a Timekeeper signals for the end of a Period:**
- 17.8.1** All Players except the Player taking the Penalty Throw and the defensive Goalkeeper will leave the Field of Play before the Penalty Throw is taken.
- 17.8.2** Play will cease and the ball will be deemed 'dead' once the Penalty Throw has been taken.
- 17.8.3** For the avoidance of doubt, if a Penalty Throw is deemed to be taken under this Article 16.8 of Appendix 9 when it has left the hand of the Penalty Throw taker and, whether directly or after touching the Goal post, crossbar or the Goalkeeper (whether intentionally or otherwise), or any combination thereof:
- 17.8.3.1** enters the Goal, in which case a Goal will be awarded;
- 17.8.3.2** misses the Goal and exits the Field of Play; or
- 17.8.3.3** rebounds into the Field of Play.
- 17.9** **If a Penalty Throw is awarded within the last minute of a match, the coach of the team to which the Penalty Throw is awarded may elect to be awarded a Free Throw instead of a Penalty Throw. In this circumstance:**
- 17.9.1** play will be restarted by that team with a Free Throw on or behind the Halfway Line;
- 17.9.2** the Shot Clock will be reset to 20 seconds; and
- 17.9.3** it is the responsibility of the Head Coach to give a clear signal to the Referee, without delay, if the team elects to maintain Possession of the ball in accordance with this Article 16.9 of Appendix 9.
- 18** **PENALTY SHOOTOUTS IN WATER POLO 4S**
- 18.1** Except as set out in this Article 17 of Appendix 9, Penalty Shootouts in Water Polo 4s will follow the rules set out in Appendix 3.
- 18.2** **Prior to the start of the Penalty Shootout, each team will:**
- 18.2.1** nominate three (3) Players to take Penalty Throws, each of which must not have been excluded for the remainder of the match; and



18.2.2 state the order in which they will take Penalty Throws (which cannot thereafter be changed, unless otherwise provided for in this Article 17 of Appendix 9).

18.3 **A Goalkeeper may be one of the Players to take a Penalty Throw.**

18.4 All Players taking Penalty Throws will remain in the water, on the Field of Play at the location closest to their team bench, but behind their offensive 5 Metre Line. All Players not taking Penalty Throws must be seated on their team bench.

18.5 **If during a Penalty Shootout:**

18.5.1 a Goalkeeper is excluded:

18.5.1.1 a Player from the nominated three (3) Players taking Penalty Throws for that team may take the place of the Goalkeeper for the next Penalty Throw, but without the privileges of a Goalkeeper (i.e., they may play as Goalkeeper but for that Penalty Throw they will not, for example, be permitted to use two (2) hands or a clenched fist to block the ball); and

18.5.1.2 following the taking of that Penalty Throw, that Player may either (1) return to their position as a Field Player, and a Substitute may replace the Goalkeeper (with the privileges of a Goalkeeper) for the remainder of the Penalty Shootout, or (2) remain as the Goalkeeper, with the privileges of a Goalkeeper).

18.5.2 One of the nominated three (3) Players taking Penalty Throws is excluded, that Player's position is removed from the list of the three (3) Players taking Penalty Throws and a Substitute will be placed in the last position in the team's order.

18.5.3 If the teams are tied following the completion of three (3) Penalty Throws each, the same three (3) Players will then take alternate Penalty Throws in a 'sudden death' format, until one team misses and the other scores in the same pair of Penalty Throws (for example, in each team's fourth Penalty Throw).

19 PERSONAL FOULS AND BONUS PENALTY THROWS IN WATER POLO 4S

19.1 A Personal Foul will be recorded against any Player who commits an Exclusion Foul or a Penalty Foul.

19.2 A Player who has committed five (5) Personal Fouls will be excluded for the remainder of the match.

19.3 If a Player is excluded as the result of having committed five (5) Personal Fouls, that Player:

19.3.1 must leave the Field of Play from the Touching Corner without delay, without participating or interfering with play (including by touching the ball or other Players); and

19.3.2 may be replaced by a Substitute once they have left the Field of Play, having risen to the surface of the water at the Touching Corner.

19.4 **For every fourth Personal Foul awarded against a team in a Period, a Bonus Penalty Throw will be awarded to the opposing team:**

19.4.1 Once the Bonus Penalty Throw is taken, a new set of four (4) Personal Fouls will apply for the team against which the Bonus Penalty Throw was awarded.

19.4.2 When a Bonus Penalty Throw is awarded, the Player who committed that Foul will move to the Touching Corner and may not re-enter the Field of Play or be replaced by a Substitute until the Penalty Throw has been taken.

19.4.3 If any fourth Personal Foul within a Period is a Penalty Foul:

19.4.3.1 One (1) Penalty Throw (only) will be taken.

19.4.3.2 After that Penalty Throw is taken, the offending team's total of Personal Fouls for the purpose of this Bonus Penalty Throw rule will reset to zero (0).

19.5 Each team's number Personal Fouls for the purpose of the Bonus Penalty Throw rule will reset to zero (0) at the start of each Period.

19.6 If a Bonus Penalty Throw results in a Goal, the team that took that Penalty Throw will restart play in the same manner as after a Timeout in accordance with Article 6.6 of this Appendix 9. If the Penalty Throw does not result in a Goal, play will continue in the usual manner.



20 YELLOW AND RED CARDS IN WATER POLO 4S

20.1 The Referee may issue a Yellow Card or a Red Card in order to enforce this Part Six including, as appropriate, as the result of acts or omissions of Team Officials or Players, as described in this Article 19 of Appendix 9.

20.2 Yellow Cards:

20.2.1 A Yellow Card may be issued by the Referee to the Head Coach of a team.

20.2.2 A Yellow Card constitutes an official warning, effective for the remainder of the match.

20.2.3 A Referee will issue a Yellow Card to a Head Coach, if a Head Coach:

20.2.3.1 acts in an unsporting manner (including through, but not requiring, persistent acts);

20.2.3.2 protests the decisions of the Referee or another Technical Official, without using unacceptable language; or

20.2.3.3 is not positioned on their team bench; or

20.2.3.4 makes a Coach's Challenge that is not permitted, as set out in Article 1.3.3 of Appendix 5.

20.2.4 A Referee may at their discretion issue a Yellow Card to a Head Coach, if a Player or a Team Official on that team, including a Substitute and whether on the Field of Play or otherwise:

20.2.4.1 commits repeated or persistent Fouls (other than Violent Action or Misconduct) during a match;

20.2.4.2 commits Simulation;

20.2.4.3 acts in an unsporting manner (including through, but not requiring, persistent acts); or

20.2.4.4 protests the decision of the Referee or another Technical Official, without using unacceptable language.

20.3 Red Cards:

20.3.1 A Red Card may be issued by the Referee to a Player, a Head Coach or another Team Official.

20.3.2 A Red Card will be issued to a Player:

20.3.2.1 if that Player is excluded for the remainder of the match in accordance with this Appendix 9; or

20.3.2.2 if a Yellow Card has previously been shown to their team in that match, and thereafter that Player commits conduct requiring or deserving the issue of a Yellow Card as described in Article 19.2.

20.3.3 A Red Card will be issued to a Head Coach if:

20.3.3.1 After having received a Yellow Card pursuant to Article 19.2 of this Appendix 9, that Head Coach commits conduct that would otherwise (if that prior Yellow Card had not been issued) cause a Yellow Card to be issued pursuant to Article 19.2 of this Appendix 9, whether or not such action(s) are the same or different from the action(s) that caused the first Yellow Card to be issued; or

20.3.3.2 the Referee deems that the conduct in question is sufficiently serious and/or unsporting such that the award of a Red Card is appropriate, irrespective of whether that person has already received a Yellow Card in the match (for similar or other conduct). A Red Card will be issued under this Article 19.3.3.2 of Appendix 9 if a Head Coach uses unacceptable language towards a Technical Official.

20.3.4 A Red Card may be issued to a Team Official, other than Head Coach, who:

20.3.4.1 acts in an unsporting manner (including through persistent acts), including the use of unacceptable language towards a Technical Official;

20.3.4.2 protests the decision of the Referee or another Technical Official in a manner deemed unacceptable by the Referee;

20.3.4.3 is not positioned on their team bench; or

20.3.4.4 makes a Coach's Challenge that is not permitted, as set out in Article 1.3 of Appendix 5.

20.3.5 For the avoidance of doubt:

20.3.5.1 the Referee may issue a person with a Red Card at any time without that person having first received a Yellow Card in the match;

20.3.5.2 a Red Card may be issued pursuant to Article 19.3.2.2 or 19.3.3.2 of this Appendix 9 whether or not the action(s) or conduct in question is the same as that which caused the initial Yellow Card to be issued; and



- 20.3.5.3** a Red Card may be issued pursuant to Article 19.3.2.2 of this Appendix 9 whether or not the Player receiving the Red Card caused or contributed towards the issuance of the initial Yellow Card.
- 20.3.6** If a Red Card is issued to a Head Coach or another Team Official, that person must leave the team bench and leave the Competition Area without delay and for the remainder of the match.
- 20.3.7** When a Head Coach is given a Red Card, and therefore excluded from the match in accordance with this Article 19.3 of Appendix 9, another Team Official may act as that team's Head Coach for the remainder of the match, assuming the rights and responsibilities attributed to a Head Coach under this Appendix 9.
- 20.4** **Where in a match one (1) or more Players of the same team persist in repeated Fouls, including but not limited to protesting the decision of the Referee or another Technical Official without the use of unacceptable language, the Referee:**
- 20.4.1** will award the relevant Fouls and order the relevant consequences for each individual Foul, as appropriate;
- 20.4.2** may, in respect of the team's persistent Fouls, issue a Yellow Card to the offending team, effective as a warning to the entire team; and
- 20.4.3** for the remainder of the match, if any Player(s) on that team engage in repeated Fouls, including but not limited to protesting the Referee's or Technical Officials' decisions not using unacceptable language, the Referee will issue that Player(s) with a Red Card, excluding the Player(s) for the remainder of the match.
- 20.5** **When issuing a Yellow Card or Red Card, the Referee will:**
- 20.5.1** show the card visibly to the recipient; and
- 20.5.2** show the card visibly to the Officials' Table, indicating the recipient's Cap Number (if a Player) or identity, which will be recorded by the Secretaries.
- 20.6** **If a Player or a Team Official has or may have committed conduct that could have led to them being excluded for the remainder of the match, regardless of whether the conduct was addressed or sanctioned by the Referee during the match, the Management Committee or its designee may:**
- 20.6.1** assess and decide, with regard to the nature and circumstances and the severity of the conduct in question, whether the Player or the Team Official should be excluded from future matches in the event (up to and including all further matches in the event).
- 20.6.2** Review official video footage, if available, and/or any other reliable evidence available in order to make that assessment.
- 20.6.3** If a decision is made to exclude a Player or Team Official from future matches at the event, the Management Committee will, within 24 hours of the end of the match in which the relevant conduct occurred, notify the relevant Player or Team Official and their team of their exclusion.
- 20.6.4** Where necessary or appropriate to do so, with regard to the rules and regulations of World Aquatics, refer the matter to the Aquatics Integrity Unit.
- 20.7** If a Team Official is excluded in advance from any match in an event pursuant to Article 19.6 of this Appendix 9, the relevant team will have their maximum number of Team Officials for that match reduced accordingly, except that a team will always be permitted to have at least one (1) Team Official for that match.
- 20.8** If a Player is excluded in advance from any match in an event pursuant to Article 19.6 of this Appendix 9, that Player's team will, notwithstanding such exclusion, be permitted to have seven (7) Players listed for each match. A team may therefore in that circumstance replace the excluded Player on their team's Start List with another Player. The replacement Player may participate for the team at that event, provided that all Players on the Start List remain free of any suspension or exclusion that prevents them from participating in that match or event.



21 ACCIDENT, INJURY, ILLNESS, AND SAFETY REQUIREMENTS IN WATER POLO 4S

21.1 A Player is not permitted to leave the Field of Play (including sitting or standing on any steps or the exit of the Field of Play or water, during play, except:

21.1.1 in the case of substitution or replacement permitted in this Appendix 9;

21.1.2 where necessary in the case of accident, injury, or illness; or

21.1.3 with the permission of a Referee.

21.2 The Referee may at any time stop play to order the immediate substitution of any ill or injured Player, or on account of any accident, if they consider it appropriate to do so.

21.3 If a Player is bleeding:

21.3.1 Play will continue without interruption unless the Referee deems it necessary or appropriate to stop play.

21.3.2 The bleeding Player must leave the water as soon as possible. The Referee will order any Player they observe to be bleeding to leave the Field of Play (however, for the avoidance of doubt, a Player who is bleeding must leave the Field of Play and water, if possible, whether observed by and/or ordered to do so by the Referees or otherwise).

21.3.3 A Substitute will be permitted to replace a bleeding Player who has left the Field of Play (whether voluntarily or having been ordered to do so by the Referee), with immediate effect. The Substitute may enter the Field of Play from any location.

21.3.4 A Player must not re-enter the Field of Play while still bleeding. Once the Player has stopped bleeding, the Player may re-enter the Field of Play as a Substitute in accordance with this Appendix 9.

21.4 If play has been stopped as a result of accident, injury, illness or through any other unforeseen reason not provided for in this Part Six, play will be restarted:

21.4.1 on the Referee blowing a whistle;

21.4.2 at the location of the ball when play was stopped;

21.4.3 by the team that was in Possession at the time of the Stoppage;

21.4.4 by a Player on that team Visibly Putting the Ball Into Play; or

21.4.5 if no team was in Possession at that time, according to the Alternating Possession System.

21.5 World Aquatics seeks to minimise the occurrence of injuries, including through issuing the provisions of this Part Six and this Appendix 9. However, Water Polo 4s is a contact sport and there is therefore an inherent risk of traumatic injuries. The incidence of such injuries in Water Polo (including Water Polo 4s) is the highest of any Aquatic sport. Therefore, the Management Committee must ensure that at every competition there are:

21.5.1 a medical team, trained in trauma recognition and in water extractions;

21.5.2 a Chief Medical Officer and a Venue Medical Officer, one (1) or both of which must have a proper medical kit in order to respond to traumatic injuries, including suture material and/or skin glue to treat bleeding Players;

21.5.3 ice packs available for use during matches;

21.5.4 an appropriate number of lifeguards, who must practice water retrieval on a daily basis during the duration of the competition.

21.6 While dental services are not mandatory, the Management Committee should consider providing dental services including:

21.6.1 to, where appropriate, treat and stabilise Players with oro-facial injuries, prior to referral elsewhere;

21.6.2 to provide treatment that will enable Players with oro-facial injuries to return to a match, where medically appropriate; and

21.6.3 the Management Committee may consider whether to ensure a dentist is 'on call' during the competition, if one is not present.

22 THE FIELD OF PLAY IN WATER POLO 4S



- 22.1** The Management Committee of a competition is responsible for ensuring the correct measurements and markings for the Field of Play are used.
- 22.2** The Goal Line in Water Polo 4s will be in line with the end of the Field of Play.
- 22.3** The length of the Field of Play (the distance between the inner edge of each Goal Line) will be 15 metres.
- 22.4** The width of Field of Play (the distance between the inner edge of each Side Line) will be between 10 metres and 12.5 metres.
- 22.5** **The depth of the water in the Field of Play must not at any point be less than 2.0 metres.**
- 22.6** **Distinctive buoys will be placed on both Side Lines as follows:**
- 22.6.1** Red buoys, at the 2 Metre Line (2 metres from each Goal Line).
- 22.6.2** Green buoys, at the 5 Metre Line (5 metres from each Goal Line).
- 22.6.3** White buoys at the Halfway line.
- 22.6.4** Red buoys will be placed to denote each Touching Corner.
- 22.7** **The Flying Substitution Area:**
- 22.7.1** If segregated by lane ropes, must be between 0.5 metre and 1 metre wide.
- 22.7.2** Will be behind the Side Line on the same side as the team benches.
- 22.7.3** For each team, will be between the Goal Line that team is defending and the Halfway Line.
- 22.8** **The Touching Corner:**
- 22.8.1** Is the point on each Goal Line:
- 22.8.1.1** two (2) metres inside the Side Line;
- 22.8.1.2** on the side opposite to the Officials' Table; and
- 22.8.1.3** denoted by a red buoy.
- 22.8.2** As required by the context, a reference to a Touching Corner in this Appendix 9 is a reference to the Touching Corner on the Goal Line that the relevant team or Player is defending.
- 22.9** **The Goal Area in Water Polo 4s is the rectangular area at each end:**
- 22.9.1** The width of which is between the outer edge of each of the Goal posts.
- 22.9.2** The length of which is 2 metres (from the Goal Line to the 2 Metre Line).

23 FACILITIES AND EQUIPMENT IN WATER POLO 4S

- 23.1** The Management Committee of a competition is responsible for ensuring that the facilities and equipment used accord with the requirements of this Appendix 9.
- 23.2** **The ball in Water Polo 4s must:**
- 23.2.1** be round;
- 23.2.2** have an air chamber with a self-closing valve;
- 23.2.3** be waterproof without external strapping or any covering of grease or similar substance;
- 23.2.4** weigh between 400 grams and 450 grams;
- 23.2.5** have an air pressure of:
- 23.2.5.1** In men's matches have a circumference between 0.68 metres and 0.71 metres and a pressure between 6.5 - 8.5 pounds per square inch atmospheric; and
- 23.2.5.2** In women's matches, have a circumference between 0.65 metres and 0.67 metres and a pressure between 6.5 - 7.5 pounds per square inch atmospheric.
- 23.3** **Goals:**
- 23.3.1** Two Goals will be located, one in the centre of each Goal Line (an equal distance from each Side Line).



- 23.3.2** Goals will be comprised of:
- 23.3.2.1** two (2) vertical posts, joined at their top by one (1) horizontal crossbar;
- 23.3.2.2** fixtures necessary to fix the position of the Goal; and
- 23.3.2.3** a net, securely fastened to the Goal's posts and crossbar (and (where necessary) other fixtures) to enclose the entire Goal space behind the Goal Line (away from the Field of Play), as one netted space behind the posts and beneath the crossbar.
- 23.3.3** Each Goal post and crossbar:
- 23.3.3.1** May be any colour that can be easily seen by Players and Technical Officials.
- 23.3.3.2** May be made of any material. While it is preferable for events to use rigidly constructed and non-inflatable posts and crossbars, inflatable posts and crossbars may be used.
- 23.3.3.3** Must be between 75 mm and 80 mm in diameter.
- 23.3.3.4** Must be free from any obstruction (in view or object) from the Field of Play.
- 23.3.4** **Goal posts must:**
- 23.3.4.1** Be 2.5 metres apart, measured from the inside of each post.
- 23.3.4.2** Be perpendicular to the surface of the water and the crossbar, and parallel to the other post.
- 23.3.4.3** Be level at their front edge with the front edge of the Goal Line.
- 23.3.5** **Crossbars must be:**
- 23.3.5.1** 0.8 metres from the surface of the water.
- 23.3.5.2** Parallel to the surface of the water, perpendicular to the Goal posts.
- 23.3.6** Referees will stand on a platform or pontoon with a view of the Field of Play. The nature and location of that structure will be determined by the Management Committee and/or World Aquatics, with regard to the nature of the Venue.
- 23.3.7** Anchors, lane ropes, markers and/or other fixtures should, if possible be in accordance with Article 21 of Part Six, adjusted for the dimensions and requirements of a Water Polo 4s Field of Play and the nature of the Competition Area. The Management Committee and/or World Aquatics have discretion to use fixtures and facilities that are available and appropriate for each match or event.
- 23.4** **Caps in Water Polo 4s**
- 23.4.1** Caps must be worn by any Player who at any time during a match is on the Field of Play or in the Flying Substitute Area or at the Touching Corner.
- 23.4.2** Each team's Field Players will wear Caps of one colour. Each team's cap colour must:
- 23.4.2.1** be easy to distinguish from the other team's cap colour;
- 23.4.2.2** be easy to distinguish from the colour of the ball; and
- 23.4.2.3** be approved by the Referee before a match begins.
- 23.4.3** A team's Field Players may instead be required by the Referee to wear white or blue caps.
- 23.4.4** Caps will be fastened under the chin. Caps will be fitted with malleable ear protectors that will be the same colour as that team's caps except that Goalkeepers may have red ear protectors.
- 23.4.5** Caps will be numbered on both sides with numbers that are 0.10 metres in height. The Goalkeeper will wear Cap Number 1, and the other caps will be numbered 2 to 7.
- 23.4.6** Goalkeepers will wear red caps. Each team will have a set of red caps numbered one (1) to seven (7), as well as a caps of each number in the colour of that team's Field Players.
- 23.4.7** A Player (whether designated as a Goalkeeper or otherwise) who replaces a Goalkeeper on the Field of Play wear a red cap with the same number as he/she was wearing as a Field Player. A Goalkeeper who is substituted will keep Cap Number 1, but once substituted will wear the same-coloured cap as their team's Field Players (unless returning to the Field of Play as a Goalkeeper).



- 23.4.8** A Player will not be permitted to change Cap Number during the match except with the permission of the Referee and after notifying the Secretary.
- 23.4.9** If a Player loses the cap during play, play will continue but that Player must replace their cap at the next appropriate Stoppage of the match when that Player's team is in Possession.
- 23.4.10** For international matches, the caps will display the international three letter country code on the front and may display the national flag.
- 23.5** **Shot Clock**
- 23.5.1** The time remaining on the Shot Clock in accordance with this Appendix 9 will be kept by the Timekeepers, using any reliable time-keeping device.
- 23.5.2** One (1) or more clocks showing the time remaining on the Shot Clock should be placed in the Field of Play in a location(s) visible to Technical Officials and Players.
- 23.6** **Swimwear**
- 23.6.1** Article 21.5 of Part Six applies to swimwear for Water Polo 4s, except that World Aquatics and/or the Management Committee may make reasonable adjustments in their discretion, notified to teams in advance of the relevant competition.



22.10 APPENDIX 10 – DEFINED TERMS IN PART SIX (WATER POLO)

1 GENERAL PROVISIONS REGARDING WATER POLO DEFINED TERMS

- 1.1** The capitalised terms used in this Part Six have the meanings given to them in this Appendix 10.
- 1.2** This Appendix 10 sets out terms that apply specifically to this Part Six (Water Polo and/or Water Polo 4s), in addition to the terms defined throughout these Competition Regulations. Accordingly:
- 1.2.1** The capitalised terms defined in Part Nine also apply to this Part Six.
- 1.2.2** Unless specified otherwise in this Part Six, the rules of interpretation set out in Part Nine also apply to this Part Six.
- 1.2.3** If there is any conflict or discrepancy between terms defined in this Appendix 10 and in Part Nine, the defined terms in this Appendix 10 will apply to this Part Six (only).
- 1.3** In each case where a line or area defined in this Appendix 10 is referred to in Part Six:
- 1.3.1** “*behind*” a line means, as required by the context, either:
- 1.3.1.1** further away from the Goal than that line, if a team is attacking;
- 1.3.1.2** closer to the Goal than that line, if a team is defending; or
- 1.3.1.3** the side of the line that is outside or furthest away from the Field of Play.
- 1.3.2** “*beyond*” a line means, as required by the context, either:
- 1.3.2.1** closer to the Goal than that line, if a team is attacking;
- 1.3.2.2** further away from the Goal than that line, if a team is defending; or
- 1.3.2.3** the side of the line that is inside the Field of Play.
- 1.3.3** The “*front edge*” or “*inner edge*” means the side of that line inside of which is the Field of Play.
- 1.3.4** A team’s “*offensive*” or “*attacking*” area or line, is the line or area closest to the Goal that that team is attacking, whereas a team’s “*defensive*” area or line is the line or area closest to the Goal that that team is defending.
- 1.4** Similarly, if in this Part Six (including this Appendix 10) the words “*attacking*” or “*defending*”, “*offensive*” or “*defensive*” or other synonymous words are used:
- 1.4.1** an “*attacking*” or “*offensive*” team is the team in Possession at that point in time. An “*attacking*” or “*offensive*” Player means a Player on the team in Possession at that point in time;
- 1.4.2** a “*defending*” or “*defensive*” team is the team not in Possession at that point in time. A “*defending*” or “*defensive*” Player means a Player on the team not in Possession at that point in time;
- 1.4.3** the Goal that a team is seeking to score in is the Goal they are “*attacking*”. A team is “*defending*” the Goal that its opponent is seeking to score in;
- 1.4.4** in each case as required, the Referees have full authority to interpret when a team is attacking or defending and to apply the rules accordingly.

