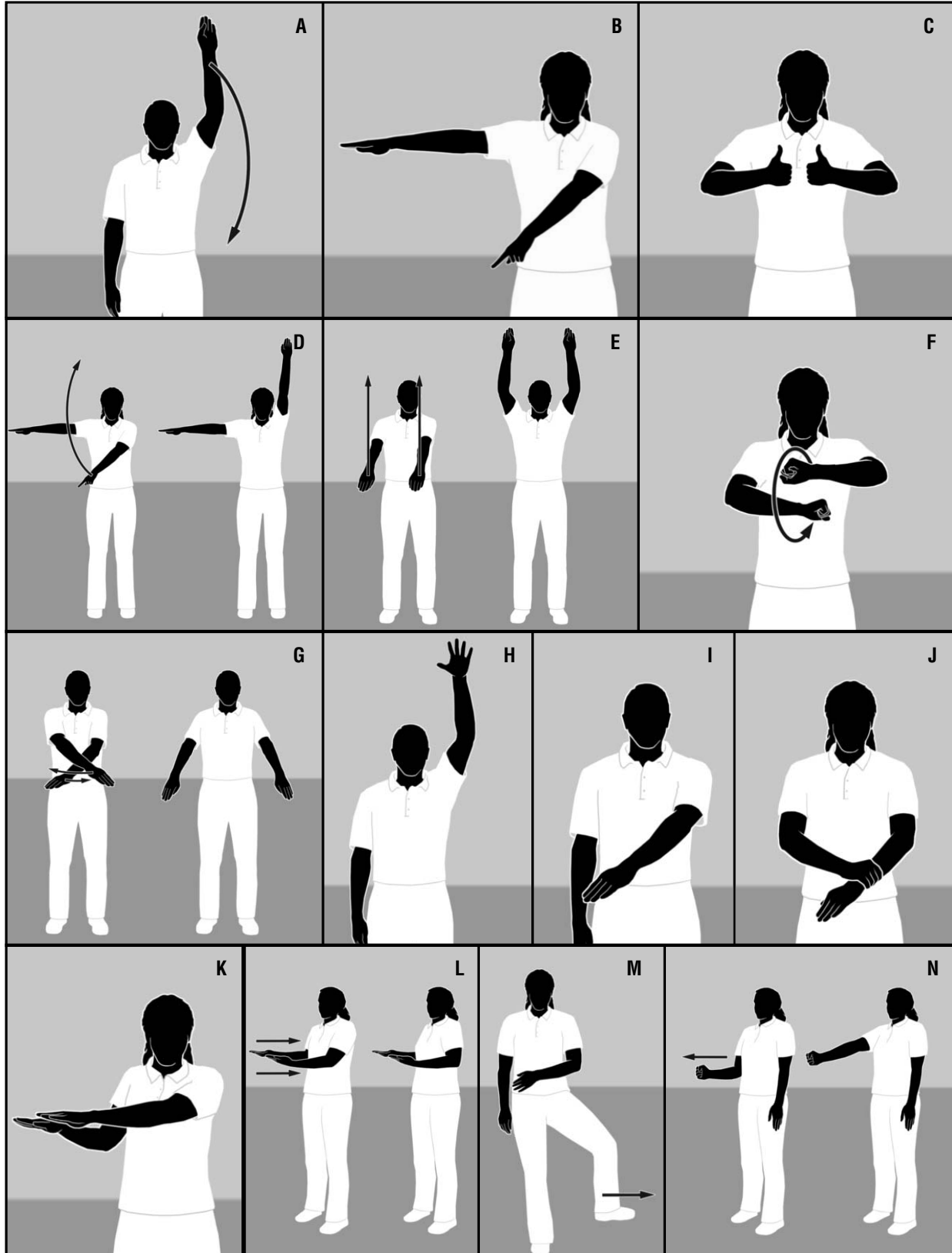


