

# INTERPRETATIONS TO NFHS 2005-06 RULE CHANGES

8-30-05

## **Emphasis prior to Rule One:**

A risk management warning has been added as a Point of Emphasis: Players shall enter the water feet first at all times. The referee must point out the rule to coaches whose players are not in compliance with the rule. If the situation persists, the referee must notify the appropriate authority as determined by the Association or Section (each Association or Section must draw up guidelines for the reporting of noncompliant coaches/schools). No game penalties may be instituted, nor does the game official contact the school directly.

## **Rule 1-1: Equipment**

As written,

## **Rule 1-2: Field of play**

As written although diagrams are on page 123.

## **Rule 1-4: Pool dimensions**

As written. Note that 25 yard/meter pools with walls need to have wall goals to be a legal pool. When utilizing floating goals the length of the course from goal line to goal line must be 25 yards/meters.

## **Rule 1-10: Use of Artificial Communication Devices**

As written.

## **Rule 2-3: Goal backing**

As written. As of July 1, 2006, floating goals must have net backing.

## **Rule 3-1 Description of Ball**

As written. Teams may only use yellow or gold balls, without stripes.

## **Rule 4-1: Cap color**

As written

## **Rule 4-1: Cap Divisions**

As written. The numbers (white or yellow) must be on the darker portion of the home caps. The referees must determine that the numbers are clearly visible (Rule 4-6).

## **Rule 4-1: Replacement of Caps**

As written. Referees should not stop play until the team with the missing cap is on offense and there is no advantage to the offender's team (Rule 7-3).

## **Rule 4-2: Color of Ear Guards**

As written

## **Rule 4-3: Goalkeeper Caps**

As written

## **Rule 4-4: Cap Numbers**

As written. Numbers on the dark caps must be white or yellow. The numbers on the white caps must be a contrasting dark color. Orange is added to the list of prohibited light colors for cap numbers on white caps.

**Rule 4-4: Cap Number Borders**

As written. The emphasis is always that the numbers on the caps must be clearly visible.

**Rule 4-5: Swim Caps**

The dark swim cap must closely match the color of the game cap. No green swim cap under dark blue water polo cap for example.

**Rule 4-6: Cap Compliance**

This change establishes a procedure for the referee to follow if a team has non-conforming caps. The team is required to change caps unless there is mutual agreement of both teams that the game will be played with non-compliant caps and the referees agree that the numbers are clearly visible. Otherwise the game will be declared a forfeit. An official should only stop play or forfeit a game when the safety of the participants is in question. Therefore, the game must be played with noncompliant caps if the opponent has not requested a forfeit on their behalf, as long as the numbers are clearly visible. The referees must notify the Association or Section Liaison of the noncompliant caps.

**Rule 5-2-1: Location of Substitutes**

As written.

**Rule 5-2-3: Referee Change of Sides**

This rule applies to teams switching at the quarters in SHALLOW end pools. The officials will switch sides exactly as they do when teams are changing ends at the half (before the second period, before the fourth period, and before the first period of any overtime). This does mean that one team will have the same official in their frontcourt for an entire half. When teams want to switch at the quarters because of a SUN FACTOR in a non-shallow end pool then the officials will remain on their respective sides for the entire game.

**Rule 5-4: Apparel**

As written

**Rule 5-4: Prohibited Articles**

As written

**Rule 5-5: Pre-game Meeting**

As written

**Rule 6-3: Protests**

As written

**Rule 7-1: Referee Authority**

As written

**Rule 7-1: Referee Uniform**

As written

**Rule 7-5: Definition of Official and Team Officials**

As written

**Rule 7-6: Abandonment or Temporary Stoppage of Game**

As written

**Rule 7-7: Referee Responsibility**

As written. It is the responsibility of the Associations or Sections to work with the officials association to set-up a procedure for the reporting of each and every violation stated in this rule, as well as any other violation the Association or Section considers reportable (such as brutality, fighting, misconduct and disrespect).

**Rule 11-5: Forfeits**

As written

**Rule 11-6: Tournament Variations**

As written

**Rule 12-3: Timeouts**

As written

**Rule 12-5: Awarding a Timeout to the Team not in Possession of the Ball**

As written

**Rule 13-1: Coin Toss**

As written

**Rule 14-3-g: Direct Shot on Goal**

As written

**Rule 14-4, Rule 20-8, and Rule 22-2: Two Hands**

The wording is now consistent and arms have the same punishment as hands.

**Rule 19-4: Method of Taking a Free Throw**

The method of taking a free throw is now included in this rule as well as Rule 16-2 (goal throws).

**Rule 20-6: Tackling**

As written

**Rule 20-18: Wasting Time**

As written

**Rule 21-7: Holding, Sinking, Pulling Back**

A new interpretation was added to the rules: It is an exclusion foul to hold, sink or pull back an opponent even if the ball is not being passed to that player. Referees are reminded to apply the advantage rule (7-3) in this situation.

**Rule 21-9: Overaggressive Fouls**

As written

**Rule 21-10: Brutality**

As written. Each Association or Section can decide whether the player can be at the next game as it is not a supervision problem to leave the player at home. Player needs to stay in the pool area upon exclusion for supervision reasons.

**Rule 21-11: Minor Acts of Disrespect**

As written. A minor act of disrespect is treated as any other exclusion foul.

### **Rule 21-13 Simultaneous Dead-Time Exclusions**

This year the rule for the punishment for a double dead-time exclusion was changed from a neutral throw to the team on offense maintaining possession of the ball with a new 35-second clock. In the case of a double exclusion foul committed prior to an awarded penalty throw, both players are excluded and the penalty throw is maintained. The same concept applies to if a double exclusion foul is committed prior to the taking of a neutral throw. Both players are excluded and the neutral throw taken. Note: this corrects an error related to the neutral throw in this rule.

### **Rule 21-18-1: Simultaneous Live-time Exclusions**

As written, with the addition of an interpretation covering the situation where neither team has possession of the ball during live time, as follows: If neither team has possession of the ball, (if for example, the ball is floating in “no man’s land” between the teams when a double exclusion foul is called), both players are excluded and a neutral throw awarded.

### **Rule 21-18-2: Simultaneous Dead and Live Time Penalty Fouls**

As written

### **Rule 21-18-3: Simultaneous Award of an Exclusion Foul and a Penalty Foul During Dead Time or Live Time**

As written

### **Rule 21-20: Interfering with Play**

As written.

### **Rule 25-2: Bleeding**

As written

### **Rule 25-4: Stoppage of Game**

As written