2 DEFINED TERMS IN THIS PART SIX

- 2.1** **2 Metre Area** means the area at each end of the Field of Play between the 2 Metre Line and the Goal Line.
- 2.2** **2 Metre Line** means the line at each end of the Field of Play that is two (2) metres towards the Halfway Line from each Goal Line.
- 2.3** **5 Metre Area** means the area at each end of the Field of Play between the 5 Metre Line and the Goal Line.
- 2.4** **5 Metre Line** means the line at each end of the Field of Play that is five (5) metres towards the Halfway Line from each Goal Line.
- 2.5** **6 Metre Area** means the area at each end of the Field of Play between the 6 Metre Line and the Goal Line.
- 2.6** **6 Metre Line** means the line at each end of the Field of Play that is six (6) metres towards the Halfway Line from each Goal Line.



- 2.7** **Actual Play** means the time during which the match is in progress, with the ball in the Field of Play and not subject to any Stoppage or interval. Actual Play:
- 2.7.1** begins at the start of each Period when a Player touches the ball, and stops at the end of each Period;
- 2.7.2** stops on every Stoppage indicated by the Referee;
- 2.7.3** restarts, after a Stoppage indicated by the Referee, when the ball is Visibly Put Into Play (or is otherwise restarted after a Stoppage in accordance with this Part Six).
- 2.8** **Advantage** means the opportunity for an attacking Player and/or the attacking team to continue or to generate an opportunity to score a Goal.
- 2.9** **Alternating Possession System** means the system of determining the team that will take Possession in a Water Polo 4s match in the circumstances set out in Article 15 of Appendix 9.
- 2.10** **Aggressive Play** means conduct or behaviour, other than Violent Action, that could lead to the injury of opponent(s) or any other persons. Without prejudice to the generality of that definition, Aggressive Play may include:
- 2.10.1** conduct or behaviour intended to provoke an opponent;
- 2.10.2** conduct or behaviour that displays hostility or physical force that exceeds acceptable sporting contact;
- 2.10.3** dangerous play, whether or not there is an intent to injure an opponent or other person; and/or
- 2.10.4** behaviour that is reckless or retaliatory.
- 2.11** **Bonus Penalty Throw** means, in Water Polo 4s, a Penalty Throw taken as a result of the opposing team's fourth Personal Foul in a Period, as set out in Article 18.3 of Appendix 9 of this Part Six.
- 2.12** **Cap Number** means the numerical identifier located on each Player's cap.
- 2.13** **Competition Area** means the entire space designated for the match, including the Field of Play, the pool, the team bench, the Officials Table and the area(s) surrounding the Field of Play.
- 2.14** **Corner Throw** means a throw awarded to a team on their attacking 2 Metre Line, as set out in Article 14 of this Part Six.
- 2.15** **Counterattack** means a transition or movement whereby the team in Possession is making definitive progress towards the Goal they are attacking in an attempt to score before the defending team can slow their progress and/or take up an organised defensive position.
- 2.16** **Disciplinary Panel** means a panel appointed by World Aquatics, with responsibilities including those set out in Article 2 of this Part Six.
- 2.17** **Direct Shot** means a shot from which a team may score a Goal after the restart of play or after the ball has been Visibly Put Into Play, as set out in Article 7.5 of this Part Six (and for Water Polo 4s, Article 8.5 of Appendix 9).
- 2.17.1** For example: (a) a Direct Shot may be taken following a Free Throw taken following a Foul outside the 6 Metre Line; from a Penalty Throw; or from a Corner Throw; and (b) where a Direct Shot is permitted, there is no requirement for two (2) or more Players to play or touch the ball before a Goal may be scored.
- 2.18** **Dribbling** means to swim with the ball or to progress the ball while swimming, without Holding the ball.
- 2.19** **Exclusion Foul** means a Foul where a Player is excluded from taking part in the match for a period of time as prescribed in Article 10 of this Part Six (and for Water Polo 4s, Article 11 of Appendix 9). As such:
- 2.19.1** 'exclusion' refers to the act of a Referee excluding a Player for an Exclusion Foul, or the period during which a Player is 'excluded' having committed an Exclusion Foul or for another reason accordance with this Part Six.
- 2.19.2** an 'excluded Player' is a Player who at that point in time is excluded from taking part in the match on the Field of Play.
- 2.20** **Exclusion Re-Entry Area** means the location from which a Player or Substitute returns to the Field of Play after exclusion, as set out in Article 2.5 and the location and dimensions of which are set out in Article 20.7 of this Part Six.
- 2.21** **False Start** means a Player leaving the Goal Line at the start of a Period before the Referee's signal to do so.
- 2.22** **Field Player** means a Player who is not a Goalkeeper.



- 2.23** **Flying Substitution Area** means the area from which flying substitutions may be made, as set out in Article 2.5 of this Part Six (and for Water Polo 4s Article 3.2.2 of Appendix 9), and the location and dimensions of which are set out in Article 20.6 of this Part Six (and for Water Polo 4s Article 21.7 of Appendix 9).
- 2.24** **Foul** means an Ordinary Foul, Exclusion Foul, Penalty Foul, and/or Personal Foul.
- 2.25** **Free Throw** means the method of restarting play following a Foul or Stoppage by a Player Visibly Putting the Ball Into Play, in accordance with Article 12 of this Part Six (and for Water Polo 4s, Article 13 of Appendix 9) (and, for Water Polo 4s, Article 13 of Appendix 9).
- 2.26** **Goal** means, as required by the context:
- 2.26.1** when the entire ball crosses the entire Goal Line between the posts and underneath the crossbar, as set out in Article 7 of this Part Six (and for Water Polo 4s, Article 8 of Appendix 9); or
- 2.26.2** the structure, comprised of two (2) Goal posts, a net and a crossbar, at the centre of each Goal Line.
- 2.27** **Goal Area** means a rectangular area at each end of the Field of Play between the Goal Line and the 2 Metre Line, the width of which is parallel to the outer edge of each Goal Post.
- 2.28** **Goal Difference** means the number of Goals scored by a team, less the number of Goals conceded by a team, excluding Goals scored in Penalty Shootouts.
- 2.29** **Goal Line** means the line at each end of the Field of Play, in line with the front edge of the Goal posts.
- 2.30** **Goal Throw** means a throw awarded to the defensive team after the ball has crossed the Goal Line (but not into the Goal) as set out in Article 13 of this Part Six (and for Water Polo 4s, Article 14 of Appendix 9).
- 2.31** **Goalkeeper** means a Player whose main role is to prevent the ball from entering the Goal.
- 2.31.1** Goalkeepers are designated as such in a team's Start List, however when used in this Part Six, the term 'Goalkeeper' includes any Substitute Goalkeeper or Player acting as a Goalkeeper in accordance with this Part Six unless otherwise stated or otherwise required by the context.
- 2.32** **Halfway Line** means the line that divides the length of the Field of Play into two (2) equal halves.
- 2.33** **Head Coach** means a Team Official with the rights and responsibilities set out in this Part Six.
- 2.34** **Holding** means lifting, carrying or touching the ball but does not include Dribbling the ball.
- 2.35** **Improper Entry** means the entry of a Player (including the re-entry of an excluded Player or a Substitute) onto the Field of Play when they are not permitted to join the Field of Play, or from a location or in a manner which is not permitted under this Part Six.
- 2.36** **Kicking** means a blow, strike or forceful thrust with the foot to or towards another person's body or face.
- 2.37** **Mercy Rule** means in Water Polo 4s that where one team is leading the match by ten (10) or more Goals at any point from or after the end of the second Period, the match will end and the team with more Goals will be declared the winner in accordance with Article 5.6 of Appendix 9.
- 2.38** **Misconduct** means the unacceptable conduct set out in Article 10.2.2 of this Part Six (and for Water Polo 4s, Article 11.2.2 of Appendix 9), which will result in the award of an Exclusion Foul.
- 2.39** **Neutral Throw** means the restart of play by the Referee putting the ball into the Field of Play, as set out in Article 15.2 of this Part Six.
- 2.40** **Officials Table** means the table and designated location where Technical Officials (including Secretaries, Timekeepers and TWPC Delegates but not Referees) are located during a match.
- 2.41** **Ordinary Foul** means one of the Fouls set out in Article 8 of this Part Six (and for Water Polo 4s, Article 9 of Appendix 9), typically resulting in a Free Throw to the opposing team.
- 2.42** **Penalty Foul** means one of the Fouls set out in Article 11 of this Part Six (and for Water Polo 4s, Article 12 of Appendix 9), typically resulting in the award of a Penalty Throw to the opposing team.
- 2.43** **Penalty Shootout** means the method of determining the result of a match through Penalty Throws if the teams' scores are level at the end of the fourth Period, as set out in Appendix 3 of this Part Six.
- 2.44** **Penalty Throw** means a throw taken at Goal from a team's offensive 5 Metre Line, typically as the result of a Penalty Foul, as set out in Article 16 of this Part Six (and for Water Polo 4s, Article 16 of Appendix 9).



- 2.45** **Period** means one of the four (4) timed portions of a match, as set out in Article 4 of this Part Six (and for Water Polo 4s, Article 5 of Appendix 9).
- 2.46** **Personal Foul** means an Exclusion Foul or a Penalty Foul recorded against a Player, as set out in Article 17 of this Part Six (and for Water Polo 4s, Article 18 of Appendix 9).
- 2.47** **Player** means an individual Athlete member of a water polo team, including Field Players and Goalkeepers.
- 2.48** Possession means:
- 2.48.1** when used in respect of a Player, when a Player is Holding, Dribbling or in the action of throwing the ball;
- 2.48.2** when used in respect of a team, refers to the team of the Player that has Possession of the ball and/or the period of time for which that team has had Possession, as set out in Article 9 of this Part Six (and for Water Polo 4s, Article 10 of Appendix 9).
- 2.49** **Push-off** (or **Pushes-Off** or **Pushing Off**) means a Player using their hand, arm, foot or other body part to push against an opponent in order to gain a positional advantage.
- 2.50** **Record of the Game** means a written record of certain events in a match, in particular: the Players on the Field of Play; Goals scored; Timeouts taken; Exclusion Fouls (including Misconduct and Violent Action); Penalty Fouls; and Personal Fouls.
- 2.51** **Red Card** means a card shown by the Referee to indicate a person's exclusion for the remainder of the match, as set out in Article 18 of this Part Six (and for Water Polo 4s, Article 19 of Appendix 9).
- 2.52** **Shot Clock** means, as required by the context, either:
- 2.52.1** the time remaining for a team in Possession in accordance with Article 9 of this Part Six (and for Water Polo 4s, Article 10 of Appendix 9); or
- 2.52.2** the visible clock showing the time remaining for a team in Possession in accordance with Articles 9 and 21.12 of this Part Six (and for Water Polo 4s, Article 10 and 22.5 of Appendix 9).
- 2.53** **Side Line** means the line at each side of the Field of Play.
- 2.54** **Simulation** means for a Player to pretend or act in order to give the impression that they have been fouled when they have not.
- 2.55** **Spirit of the Game** means endeavouring to win a match, while respecting all Players (whether teammates or opponents), Team Officials, Technical Officials, and spectators, and respecting the competition and the match itself. To accord with the Spirit of the Game, Players and other participants should endeavour to follow these Competition Regulations and play with integrity and honesty.
- 2.56** **Start List** means the list of Players submitted by a team prior to the start of each match.
- 2.57** **Stoppage** means a break in Actual Play signalled by the Referee by whistle or other means, during which play does not continue until play is restarted in the manner prescribed in this Part Six or by the Referee, for example as the result of a Foul or for any other reason in accordance with this Part Six.
- 2.58** **Striking** means a Player hitting, with their hand or arm, (or towards) another person's body or face.
- 2.59** **Substitute** means a Player entering the field to replace a Player on the Field of Play or an excluded Player.
- 2.60** **Tackle** means to impede or to attempt to take Possession from a Player on the opposing team who is Holding the ball, including by: 'holding' (holding on to an opponent to restrict their movement); 'sinking' (to push an opponent under so that they are under the water) to pull-back an opponent, or 'impeding' (to obstruct another Player's movement in an unauthorised manner, such as holding or blocking them). In accordance with this Part Six, tackling encompasses both 'legal' acts and Fouls/'illegal' acts.
- 2.61** **Team Official** means a coach or other member of a team who is not a Player.
- 2.62** **Timeout** means a one (1) minute break in play, as set out in Article 5 of this Part Six (and for Water Polo 4s, Article 6 of Appendix 9).
- 2.63** **Timeout Official** means an area in Water Polo 4s from which substitutions may be made, or which Players must touch or leave via in certain cases of exclusion, as set out in Articles 3.2.1, 11 and 18 of Appendix 9 of this Part Six, respectively. The location and dimensions of the Touching Corner are set out in Article 21.8 of Appendix 9 of this Part Six.



- 2.64** **Touching Corner** means in Water Polo 4s, the point on each Goal Line, two (2) metres inside the Side Line and on the side opposite to the Officials' Table, denoted by red buoys.
- 2.65** **TWPC Delegate** means a World Aquatics TWPC delegate who supervises and assists the officiating of a match and/or event in accordance with this Part Six, as set out in Article 3.2 of this Part Six.
- 2.66** **VAR Review** means a review by the Referees of match footage, as set out in Appendix 4 of this Part Six.
- 2.67** **VAR Monitor** means the screens or other technology to review footage during a VAR Review.
- 2.68** **Violent Action** means making contact or attempting to make contact with another person using actions or movements that, in the view of the Referee, involve malicious intent (meaning the intent to cause harm or injure, regardless of whether contact is made), including but not limited to Kicking and Striking or attempting to do so, as set out in Article 10.2.1 of this Part Six (and for Water Polo 4s, Article 11.2 of Appendix 9).
- 2.69** The ball being **Visibly Put Into Play** (including formulation of that term such as **Visibly Puts the Ball Into Play** or **Visibly Putting the Ball Into Play**) means the ball visibly leaving the hand of a Player after a Stoppage, including where a Player transfers the ball from one hand to another.
- 2.70** Water Polo 4s means the form of Water Polo described in Appendix 9 to this Part Six.
- 2.71** **World Aquatics TWPC Evaluator** means a delegate of the TWPC appointed to evaluate the performance of the Referees during the match.
- 2.72** **Yellow Card** means a card issued to a team or Head Coach, effective as an official warning for the remainder of a match as set out in Article 18 of this Part Six (and for Water Polo 4s, Article 19 of Appendix 9).



WORLD
AQUATICS



MASTERS

**COMPETITION
REGULATIONS**



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PART EIGHT: MASTERS RULES

1 GENERAL PROVISIONS

- 1.1** This Part Eight provides for the participation of Masters Participants in Aquatic sports. World Aquatics intends by these rules to promote competition, fitness, friendship and understanding.
- 1.2** This Part Eight applies to World Aquatics Masters Events, being Masters events and/or competitions organised by World Aquatics, including where Masters events take place in 'mixed' competitions (competitions that include both Masters and non-Masters events), and to other Masters events held under the rules of World Aquatics (specifically, these Competition Regulations).
- 1.3** In this Part Eight, references to World Aquatics include the Technical Masters Committee.
- 1.4** Masters Participants are Athletes aged either 25 and over or 30 and over, dependent on and subject to the rules for the sport and event, as set out in this Part Eight.
- 1.5** Unless otherwise specified in this Part Eight, the age of a Masters Participant is determined by their age on 31 December in the year of start date of the relevant competition (the date that the first event at that competition begins).
- 1.6** As set out in each relevant section of this Part Eight, the rules in this Part Eight supplement and modify the rules throughout these Competition Regulations for each sport (Swimming, Open Water Swimming, Diving, High Diving, Water Polo and Artistic Swimming), as they apply to each sport in Masters events and competitions. As such:
- 1.6.1** The rules in each relevant Part of the Competition Regulations apply to Masters events and competitions, unless stated otherwise in this Part Eight.
- 1.6.2** Where there is overlap or conflict between an Article of this Part Eight and another rule or Part of these Competition Regulations, this Part Eight takes precedence as it applies to Masters events or competitions.
- 1.7** Registration of Masters Participants at World Aquatics Masters Events:
- 1.7.1** To be eligible to compete at a World Aquatics Masters Event, whether as an individual or as part of a Masters team, each Masters Participant must be registered with World Aquatics as a Masters Participant for the relevant sport.
- 1.7.2** Masters Participants who are registered as such with World Aquatics will retain the right to compete in other (non-Masters) competitions in any Aquatic sport, subject at all times to the rules governing the relevant sport, competition and event.
- 1.7.3** Masters Participants and Masters teams competing in Masters events must represent Clubs:
- 1.7.3.1** Entries for World Aquatics Masters Events will only be accepted from Masters Participants who are affiliated with a Club that is both affiliated with a Member Federation and recognised by World Aquatics.
- 1.7.3.2** A Masters Participant will only validly represent a Club where it is both affiliated with a Member Federation and recognised by World Aquatics.
- 1.7.3.3** No Masters Participant or Masters team will be designated as representing a Country or Member Federation.
- 1.8** A Masters Participant may represent only one Club per sport, in any one competition (but may, if permitted by the rules of the competition, compete for different Clubs in different sports).
- 1.9** Masters Participants must be aware of the need to be well-prepared and medically fit before entering into Masters competitions. By registering as a Masters Participant with World Aquatics and/or by participating in any Masters competition, each Masters Participant:
- 1.9.1** assumes full responsibility for the risks involved in competing;
- 1.9.2** in consideration of their entry, agrees to waive and release to the fullest extent possible World Aquatics, the Management Committee and/or the organising Member Federation from any kind of liability for accidents which may cause death, injury or property loss; and
- 1.9.3** agrees to sign and (whether signed or not) abide by the provisions in the applicable entry forms containing warnings of the relevant risks and waivers and/or releases in respect in relation to any liability or accident or otherwise.



1.10 Appeals

1.10.1 The rules governing appeals in World Aquatics Masters Events are set out in this Article 1.10. The rules governing appeals in Article 12 of Part One do not apply to World Aquatics Masters Events.

1.10.2 The only grounds for appeal at or in relation to a World Aquatics Masters Event are as follows:

1.10.2.1 where the rules and regulations for the organisation of the competition or event are not observed (including, but not limited to these Competition Regulations and/or the rules governing the qualification process, draw or schedule for the event);

1.10.2.2 any decision affected by unforeseen or dangerous conditions that is likely to have impacted the Masters Participants competing; or

1.10.2.3 a Referee's perceived failure to observe the applicable rules and regulations of the competition or event. No appeals will be allowed against decisions of fact.

1.10.3 If the conditions or circumstances giving rise to an appeal are identified or should reasonably have been identified by the Masters Participant prior to the start of the event, or prior to the match, race, routine or dive to which the appeal relates, the appeal must be made:

1.10.3.1 to the Referee, whether verbally or in writing;

1.10.3.2 by a Masters Participant or Masters team, or a person authorised to appeal on their behalf;

1.10.3.3 before either:

1.10.3.3.1 the start of that competition or event, if the appeal relates to the competition or event as a whole; or

1.10.3.3.2 the start of the match, race, routine or dive, if the appeal relates to a match or race, routine or dive within an event.

1.10.4 If an appeal is made prior to the start of the event (or a match, race, routine or dive within an event) in accordance with Article 1.10.3 of this Part Eight, the Referee will consider the appeal and decide prior to the start of the relevant competition, event, match, race, routine or dive whether to allow or reject it:

1.10.4.1 If the Referee rejects the appeal, the Referee must communicate that decision, with reasons and the applicable consequences, to the relevant Masters Participant, Masters team or other person authorised to appeal on their behalf.

1.10.4.2 If the Referee accepts the appeal, the Referee must communicate that decision, with reasons and the applicable consequences, to the Masters Participant, Masters team or other person authorised to appeal on their behalf, and to any other affected Masters Participant or Masters team.

1.10.5 If an appeal is made after either:

1.10.5.1 the start of the competition or event, where the appeal relates to the competition or event as a whole; or

1.10.5.2 the start of the match, race, routine or dive to which the appeal relates,

1.10.5.3 then the appeal must be made:

1.10.5.4 to the Referee;

1.10.5.5 in writing on the forms published for appeals by World Aquatics;

1.10.5.6 by a Masters Participant or Masters team affected by the subject of the Appeal, or a person authorised to appeal on their behalf;

1.10.5.7 with a deposit of 500 US Dollars (or an equivalent amount in the local currency in the country in which the competition is being held); and

1.10.5.8 within 30 minutes following the conclusion of the respective event or match.

1.10.6 If an appeal is made pursuant to Article 1.10.5 of this Part Eight, the appeal will be considered by the Referee, who will decide whether to allow or reject it:

1.10.6.1 If the Referee rejects the appeal, the Referee must communicate that decision, with reasons and the applicable consequences, to the relevant Masters Participant, Masters team or other person authorised to appeal on their behalf.



- 1.10.6.2** If the Referee accepts the appeal, the Referee must communicate that decision, with reasons and the applicable consequences, to the Masters Participant, Masters team or other person authorised to appeal on their behalf, and to any other affected Masters Participant or Masters team.
- 1.10.7** At the World Aquatics Masters Championships, an appeal may be made in accordance with the process set out in Articles 1.10.3 to 1.10.6 of this Part Eight or, alternatively:
- 1.10.7.1** to the Technical Masters Committee;
- 1.10.7.2** by a Masters Participant, Masters team or other person authorised to appeal on their behalf;
- 1.10.7.3** in writing on the forms published for appeals by World Aquatics;
- 1.10.7.4** with a deposit of 500 US Dollars (or an equivalent amount in the local currency in the country in which the competition is being held);
- 1.10.7.5** no later than 30 minutes after the conclusion of the event, match, race, routine or dive to which the appeal relates.
- 1.10.8** If an appeal is made to the Technical Masters Committee pursuant to Article 1.10.7 of this Part Eight, the Technical Masters Committee will, as soon as reasonably practicable, consider the appeal and communicate the final decision, with reasons, to the Masters Participant, Masters team or other person authorised to appeal on their behalf, and to any other affected Masters Participant or Masters team.
- 1.10.9** Any appeal made outside of the grounds listed in Article 1.10.2 of this Part Eight will be rejected. Any appeal that does not comply with the requirements of this Article 1.10 of this Part Eight will be rejected, irrespective of the validity of the reason(s) for the appeal.
- 1.10.10** In each case where an appeal is made under this Article 1.10 of this Part Eight, if the appeal is rejected or denied, the deposit will be retained by World Aquatics. If the appeal is upheld, the deposit will be returned.

2 MASTERS SWIMMING RULES

- 2.1** Except as stated below, the rules applying to swimming, including in part two, apply to masters swimming.
- 2.2** Masters Participants in Masters Swimming events must be 25 years of age or older. The age groups for individual Masters Swimming events begin with the 25 – 29 age group and continue in five-year age groups ascending as high in age as necessary (i.e., 30 – 34, 35 – 39; 40 – 44, and so on). The age groups for Masters relay teams are determined in accordance with Article 2.5.4 of this Part Eight.
- 2.3 Masters Swimming events:**
- 2.3.1 The following events may be conducted for any Masters age group at a competition:**
- 2.3.1.1 Short course (25m):**
- 2.3.1.1.1** Freestyle: 50m, 100m, 200m, 400m, 800m and 1500m.
- 2.3.1.1.2** Backstroke: 50m, 100m and 200m.
- 2.3.1.1.3** Breaststroke: 50m, 100m and 200m.
- 2.3.1.1.4** Butterfly: 50m, 100m and 200m.
- 2.3.1.1.5** Individual Medley: 100m, 200m and 400m.
- 2.3.1.1.6** Freestyle Relay: 4 x 50m, 4x100m, 4x200m.
- 2.3.1.1.7** Medley Relay: 4 x 50m, 4x100m.
- 2.3.1.1.8** Freestyle Mixed Relay: 4 x 50m, 4 x 100m, 4 x 200m.
- 2.3.1.1.9** Medley Mixed Relay: 4 x 50m, 4 x 100m.
- 2.3.1.2 Long course (50m):**
- 2.3.1.2.1** Freestyle: 50m, 100m, 200m, 400m, 800m and 1500m.
- 2.3.1.2.2** Backstroke: 50m, 100m and 200m.
- 2.3.1.2.3** Breaststroke: 50m, 100m and 200m.
- 2.3.1.2.4** Butterfly: 50m, 100m and 200m.



- 2.3.1.2.5** Individual Medley: 200m and 400m.
- 2.3.1.2.6** Freestyle Relay: 4 x 50m, 4 x 100m and 4 x 200m.
- 2.3.1.2.7** Medley Relay: 4 x 50m, 4 x 100m.
- 2.3.1.2.8** Freestyle Mixed Relay: 4 x 50m, 4x100m and 4x200m.
- 2.3.1.2.9** Medley Mixed Relay: 4 x 50m, 4x100m.

2.4 Masters Swimming technical rules

2.4.1 The Start

- 2.4.1.1** When using the forward start, the Referee's whistle will indicate that Masters Participants may take their starting positions, on the starting platform or pool deck with at least one foot in contact with the front of the starting platform or pool deck, or in the water with at least one hand in contact with the starting wall.
- 2.4.1.2** When the Referee considers that all Masters Participants are ready to start (noting that Masters Participants do not necessarily need to be stationary in order to be ready), the Referee will indicate that the Starter may give the starting signal.
- 2.4.1.3** Any Masters Participant who initiates a start before the starting signal (observed and confirmed by both the Referee and the Starter) may be disqualified upon the completion of the race, at the discretion of the Referee, who will consider (consulting the Starter, if required) whether the relevant Masters Participant gained a significant advantage from their false start.
- 2.4.2** The disqualification of Masters Participants is as set out in Part Two, except as set out in this Part Eight, including Articles 2.4.1.3 and 2.4.7 of this Part Eight. Where a Masters Participant is disqualified, the results must state the reason for their disqualification with the relevant code.
- 2.4.3** To aid the efficient and coherent progress of the competition, including in order to avoid a Masters Participant or team having to swim a race alone and/or to fill empty lanes in a race(s), the Management Committee or other competition organiser may in their discretion decide that:
 - 2.4.3.1** Masters age groups and/or sexes will be combined to swim in the same a race or set of races (while remaining separate events for the purposes of results and awards); and/or
 - 2.4.3.2** in any individual Freestyle 400m, 800m, or 1500m Masters race(s), two (2) Masters Participants of the same sex may swim in the same lane. Separate timing will be required for each Masters Participant.
- 2.4.4** All Masters events will be conducted on a timed final basis.
- 2.4.5** Masters Participants must remain in their lane until directed by the Referee to exit the pool (which may, at the discretion of the Referee, be during the race, after the race or after the start of the following race).
- 2.4.6** The warm-up must be supervised by a suitable person(s), to be determined by the Referee.
- 2.4.7** In Butterfly races, a Masters Participant may use a Breaststroke kicking movement instead of a Butterfly kicking movement. Only one Breaststroke kick is permitted per arm pull, except that:
 - 2.4.7.1** a single Breaststroke kick is permitted prior to the turn and the finish without an arm pull; and
 - 2.4.7.2** a single Breaststroke kick is permitted after the start and after each turn prior to the first arm pull.

2.5 Masters Swimming relay events

- 2.5.1** Each Masters team in a Masters relay event will consist of four (4) Masters Participants each registered with the same Club.
- 2.5.2** In accordance with Part Two: a Masters team in a Mixed Relay event consists of two (2) female and two (2) male Masters Participants. A Masters team in a relay event that is not a Mixed Relay event consists of four (4) Masters Participants of the same sex. In each case, all Masters Participants must be registered with the same Club.
- 2.5.3** The age group of a Masters team competing in a Masters Relay is determined by the sum of the age of the four (4) team members, calculated in accordance with Article 1.5 of this Part Eight.
- 2.5.4** Masters relay event age groups are as follows:
 - 2.5.4.1.1** 100 – 119 years; and



2.5.4.1.2 thereafter, age groups in forty (40) year increments as high as is necessary (beginning with 120 – 159 years, 160 – 199 years, and so on).

2.6 Masters Swimming World Records

2.6.1 World Records will be maintained for all events listed in Article 2.3 of this Part Eight, for both sexes and for all Masters age groups in which an event has been completed.

2.6.2 For the avoidance of doubt, events in long course (50m) and short course (25m) pools are separate events and will have separate World Records and separate Top Ten Rankings.

2.6.3 The age group of the Masters Participant or team at the time of the relevant performance determines the relevant age group for the World Record and Top Ten Ranking, regardless of the age of the Masters Participant(s) at the time of the application or publication of the rankings.

2.6.4 In order for a performance to be eligible for a Masters Swimming World Record, it must have been achieved in accordance with all relevant World Aquatics Rules including these Competition Regulations and the eligibility and other criteria set out in Articles 12.3 to 12.8 of Part Two, as applicable, except that:

2.6.4.1 The Masters Participant(s) must have been wearing Swimwear permitted in accordance with Article 6 of Part One or a World Aquatics Masters Championships Accepted Swimsuit as set out in this Part Eight.

2.6.4.2 Masters World Records can only be established in any Masters event in a competition that is:

2.6.4.2.1 formally sanctioned by World Aquatics and/or a Member Federation;

2.6.4.2.2 organised by World Aquatics, or by or on behalf of a Club or an organisation that is a member of a Member Federation or otherwise recognised by World Aquatics;

2.6.4.2.3 conducted under the rules of World Aquatics (including but not limited to these Competition Regulations and this Part Eight); and

2.6.4.2.4 where only Masters Participants registered with a Club participate.

2.6.4.3 Articles 12.3.7.4, 12.3.7.5 and 12.3.8 of Part Two do not apply to Masters Swimming World Records. The requirements for pool length and facility certification will be prescribed by World Aquatics pursuant to Article 2.8.4 of this Part Eight.

2.6.4.4 The application procedure for recognition of a Masters Swimming World Record is set out in Article 2.8 of this Part Eight.

2.7 Masters Swimming Top Ten Rankings

2.7.1 World Aquatics will publish Top Ten Rankings, being the fastest ten (10) Aquatics Masters results in each event and age group each calendar year.

2.7.2 Results that are valid for the World Aquatics Masters Top Ten Rankings can only be established in a Masters meet which meets the criteria set out in Article 2.6.4.2 of this Part Eight.

2.8 Masters Swimming World Record and Top Ten Ranking applications

2.8.1 Applications for recognition of Masters World Record and Top Ten Ranking performances must be made to World Aquatics by the National Masters Recorder, a person authorised by the relevant Member Federation to submit the application.

2.8.2 Applications must be submitted:

2.8.2.1 on the World Aquatics 'Aqua App' on the webpage: <https://aqua.apps.worldaquatics.com/account/login>;

2.8.2.2 within thirty (30) days of the relevant race.

2.8.3 World Aquatics will inform the Member Federation on behalf of which the application was made of the results of the application.

2.8.4 The detailed process for Masters World Record and Top Ten Ranking applications is published by World Aquatics (in a "how to" document on the World Aquatics website). As part of each application, the Referee will be required to certify that the race was held in accordance with the rules of World Aquatics.



3 MASTERS OPEN WATER SWIMMING RULES

- 3.1** A Masters Open Water Swimming event is a Masters swimming event that takes place in rivers, lakes, seas, oceans, water channels, or any other body of open water.
- 3.2** Except as stated below, the rules applicable to Open Water Swimming in these Competition Regulations, including in Part Three, apply to Masters Open Water Swimming.
- 3.3** Masters Open Water Swimming events may be any distance between 1500m and 5000m, as decided by World Aquatics at each competition.
- 3.4** Masters Participants in Open Water Swimming events must be 25 years of age or older. The age groups for Masters Open Water Swimming events begin with the 25 – 29 age group and continue in five-year age groups ascending as high in age as necessary (i.e., 30 – 34, 35 – 39; 40 – 44, and so on).
- 3.5** Masters Participants in Masters Open Water Swimming events must wear swim caps of a colour that is approved by the Management Committee.
- 3.6** Safety is of paramount importance in all Masters Open Water Swimming events. Masters Participants in Open Water Swimming must, in accordance with Article 1.9 of this Part Eight, be aware of the need to be well-prepared and medically fit before entering into any Open Water Swimming Event.

4 MASTERS DIVING RULES

- 4.1** Except as stated below, the rules applicable to Diving in these Competition Regulations, including in Part Four, apply to Masters Diving.

4.2 Masters Diving consists of the following events:

Category	Men	Women	Synchronised (Men, Women or Mixed Team)
Springboard	1m, 3m	1m, 3m	3m
Platform	5m, 7.5m, 10m	5m, 7.5m, 10m	5m, 7.5m, 10m

4.3 Age groups and teams for Masters Diving:

- 4.3.1** Masters Participants in Masters Diving events must be 25 years of age or older. The age groups for Masters Diving events begin with the 25 – 29 age group and continue in five-year age groups ascending as high in age as necessary (i.e., 30 – 34, 35 – 39; 40 – 44, and so on). For the avoidance of doubt, while the tables in this Article 4 of this Part Eight end at “80+” or “100+”, respectively, the age groups will continue in five-year age groups ascending as high in age as necessary.
- 4.3.2** The age group applicable for a pair in Masters synchronised Diving is determined by the total age of the two Masters Participants. For the avoidance of doubt, both members of a synchronised pair in Masters Diving must be registered Masters Participants (aged 25 or above, determined in accordance with these rules), but they need not be of the same age or age group as individuals).
- 4.3.3** A synchronised pair in Masters Diving pair may be comprised of two Masters Participants from the same or different Clubs, as long as those Clubs are both affiliated to the same Member Federation (for the avoidance of doubt, this rule remains unaffected by and Masters Participants remain subject to the requirement to only represent only one Club in any one sport at a competition).
- 4.3.4** Synchronised dives are performed by a pair of two (2) Masters Participants. A Mixed Team in synchronised Diving must consist of one (1) female and (1) male.

4.4 The number of dives required in each event is as follows:

4.4.1 Masters Springboard Diving, Men and Women, 1m and 3m:

Age group (years)	Total number of dives required	
	MEN	WOMEN
25 – 29	6	5
30 – 34	6	5
35 – 39	6	5
40 – 44	6	5
45 – 49	6	5
50 – 54	6	5
55 – 59	6	5
60 – 64	6	5
65 – 69	6	5
70 – 74	5	5
75 – 79	5	5
80 +	5	5

4.4.2 Masters Platform Diving, Men and Women, 5m, 7.5m, or 10m:

Age group (years)	Total number of dives required	
	MEN	WOMEN
25 – 29	6	5
30 – 34	6	5
35 – 39	6	5
40 – 44	6	5
45 – 49	6	5
50 – 54	5*	5*
55 – 59	5*	5*
60 – 64	5*	5*
65 – 69	5*	5*
70 – 74	4*	4*
75 – 79	4*	4*
80 +	4*	4*

4.4.2.1 Any dive in age group 50 – 54 or above (marked by '*' in the above table) from the 10m platform must:

4.4.2.1.1 enter the water feet first; and

4.4.2.1.2 not exceed a Degree of Difficulty of 2.0.


4.4.3 Masters synchronised Diving: 3m Springboard – Men and Women and Mixed Team:

Age Group (Years)	MEN	WOMEN	MIXED TEAM
50 – 99	2* + 2	2* + 2	2* + 2
100+	4*	4*	4*

4.4.3.1 As shown in the table above, all synchronised Diving pairs will have four (4) dives.

4.4.3.2 Where both Masters Participants in the pair are younger than 50 years of age, the first two (2) dives will be scored with a Degree of Difficulty of 2.0 (indicated by '*' in the above table), regardless of the formula or the usual Degree of Difficulty for the dive, whereas the latter two (2) dives can have any applicable Degree of Difficulty.

4.4.3.3 Where either diver, or both Masters Participants, are 50 years of age or older (and therefore in every case in the 100+ age category), all four (4) dives must not exceed a Degree of Difficulty of 2.0, as indicated by '*' in the above table.

4.4.4 Masters synchronised Diving: Platform – Men and Women and Mixed Team, 5m, 7.5m, or 10m:

Age Group (Years)	MEN	WOMEN	MIXED TEAM
50 – 99	2* + 2	2* + 2	2* + 2
100+	4*	4*	4*

4.4.4.1 As shown in the table above, all synchronised Diving pairs will have four (4) dives.

4.4.4.2 Where both Masters Participants in the pair are younger than 50 years of age, the first two (2) dives will be scored with a Degree of Difficulty of 2.0 (indicated by '*' in the above table), regardless of the formula or the usual Degree of Difficulty for the dive, whereas the latter two (2) dives may have any applicable Degree of Difficulty.

4.4.4.3 Where either diver, or both Masters Participants, are 50 years of age or older (and therefore in every case in the 100+ age category), as indicated by '*' the table above:

4.4.4.3.1 all four (4) dives must not exceed a Degree of Difficulty of 2.0; and

4.4.4.3.2 any dive from the 10m platform must enter the water feet first.

4.4.5 Masters Diving technical rules

4.4.6 A Masters Participant may choose to perform any dive permitted in Part Four, except that:

4.4.6.1 For individual Masters Participants aged between 25 and 69, each dive performed must have a different dive Number.

4.4.6.2 For individual Masters Participants aged 70 and above, dives with the same dive Number may be repeated, so long as any dive Number which is repeated is performed in a different Position (Straight, Pike, Tuck or Free).

4.4.6.3 Forwards facing dives may be performed with or without a running approach.



5 MASTERS WATER POLO RULES

5.1 Except as specified below, the rules applicable to Water Polo in these Competition Regulations, including in Part Six and the defined terms in Appendix 10 of Part Six, apply to Masters Water Polo.

5.2 Age groups in Masters Water Polo

5.2.1 The age group in which a Masters Water Polo team may compete is determined by the age of the youngest member of the team, determined by that Masters Participant's age on 31 December in the year of the start date of the relevant competition. Other Players on the team may be older than or equal to the youngest member of the team in age, with no upper age restriction.

5.2.2 Age groups for Masters Water Polo teams, both men's and women's, begin with 30 – 34 years old and continue in five-year age groups ascending as high in age as necessary (i.e., 35 – 39; 40 – 44, and so on).

5.3 Masters Water Polo technical rules

5.3.1 Each team must consist of:

5.3.1.1 a minimum of seven (7) Players;

5.3.1.2 at least one (1) Player designated as Goalkeeper; and

5.3.1.3 a maximum of (fifteen (15) Players, and therefore a maximum of eight (8) Players that may be used as substitutes).

5.3.2 Each team must submit a Team List to the Officials Table not less than 45 minutes before the start time for each match. The Team List must state each Player's name, including Substitute Players, and all Players must be Masters Participants eligible to play in the match.

5.3.3 It is not compulsory for a team to name a substitute Goalkeeper. During a match:

5.3.3.1 a Goalkeeper may be replaced by any Player via substitution; and

5.3.3.2 a Goalkeeper who has been replaced by a Substitute may, if returning to the game, play in any position (i.e., as a Goalkeeper or a Field Player).

5.3.4 The rules in Part Six applying to caps apply to Masters Water Polo, except that:

5.3.4.1 Field Players' caps will be numbered between 2 and 15.

5.3.4.2 Where a Player is listed as a substitute Goalkeeper, that Player will wear a red cap, marked with Cap Number 13.

5.3.5 Size of the Field of Play:

5.3.5.1 The distance between each Goal Line will be a minimum of 23.5m and a maximum of 25.6m.

5.3.5.2 The distance between each Side Line will be a minimum of 17.0m and a maximum of 20.0m.

5.3.6 Masters Water Polo matches will be comprised of:

5.3.6.1 For age groups 30 – 34, 35 – 39, 40 – 44 and 45 – 49, four (4) Periods of seven (7) minutes of Actual Play each.

5.3.6.2 For the 50 – 54 age group and all older age groups, four (4) Periods of six (6) minutes of Actual Play each.

5.3.7 Possession and the Shot Clock:

5.3.7.1 The maximum period of continuous Possession for a team in a Masters Water Polo match is 35 seconds (as opposed to 28 seconds under Part Six), in both men's and women's matches.

5.3.7.2 In circumstances where under Part Six the maximum period of team Possession is 18 seconds (for example, when a team regains Possession following a shot, pursuant to Article 9.8 of Part Six), the maximum period of Possession for a team in a Masters Water Polo match is 20 seconds.

5.3.8 There will be a two (2) minute interval between each Period (including between the second and third Periods).

5.3.9 Men's teams in Masters Water Polo may include both male and female Players. Women's teams in Masters Water Polo must only include female Players.



6 MASTERS ARTISTIC SWIMMING RULES

6.1 Except as stated below, the rules in these Competition Regulations applicable to Artistic Swimming, including in Part Seven, apply to Masters Artistic Swimming.

6.2 The events in Masters Artistic Swimming are:

OPEN	WOMEN	MEN	MIXED
Open Team Technical Routine	Women Solo Technical Routine	Men Solo Technical Routine	Mixed Duet Technical Routine
Open Team Free Routine	Women Solo Free Routine	Men Solo Free Routine	Mixed Duet Free Routine
Open Free Combination Routine	Women Duet Technical Routine		
	Women Duet Free Routine		

6.3 Age groups in Masters Artistic Swimming:

6.3.1 Solo routines (Women Solo Technical Routine, Women Solo Free Routine Men Solo Technical Routine and Men Solo Free Routine): 25 – 29; 30 – 39; 40 – 49; 50 – 59; 60 – 69; 70 – 79; 80 and over.

6.3.2 Duet routines (Women Duet Technical Routine, Women Duet Free Routine and Mixed Duet Routine): 25 – 29; 30 – 39; 40 – 49; 50 – 59; 60 – 69; 70 – 79; 80 and over, with age determined by the average age of the two (2) Masters Participants.

6.3.3 Open Team Free Routine and Open Team Technical Routine: 25 – 34; 35 – 49; 50 – 64; 65 and over, with age determined by the average age of all Masters Participants in the team.

6.3.4 Open Free Combination Routine: 25 – 39; 40 – 64; 65 and over, with age determined by the average age all Masters Participants in the team.

6.3.5 In each case where the age group of the duet or team is determined by average age, the age group will be determined by:

6.3.5.1 first, calculating the total age by adding the ages of each Masters Participant (as at 31 December in the year of the start date of the relevant competition), not including reserves; and

6.3.5.2 second:

6.3.5.2.1 dividing that total age by the number of Masters Participants (not including the reserves); and

6.3.5.2.2 dropping any resulting decimal (i.e., rounding down to the nearest whole number: for example, if the average age of a Team is calculated as 49.833, that Team would swim in the 35 – 49 age group).

6.3.6 For the avoidance of doubt, even where the applicable age group is determined by the average age of all team or duet members, each competitor in any Masters event (whether in an individual, duet or team routine) must be a Masters Participant.

6.4 Composition of Artistic Swimming Teams

6.4.1 Solo routines must be performed by one (1) individual Masters Participant.

6.4.2 Women Duet routines must be performed by two (2) female Masters Participants. Mixed Duet routines must be performed by one (1) female Masters Participant and one (1) male Masters Participant.

6.4.3 Open Team Free Routines and Open Team Technical Routines must be performed by a minimum of four (4) a maximum of eight (8) Masters Participants.

6.4.4 Open Free Combination Routines must be performed by a minimum of four (4) and a maximum of ten (10) Masters Participants.

6.4.5 Teams in the Open Team Free Routine, Open Team Technical Routine and Open Free Combination Routine may include a maximum of two (2) male competitors.

6.4.6 Masters Participants competing (and/or listed to compete) as a duet or team in any event must represent the same Club.



6.5 Time limits in Masters Artistic Swimming

6.5.1 The time limits for Technical Routines and Free Routines, each including ten (10) seconds for deck movements, are as set out in Article 6.3 of Part Seven, except that the time limit for the Open Free Combination Routine in Masters Artistic Swimming is 4:00 minutes.

6.6 The pool in Masters Artistic Swimming:

6.6.1 The pool must, as set out in Article 12 of Part Seven, have a minimum competition area of at least 15m x 25m. There is no maximum size for the pool.

6.6.2 The pool must have an area of at least 12m x 12m that is at least 2.5m deep throughout.

6.6.3 The remaining pool area must have a minimum depth of at least 2.0m throughout.

6.7 Goggles and nose clips may be worn during any routine.

6.8 Requirements for Free Routines in Masters Artistic Swimming:

6.8.1 In accordance with the list of events at Article 6.2 of this Part Eight, Free Routines are performed in Solo (Men and Women's), Mixed Duet and Open categories (both Open Team Free Routine and Open Free Combination Routine).

6.8.2 There are no restrictions on choreography choices and no required Elements in a Free Routine.

6.8.3 Subject to the rules (including licencing requirements) in Part Seven, there are no restrictions regarding selection of music in Free Routines.

6.9 Requirements for Technical Routines in Masters Artistic Swimming:

6.9.1 Requirements for all Technical Routines

6.9.1.1 Technical Routines must include all the required Elements set out in this Part Eight.

6.9.1.2 The required Elements for Technical Routines will be selected by the Technical Masters Committee every four (4) years, subject to approval by the World Aquatics Bureau.

6.9.1.3 Unless otherwise specified in the description of an Element:

6.9.1.3.1 All Elements or components thereof will be executed according to the requirements described in this Article 6 of this Part Eight.

6.9.1.3.2 All Elements should be executed as high as possible, in a controlled and uniform motion with each section clearly defined.

6.9.1.4 Supplementary Elements may be added to required Elements in any Technical Routine.

6.9.1.5 Subject to the licencing requirements in Part Seven, there are no restrictions regarding the selection of music (as such, the music used by a Masters Participant or team during a Technical Routine may be the same as the music used by that, or another, Masters Participant or team during another Routine (including their own Free Routine).

6.9.2 Required Elements in Solo Technical Routines:

6.9.2.1 The required Elements in Solo Technical Routines are:

6.9.2.1.1 1 – Fishtail: body extended in Vertical Position with one leg extended forward. The foot of the forward leg is at the surface of the water regardless of the height of the hips. The Masters Participant may choose their ending position.

6.9.2.1.2 2 – Split Position: Legs evenly split forward and back. The legs are parallel to the surface of the water. Lower back arched, with hips, shoulders and head on a vertical line. 180-degree angle between the extended legs (flat split), with inside of each leg aligned on opposite sides of a horizontal line, regardless of the height of the hips. Including:

- a) Surface Split Position: legs are dry at the surface of the water.
- b) Airborne Split Position: legs are above the surface of the water.

6.9.2.1.3 3 – Spinning 180°: From a Bent Knee Position, a 180-degree spin is executed as the legs are joined to a Vertical Position at the ankles followed by submergence.

6.9.2.1.4 4 – travelling Ballet Leg combination: Beginning in a Back Layout Position a Ballet Leg Position alternate is executed with travel.

6.9.2.1.5 5 – Barracuda bent knee: From the Back Pike Position with the legs perpendicular and the toes just below the surface, a Thrust is executed as one leg is drawn along the inside of the other extended leg to assume a Bent



Knee Vertical Position. A Vertical Descent is executed in a Bent Knee Vertical Position at the same tempo as the Thrust.

- 6.9.2.1.6** **6 – Two (2) forms of propulsion:** Must include Eggbeater Kick (with the body in a relatively vertical sitting position, the lower limbs move in alternate directions (as the left foot moves clockwise, the right foot moves counterclockwise)) travelling sideways and/or forward (arms optional).
- 6.9.2.2** Order of performance of Elements 1 to 6 in this Article 6.9.2 of this Part Eight:
- 6.9.2.2.1** Elements 1 to 5 must be performed in the order listed by the team on its Elements order card.
- 6.9.2.2.2** Element 6 may be performed at any time during the Routine.
- 6.9.3** **Required Elements in Duet Technical Routines (Women's or Mixed)**
- 6.9.3.1** **The required Elements in Duet Technical Routines are:**
- 6.9.3.1.1** Elements 1 to 6 in Article 6.9.2 of this Part Eight (the required Elements for Solo Technical Routines); and
- 6.9.3.1.2** 7 – Joined Action: where the Masters Participants are connected (touching) in some manner to perform a connected figure, a connected float or connected stroking. The Joined Action must be performed by both Masters Participants simultaneously and facing the same direction (mirror actions are permitted).
- 6.9.3.2** Order of performance of Elements 1 to 7 in this Article 6.9.3 of this Part Eight:
- 6.9.3.2.1** Elements 1 to 5 must be performed in the order listed by the team on its Elements order card.
- 6.9.3.2.2** Elements 6 and 7 may be performed at any time during the Routine.
- 6.9.3.3** **In all Duet Technical Routines:**
- 6.9.3.3.1** All Elements, whether required or supplementary, except for deck work and entry into the water (if performed), including but not limited to Joined Actions, must be performed simultaneously and with both Masters Participants facing the same direction (mirror actions are permitted).
- 6.9.3.3.2** Variation in propulsion and the directions Masters Participants are facing are permitted during pattern changes.
- 6.9.4** **Required Elements in Open Team Technical Routines**
- 6.9.4.1** **The required Elements in Open Team Technical Routines are:**
- 6.9.4.1.1** Elements 1 to 7 in Article 6.9.3 of this Part Eight (the required Elements for Duet Technical Routines); and
- 6.9.4.1.2** 8 – Cadence Action: Identical movement(s) performed sequentially, one by one, by both team members. When more than one cadence action is performed, they must be consecutive and not separated by any other Element (whether required or supplemental. A second cadence action may begin before the first cadence action is completed by both team members, but each team member must do the action of each cadence.
- 6.9.4.1.3** 9 – patterns: both team members must perform one circular and one non-circular movement. Patterns may be performed during an Element, or otherwise.
- 6.9.4.2** Order of performance of Elements 1 to 9 in this Article 6.9.4 of this Part Eight:
- 6.9.4.2.1** Elements 1 to 5 must be performed in the order listed by the team on its Elements order card.
- 6.9.4.2.2** Elements 6 to 9 may be performed at any time during the routine.
- 6.9.4.3** **In all Open Team Technical Routines:**
- 6.9.4.3.1** All Elements whether required or supplementary, except for deck work and entry into the water (if performed), including but not limited to Joined Actions, must be performed simultaneously and with both Masters Participants facing the same direction.
- 6.9.4.3.2** Masters Participants do not need to face the same direction during a circle pattern.
- 6.9.4.3.3** Variation in the propulsion and the directions Masters Participants are facing are permitted during pattern changes.
- 6.9.4.3.4** Mirror actions are not permitted, unless a prescribed part of the relevant Element.



7 THE WORLD AQUATICS MASTERS CHAMPIONSHIPS

7.1 Subject always to World Aquatics' discretion, the World Aquatics Masters Championships will be held every two years. The provisions in this Article 7 of this Part Eight apply to the World Aquatics Masters Championships. World Aquatics may specify from time to time that the rules and procedures in this Article 7 of this Part Eight will apply, in full or in part, to other Masters competitions or Masters events organised by World Aquatics.

7.2 The Management Committee

7.2.1 The composition of the Management Committee for the World Aquatics Masters Championships will be determined by the Technical Masters Committee, in consultation with World Aquatics. Subject always to the discretion of World Aquatics and the decision of the Chair of the Technical Masters Committee, the Management Committee may include:

7.2.1.1 representatives from the relevant Member Federation(s) and/or local organisers in the location of the championships. Subject to the discretion of World Aquatics and the Chair of the Management Committee, the majority of the persons comprising the Management Committee will likely be local representatives;

7.2.1.2 World Aquatics Office staff and personnel;

7.2.1.3 Members of the Bureau, or liaisons appointed to the Management Committee by the Bureau;

7.2.1.4 the Chair, Vice-Chair and other members of the Technical Masters Committee; and

7.2.1.5 any other personnel deemed appropriate by the Chair of the Technical Masters Committee.

7.2.2 The Management Committee will consider and propose the events that will take place at, and the competition schedule for, the World Aquatics Masters Championships. Once determined and approved by the Technical Masters Committee, the proposed events and schedule for the championships will be submitted to the Bureau for approval.

7.2.3 Subject to the requirements of this Part Eight, the Management Committee has discretion to organise and regulate the World Aquatics Masters Championships, including to:

7.2.3.1 set and publish criteria, instructions and/or other directions for Masters Participants, Masters teams and other participants; and

7.2.3.2 set and publish rules and regulations for the World Aquatics Masters Championships, so long as those rules and regulations comply with this Part Eight.

7.2.4 World Aquatics and the Management Committee will appoint personnel as appropriate in order to manage and administer the World Aquatics Masters Championships. Those personnel will include Competition Manager(s), Competition Disciplinary Manager(s) and any number of Technical Masters Committee designees. The roles and responsibilities of each person will be determined by World Aquatics and the Management Committee.

7.3 Entry

7.3.1 Entry fees will be determined by the Management Committee, subject to approval by World Aquatics.

7.3.2 Electronic entries via the GMS will be used for (a) Masters Participant and team registration and (b) payment of entry fees for the World Aquatics Masters Championships. World Aquatics will make that electronic system available and publish details regarding entries ahead of each World Aquatics Masters Championships.

7.4 Awards and medals

7.4.1 Medals will be awarded to Masters Participants and teams placed first (Gold), second (Silver) and third (Bronze) in each event and age group.

7.4.2 If the first, second, or third placed Masters Participants in an event are tied, medals will be awarded as follows (as applicable, depending on the place that is tied and the number of tied Masters Participants): (i) Gold, Gold, Gold; (ii) Gold, Gold, Bronze; (iii) Gold, Silver, Silver; or (iv) Gold, Silver, Bronze, Bronze.

7.4.3 In Artistic Swimming, reserves will receive medals only if they actually perform in the Technical and/or Free Routine.

7.4.4 Diplomas will be awarded to Masters Participants and team members placed first to tenth in each age group in each event.



7.5 Eligibility

7.5.1 Masters Participants will represent Clubs. As set out in Article 1.7 of this Part Eight, Masters Participants may only represent Clubs that are affiliated with a Member Federation and recognised by World Aquatics. In accordance with Article 1.8 of this Part Eight, a Masters Participant may represent only one Club in each sport at any one championships (but may, for the avoidance of doubt, compete for different Clubs in different sports at one championships).

7.5.2 Age groups in each sport and event will be in accordance with the Masters age groups set out in this Part Eight.

7.6 Swimming at the World Aquatics Masters Championships

7.6.1 Qualifying standards:

7.6.1.1 Qualifying standards for a World Aquatics Masters Championships will be considered by World Aquatics and the Management Committee, and published in advance of the deadline for registration.

7.6.1.2 Where qualifying standards are set, a Masters Participant or team must have reached that qualification standard (entry time) in a competition within the 2 years prior to the start date of the World Aquatics Masters Championships.

7.6.1.3 If a Masters Participant competing at the World Aquatics Masters Championships swims substantially slower than the Qualification Time in any event, that Masters Participant may be withdrawn by World Aquatics and/or the Management Committee from all other individual events they are due to participate in at those championships.

7.6.2 Swimming events at the World Aquatics Masters Championships

7.6.2.1 Swimming events at the World Aquatics Masters Championships are long course (50m pool) only. At World Aquatics' discretion, the World Aquatics Masters Championships may in the future include short course events, long course events, or any combination thereof.

7.6.2.2 World Aquatics will determine which events will be held at the World Aquatics Masters Championships, and the event programme may not include all Masters Swimming events as listed in Article 2.4 of this Part Eight. 1500m races will not be held at the World Aquatics Masters Championships.

7.6.2.3 At the World Aquatics Masters Championships, each age group will include at least one event in each of the following categories, as long as there are Masters Participants or teams that wish and are eligible to participate:

7.6.2.3.1 Freestyle;

7.6.2.3.2 Backstroke;

7.6.2.3.3 Breaststroke;

7.6.2.3.4 Butterfly;

7.6.2.3.5 Individual Medley; and

7.6.2.3.6 Relay.

7.6.3 A Masters Participant may be entered in a maximum of five (5) individual Swimming events at a World Aquatics Masters Championships.

7.6.4 At a World Aquatics Masters Championships, each Masters Participant may:

7.6.4.1 compete only for one club in all Swimming events at those championships; and

7.6.4.2 compete in up to five (5) individual and additional relay events, except that:

7.6.4.2.1 in individual Swimming events, each Masters Participant may compete in one (1) age group only; and

7.6.4.2.2 in relay events, each Masters Participant may compete in only one (1) age group per event;

(for example, a Masters Participant may compete in only one (1) age group in the 4x50m Mixed Medley Relay, but may compete in the 4x50m Mixed Medley Relay in one age group and the 4x100m Mixed Medley Relay in different age group);

7.6.4.2.3 each Masters Participant may swim only one (1) relay leg in any one (1) race.



- 7.6.5** Events will be pre-seeded with the oldest age groups first and the slowest heats swum first within each age group. Any event (including relay events) of 400m total distance or longer may be seeded from slowest to fastest regardless of age group.
- 7.6.6** The composition of a relay team can be changed up to the deadline announced by the Management Committee on the day prior to the relay event. The age of the substitute Masters Participant(s) must not change the age group of the entered relay team. Substitute Masters Participant(s) must be registered and eligible for the World Aquatics Masters Championships in accordance with the requirements of this Part Eight.
- 7.6.7** **Safety procedures**
- 7.6.7.1** Masters Participants and Technical Officials at the World Aquatics Masters Championships must prioritise safety at all times and must work together to do so, including by compliance at all times with the safety procedures in this Article 7.6.7 of this Part Eight.
- 7.6.7.2** The Management Committee will ensure the following safety procedures are followed at all times during warm-up and competition for all Swimming events at the World Aquatics Masters Championships:
- 7.6.7.2.1** Unless in a designated sprint lane, Masters Participants must enter the pool feet first in a cautious manner, entering from a start or turn end only and from a standing or sitting position.
- 7.6.7.2.2** Notices or barriers must be placed on starting blocks to indicate no diving during warm-up.
- 7.6.7.2.3** The Management Committee (or any representative thereof, including the World Aquatics Discipline Manager or other authorised person) may, at its discretion, designate the use of one-way sprint lanes during the scheduled warm-up time for any event(s). Any such lane usage must be communicated to the Masters Participants with visible deck signage.
- 7.6.7.2.4** Where sprint lanes are in use: (a) Masters Participants may only swim one-way in designated sprint lanes, from the start/entry end to the other end; and (b) diving entries to the water are permitted only in designated sprint lanes.
- 7.6.7.2.5** One lane will be reserved for Masters Participants aged 65 and over.
- 7.6.7.2.6** Running on the pool deck is prohibited.
- 7.6.7.2.7** Where a pool has backstroke ledges available, the Management Committee may designate a lane at any time for the practice of backstroke starts.
- 7.6.7.2.8** Training aids (including, but not limited to pull-buoys, kick boards, fins, hand paddles, cords or other training aids) are not permitted.
- 7.6.7.2.9** Large jewellery will not be permitted (watches, stud earrings and medical alert identifiers and other items permitted or authorised by World Aquatics in accordance with Article 14 of Part Two will be permitted).
- 7.6.7.2.10** Only Masters Participants participating in the World Aquatics Masters Championships will be permitted on the Field of Play and in the designated warm-up or training pools at the venue for those championships. The Management Committee may, at its discretion and based on the space available, may allow non-Masters Participants to use the venue for a day or any part of it during the championships.
- 7.7** **Open Water Swimming at the World Aquatics Masters Championships**
- 7.7.1** A Masters Open Water Swimming event may be included in World Aquatics Masters Championships, organised in accordance with the rules applying to Masters Open Water Swimming in these Competition Regulations (including this Part Eight and Part Three).
- 7.7.2** The Masters Open Water Swimming event at the World Aquatics Masters Championships will be a men's 3000m event and a women's 3000m event save that, at World Aquatics' discretion, one or both of the events may be held over a distance between 1500m and 5000m.
- 7.7.3** **In both the men's race and the women's race:**
- 7.7.3.1** All age groups (and therefore events) will complete the same distance.
- 7.7.3.2** The men's event and the women's event may be either (i) swum in one race, with all age groups combined, or (ii) swum in any number of waves or divisions, over any number of days, at the discretion of the Management Committee (except that the maximum number of competitors in either the men's event or the women's event, per day, is 1000).



- 7.7.4** Where considered necessary by the Technical Masters Committee and/or by their nominee (who may be a Safety Officer or Referee), the Open Water Swimming events at the World Aquatics Masters Championships may be separated into a number of waves (i.e., groups with separate start times) as follows:
- 7.7.4.1** In either or both of the men's category and the women's category, Masters Participants may be (1) split into age groups and/or (2) split into any number of waves as appropriate, although waves should be kept in age group order if possible.
- 7.7.4.2** Masters Participants within age groups may also be ordered from fastest to slowest (determined by any reasonable measure) to determine the composition and/or order of each wave.
- 7.7.4.3** The procedures for the separation of the Masters Participants at the World Aquatics Masters Championships may be varied at the discretion of the Technical Masters Committee and/or by their nominee (including a Safety Officer or Referee).
- 7.7.5** **Cut-off time:**
- 7.7.5.1** Both the men's race and the women's race will be subject to a cut-off time of:
- 7.7.5.1.1** 30 minutes per kilometre; or
- 7.7.5.1.2** a different cut-off time notified and decided by the Management Committee, in consultation with the Referee and subject to approval from the Technical Masters Committee (decided with regard to factors including, but not necessarily limited to, water conditions, weather conditions and/or other considerations of safety).
- 7.7.5.2** The Management Committee may select any point(s) in each race (for example, an intermediate time gate at the half-way point (e.g., 1500m into a 3000m race)) where any Masters Participant(s) who is slower than the cut-off pace must, and will be instructed by the Referee or their delegate to, end their race and leave the water without competing further in that event.
- 7.8** **Diving at the World Aquatics Masters Championships**
- 7.8.1** **The programme of the World Aquatics Masters Championships will include the following events:**
- 7.8.1.1** 1m springboard, men and women.
- 7.8.1.2** 3m springboard, men and women.
- 7.8.1.3** Platform (5m, 7.5m and 10m), men and women.
- 7.8.1.4** 3m synchronised springboard, women, men and mixed team.
- 7.8.1.5** Synchronised diving platform (5m, 7.5m and 10m), women, men and mixed team.
- 7.8.2** The Competition Manager may decide to run events concurrently depending on the number of entries.
- 7.8.3** Statement of Dives:
- 7.8.3.1** Each Masters Participant and team must submit a statement of dives, electronically in accordance with the instructions provided by World Aquatics and/or the Management Committee, not less than twenty-four (24) hours prior to the start of the event.
- 7.8.3.2** Any Statements of Dives delivered or changed less than twenty-four (24) hours but at least three (3) hours prior to the start of the event will be accepted, but the Masters Participant(s) must pay a fine of 10 US Dollars (or an equivalent amount in the local currency in the country in which the competition is being held).
- 7.8.3.3** Statements of dives cannot be delivered or changed within three (3) hours of the start of the event.
- 7.8.4** Judges: A minimum of five (5) judges will judge each dive, except that in synchronised events, a minimum of seven (7) judges will judge each dive.
- 7.8.5** All Diving events will consist of one (final) stage, with no preliminaries. All Masters Participants must perform a full series of dives in that stage.
- 7.8.6** A Masters Participant may compete in only one (1) team per synchronised event.



7.9 Water Polo at the World Aquatics Masters Championships

7.9.1 Composition of teams

7.9.1.1 A Player may compete in only one (1) team at the World Aquatics Masters Championships.

7.9.1.2 Each team must submit a Team List, with Cap Numbers, electronically in accordance with the instructions provided by World Aquatics and/or the Management Committee to the championships. After this point, no additional Players may be added.

7.9.1.3 All Players must be registered as a Masters Participant and eligible to compete in the Water Polo competition according to the entry specifications published by the Management Committee and/or World Aquatics.

7.9.1.4 A Water Polo team must consist of a minimum of seven (7) Players and a maximum of fifteen (15) players, each registered with the same Club. As set out in Article 1.7.3 of this Part Eight, each Club competing must be affiliated with a Member Federation and recognised by World Aquatics.

7.9.2 Draw and Schedule

7.9.2.1 The draw and schedule for each Water Polo event at the World Aquatics Masters Championships will be determined by the Technical Masters Committee in advance of the championships, in accordance with this Part Eight.

7.9.2.2 The typical procedure for the draw and schedule, dependent on the number of teams entered in each age group, is set out in Appendix 1 to this Part Eight.

7.9.2.3 Appendix 1 of this Part Eight is indicative only. The Technical Masters Committee has absolute discretion, in consultation with the Management Committee, to determine the appropriate draw and schedule in advance of each event, and/or to combine any number of age groups into one event.

7.9.3 Unless otherwise stated, the rules in Appendix 8 of Part Six (Points and Tie-Breaking) will apply to Water Polo at the World Aquatics Masters Championships, including in respect of, where relevant: (a) the points awarded for wins, losses and draws; and (b) tie-breaking. As such, if teams are given positions or ranked in or following a group-stage, teams will be ranked according to the points they accumulated in that group in accordance with the points for wins, losses and draws set out in Appendix 8 of Part Six.

7.10 Artistic Swimming at the World Aquatics Masters Championships

7.10.1 Subject to the provisions of this Article 7.10 of this Part Eight, a Club may enter any number of Masters Participants or teams in any and age group.

7.10.2 Entry lists must be submitted to World Aquatics at least 30 days prior to the start date of the event (for example, the day of the first Open Team Free Routine event for Open Team Free Routine entry lists), or otherwise by the applicable deadline published by World Aquatics. Those entry lists must list the Masters Participants and any reserves for each event.

7.10.3 The maximum numbers of reserves are:

7.10.3.1 one (1) reserve for the Women Duet event;

7.10.3.2 one (1) woman and one (1) man, for the Mixed Duet Free Routine and Mixed Duet Technical Routine events;

7.10.3.3 two (2) reserves for the Open Team Free Routine, Open Team Technical Routine, and Open Free Combination Routine events.

7.10.4 Restrictions on entries:

7.10.4.1 A female Masters Participant may take part in any number events they are eligible for (Women Solo events, Women Duet events, Mixed Duet events, and the Open Team Technical Routine, Open Team Free Routine and Open Free Combination Routine events), but may take part in only one age group for each event.

7.10.4.2 A male masters Participant may take part in any number of events they are eligible for (Men's Solo events, Mixed Duet events, and the Open Team Technical Routine, Open Team Free Routine and Open Free Combination Routine events), but may take part in only one age group for each event.

7.10.4.3 A Masters Participant may be listed as a reserve in any event that they are eligible for, for more than one routine (i.e., by more than one team) in an event and (if applicable) across more than one age group. However, a Masters Participant may only compete for one team and, therefore, once a Masters Participant swims for one team, that Masters Participant is ineligible to swim for another team in the same event, or in any other age group in that event.

7.10.4.4 The reserves listed for a routine must be of an age that, if they participate in a routine, any combination of reserves and team members used would result in that team maintaining its eligibility for the same age group.



7.10.5 Changes to entry lists:

- 7.10.5.1** Changes or additions to the list of Masters Participants for a routine or event (whether performing in the routine or listed as a reserve) may be submitted to the Chief Recorder at least 14 days prior to the first event of the Artistic Swimming competition. Any Masters Participant added to the list for a routine must have already registered for the competition with the Management Committee.
- 7.10.5.2** Changes between the reserves and the participants listed for a routine or event may be submitted to the Chief Recorder in writing at least two (2) hours prior to the listed start time for the routine (or start of the session, if there is no start time for the routine).
- 7.10.5.3** Changes within two (2) hours of the start time for the routine (or start of the session, if there is no start time for the routine) may be made only (i) in the event of a Masters Participant suffering a sudden illness or an accident, and (ii) if the reserve is ready to compete without delaying the competition.
- 7.10.5.4** In all cases, changes to the entry list must not change the age group of the participant(s) or team(s) competing, calculated in accordance with this Part Eight.
- 7.10.6** Failure to notify the Chief Recorder of changes in the Masters Participants performing the routine (whether substitutions and/or scratches or otherwise) will result in disqualification of the team.
- 7.10.7** Judging and scoring: Masters Artistic Swimming will be officiated by three (3) Judges panels, with either four (4) or five (5) judges on each Judges panel.
- 7.10.8** Order of appearance for Technical Routines and Free Routines
- 7.10.8.1** The order of appearance for each of the Technical Routines and Free Routines will be determined by random computer draws, overseen by the Chief Recorder. The draw will be announced no later than eighteen (18) hours prior to the start of the event.
- 7.10.8.2** Those draws will be conducted in the following order:
- 7.10.8.2.1** Technical Routines: Open Team Technical Routine;; Mixed Duet Technical Routine; Women Duet Technical Routine; Women Solo Technical Routine; then Men's Solo Technical Routine.
- 7.10.8.2.2** Free Routines: Open Team Free Routine; Open Free Combination Routine; Mixed Duet Free Routine; Women Duet Free Routine; Women Solo Free Routine; then Men's Solo Free Routine.
- 7.10.9 Draw:**
- 7.10.9.1** Each event will be drawn separately, into groups that will compete simultaneously, the number and size of which is at the discretion of the Referee and the Competition Manager.
- 7.10.9.2** The Referee or Competition Manager (as appropriate) may combine age groups and/or select groups of different sizes where they consider it appropriate or necessary to do so. Age group events will remain separate in their results, even where they are combined into groups for their routines.


7.10.10

The Degree of Difficulty for required Elements at the World Aquatics Masters Championships is as follows:

Element 1: Fishtail DD: 1.6	Body extended in Vertical Position with one leg extended forward. The foot of the forward leg is at the surface of the water regardless of the height of the hips. The Masters Participant may choose their ending position.			
				Total
NVT=	6.0	14.5	20.5	41
PV =	1.46	3.54	5.00	1.61

Element 2: Split Position DD: 1.3	Legs evenly split forward and back. The legs are parallel to the surface of the water. Lower back arched, with hips, shoulders and head on a vertical line. A 180-degree angle between the extended legs (flat split), with inside of each leg aligned on opposite sides of a horizontal line, regardless of the height of the hips. The following two options are available: a) Surface Split Position: legs are dry at the surface of the water. b) Airborne Split Position: legs are above the surface of the water. The DD is the lowest of the two values (1.3), regardless of the option performed.			
				Total
NVT=	23.0	8.0		31
PV =	7.42	2.58		1.42
				Total
NVT=	19.0	6.0		25
PV =	7.60	2.40		1.31

Element 3: Spinning 180° DD: 1.1	From a Bent Knee Position, a 180 degree spin is executed as the legs are joined to a Vertical Position at the ankles followed by submergence.			
				Total
NVT=	15.0	0.0		15
PV =	10.0	0.0		1.13

Element 4: travelling Ballet Leg combination DD: 1.3	Beginning in a Back-Layout Position a Ballet Leg Position alternate is executed with travel. The DD is based on the lowest value of two positions combined.					
						Total
NVT=	10.5	11.0	(13.0 or 18.5)	3.0	19.0	21.5
PV=	4.77	5.0		1.36	8.64	1.25

Element 5: Barracuda bent knee DD: 1.6	From the Back-Pike Position with the legs perpendicular and the toes just below the surface, a Thrust is executed as one leg is drawn along the inside of the other extended leg to assume a Bent Knee Vertical Position. A Vertical Descent is executed in a Bent Knee Vertical Position at the same tempo as the Thrust.			
				Total
NVT=	28.0	11.0		39
PV =	7.18	2.82		1.57



7.11 Safety Marshalls for all sports at the World Aquatics Masters Championships

7.11.1 The Management Committee will:

- 7.11.1.1** Select Safety Marshalls to supervise and attend all sports at the World Aquatics Masters Championships.
- 7.11.1.2** Determine the appropriate number of Safety Marshalls at any time. A minimum of four (4) Safety Marshalls are required for every warm-up pool used during the competition (two (2) at each end).
- 7.11.1.3** Select Safety Marshalls with an appropriate level of training and experience to promote safety at each event.

7.11.2 Safety Marshalls must:

- 7.11.2.1** Wear a visible safety vest.
- 7.11.2.2** Be situated at each end of the pool (and, for Open Water Swimming events, in one or more appropriate locations).
- 7.11.2.3** Actively monitor all scheduled warm pools and training sessions, as well as all competition sessions.
- 7.11.2.4** Ensure Masters Participants comply with warm-up safety procedures and report any violations to the Referee.

7.12 Safety violations

- 7.12.1** During training or warm-up, any Masters Participant that dives, or enters the water dangerously or not in accordance with these rules or safety procedures, or otherwise acts in a manner that is or may be dangerous to themselves or others, may:
 - 7.12.1.1** receive a verbal warning from the Safety Marshall, the Referee or the Competition Disciplinary Manager; or
 - 7.12.1.2** (with or without having received a prior verbal warning) be removed from competing in their first individual event following the warm-up period in which the violation occurred, by the Referee, in consultation with Safety Marshall(s) if the Referee deems it appropriate.
- 7.12.2** Warnings received in accordance with Article 7.12.1 will be recorded by the Management Committee. If the same Masters Participant commits any subsequent violation(s) that would also receive a warning under Article 7.12.1 of this Part Eight, they may at the discretion of the Safety Marshall, in consultation with the Management Committee and World Aquatics, with regard to the severity of the violations, either:
 - 7.12.2.1** without further warning be removed from their first individual event following the warm-up or training period in which the violation occurred; or
 - 7.12.2.2** be removed from the remainder of the competition.

7.13 Unsportsmanlike behaviour

- 7.13.1** Any Masters Participant who engages in unsportsmanlike conduct, including deliberate interference with an event or another participant, verbal abuse towards Technical Officials, Masters Participants, staff or volunteers, intentional obstruction or any conduct contrary to the spirit of fair play (except if that conduct is dealt with under the rules for the relevant sport), may be immediately disqualified from the event by the Referee or the Management Committee and/or referred to World Aquatics for potential disciplinary action.
- 7.13.2** In accordance with Article 17(O) of the Constitution, World Aquatics and/or the Technical Masters Committee may remove a Masters Participant from an Aquatics competition and/or take any other appropriate measure if such participation poses a risk for the health and safety of the Masters Participant or another participant, based on the recommendation of the Management Committee, any competent medical team, local medical authorities, or other reliable information.

7.14 Accepted Swimwear and equipment for the World Aquatic Masters Championships

- 7.14.1** The rules that relate to Swimwear and equipment in Parts One and any other sport-specific Part will apply in the World Aquatics Masters Championships, except that for cultural, medical, modesty or religious reasons, Masters Participants may compete in a World Aquatics Masters Championships Accepted Swimsuit, which is a swimsuit that (i) covers more of the body than would otherwise be permitted under these Competition Regulations, and (ii) meets the criteria set out in Article 7.14.6 of this Part Eight.
- 7.14.2** This Article 7.14 applies only to swimsuits. Other Swimwear and equipment, including wetsuits, goggles, and swim caps must comply with the requirements of Articles 6 of Part One.
- 7.14.3** Masters Participants are not required to seek prior approval as to whether the swimsuit they intend to compete in meets the criteria for a World Aquatics Masters Championships Accepted Swimsuit. However:
 - 7.14.3.1** Masters Participants will have the opportunity to and may present their proposed swimsuits to the Technical Officials for approval at an organised meeting prior to the competition.
 - 7.14.3.2** If a Masters Participant does not attend that organised meeting, the Masters Participant will bear the risk that World Aquatics may later determine their swimsuit does not comply with this Article 7.14 of this Part Eight. The decision to approve or not approve a swimsuit, whether at the organised meeting or any other time, is at the sole discretion of World Aquatics.



- 7.14.3.3** If a swimsuit is presented for approval but not approved, the Masters Participant may not compete in that swimsuit, but may compete in another swimsuit that does comply with Article 6 of Part One or is a World Aquatics Masters Championships Accepted Swimsuit.
- 7.14.3.4** If requested to do so by World Aquatics, Masters Participants must provide additional information regarding a swimsuit to ensure compliance and facilitate monitoring by World Aquatics with this Article 7.14 of this Part Eight.
- 7.14.4** If a Masters Participant has not obtained prior approval for a swimsuit, World Aquatics may at any time during the competition (after consultation with the Referee and/or any other appropriate person) determine that a swimsuit worn or intended to be worn in competition by a Masters Participant does not comply with this Article 7.14 of this Part Eight. If that determination is made before an event in which the Masters Participant was intending to compete, the Masters Participant may only compete in a different swimsuit that does comply with either Article 6 of Part One or is a World Aquatics Masters Championships Accepted Swimsuit.
- 7.14.5** Notwithstanding the criteria in Article 7.14.6 of this Part Eight, World Aquatics maintains absolute discretion to determine whether any swimsuit is a World Aquatics Masters Championships Accepted Swimsuit.
- 7.14.6** A World Aquatics Masters Championships Accepted Swimsuit must comply with the following criteria:
- 7.14.6.1** It must be made of traditional permeable textile (i.e., open mesh) Material (such as cotton, nylon, Lycra and the like), with no application of surface treatment closing the open mesh structure. The Material must be flexible and soft folding.
- 7.14.6.2** It must not provide any technical advantage or any performance enhancement in terms of speed, buoyancy, or compression, and a swimsuit may be subject to inspection by World Aquatics before and/or after competition.
- 7.14.6.3** It must be modest and in good taste, and must not be transparent.
- 7.14.6.4** It may cover additional body surfaces beyond those surfaces permitted in Article 6 of Part One, including the legs, arms and/or head, but must not cover the face, because that would present a safety and drowning risk.
- 7.14.6.5** It must not give rise to any safety issues or risks, including prohibiting the body from moving freely and/or impeding natural buoyancy.
- 7.14.6.6** It must be in one (1) or two (2) pieces. However, World Aquatics may approve a specific combination of upper and lower body apparel components (see also the World Aquatics list of approved and not approved swimsuits). Exceptionally, Technical Officials may use their discretion to grant medical exemptions, enabling a Masters Participant to wear a swimsuit with an additional piece.
- 7.14.6.7** It is: (i) a swimsuit providing full body coverage with leggings (with or without a hood); (ii) a three-quarter length swimsuit; or (iii) a two-piece swimsuit that includes a rash shirt or a well-fitted t-shirt and any of: a swim skirt; swim shorts; trunks; or briefs.



8 APPENDIX

8.1 APPENDIX 1 - THE DRAW AND SCHEDULE FOR WATER POLO AT THE WORLD AQUATICS MASTERS CHAMPIONSHIPS

1 DRAW FOR WATER POLO AT THE WORLD AQUATICS MASTERS CHAMPIONSHIPS

- 1.1** The draw will, wherever possible, be made at least two (2) weeks prior to start of the competition.
- 1.2** The seeding for the draw for the preliminary rounds will be based on each team's result at the most recent World Aquatics Masters Championships.
- 1.3** If a team is entered that did not compete in the most recent World Aquatics Masters Championships, World Aquatics will determine their seeding by reference to that team's result at the prior World Aquatics Masters Championships, but will prioritise the results of the most recent World Aquatics Masters Championships in the event of any conflict. If that team did not compete at either World Aquatics Masters Championships, their seeding will comprise part of the random draw.
- 1.4** Where an age group is not drawn into groups and all teams are entered into the same round-robin, the order of matches will be decided by random draw.
- 1.5** Where an age group has two (2) groups in the preliminary round:
 - 1.5.1** First, of the teams that are entered, the teams that placed highest and second highest in the next previous World Aquatics Masters Championships will be placed into Group A and Group B, respectively.
 - 1.5.2** Second, of the teams that are entered, the teams which placed third and fourth highest in the next previous World Aquatics Masters Championships will be placed into Group A and Group B, respectively.
 - 1.5.3** The rest of the entered teams will be placed into Groups A and B by random draw.
- 1.6** Where an age group has four (4) groups in the preliminary round:
 - 1.6.1** First, of the teams that are entered, the four (4) teams that placed highest in the next previous World Aquatics Masters Championships will be placed, one into each of Groups A to D.
 - 1.6.2** The rest of the entered teams will be placed in groups by a random draw, except that the Technical Masters Committee may amend the draw manually in order to ensure, if possible and appropriate to do so, that teams from the same Country are not drawn in the same group.
- 1.7** In accordance with Article 7.9.2 of this Part Eight, the Technical Masters Committee may, if required and/or appropriate to do so, enact and/or publish additional criteria or alternative procedures for the draw. World Aquatics retains absolute discretion to determine the seeding and draw.

2 INDICATIVE SCHEDULE FOR WATER POLO AT THE WORLD AQUATICS MASTERS CHAMPIONSHIPS

- 2.1** In accordance with Article 7.9.2 of this Part Eight, the draw and schedule for each event rankings will be determined by the Technical Masters Committee in advance of the competition.
- 2.2** This Article 2 of Appendix 1 sets out an indicative schedule for events with between one (1) and twenty (20) teams entered (where more than twenty (20) teams are entered in an age group, the Technical Masters Committee will determine the appropriate schedule). The draw and schedule for each championships and event nonetheless remains subject to the discretion and determination of the Technical Masters Committee.
- 2.3** Where only one (1) or two (2) teams are entered in an age group:
 - 2.3.1** Those teams will compete in either the closest younger age group or the closest older age group, to be decided in the discretion of the World Aquatics Master Committee, in consultation if required with the Competition Manager, together with the Competition Disciplinary Manager.



2.3.2 All teams affected by this rule (whether a team being moved into an older/younger age group, or a team in the age group into which another team is being moved) will be notified of the implementation of this rule prior to the start of the event.

2.3.3 Any team that, having been notified of the implementation of this rule pursuant to Article 2.3.2 of this Appendix 1, wishes to cancel their entry may do so and their entry fee for the event will be returned in full.

2.4 Where only three (3) teams are entered in an age group:

2.4.1 The event for those teams may, at the discretion of the Technical Masters Committee, in consultation with the Management Committee if required, be combined with the closest younger or closest older age group, only if the age group to which those teams are moved do not already have five (5) or more teams entered.

2.4.2 The three (3) teams entered in that age group do not all need to move to the same new age group – each team, individually, may each be moved to the closest younger or closest older age group.

2.4.3 If age groups are combined pursuant to Article 2.4 of this Appendix 1, all teams in the combined event will be notified prior to the event. If any team in the closest older or younger age group may withdraw from the event and receive a refund if they wish to do so.

2.4.4 If, however, (a) the closest younger and older age groups each already have five (5) or more teams already entered, the three (3) teams entered together in an age group will not be moved and the event will proceed with three (3) teams or (b), if all three (3) teams in the relevant age group do not agree to be moved, the event will proceed with three (3) teams.

2.5 Schedule for Water Polo at the World Aquatics Masters Championships

2.5.1 Where there are three (3) teams in an event for age groups up to and including the 55 – 59 age group:

2.5.1.1 The three (3) teams will play a double round-robin (each team will play each other team twice).

2.5.1.2 The winner will be the team with most points at the end of the double round-robin, with second and third awarded to the teams with the second and third most points, respectively.

2.5.1.3 If, after the double round-robin is complete, there is a tie in points between first and second placed teams, they will play a decisive final match on Day 7 to determine first and second place. Any other tie will be decided in accordance with Appendix 8 of Part Six of these Competition Regulations.

2.5.1.4 The schedule will be as shown in the table below.

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7
1. A1 – A3	2. A2 – A3	3. A1 – A2	4. A2 – A3	5. A1 – A3	6. A1 – A2	7. Where necessary, a final.

2.5.2 Where there are three (3) teams in an event for age groups 60 and above (including the 60 – 64 age group):

2.5.2.1 The schedule will be as set out in Article 2.5.1 of this Appendix 1 and the table above;

2.5.2.2 except that there will be no final on day 7 (if there is a tie for first place (or any other place) at the end of the double round-robin, no final will be played, and those teams will tie for the relevant place).

2.5.3 Where there are four (4) teams in an event for age groups up to and including the 55 – 59 age group:

2.5.3.1 The four (4) teams will play a single round-robin (each team will play each other team once) as a preliminary round from Day 1 to Day 3.

2.5.3.2 At the end of the preliminary round, teams will be ranked according to the points they accumulated in that single round-robin.

2.5.3.3 Two (2) semi-finals will be played on Day 4: between the first and fourth placed teams and between the second and third placed teams from the preliminary round.

2.5.3.4 Day 5 will be a rest day.

2.5.3.5 On Day 6, a match will determine third place will be played on Day 6 between the two (2) teams that lost the semi-final matches.

2.5.3.6 On Day 6 also, a final to determine the winner of the event will be played between the two (2) teams that won the semi-final matches.

2.5.3.7 The schedule will be as shown in the table below.

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Rankings
1. A1 – A3	3. A1 – A4	5. A3 – A4	7. 1A – 4A	(rest day)	9. L7 – L8	3rd/4th
2. A2 – A4	4. A2 – A3	6. A1 – A2	8. 2A – 3A		9. W7 – W8	1st/2nd


2.5.4 Where there are four (4) teams in an event for age groups 60 and above (including the 60 – 64 age group):

2.5.4.1 teams will play a double round-robin (each team will play each other team twice).

2.5.4.2 The winner will be the team with most points at the end of the double round-robin, with second and third awarded to the teams with the second and third most points, respectively.

2.5.4.3 If there is a tie in points for first place (or any other place) at the end of the double round-robin, no further matches will be played, the tie(s) will be determined in accordance with Appendix 8 of Part Six of these Competition Regulations.

2.5.4.4 The schedule will be as shown in the table below.

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7
1	3	5	7	9	11	No Final
A1-A3	A1-A4	A3-A4	A1-A3	A1-A4	A3-A4	
2	4	6	8	10	12	
A2-A4	A2-A3	A1-A2	A2-A4	A2-A3	A1-A2	

2.5.5 Where there are five (5) teams in the event:

2.5.5.1 The five (5) teams will play a single round-robin as a preliminary round between Day 1 and Day 5.

2.5.5.2 At the end of the preliminary round, teams will be ranked according to the points they accumulated in that single round-robin.

2.5.5.3 The fifth ranked team from the preliminary round will place fifth.

2.5.5.4 Two (2) semi-finals will be played on Day 6: between the first and fourth placed teams and between the second and third placed teams from the preliminary round.

2.5.5.5 A final to determine the winner of the event will be played on Day 6 between the two (2) teams that won the semi-final matches.

2.5.5.6 A match to determine third place will also be played on Day 6 between the two (2) teams that lost the semi-final matches.

2.5.5.7 The schedule will be as shown in the table below.

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Rankings
1. A1 - A5	3. A4 - A5	5. A3 - A4	7. A2 - A3	9. A3 - A5	11. 1A - 4A	13. L11 - L12	3rd/4th
2. A2 - A4	4. A1 - A3	6. A2 - A5	8. A1 - A4	10. A1 - A2	12. 2A - 3A	14. W11 - W12	1st/2nd

2.5.6 Where there are six (6) teams in the event:

2.5.6.1 The six (6) teams will play a single round-robin as a preliminary round between Day 1 and Day 5.

2.5.6.2 At the end of the preliminary round, teams will be ranked according to the points they accumulated in that single round-robin.

2.5.6.3 Two (2) semi-finals will be played on Day 6: between the first and fourth placed teams and between the second and third placed teams from the preliminary round.

2.5.6.4 A match will be played between the fifth and sixth ranked teams on Day 6, to determine fifth and sixth places.

2.5.6.5 A final to determine the winner of the event will be played on Day 7 between the two (2) teams that won the semi-final matches.

2.5.6.6 The schedule will be as shown in the table below.

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Rankings
1. A1-A6	4. A3-A6	7. A4-A5	10. A5-A6	13. A4-A6	16. 5A-6A		5th/6th
2. A3-A4	5. A2-A4	8. A2-A6	11. A1-A4	14. A3-A5	17. 1A-4A	19. L17-L18	3rd/4th
3. A2-A5	6. A1-A5	9. A1-A3	12. A2-A3	15. A1-A2	18. 2A-3A	20. W17-W18	1st/2nd



2.5.7 Where there are seven (7) teams in an event:

2.5.7.1 The seven (7) teams will play a single round-robin (each team will play each other team once).

2.5.7.2 The winner will be the team with most points at the end of the single round-robin, with second and third awarded to the teams with the second and third most points, respectively.

2.5.7.3 No final will be played. Any tie in the number of points will result in a tie for the relevant place, without a further match to determine positions.

2.5.7.4 The schedule will be as shown in the table below.

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7
1. A1-A5	4. A2-A3	7. A6-A7	10. A1-A3	13. A2-A7	16. A3-A5	19. A5-A6
2. A2-A4	5. A4-A7	8. A1-A4	11. A4-A6	14. A4-A5	17. A1-A7	20. A3-A4
3. A3-A7	6. A1-A6	9. A2-A5	12. A5-A7	15. A3-A6	18. A2-A6	21. A1-A2

2.5.8 Where there are eight (8) teams in the event:

2.5.8.1 The eight (8) teams will be split into two groups (four (4) teams in each of group A and B) for the preliminary round.

2.5.8.2 Between Day 1 and Day 3, each group will play a round-robin (each team will play each other team in their group, once).

2.5.8.3 At the end of the preliminary round, teams will be ranked within their groups according to the points they accumulated in that single round-robin.

2.5.8.4 Quarter-final matches will be played on Day 4: two (2) matches between the first and fourth placed teams in each group (first in Group A against fourth in Group B, and vice versa); and two (2) matches between the second and third placed teams in each group (second in Group A against third in Group B, and vice versa).

2.5.8.5 Two (2) semi-final matches will be played on Day 5 between the winners of each quarter-final (in each case the winner of a 'first versus fourth' quarter-final will play the winner of a 'second versus third' quarter-final, as shown in the table below).

2.5.8.6 On Day 5, two (2) matches will be played between the teams which lost each quarter-final (the draw for which will be shown in the table below). Then, on Day 6, the two (2) teams that won those (Day 5) matches will play a match to determine fifth and sixth place, and the two (2) teams that lost those (Day 5) matches will play a match to determine finish in fifth to eighth place.

2.5.8.7 A final to determine the winner of the event will be played on Day 7 between the two (2) teams that won the semi-final matches.

2.5.8.8 A match to determine third place will also be played on day (7) between the two (2) teams that lost the semi-final matches.

2.5.8.9 The schedule will be as shown in the table below.

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Rankings
1. A2 - A3	5. B1 - B3	9. A3 - A4	13. 2A - 3B	17. L13 - L16	21. L17 - L18		7th/8th
2. A1 - A4	6. B2 - B4	10. A2 - A1	14. 2B - 3A	18. L14 - L15	22. W17 - W18		5th/6th
3. B2 - B3	7. A2 - A4	11. B3 - B4	15. 1A - 4B	19. W13 - W16		23. L19 - L20	3rd/4th
4. B1 - B4	8. A1 - A3	12. B2 - B1	16. 1B - 4A	20. W14 - W15		24. W19 - W20	1st/2nd


2.5.9 Where there are nine (9) teams in an event:

- 2.5.9.1** The nine (9) teams will be split into two groups (four (4) teams in Group A, five (5) teams in Group B) for the preliminary round.
- 2.5.9.2** Between Day 1 and Day 5, each group will play a round-robin (each team will play each other team in their group, once).
- 2.5.9.3** At the end of the preliminary round, teams will be ranked within their groups according to the points they accumulated in that single round-robin.
- 2.5.9.4** The team ranked fifth in Group B will place ninth in the event.
- 2.5.9.5** Two (2) matches will be played on Day 6 between the between the third and fourth ranked team in each Group (third in Group A against fourth in Group B, and vice versa). On Day 7, the winners of these (Day 6) matches will play a match to determine fifth and sixth place, and the losers of these (Day 6) matches will play a match to determine seventh and eighth place.
- 2.5.9.6** Two (2) semi-finals will also be played on Day 6, between the first and second placed teams in each group (the first ranked Team in Group A will play the second ranked Team in Group B, and vice versa).
- 2.5.9.7** A final to determine the winner of the event will be played on Day 7 between the two Teams that won the semi-final matches.
- 2.5.9.8** A match will also be played on Day 7 between the two Teams that lost the semi-final matches, to determine third and fourth position.
- 2.5.9.9** **The schedule will be as shown in the table below.**

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Rankings
1. A1 - A4	5. B4 - B5	7. A1 - A3	11. B2 - B3	13. A3 - A4	17. 3A - 4B	21. L17 - L18	7th/8th
2. A2 - A3	6. B1 - B3	8. A2 - A4	12. B1 - B4	14. A1 - A2	18. 3B - 4A	22. W17 - W18	5th/6th
3. B1 - B5		9. B2 - B5		15. B3 - B5	19. 1B - 2A	23. L19 - L20	3rd/4th
4. B2 - B4		10. B3 - B4		16. B1 - B2	20. 1A - 2B	24. W19 - W20	1st/2nd

2.5.10 Where there are ten (10) teams in an event:

- 2.5.10.1** The ten (10) teams will be split into two groups (five (5) teams in each of Group A and B) for the preliminary round.
- 2.5.10.2** Between Day 1 and Day 5, each group will play a round-robin (each team will play each other team in their group, once).
- 2.5.10.3** At the end of the preliminary round, teams will be ranked within their groups according to the points they accumulated in that single round-robin.
- 2.5.10.4** A match will be played on Day 6 between the fifth ranked team in each group, to determine ninth and tenth place.
- 2.5.10.5** Two (2) matches will be played on Day 6 between the between the third and fourth ranked team in each Group (third in Group A against fourth in Group B, and vice versa). On Day 7, the winners of these (Day 6) matches will play a match to determine fifth and sixth place, and the losers of these (Day 6) matches will play a match to determine seventh and eighth place.
- 2.5.10.6** Two (2) semi-finals will also be played on Day 6, between the first and second placed teams in each group (the first ranked team in Group A will play the second ranked team in Group B, and vice versa).
- 2.5.10.7** A final to determine the winner of the event will be played on Day 7 between the two (2) teams that won the semi-final matches.
- 2.5.10.8** A match will also be played on Day 7 between the two (2) teams that lost the semi-final matches, to determine third and fourth position.


2.5.10.9 The schedule will be as shown in the table below.

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Rankings
1. A1 - A5	5. B4 - B5	9. A3 - A4	13. A2 - A3	17. B1 - B2	21. 5A - 5B		9th/10th
2. A2 - A4	6. B1 - B3	10. A2 - A5	14. A1 - A4	18. B3 - B5	22. 4A - 3B	26. L22 - L23	7th/8th
3. B1 - B5	7. A4 - A5	11. B3 - B4	15. B2 - B3	19. A3 - A5	23. 3A - 4B	27. W22 - W23	5th/6th
4. B2 - B4	8. A1 - A3	12. B2 - B5	16. B1 - B4	20. A1 - A2	24. 2A - 1B	28. L24 - L25	3rd/4th
					25. 1A - 2B	29. W24 - W25	1st/2nd

2.5.11 Where there are eleven (11) teams in an event:

2.5.11.1 The eleven (11) teams will be split into two groups (five (5) teams in Group A, six (6) teams in Group B) for the preliminary round.

2.5.11.2 Between Day 1 and Day 5, each group will play a round-robin (each team will play each other team in their group, once).

2.5.11.3 At the end of the preliminary round, teams will be ranked within their groups according to the points they accumulated in that single round-robin.

2.5.11.4 The team ranked sixth in Group B will place eleventh in the event.

2.5.11.5 A match will be played on Day 6 between the teams ranked fifth in each group to determine 9th and 10th place.

2.5.11.6 Two (2) matches will be played also on Day 6 between the between the third and fourth ranked team in each Group (third in Group A against fourth in Group B, and vice versa). On Day 7, the winners of these matches will play a match to determine fifth and sixth place, and the losers of these matches will play a match to determine seventh and eighth place.

2.5.11.7 Two (2) semi-finals will also be played on Day 6, between the first and second placed teams in each group (the first ranked team in Group A will play the second ranked team in Group B, and vice versa).

2.5.11.8 A final to determine the winner of the event will be played on Day 7 between the two (2) teams that won the semi-final matches.

2.5.11.9 A match will also be played on Day 7 between the two (2) teams that lost the semi-final matches, to determine third and fourth position.

2.5.11.10 The schedule will be as shown in the table below.

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Rankings
1. A3 - A4	6. B3 - B5	11. A4 - A5	16. B5 - B6	21. A2 - A4	26. 5A - 5B		9th/10th
2. A2 - A5	7. B4 - B6	12. A1 - A3	17. B1 - B4	22. A1 - A5	27. 3A - 4B	31. L27 - L28	7th/8th
3. B1 - B6	8. B1 - B2	13. B2 - B6	18. B2 - B3	23. B3 - B6	28. 3B - 4A	32. W27 - W28	5th/6th
4. B3 - B4	9. A3 - A5	14. B4 - B5	19. A1 - A4	24. B2 - B4	29. 1A - 2B	33. L29 - L30	3rd/4th
5. B2 - B5	10. A1 - A2	15. B1 - B3	20. A2 - A3	25. B1 - B5	30. 1B - 2A	34. W29 - W30	1st/2nd


2.5.12 Where there are twelve (12) teams in an event:

2.5.12.1 The twelve (12) teams will be split into two groups (six (6) teams in each of Group A and B) for the preliminary round.

2.5.12.2 Between Day 1 and Day 5, each group will play a round-robin (each team will play each other team in their group, once).

2.5.12.3 At the end of the preliminary round, teams will be ranked within their groups according to the points they accumulated in that single round-robin.

2.5.12.4 Two (2) matches will be played on Day 6 between the between the fifth and sixth ranked teams in each Group (fifth in Group A against sixth in Group B, and vice versa). On Day 7, the winners of these (Day 6) matches will play a match to determine ninth and tenth place, and the losers of these (Day 6) matches will play a match to determine eleventh and twelfth place.

2.5.12.5 Two (2) matches will be played also on Day 6 between the between the third and fourth ranked team in each Group (third in Group A against fourth in Group B, and vice versa). On Day 7, the winners of these (Day 6) matches will play a match to determine fifth and sixth place, and the losers of these (Day 6) matches will play a match to determine seventh and eighth place.

2.5.12.6 Two (2) semi-finals will also be played on Day 6, between the first and second placed teams in each group (the first ranked team in Group A will play the second ranked team in Group B, and vice versa).

2.5.12.7 A final to determine the winner of the event will be played on Day 7 between the two (2) teams that won the semi-final matches.

2.5.12.8 A match will also be played on Day 7 between the two (2) teams that lost the semi-final matches, to determine third and fourth position.

2.5.12.9 The schedule will be as shown in the table below.

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Rankings
1. A1 - A6	7. B4 - B6	13. A4 - A5	19. B5 - B6	25. A3 - A6	31. 6A - 5B	37. L31 - L32	11th/12th
2. A3 - A4	8. B3 - B5	14. A2 - A6	20. B1 - B4	26. A2 - A4	32. 5A - 6B	38. W31 - W32	9th/10th
3. A2 - A5	9. B1 - B2	15. A1 - A3	21. B2 - B3	27. A1 - A5	33. 4A - 3B	39. L33 - L34	7th/8th
4. B1 - B6	10. A4 - A6	16. B4 - B5	22. A5 - A6	28. B3 - B6	34. 3A - 4B	40. W33 - W34	5th/6th
5. B3 - B4	11. A3 - A5	17. B2 - B6	23. A1 - A4	29. B2 - B4	35. 2A - 1B	41. L35 - L36	3rd/4th
6. B2 - B5	12. A1 - A2	18. B1 - B3	24. A2 - A3	30. B1 - B5	36. 1A - 2B	42. W35 - W36	1st/2nd


2.5.13 Schedule for thirteen (13) teams

- 2.5.13.1** The eleven (11) teams will be split into four (4) groups (three (3) teams in each of Group A, Group B and Group C and four (4) teams in Group D).
- 2.5.13.2** Between Day 1 and Day 3, each group will play a round-robin (each team will play each other team in their group, once).
- 2.5.13.3** At the end of the preliminary round, teams will be ranked within their groups according to the points they accumulated in that single round-robin.
- 2.5.13.4** The team ranked fourth in Group D will place thirteenth in the event.
- 2.5.13.5** On Day 4, four (4) matches will be played between the second and third ranked teams in each group (the second ranked team in Group A against the third ranked team in Group B and vice versa; the second ranked team in Group C against the third ranked team in Group D, and vice versa).
- 2.5.13.6** Two (2) matches will be played on Day 5 between the teams that lost the Day 4 matches (the matches which, as at Article 2.5.13.5 of this Appendix 1, were between the second and third placed teams in each group). On Day 6, the winners of these (Day 5) matches will play a match to determine ninth and tenth place, and the losers of these matches will play a match to determine eleventh and twelfth place.
- 2.5.13.7** The quarter-final matches will also be played on Day 5 between the teams which ranked first in each group in the preliminary round, against the teams which won the Day 4 matches (the matches which, as at Article 2.5.13.5 of this Appendix 1, were between the second and third placed teams in each group). The draw for the quarter-finals is set out in the table below.
- 2.5.13.8** Two (2) semi-final matches will be played on Day 6 between the winners of each quarter-final. The draw for the semi-finals is set out in the table below.
- 2.5.13.9** Two (2) matches will also be played on Day 6 between the teams which lost each quarter-final (the draw for which will be shown in the table below). On Day 7, the winners of these (Day 6) matches will play a match to determine fifth and sixth place, and the losers of these (Day 6) matches will play a match to determine seventh and eighth place.
- 2.5.13.10** A final to determine the winner of the event will be played on Day 7 between the two (2) teams that won the semi-final matches.
- 2.5.13.11** A match will also be played on Day 7 between the two (2) teams that lost the semi-final matches, to determine third and fourth position.

2.5.13.12 The schedule will be as shown in the table below.

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Rankings
1. A1 - A3	6. B1 - B2	11. C2 - C3	16. 2A - 3B	20. L16 - L18	26. L20 - L21		11th/12th
2. B1 - B3	7. C1 - C2	12. D1 - D4	17. 3A - 2B	21. L17 - L19	27. W20 - W2		9th/10th
3. C1 - C3	8. D3 - D4	13. D2 - D3	18. 2C - 3D	22. 1A - W18	28. L22 - L23	32. L28 - L29	7th/8th
4. D1 - D3	9. D1 - D2	14. A2 - A3	19. 3C - 2D	23. 1B - W19	29. L24 - L25	33. W28 - W29	5th/6th
5. D2 - D4	10. A1 - A2	15. B2 - B3		24. 1C - W16	30. W22 - W23	34. L30 - L31	3rd/4th
				25. 1D - W17	31. W24 - W25	35. W30 - W31	1st/2nd


2.5.14 Where there are fourteen (14) teams in an event:

- 2.5.14.1** The fourteen (12) teams will be split into four (4) groups (three (3) teams in each of Group A and B, four (4) teams in each of Group C and D) for the preliminary round.
- 2.5.14.2** Between Day 1 and Day 3, each group will play a round-robin (each team will play each other team in their group, once).
- 2.5.14.3** At the end of the preliminary round, teams will be ranked within their groups according to the points they accumulated in that single round-robin.
- 2.5.14.4** The teams that ranked first in each group will not play on Day 4 and will advance straight to the quarter-finals (as below).
- 2.5.14.5** A match will be played on Day 4 between the two (2) teams that placed fourth in Groups C and D, to determine thirteenth and fourteenth place.
- 2.5.14.6** Also on Day 4, four (4) matches will be played between the second and third ranked teams in each group (the second ranked team in Group A against the third ranked team in Group B and vice versa; the second ranked team in Group C against the third ranked team in Group D, and vice versa).
- 2.5.14.7** Two (2) matches will be played on Day 5 between the teams that lost the Day 4 matches (the matches which, as at Article 2.5.14.5 of this Appendix 1, were between the second and third placed teams in each group). Then, on Day 6, the winners of these (Day 5) matches will play a match to determine ninth and tenth place, and the losers of these matches will play a match to determine eleventh and twelfth place.
- 2.5.14.8** The quarter-final matches will also be played on Day 5 between the teams which ranked first in each group in the preliminary round, against the teams which won the Day 4 matches (the matches which, as at Article 2.5.14.5 of this Appendix 1, were between the second and third placed teams in each group). The draw for the quarter-finals is set out in the table below.
- 2.5.14.9** Two (2) semi-final matches will be played on Day 6 between the winners of each quarter-final. The draw for the semi-finals is set out in the table below.
- 2.5.14.10** Two (2) matches will also be played on Day 6 between the teams which lost each quarter-final, to determine the teams that will finish in fifth to eighth place (the draw for which will is shown in the table below). On Day 7, the winners of these (Day 6) matches will play a match to determine fifth and sixth place, and the losers of these (Day 6) matches will play a match to determine seventh and eighth place.
- 2.5.14.11** A final to determine the winner of the event will be played on Day 7 between the two (2) teams that won the semi-final matches.
- 2.5.14.12** A match will also be played on Day 7 between the two (2) teams that lost the semi-final matches, to determine third and fourth position.
- 2.5.14.13** **The schedule will be as shown in the table below.**

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Rankings
1. A1 - 3	7. B1 - B2	13. C1 - C4	19. 4C - 4D				13th/14th
2. B1 - B3	8. C4 - C3	14. C2 - C3	20. 2A - 3B	24. L20 - L22	30. L24 - L25		11th/12th
3. C1 - C3	9. C1 - C2	15. D1 - D4	21. 3A - 2B	25. L21 - L23	31. W24 - W25		9th/10th
4. C2 - C4	10. D4 - D3	16. D2 - D3	22. 2C - 3D	26. 1A - W22	32. L26 - L27	34. L32 - L33	7th/8th
5. D1 - D3	11. D1 - D2	17. A2 - A3	23. 3C - 2D	27. 1B - W23	33. L28 - L29	35. W32 - W33	5th/6th
6. D2 - D4	12. A1 - A2	18. B2 - B3		28. 1C - W20	34. W28 - W29	36. L34 - L35	3rd/4th
				29. 1D - W21	35. W26 - W27	37. W34 - W35	1st/2nd


2.5.15 Where there are fifteen (15) teams:

- 2.5.15.1** The fifteen (15) teams will be split into four (4) groups (three (3) teams in Group A, four (4) teams in each of Groups B, C and D) for the preliminary round.
- 2.5.15.2** Between Day 1 and Day 3, each group will play a round-robin (each team will play each other team in their group, once).
- 2.5.15.3** At the end of the preliminary round, teams will be ranked within their groups according to the points they accumulated in that single round-robin.
- 2.5.15.4** The teams that ranked first in each group will not play on Day 4 and will advance straight to the quarter-finals (as below).
- 2.5.15.5** Between Day 4 and Day 6, the teams ranked fourth in Groups B, C and D in the preliminary round will play a round-robin (each team will play each other team in their group, once). Those teams will place thirteenth, fourteenth and fifteenth according to the points they accumulate in this (latter) round-robin. Any tie in points in this (latter) round-robin will be determined in accordance with Appendix 8 of Part Six of these Competition Regulations.
- 2.5.15.6** On Day 4, four (4) matches will be played between the second and third ranked teams in each group (the second ranked team in Group A against the third ranked team in Group B and vice versa; the second ranked team in Group C against the third ranked team in Group D, and vice versa).
- 2.5.15.7** Two (2) matches will be played on Day 5 between the teams that lost the Day 4 matches which, as at Article 2.5.15.5 of this Appendix 1, were between the second and third placed teams in each group. Then, on Day 6, the winners of these (Day 5) matches will play a match to determine ninth and tenth place, and the losers of these matches will play a match to determine eleventh and twelfth place.
- 2.5.15.8** The quarter-final matches will also be played on Day 5 between the teams which ranked first in each group in the preliminary round, against the teams which won the Day 4 matches (the matches which, as at Article 2.5.15.5 of this Appendix 1, were between the second and third placed teams in each group). The draw for the quarter-finals is set out in the table below.
- 2.5.15.9** Two (2) semi-final matches will be played on Day 6 between the winners of each quarter-final. The draw for the semi-finals is set out in the table below.
- 2.5.15.10** Two (2) matches will also be played on Day 6 between the teams which lost each quarter-final, to determine the teams that will finish in fifth to eighth place (the draw for which will is shown in the table below). On Day 7, the winners of these (Day 6) matches will play a match to determine fifth and sixth place, and the losers of these (Day 6) matches will play a match to determine seventh and eighth place.
- 2.5.15.11** A final to determine the winner of the event will be played on Day 7 between the two (2) teams that won the semi-final matches.
- 2.5.15.12** A match will also be played on Day 7 between the two (2) teams that lost the semi-final matches, to determine third and fourth position.
- 2.5.15.13** **The schedule will be as shown in the table below.**

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Rankings
1. A1 - A3	8. B4 - B3	15. C1 - C4	22. 4B - 4D	27. 4C - 4D	34. 4B - 4C		13th/14th/15th
2. B1 - B3	9. B1 - B2	16. C2 - C3	23. 2A - 3B	28. L23 - L25	35. L28 - L29		11th/12th
3. B2 - B4	10. C4 - C3	17. D1 - D4	24. 3A - 2B	29. L24 - L26	36. W28 - W29		9th/10th
4. C1 - C3	11. C1 - C2	18. D2 - D3	25. 2C - 3D	30. 1A - W25	37. L30 - L31	41. L37 - L38	7th/8th
5. C2 - C4	12. D4 - D3	19. A2 - A3	26. 3C - 2D	31. 1B - W26	38. L32 - L33	42. W37 - W38	5th/6th
6. D1 - D3	13. D1 - D2	20. B1 - B4		32. 1C - W23	39. W30 - W31	43. L39 - L40	3rd/4th
7. D2 - D4	14. A1 - A2	21. B2 - B3		33. 1D - W24	40. W32 - W33	44. W39 - W40	1st/2nd


2.5.16 Where there are sixteen (16) teams in an event:

- 2.5.16.1** The sixteen (16) teams will be split into four (4) groups (four (4) teams in each of Groups B, C and D) for the preliminary round.
- 2.5.16.2** Between Day 1 and Day 3, each group will play a round-robin (each team will play each other team in their group, once).
- 2.5.16.3** At the end of the preliminary round, teams will be ranked within their groups according to the points they accumulated in that single round-robin.
- 2.5.16.4** The teams that ranked first in each group will not play on Day 4 and will advance straight to the quarter-finals (as below).
- 2.5.16.5** Two (2) matches will be played on Day 4 between the teams ranked fourth in each group (fourth in Group A against fourth in Group B, and fourth in Group C against Fourth in Group D). Then, on Day 5, the winners of these (Day 4) matches between the fourth ranked teams in the preliminary round will play a match to determine thirteenth and fourteenth place, and the losers of these (Day 4) matches will play a match to determine fifteenth and sixteenth place.
- 2.5.16.6** Also on Day 4, four (4) matches will be played between the second and third ranked teams in each group (the second ranked team in Group A against the third ranked team in Group B and vice versa; the second ranked team in Group C against the third ranked team in Group D, and vice versa).
- 2.5.16.7** Two (2) matches will be played on Day 5 between the teams that lost the Day 4 matches which, as at Article 2.5.16.5 of this Appendix 1, were between the second and third placed teams in each group. Then, on Day 6, the winners of these (Day 5) matches will play a match to determine ninth and tenth place, and the losers of these matches will play a match to determine eleventh and twelfth place.
- 2.5.16.8** The quarter-final matches will also be played on Day 5 between the teams which ranked first in each group in the preliminary round in the preliminary round, against the teams which won the Day 4 matches (the matches which, as at Article 2.5.16.5 of this Appendix 1, were between the second and third placed teams in each group). The draw for the quarter-finals is set out in the table below.
- 2.5.16.9** Two (2) semi-final matches will be played on Day 6 between the winners of each quarter-final. The draw for the semi-finals is set out in the table below.
- 2.5.16.10** Two (2) matches will also be played on Day 6 between the teams which lost each quarter-final, to determine the teams that will finish in fifth to eighth place (the draw for which will is shown in the table below). On Day 7, the winners of these (Day 6) matches will play a match to determine fifth and sixth place, and the losers of these (Day 6) matches will play a match to determine seventh and eighth place.
- 2.5.16.11** A final to determine the winner of the event will be played on Day 7 between the two (2) teams that won the semi-final matches.
- 2.5.16.12** A match will also be played on Day 7 between the two (2) teams that lost the semi-final matches, to determine third and fourth position.

2.5.16.13 The schedule will be as shown in the table below.

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Rankings
1. A1 - A3	9. B4 - B3	17. C1 - C4	25. 4A - 4B	31. L25 - L26			15th/16th
2. A2 - A4	10. B1 - B2	18. C2 - C3	26. 4C - 4D	32. W25 - W26			13th/14th
3. B1 - B3	11. C4 - C3	19. D1 - D4	27. 2A - 3B	33. L27 - L29	39. L33 - L34		11th/12th
4. B2 - B4	12. C1 - C2	20. D2 - D3	28. 3A - 2B	34. L28 - L30	40. W33 - W34		9th/10th
5. C1 - C3	13. D4 - D3	21. A1 - A4	29. 2C - 3D	35. 1A - W29	41. L35 - L36	45. L41 - L42	7th/8th
6. C2 - C4	14. D1 - D2	22. A2 - A3	30. 3C - 2D	36. 1B - W30	42. L37 - L38	46. W41 - W42	5th/6th
7. D1 - D3	15. A4 - A3	23. B1 - B4		37. 1C - W27	43. W35 - W36	47. L43 - L44	3rd/4th
8. D2 - D4	16. A1 - A2	24. B2 - B3		38. 1D - W28	44. W37 - W38	48. W43 - W44	1st/2nd


2.5.17 Where there are seventeen (17) teams:

- 2.5.17.1** The seventeen (17) teams will be split into four (4) groups (four (4) teams in each of Group A, Group B and Group C and five (5) teams in Group D).
- 2.5.17.2** Between Day 1 and Day 4, each group will play a round-robin (each team will play each other team in their group, once. This will require each team in Group D to have two (2) matches on one day in one instance).
- 2.5.17.3** At the end of the preliminary round, teams will be ranked within their groups according to the points they accumulated in that single round-robin.
- 2.5.17.4** The team ranked fifth in Group D will place seventeenth in the event.
- 2.5.17.5** On Day 5, four (4) matches will be played between the third and fourth ranked teams in each group (the third ranked team in Group A against the fourth ranked team in Group D and vice versa; the third ranked team in Group B against the fourth ranked team in Group C, and vice versa).
- 2.5.17.6** On Day 6, the winners of the (Day 5) matches set out in Article 2.5.17.5 of this Appendix 1 will play two (2) matches (the draw for which is in the table below). Then, on Day 7, the winners of those (latter matches) will play a match to determine ninth and tenth place and, also on Day 7, the losers of those two (2) matches will play a match to determine eleventh and twelfth place.
- 2.5.17.7** Also on Day 6, the losers of the (Day 5) matches set out in Article 2.5.17.5 of this Appendix 1 will play two (2) matches (the draw for which is in the table below). Then, on Day 7, the winners of those (latter matches) will play a match to determine thirteenth and fourteenth place and, also on Day 7, the losers of those two (2) matches will play a match to determine fifteenth and sixteenth place.
- 2.5.17.8** The quarter-final matches will also be played on Day 5 between the teams which ranked first and second in each group in the preliminary round (the first ranked team in Group A against the second ranked team in Group D, and vice versa; the first ranked team in Group B against the second ranked team in Group C, and vice versa).
- 2.5.17.9** Two (2) semi-final matches will be played on Day 6 between the winners of each quarter-final. The draw for the semi-finals is set out in the table below.
- 2.5.17.10** Two (2) matches will also be played on Day 6 between the teams which lost each quarter-final, to determine the teams that will finish in fifth to eighth place (the draw for which will be shown in the table below). On Day 7, the winners of these (Day 6) matches will play a match to determine fifth and sixth place, and the losers of these (Day 6) matches will play a match to determine seventh and eighth place.
- 2.5.17.11** A final to determine the winner of the event will be played on Day 7 between the two (2) teams that won the semi-final matches.
- 2.5.17.12** A match will also be played on Day 7 between the two (2) teams that lost the semi-final matches, to determine third and fourth position.
- 2.5.17.13** **The schedule will be as shown in the table below.**

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Rankings
1. D3 - D5	10. C1 - C3	17. D1 - D4	24. A2 - A4	29. 4A - 3D	37. L29 - L30	45. L37 - L38	15th/16th
2. D1 - D2	11. D4 - D5	18. D2 - D3	25. B1 - B3	30. 3A - 4D	38. L31 - L32	46. W37 - W38	13th/14th
3. C1 - C2	12. D1 - D3	19. A1 - A3	26. C3 - C4	31. 4B - 3C	39. W29 - W30	47. L39 - L40	11th/12th
4. B3 - B4	13. A2 - A3	20. B1 - B4	27. D3 - D4	32. 3B - 4C	40. W31 - 32	48. W39 - W40	9th/10th
5. B1 - B2	14. A1 - A4	21. B2 - B3	28. D2 - D5	33. 2A - 1D	41. L33 - L34	49. L41 - L42	7th/8th
6. A1 - A2	15. B2 - B4	22. C1 - C4		34. 1A - 2D	42. L35 - L36	50. W41 - W42	5th/6th
7. A3 - A4	16. C2 - C4	23. C2 - C3		35. 2B - 1C	43. W33 - W34	51. L43 - L44	3rd/4th
8. D1 - D5				36. 1B - 2C	44. W35 - W36	52. W43 - W44	1st/2nd
9. D2 - D4							


2.5.18 Where there are eighteen (18) teams:

- 2.5.18.1** The eighteen (18) teams will be split into four (4) groups (four (4) teams in each of Groups A and B, five (5) teams in each of Groups C and D) for the preliminary round.
- 2.5.18.2** Between Day 1 and Day 4, each group will play a round-robin (each team will play each other team in their group, once. This will require each team in Groups C and D to have two (2) matches on one day in one instance).
- 2.5.18.3** At the end of the preliminary round, teams will be ranked within their groups according to the points they accumulated in that single round-robin.
- 2.5.18.4** The teams that ranked first in each group will not play on Day 4 and will advance straight to the quarter-finals (as below).
- 2.5.18.5** The fifth placed teams in Groups C and D will play each other on Day 6 to determine seventeenth and eighteenth place.
- 2.5.18.6** On Day 5, four (4) matches will be played between the third and fourth ranked teams in each group (the third ranked team in Group A against the fourth ranked team in Group D and vice versa; the third ranked team in Group B against the fourth ranked team in Group C, and vice versa).
- 2.5.18.7** On Day 6, the winners of the (Day 5) matches set out in Article 2.5.18.5 of this Appendix 1 will play two (2) matches (the draw for which is in the table below). Then, on Day 7, the winners of those (latter matches) will play a match to determine ninth and tenth place and, also on Day 7, the losers of those two (2) matches will play a match to determine eleventh and twelfth place.
- 2.5.18.8** Also on Day 6, the losers of the (Day 5) matches set out in Article 2.5.18.5 of this Appendix 1 will play two (2) matches (the draw for which is in the table below). Then, on Day 7, the winners of those (latter matches) will play a match to determine thirteenth and fourteenth place and, also on Day 7, the losers of those two (2) matches will play a match to determine fifteenth and sixteenth place.
- 2.5.18.9** The quarter-final matches will also be played on Day 5 between the first and second ranked teams in each group in the preliminary round (the first ranked team in Group A against the second ranked team in Group D, and vice versa; the first ranked team in Group B against the second ranked team in Group C, and vice versa).
- 2.5.18.10** Two (2) semi-final matches will be played on Day 6 between the winners of each quarter-final. The draw for the semi-finals is set out in the table below.
- 2.5.18.11** Two (2) matches will also be played on Day 6 between the teams which lost each quarter-final, to determine the teams that will finish in fifth to eighth place (the draw for which will be shown in the table below). On Day 7, the winners of these (Day 6) matches will play a match to determine fifth and sixth place, and the losers of these (Day 6) matches will play a match to determine seventh and eighth place.
- 2.5.18.12** A final to determine the winner of the event will be played on Day 7 between the two (2) teams that won the semi-final matches.
- 2.5.18.13** A match will also be played on Day 7 between the two (2) teams that lost the semi-final matches, to determine third and fourth position.
- 2.5.18.14** **The schedule will be as shown in the table below.**

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Rankings
1. B3 - B4	9. C4 - C5	18. D1 - D4	27. C2 - C5	33. 4A - 3D	41. 5C - 5D		17th/18th
2. B1 - B2	10. C1 - C3	19. D2 - D3	28. A2 - A4	34. 3A - 4D	42. L33 - L34	50. L42 - L43	15th/16th
3. C3 - C5	11. D4 - D5	20. A1 - A3	29. B1 - B3	35. 4B - 3C	43. L35 - L36	51. W42 - W43	13th/14th
4. C1 - C2	12. D1 - D3	21. B1 - B4	30. C3 - C4	36. 3B - 4C	44. W33 - W34	52. L44 - L45	11th/12th
5. D3 - D5	13. A2 - A3	22. B2 - B3	31. D3 - D4	37. 2A - 1D	45. W35 - W36	53. W44 - W45	9th/10th
6. D1 - D2	14. A1 - A4	23. C1 - C4	32. D2 - D5	38. 1A - 2D	46. L37 - L38	54. L46 - L47	7th/8th
7. A1 - A2	15. B2 - B4	24. C2 - C3		39. 2B - 1C	47. L39 - L40	55. W46 - W47	5th/6th
8. A3 - A4	16. C1 - C5	25. D1 - D5		40. 1B - 2C	48. W37 - W38	56. L48 - L49	3rd/4th
	17. C2 - C4	26. D2 - D4			49. W39 - W40	57. W48 - W49	1st/2nd


2.5.19 Where there are nineteen (19) teams:

- 2.5.19.1** The nineteen (19) teams will be split into four (4) groups (four (4) teams in Group A, five (5) teams in each of Groups B, C and D) for the preliminary round.
- 2.5.19.2** Between Day 1 and Day 4, each group will play a round-robin (each team will play each other team in their group, once. This will require each team in Groups B, C and D to have two (2) matches on one day in one instance).
- 2.5.19.3** At the end of the preliminary round, teams will be ranked in their groups according to the points they accumulated in that single round-robin.
- 2.5.19.4** The teams that ranked first in each group will not play on Day 4 and will advance straight to the quarter-finals (as below).
- 2.5.19.5** Between Day 5 and Day 7, the teams ranked fifth in Groups B, C and D in the preliminary round will play a round-robin (each team will play each other team in their group, once). Those teams will place sixteenth, seventeenth and eighteenth according to the points they accumulate in this (latter) round-robin. Any tie in points in this (latter) round-robin will be determined in accordance with Appendix 8 of Part Six of these Competition Regulations.
- 2.5.19.6** On Day 5, four (4) matches will be played between the third and fourth ranked teams in each group (the third ranked team in Group A against the fourth ranked team in Group D and vice versa; the third ranked team in Group B against the fourth ranked team in Group C, and vice versa).
- 2.5.19.7** On Day 6, the winners of the (Day 5) matches set out in Article 2.5.19.5 of this Appendix 1 will play two (2) matches (the draw for which is in the table below). Then, on Day 7, the winners of those (latter matches) will play a match to determine ninth and tenth place and, also on Day 7, the losers of those two (2) matches will play a match to determine eleventh and twelfth place.
- 2.5.19.8** Also on Day 6, the losers of the (Day 5) matches set out in Article 2.5.19.5 of this Appendix 1 will play two (2) matches (the draw for which is in the table below). Then, on Day 7, the winners of those (latter matches) will play a match to determine thirteenth and fourteenth place and, also on Day 7, the losers of those two (2) matches will play a match to determine fifteenth and sixteenth place.
- 2.5.19.9** The quarter-final matches will also be played on Day 5 between the first and second ranked teams in each group in the preliminary round (the first ranked team in Group A against the second ranked team in Group D, and vice versa; the first ranked team in Group B against the second ranked team in Group C, and vice versa).
- 2.5.19.10** Two (2) semi-final matches will be played on Day 6 between the winners of each quarter-final. The draw for the semi-finals is set out in the table below.
- 2.5.19.11** Two (2) matches will also be played on Day 6 between the teams which lost each quarter-final, to determine the teams that will finish in fifth to eighth place (the draw for which will be shown in the table below). On Day 7, the winners of these (Day 6) matches will play a match to determine fifth and sixth place, and the losers of these (Day 6) matches will play a match to determine seventh and eighth place.
- 2.5.19.12** A final to determine the winner of the event will be played on Day 7 between the two (2) teams that won the semi-final matches.
- 2.5.19.13** A match will also be played on Day 7 between the two (2) teams that lost the semi-final matches, to determine third and fourth position.
- 2.5.19.14** **The schedule will be as shown in the table below.**



Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Rankings
1. B3 - B5	11. C4 - C5	20. D1 - D4	29. B2 - B5	37. 5B - 5C	46. 5B - 5D	55. 5C - 5D	17th/18th/19th
2. B1 - B2	12. C1 - C3	21. D2 - D3	30. C2 - C5	38. 4A - 3D	47. L38 - L39	56. L47 - L48	15th/16th
3. C3 - C5	13. D4 - D5	22. A1 - A3	31. D2 - D5	39. 3A - 4D	48. L40 - L41	57. W47 - W48	13th/14th
4. C1 - C2	14. D1 - D3	23. B1 - B4	32. A1 - A4	40. 4B - 3C	49. W38 - W39	58. L49 - L50	11th/12th
5. D3 - D5	15. A2 - A4	24. B2 - B3	33. A2 - A3	41. 3B - 4C	50. W40 - W41	59. W49 - W50	9th/10th
6. D1 - D2	16. B4 - B5	25. C1 - C4	34. B3 - B4	42. 2A - 1D	51. L42 - L43	60. L51 - L52	7th/8th
7. A3 - A4	17. B1 - B3	26. C2 - C3	35. C3 - C4	43. 1A - 2D	52. L44 - L45	61. W51 - W52	5th/6th
8. A1 - A2	18. C1 - C5	27. D1 - D5	36. D3 - D4	44. 2B - 1C	53. W42 - W43	62. L53 - L54	3rd/4th
9. B1 - B5	19. C2 - C4	28. D2 - D4		45. 1B - 2C	54. W44 - W45	63. W53 - W54	1st/2nd
10. B2 - B4							

2.5.20 Where there are twenty (20) teams in an event:

2.5.20.1 The twenty (20) teams will be split into four (4) groups (five (5) teams in each of Group) for the preliminary round.

2.5.20.2 Between Day 1 and Day 4, each group will play a round-robin (each team will play each other team in their group, once. This will require each team to have two (2) matches on one day in one instance).

2.5.20.3 At the end of the preliminary round, teams will be ranked within their groups according to the points they accumulated in that single round-robin.

2.5.20.4 On Day 5, two (2) matches will be played between the fifth ranked teams in each group (the fifth ranked team in Group A against the fifth ranked team in Group D; the fifth ranked team in Group B against the fifth ranked team in Group C, and vice versa). Then, on Day 6, the winners of those (Day 5) matches will play a match to determine seventeenth and eighteenth place and the losers of those (Day 5) matches will play a match to determine nineteenth and twentieth place.

2.5.20.5 On Day 5, four (4) matches will also be played between the third and fourth ranked teams in each group (the third ranked team in Group A against the fourth ranked team in Group D and vice versa; the third ranked team in Group B against the fourth ranked team in Group C, and vice versa).

2.5.20.6 On Day 6, the winners of the (Day 5) matches set out in Article 2.5.20.5 of this Appendix 1 will play two (2) matches (the draw for which is in the table below). Then, on Day 7, the winners of those (latter matches) will play a match to determine ninth and tenth place and, also on Day 7, the losers of those two (2) matches will play a match to determine eleventh and twelfth place.

2.5.20.7 Also on Day 6, the losers of the (Day 5) matches set out in Article 2.5.20.5 of this Appendix 1 will play two (2) matches (the draw for which is in the table below). Then, on Day 7, the winners of those (latter matches) will play a match to determine thirteenth and fourteenth place and, also on Day 7, the losers of those two (2) matches will play a match to determine fifteenth and sixteenth place.

2.5.20.8 The quarter-final matches will also be played on Day 5 between the first and second ranked teams in each group in the preliminary round (the first ranked team in Group A against the second ranked team in Group D, and vice versa; the first ranked team in Group B against the second ranked team in Group C, and vice versa).

2.5.20.9 Two (2) semi-final matches will be played on Day 6 between the winners of each quarter-final. The draw for the semi-finals is set out in the table below.

2.5.20.10 Two (2) matches will also be played on Day 6 between the teams which lost each quarter-final, to determine the teams that will finish in fifth to eighth place (the draw for which will be shown in the table below). On Day 7, the winners of these (Day 6) matches will play a match to determine fifth and sixth place, and the losers of these (Day 6) matches will play a match to determine seventh and eighth place.

2.5.20.11 A final to determine the winner of the event will be played on Day 7 between the two (2) teams that won the semi-final matches.

2.5.20.12 A match will also be played on Day 7 between the two (2) teams that lost the semi-final matches, to determine third and fourth position.

2.5.20.13 **The schedule will be as shown in the table below.**



Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Rankings
1. A3-A4	11. B3-B5	21. C4-C5	31. D1-D4	41. 5A-5D	51. L41-L42		19th/20th
2. A2-A5	12. B1-B2	22. C1-C3	32. D2-D3	42. 5B-5C	52. W41-W42		17th/18th
3. B3-B4	13. C3-C5	23. D4-D5	33. A1-A4	43. 4A-3D	53. L43-L44	61. L53 - L54	15th/16th
4. B2-B5	14. C1-C2	24. D1-D3	34. A2-A3	44. 3A-4D	54. L45-L46	62. W53 - W54	13th/14th
5. C3-C4	15. D3-D5	25. A4-A5	35. B1-B4	45. 4B-3C	55. W43-W44	63. L55 - L56	11th/12th
6. C2-C5	16. D1-D2	26. A1-A3	36. B2-B3	46. 3B-4C	56. W45-W46	64. W55 - W56	9th/10th
7. D3-D4	17. A3-A5	27. B4-B5	37. C1-C4	47. 2A-1D	57. L47-L48	65. L57 - L58	7th/8th
8. D2-D5	18. A1-A2	28. B1-B3	38. C2-C3	48. 1A-2D	58. L49-L50	66. W57 - W58	5th/6th
9. A1-A5	19. B1-B5	29. C1-C5	39. D1-D5	49. 2B-1C	59. W47-W48	67. L59 - L60	3rd/4th
10. A2-A4	20. B2-B4	30. C2-C4	40. D2-D4	50. 1B-2C	60. W49-W50	68. W59 - W60	1st/2nd



WORLD
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GLOSSARY

**COMPETITION
REGULATIONS**



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PART NINE: DEFINED TERMS AND RULES OF INTERPRETATION

1 RULES OF INTERPRETATION

- 1.1** The defined terms in these Competition Regulations (denoted by initial capital letters) have the meaning given to them in Article 2 of this Part Nine, and the following rules of interpretation will be used as an aid to interpretation of these Competition Regulations.
- 1.2** In these Competition Regulations, unless specified otherwise:
- 1.2.1** Words in the singular include the plural, and words in the plural include the singular, unless required by the context.
- 1.2.2** References to the Constitution and World Aquatics Rules with capitalised titles (e.g. Integrity Code) are to the rules and regulations with such names, as amended from time to time.
- 1.2.3** Any reference to a provision in the Constitution or any World Aquatics Rules includes any modifications or successor provisions made or issued from time to time.
- 1.2.4** Any reference to legislation includes any modification or re-enactment of legislation enacted in substitution of that legislation, and any regulation or other instrument from time to time issued or made under that legislation.
- 1.2.5** Any reference to an agreement includes that agreement as modified, supplemented, novated, or substituted from time to time.
- 1.2.6** A reference to 'writing' or 'write' or 'written' includes email.
- 1.2.7** A reference to 'may' means 'in the sole and absolute discretion of such person or body'.
- 1.2.8** A reference to a 'day' means a calendar day.
- 1.2.9** Any time limits will begin on the day after the day on which the notice triggering the time limit is received. Official holidays and non-working days (in any location) are included in the calculation of time limits except that if the time period ends on a non-working day in Lausanne, Switzerland, it will be deemed to end on the next working day in Lausanne, Switzerland. The time limit will be deemed respected if the notice or other communication is sent before midnight Central European Standard Time on the day on which the time limit expires.
- 1.2.10** A reference to a 'person' (with no initial capital letter) means a natural person.
- 1.2.11** Any words following the terms 'including', 'include', 'in particular', 'such as', 'for example', or any similar expression, are illustrative only, and will not limit the sense of the words, description, definition, phrase, or term preceding those terms.
- 1.3** In the event of any inconsistency between the Constitution on the one hand and these Competition Regulations or any other document on the other hand, the Constitution will prevail. In the event of any inconsistency between these Competition Regulations on the one hand and any other document on the other hand, the Competition Regulations will prevail.
- 1.4** If an issue arises on or in connection with the Field of Play or during competition and the issue is unforeseen, in whole or in part, by these Competition Regulations or the Competition Regulations are ambiguous regarding the issue, in whole or in part, the competent/applicable Technical Official(s) will (to the extent necessary) interpret, implement, and enforce the Competition Regulations in accordance with the overarching principles and purposes of the Competition Regulations, including but not limited to the principle of fair competition (and may first consult World Aquatics, and/or may take other steps as deemed appropriate by World Aquatics and/or its designee regarding the issue). If an issue arises other than on or in connection with the Field of Play or during competition and the issue is unforeseen by these Competition Regulations or if the Competition Regulations are ambiguous regarding the issue, World Aquatics will (as necessary) interpret, implement, and enforce the Competition Regulations in its sole and absolute discretion, and may consult the Bureau as deemed necessary, in accordance with Article 17.1.b) of the Constitution.
- 1.5** If these Competition Regulations confer decision-making authority for a particular issue on a specific entity or person, that entity or person may (subject to any other applicable rules) expressly delegate decision-making authority to another appropriate entity or person. Accordingly, if applicable, a reference in these Competition Regulations to a decision made by a specific entity or person will apply to decisions made by another entity or 8
- 1.6** person under delegated authority.



- 1.7** While informally in Aquatic sports the words 'competition' and event' are often used interchangeably, typically in the Competition Regulations (i.e., unless context requires otherwise) references in relation to Swimming and Open Water Swimming to:
- 1.7.1** a 'competition' means the overarching competition (for example, the World Aquatics Championship, or the World Aquatics Open Water Swimming World Cup – Ibiza 2025);
- 1.7.2** an 'event' means a specific event by stroke and distance and age and/or sex category, as applicable, or rounds/heats of an event, as appropriate (for example, the Men's 100m Freestyle final, or the Women's 100m Backstroke preliminary heats); and
- 1.7.3** a 'race' means an individual race (for example, the Women's 100m Butterfly semifinal 1).

2 DEFINED TERMS

- 2.1** **12U** means the age category for Athletes in Artistic Swimming described in Article 10 of Part Seven.
- 2.2** **3 km Knockout Sprint** means the Open Water Swimming event described in Article 7 of Part Three.
- 2.3** **Acrobatic Routine** means the Artistic Swimming routine described in Article 2.5 of Part Seven.
- 2.4** **Acrobatic** has the meaning given to it in Article 1.1 of Appendix 7 of Part Seven.
- 2.5** **Age Group A** means, in Diving, the age group described in Article 13 of Part Four and, in High Diving, the events described in Article 12 of Part Five.
- 2.6** **Age Group B** means, in Diving, the age group described in Article 13 of Part Four and, in High Diving, the events described in Article 12 of Part Five.
- 2.7** **Age Group C** means, in Diving, the age group described in Article 13 of Part Four and, in High Diving, the events described in Article 12 of Part Five.
- 2.8** **Appeal Form** means the form that is referenced in Article 12 of Part One and is available in electronic form on the World Aquatics website and in hard copy in competition Venues at World Aquatics Events.
- 2.9** **Aquatics** means all sport disciplines governed by World Aquatics, including Swimming, Open Water Swimming, Diving, High Diving, Water Polo, Artistic Swimming, Masters, and any other discipline that may be governed by World Aquatics from time to time.
- 2.10** **Aquatics Integrity Unit** means the independent World Aquatics Integrity Unit established under the Constitution and comprised of Supervisory Council, Chief Ethics and Compliance Officer, Adjudicatory Body, Investigatory Body and Anti-Doping Advisory Body.
- 2.11** **Armstand** means, in Diving and High Diving, a Group of dives where the Athlete assumes and takes off from a motionless handstand on the edge of the platform.
- 2.12** **Artistic Impression** means, in Artistic Swimming, the Routine characteristics that are judged, as described in Article 6.6.3 of Part Seven.
- 2.13** **Artistic Swimming** means the Aquatic sport described in Part Seven.
- 2.14** **Assistant Referee** means, in Diving, a person with the roles and responsibilities described in Article 8 of Part Four, in High Diving, a person with the roles and responsibilities described in Article 7 of Part Five, in Water Polo, a person with the roles and responsibilities described in Article 3 of Part Six and, in Artistic Swimming, a person with the roles and responsibilities described in Article 8 of Part Six.
- 2.15** **Athlete** means a person (i) who is taking part in aquatics competitions and events at national or international level, organised in accordance with the Constitution, World Aquatics Rules and/or regulations of World Aquatics Members or affiliated entities and/or (ii) who is registered by his/her respective national federation.
- 2.16** **Athlete Support Personnel** means any coach, trainer, manager, agent, doctor, therapist, nutritionist, team staff, or any other person working with, treating or assisting an Athlete participating in or preparing for a competition.
- 2.17** **Automatic Officiating Equipment** means, in Swimming, the automatic officiating equipment described in Articles 11 and 15.16 of Part Two and, in Open Water Swimming, the automatic officiating equipment described in Article 12.3.3 of Part Three.
- 2.18** **Back** means, in Diving and High Diving, a Group of dives where the Athlete starts the dive facing away from the pool and takes-off backwards away from the board or platform.



- 2.19** **Backstroke** means the swimming stroke described in Article 6 of Part Two.
- 2.20** **Barani** means, in High Diving, the movement of that name described in Article 3.6 of Part Five.
- 2.21** **Base Mark** means the minimum Degree of Difficulty that will be applied if one (1) or more components of the element is not performed or is not in conformance to what is declared in the Coach Card.
- 2.22** **Breaststroke** means the swimming stroke described in Article 7 of Part Two.
- 2.23** **Bureau** means the World Aquatics Bureau.
- 2.24** **Butterfly** means the swimming stroke described in Article 8 of Part Two.
- 2.25** **By-laws** means the World Aquatics By-laws.
- 2.26** **Cadence** has the meaning given to it in Appendix 2 of Part Seven.
- 2.27** **Call Room Judge** means, in Swimming, a person with the roles and responsibilities described in Article 2.6 of Part Two.
- 2.28** **Call Room Supervisor** means, in Swimming, a person with the roles and responsibilities described in Article 2.6 of Part Two.
- 2.29** **CAS** means the Court of Arbitration for Sport, based in Lausanne, Switzerland.
- 2.30** **Chief Finish Judge** means, in Open Water Swimming, a person with the roles and responsibilities described in Article 2.10 of Part Three.
- 2.31** **Chief Inspector of Turns** means, in Swimming, a person with the roles and responsibilities described in Article 2.7 of Part Two.
- 2.32** **Chief Medical Officer** means the person assigned the role of Chief Medical Officer described in Article 8 of Part One.
- 2.33** **Chief Recorder** means in Swimming a person with the roles and responsibilities described in Article 2.13 of Part Two and, in Masters Artistic Swimming, a person with the roles and responsibilities described in Articles 7.10.5 and 7.10.6 of Part Eight.
- 2.34** **Chief Referee** means, in Open Water Swimming, a person with the roles and responsibilities described in Article 2.4 of Part Three.
- 2.35** **Chief Timekeeper** means, in Swimming, a person with the roles and responsibilities described in Article 2.10 of Part Two and, in Open Water Swimming, a person with the roles and responsibilities described in Article 2.8 of Part Three.
- 2.36** **Clerk of the Course** means, in Open Water Swimming, a person with the roles and responsibilities described in Article 2.19 of Part Three.
- 2.37** **Close Friends** means a personal relationship between a Technical Official and an individual characterised by frequent social interaction, mutual trust, emotional closeness, and/or ongoing personal support.
- 2.38** **Club** means an organisation that provides training, development, and/or competitive opportunities in one or more Aquatic sports and, in Masters competitions and Part Eight, a club of Masters Participants.
- 2.39** **Coach Card** means the document set out in Appendix 6 of Part Seven.
- 2.40** **Control Room Supervisor** means, in Swimming, a person with the roles and responsibilities described in Article 2.4 of Part Two.
- 2.41** **Competition Disciplinary Manager** means, in Masters competition, a person with the roles and responsibilities described in Article 7.2.4 and elsewhere in Part Eight.
- 2.42** **Competition Manager** means, in Masters competition, a person with the roles and responsibilities described in Article 7.2.4 and elsewhere in Part Eight.
- 2.43** **Competition Regulations** means these World Aquatics Competition Regulations (including all nine Parts).
- 2.44** **Configuration** means an arrangement of elements in a particular form, figure, or combination.
- 2.45** **Constitution** means the constitution of World Aquatics, as adopted or amended from time to time.
- 2.46** **Construction** means the act or result of putting different things together.



- 2.47** **Continental Organisations** means organisations formed by World Aquatics Members of the same geographical continent, approved, and recognised by World Aquatics.
- 2.48** **Country** means a geographical territory or region which, in the discretion of World Aquatics, is considered to be autonomous in relation to the development and organisation of Aquatics.
- 2.49** **Course Officer** means, in Open Water Swimming, a person with the roles and responsibilities described in Article 2.18 of Part Three.
- 2.50** **Critical Technical Official** means a Chief Referee, Referee, Judge, or Technical Controller.
- 2.51** **Degree of Difficulty** means, in Diving and High Diving, the numerical value assigned to each dive based on its complexity and the elements it contains and, in Artistic Swimming, the numerical value assigned to Figures, Elements, and Transitions based on their complexity, risk, and skill requirements.
- 2.52** **Difficulty Technical Controller** means, in Artistic Swimming, a person with (among other things) the roles and responsibilities described in Article 6.5.3 of Part Seven.
- 2.53** **Diving** means the Aquatic sport described in Part Four.
- 2.54** **Elements** means, in Artistic Swimming, the technical components of a routine, and includes Hybrids and Acrobatics.
- 2.55** **Emergency Action Plan** means the emergency action plan referenced in Article 8 of Part One.
- 2.56** **Escort Craft** means, in Open Water Swimming, the Athlete support craft described in Article 4.3 of Part Three.
- 2.57** **Executive** means the organ of World Aquatics pursuant to Article 18 of the Constitution.
- 2.58** **Executive Director** means the person appointed as the World Aquatics Executive Director, pursuant to Article 23 of the Constitution.
- 2.59** **Family** means spouses, partners, parents, grandparents, in-laws, legal guardians, siblings, children, grandchildren, step-relatives, cousins, nephews, nieces, uncles, and aunts.
- 2.60** **Feeding Platform Judge** means, in Open Water Swimming, a person with the roles and responsibilities described in Article 2.14 of Part Three.
- 2.61** **Field of Play** means, in Water Polo, the part of the pool or water where the match takes place, inside each Side Line and Goal Line, and, in all other Aquatic sports, the area of and immediately around the sport activity during an Aquatics sport competition.
- 2.62** **Field of Play Medical Station** means the Medical Station close to the Field of Play (as described in Article 8.9.3 of Part One).
- 2.63** **Figures** means the combinations of movements listed in Appendix 1 of Part Seven.
- 2.64** **Finish Judge** means, in Swimming, a person with the roles and responsibilities described in Article 2.12 of Part Two and, in Open Water Swimming, a person with the roles and responsibilities described in Article 2.11 of Part Three.
- 2.65** **Free** means, in Diving, the combination Position described in Articles 2.5.1 and 10.5.5.4 of Part Four and, in High Diving, the combination Position described at Articles 2.9 and 10.4.4.4 of Part Five.
- 2.66** **Free Routine** means the Artistic Swimming routine described in Article 2.3 of Part Seven.
- 2.67** **Freestyle** means the swimming stroke described in Article 5 of Part Two.
- 2.68** **Forward** means, in Diving and High Diving, a Group of dives where the Athlete starts the dive facing toward the pool and takes off by rotating forwards away from the board or platform (in Diving, “Forward” is sometimes used interchangeably with “front”).
- 2.69** **GMS** means the World Aquatics General Management System.
- 2.70** **Group** means, in Diving, the group of a dive described in Article 2.2 of Part Four and, in High Diving, the group of a dive described in Article 2.2 of Part Five.
- 2.71** **Healthcare Personnel** means persons with one or more healthcare skills and/or experience, in accordance with the requirements of Article 8.8 of Part One.
- 2.72** **High Diving** means the Aquatic sport described in Part Five.
- 2.73** **Hybrid** has the meaning given to it in Article 2 of Appendix 6 of Part Seven.



- 2.74** **Hybrid Movement** has the meaning given to it in Article 2 of Appendix 6 of Part Seven.
- 2.75** **Independent Swimwear Expert** means the independent expert with the experience and responsibilities set out in Article 6.6 of Part One.
- 2.76** **Inspector of Turns** means, in Swimming, a person with the roles and responsibilities described in Article 2.8 of Part Two.
- 2.77** **Integrity Code** means the World Aquatics Integrity Code.
- 2.78** **International Competition** means any competition organised or sanctioned by World Aquatics, any Continental or Regional Organisation or any Member in which other World Aquatics-recognised Federations, clubs or individuals participate. There are five tiers of International Competition, as defined in Article 2.1 of Part One.
- 2.79** **Inward** means, in Diving and High Diving, a Group of dives where the Athlete starts the dive facing away from the pool and takes off forwards toward the board or platform.
- 2.80** **IOC** means the International Olympic Committee.
- 2.81** **Judge** means, in Diving, a person with the roles and responsibilities described in Article 7 of Part Four and, in High Diving, a person with the roles and responsibilities described in Article 9 of Part Five and, in Artistic Swimming, a person with the roles and responsibilities described in Article 8 of Part Seven.
- 2.82** **Judge of Stroke** means, in Swimming, a person with the roles and responsibilities described in Article 2.9 of Part Two.
- 2.83** **Judges Panel** means, in Diving, a panel of Judges assembled to judge a dive as described in Article 7 of Part Four and, in High Diving, a panel of Judges assembled to judge a dive as described in Article 9 of Part Five.
- 2.84** **Junior** means the age category for Athletes in Artistic Swimming described in Article 10 of Part Seven.
- 2.85** **Jury of Appeal** means the body appointed to determine appeals in accordance with Article 12 of Part One.
- 2.86** **List of Approved Swimwear** means the list of swimwear that has been approved by World Aquatics as updated from time to time and published on the World Aquatics website.
- 2.87** **LOC** means the local organising committee for a World Aquatics Event, which might (for example) be, a host Member Federation, or a private entity.
- 2.88** **Management Committee** means the persons appointed by World Aquatics to oversee the overall organisation and execution of a competition. The Bureau will act as the Management Committee for the Olympic Games and World Aquatics Championships. The Management Committee may delegate responsibilities to members of the World Aquatics Team.
- 2.89** **Masters** means the sports, competitions and events for Masters Participants described in Part Eight.
- 2.90** **Masters Participant** has the meaning given to it in Article 1.4 of Part Eight.
- 2.91** **Masters Team** means a team of Masters Participants competing together in a team Aquatics event.
- 2.92** **Material** means all physical material and/or fabric used in Swimwear.
- 2.93** **Medical Officer** means, in Open Water Swimming, a person with the roles and responsibilities described in Article 2.17 of Part Three.
- 2.94** **Medical Plan** means a plan that addresses the medical and related issues at a World Aquatics Event in accordance with Article 8 of Part One.
- 2.95** **Medical Response Protocol** means the medical response protocol referenced in Article 8 of Part One.
- 2.96** **Medical Services** means the medical services provided by the LOC at a World Aquatics Event.
- 2.97** **Medical Station** means a location at a Venue designated for the provision of Medical Services and related activities.
- 2.98** **Medley** means the combination of swimming strokes described in Article 9 of Part Two.
- 2.99** **Member Federation** means a National Body recognised by World Aquatics to be a member of World Aquatics.
- 2.100** **Men Solo** means an Artistic Swimming event performed by one (1) male Athlete.
- 2.101** **Mixed Duet** means an Artistic Swimming event performed by one (1) female Athlete and one (1) male Athlete.



- 2.102** **Mixed Relay** means the Swimming relay event described in Article 10.4.1 of Part Two.
- 2.103** **Mixed Team Event** means the Open Water Swimming event described in Article 6 of Part Three.
- 2.104** **Music Manager** means, in Artistic Swimming, a person with the roles and responsibilities described in Article 6.4 of Part Seven.
- 2.105** **National Body** means a body which is established to represent the development and organization of Aquatics in a particular Country.
- 2.106** **New Member Federation** has the meaning given to it in Article 3.3.1 of Part One.
- 2.107** **NOC** means a National Olympic Committee recognised by the IOC.
- 2.108** **Number** means in Diving, the numeral digits assigned to a dive as described in Article 2 of Part Four.
- 2.109** **NVT** means the numerical value of a Transition.
- 2.110** **On-water Craft** means, in Open Water Swimming, any craft on the water, including Safety Craft and Escort Craft.
- 2.111** **Open Free Combination** means the Artistic Swimming routine described in Article 2.4 of Part Seven.
- 2.112** **Open Team** means an Artistic Swimming team event performed in accordance with the requirements set out in Article 6.1.2 of Part Seven.
- 2.113** **Open Water Swimming** means the Aquatic sport described in Part Three.
- 2.114** **Part** means a part of these Competition Rules.
- 2.115** **Pattern Change** means a change of formation made by the spatial relationship between Athletes of a team.
- 2.116** **Pike** means, in Diving, the Position described in Article 10.5.5.2 of Part Four and, in High Diving, the Position described at Article 10.4.4.2 of Part Five.
- 2.117** **Position** means, in Diving, the position of a dive described in Article 2.5 of Part Four and, in High Diving, the position of a dive described in Article 2.8 of Part Five.
- 2.118** **President** means the person elected as World Aquatics President under Article 16 of the Constitution or who fills any vacancy pursuant to Article 14.14 of the Constitution.
- 2.119** **Product** means Swimwear of a certain design, shape, and Material (for example: men classic, women closed back, goggles, cap, etc) that is the end result of the manufacturing process and offered to the market to satisfy a need or want. The Product may be in one or more components, but all components must be fixed and/or attached to each other and fulfil a practical function.
- 2.120** **Product Technology Identification** means the technical identification (which shall not include any identification of the manufacturer, or any part thereof) used on clothing to identify any fabric technology
- 2.121** **Race Judge** means, in Open Water Swimming, a person with the roles and responsibilities described in Article 2.12 of Part Three.
- 2.122** **Recorder** means, in Swimming, a person with the roles and responsibilities described in Article 2.14 of Part Two and, in Open Water Swimming, a person with the roles and responsibilities described in Article 2.20 of Part Three.
- 2.123** **Referee** means, in Swimming, a person with the roles and responsibilities described in Article 2.3 of Part Two and, in Open Water Swimming, a person with the roles and responsibilities described in Article 2.6 of Part Three and, in Diving, a person with the roles and responsibilities described in Article 8 of Part Four and, in High Diving, a person with the roles and responsibilities described in Article 7 of Part Five and, in Water Polo, a person with the roles and responsibilities described in Articles 3.5 to 3.7 of Part Six and, in Artistic Swimming, a person with the roles and responsibilities described in Article 8.3 of Part Seven.
- 2.124** **Referees, Officials, and Starters Committee** means the World Aquatics committee described in the By-laws.
- 2.125** **Relay Judge** means, in Open Water Swimming, a person with the roles and responsibilities described in Article 2.15 of Part Three.
- 2.126** Resolution Desk Judge means
- 2.127** **Reverse** means, in Diving and High Diving, a Group of dives where the Athlete starts the dive facing toward the pool and takes off by rotating backwards toward the board or platform.
- 2.128** **Round One** means the first round of the 3 km Knockout Sprint event.



- 2.129** **Round Two** means the second round of the 3 km Knockout Sprint event.
- 2.130** **Round Three** means the third round of the 3 km Knockout Sprint event.
- 2.131** **Safety Craft** means any craft that provides close-support safety functions at Open Water Swimming competitions, which may include, for example, kayaks, paddleboards, or other vessels.
- 2.132** **Safety Crew** means, in Open Water Swimming, safety personnel with the roles and responsibilities described in Article 14 of Part Three.
- 2.133** **Safety Plan** means the safety plan for an Open Water Swimming competition described in Article 14 of Part Three.
- 2.134** **Safety Officer** means, in Open Water Swimming, a person with the roles and responsibilities described in Article 2.15 of Part Three.
- 2.135** **Safety Marshall** means, in Masters competition, a person with the roles and responsibilities described in Article 7 of Part Eight.
- 2.136** **Sample** means a particular Product and/or a piece of material used in Product Construction of Swimwear that is submitted during the Swimwear approval procedure.
- 2.137** **Secretary** means, in Diving, a person with the roles and responsibilities described in Article 9 of Part Four and, in High Diving, a person with the roles and responsibilities described in Article 8 of Part Five and, in Water Polo, a person with the roles and responsibilities described in Article 3.11 of Part Six.
- 2.138** **Semi-Automatic Officiating Equipment** means, in Swimming, the automatic officiating equipment described in Articles 11 and 15.16 of Part Two.
- 2.139** **Senior** means the age category for Athletes in Artistic Swimming described in Article 10 of Part Seven.
- 2.140** **Sport Nationality** means an Athlete's affiliation and eligibility to represent a Member Federation in International Competition, as described in Article 3 of Part One.
- 2.141** **Sports Medicine Committee** means the committee of World Aquatics as established in the By-laws.
- 2.142** **Starter** means, in Swimming, a person with the roles and responsibilities described in Article 2.5 of Part Two and, in Open Water Swimming, a person with the roles and responsibilities described in Article 2.7 of Part Three.
- 2.143** **Statement of Dives** means the form setting out the relevant details for each of the dives that an Athlete will perform in a competition.
- 2.144** **Straight** means, in Diving, the Position described in Article 10.5.5.1 of Part Four and, in High Diving, the Position described at Article 10.4.4.1 of Part Five.
- 2.145** **Swimming** means the Aquatic sport described in Part Two.
- 2.146** **Swimwear** means any swimsuit, wetsuit, swim cap, and goggles.
- 2.147** **Synchronisation Technical Controller** means, in Artistic Swimming, a person with (among other things) the roles and responsibilities described in Article 6.5.3 of Part Seven.
- 2.148** **Technical/ Team Leaders' Meeting** means the meeting between representatives of World Aquatics, the LOC, and Member Federations prior to a World Aquatics Event.
- 2.149** **Technical Artistic Swimming Committee** means the Technical Committee for Artistic Swimming.
- 2.150** **Technical Committee** means the World Aquatics Technical Committees listed in Article 25.2 of the Constitution.
- 2.151** **Technical Controller** means a Difficulty Technical Controller or a Synchronisation Technical Controller.
- 2.152** **Technical Diving Committee** means the Technical Committee for Diving.
- 2.153** **Technical High Diving Committee** means the Technical Committee for High Diving.
- 2.154** **Technical Masters Committee** means the Technical Committee for Masters competition.
- 2.155** **Technical Official** means the technical officials officiating at competition, including (depending on the Aquatic sport) Referees, Starters, Judges, and Technical Controllers.
- 2.156** **Technical Open Water Swimming Committee** means the Technical Committee for Open Water Swimming.
- 2.157** **Technical Required Elements** means the movements that must be performed in Technical Routines in accordance with the requirements specified in Appendix 2 of Part Seven.



- 2.158** **Technical Routine** means the Artistic Swimming routine described in Article 2.2 of Part Seven.
- 2.159** **Technical Swimming Committee** means the Technical Committee for Swimming.
- 2.160** **Technical Water Polo Committee** means the Technical Committee for Water Polo.
- 2.161** **Therapeutic Use Exemption** has the meaning given to it in the World Aquatics Doping Control Rules.
- 2.162** **Three Positions** means, in High Diving, the Position described at Articles 2.10 and 10.4.4.5 of Part Five.
- 2.163** **Timekeeper** means, in Swimming, a person with the roles and responsibilities described in Article 2.11 of Part Two and, in Open Water Swimming, a person with the roles and responsibilities described in Article 2.9 of Part Three and, in Water Polo, a person with the roles and responsibilities described in Article 3.10 of Part Six.
- 2.164** **Timer** means, in Artistic Swimming, a person with the roles and responsibilities described in Article 6.3.8 of Part Seven.
- 2.165** **TOWSC Commission** means the commission of the Technical Open Water Swimming Committee.
- 2.166** **Transition** means the movement that link Elements within an Artistic Swimming routine.
- 2.167** **Tuck** means, in Diving, the Position described in Article 10.5.5.3 of Part Four and, in High Diving, the Position described at Article 10.4.4.3 of Part Five.
- 2.168** **Top Ten Ranking** means the Masters Swimming rankings described in Article 2.7 of Part Eight.
- 2.169** **Turn Judge** means, in Open Water Swimming, a person with the roles and responsibilities described in Article 2.13 of Part Three.
- 2.170** **Twisting** means, in Diving, a Group of dives.
- 2.171** **Unsporting Conduct** means, in Open Water Swimming, conduct that is unsporting, as described in Article 4.2.4 of Part Three.
- 2.172** **Venue** means the competition, training, or other venue in which a World Aquatics Event is being held.
- 2.173** **Venue Medical Officer** means the person designated that role by the Chief Medical Officer.
- 2.174** **Venue Medical Station** means the or a primary Medical Station at a Venue.
- 2.175** **Video Assistant Referee** (also known as 'VAR') means, in Open Water Swimming, the video assistant referee system described in Article 12.5 of Part Three and, in Water Polo, a person with the roles and responsibilities described in Article 3.12 of Part Six and Appendix 4.
- 2.176** **Video Review Judge** means, in Swimming, a person with the roles and responsibilities described in Article 2.16 of Part Two and, in Open Water Swimming, a person with the roles and responsibilities described in Article 2.21 of Part Three.
- 2.177** **Video Review Supervisor** means, in Swimming, a person with the roles and responsibilities described in Article 2.15 of Part Two.
- 2.178** **WADA** means the World Anti-Doping Agency.
- 2.179** **Water Polo** means the Aquatic sport described in Part Six.
- 2.180** **Women Duet** means an Artistic Swimming event performed by two (2) female Athletes.
- 2.181** **Women Solo** means an Artistic Swimming event performed by one (1) female Athlete.
- 2.182** **World Aquatics Calendar** means the calendar of all International Competitions approved by World Aquatics that is published on World Aquatics' website.
- 2.183** **World Aquatics Championships** means the world championships of that name organised by World Aquatics for Swimming, Open Water Swimming, Diving, High Diving, Artistic Swimming, and Water Polo.
- 2.184** **World Aquatics Doping Control Rules** means the Doping Control Rules issued by World Aquatics.
- 2.185** **World Aquatics Evaluator** means, in Artistic Swimming, a person with the roles and responsibilities described in Article 8.2.11 of Part Seven.
- World Aquatics Event** means all competitions organised by World Aquatics, including the Tier 1 and Tier 2 International Competitions listed at Article 2.1 of Part One (excluding the Olympic Games).



World Aquatics Homologation Mark means the homologation mark as featured in Article 7 of Part One, with further regulations and/or guidance to be published by World Aquatics from time to time.

- 2.186** **World Aquatics Junior Diving Championships** means the championships of that name organised by World Aquatics.
- 2.187** **World Aquatics Junior High Diving Championships** means the championships of that name organised by World Aquatics.
- 2.188** **World Aquatics Junior Open Water Swimming Championships** means the championships of that name organised by World Aquatics.
- 2.189** **World Aquatics Masters Championships** means the world championships of that name organised by World Aquatics.
- 2.190** **World Aquatics Masters Championships Accepted Swimsuit** means a Swimsuit accepted for use at the World Aquatics Masters Championships, as described in Article 7.14 of Part Eight.
- 2.191** **World Aquatics Masters Event** has the meaning given to it in Article 1.2 of Part Eight.
- 2.192** **World Aquatics Medical Delegate** means the member of the Sports Medicine Committee assigned the role of World Aquatics Medical Delegate (described in Article 8.5.1 of Part One) for a particular World Aquatics Event.
- 2.193** **World Aquatics Office** means the office managed by the Executive Director under the supervision of the President.
- 2.194** **World Aquatics Officials List** means the list of approved Technical Officials issued by World Aquatics from time to time.
- 2.195** **World Aquatics Swimming Championships (25m)** means the world championships of that name organised by World Aquatics.
- 2.196** **World Aquatics Points Table** means, in Swimming, a point scoring system that enables comparisons of results among different events.
- 2.197** **World Aquatics Rankings** means the sport-specific performance rankings compiled by World Aquatics using ranking criteria and performance results and published by World Aquatics from time to time.
- 2.198** **World Aquatics Rules** means the By-laws and any other rules and regulations adopted by World Aquatics other than the Constitution.
- 2.199** **World Aquatics Safety Delegate** means the member of the relevant Technical Committee assigned the role of World Aquatics Safety Delegate for a particular World Aquatics Event.
- 2.200** **World Aquatics Sport Manager** means the person at World Aquatics who is responsible for an Aquatic sport.
- 2.201** **World Aquatics Team** means all members of the Bureau, World Aquatics staff, World Aquatics committees, and World Aquatics-designated external contractors and/or personnel hired to provide on-site services at competitions.
- 2.202** **World Aquatics Technical Delegate** means the World Aquatics technical representative at a competition.
- 2.203** **World Cup** means a competition of that name in an Aquatic sport organised by World Aquatics.
- 2.204** **Youth** means the age category for Athletes in Artistic Swimming described in Article 10 of Part Seven.