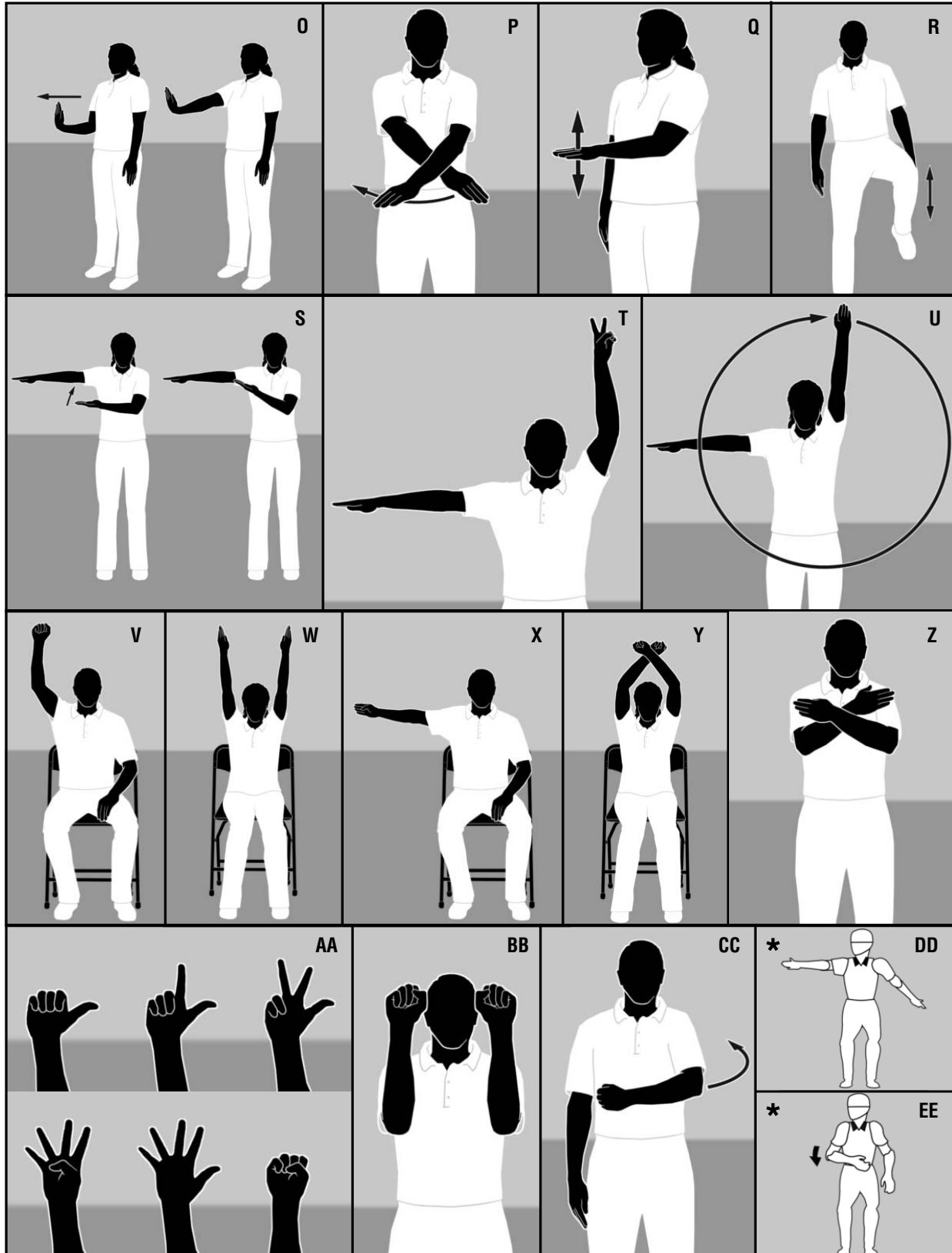


NFHS OFFICIAL WATER POLO SIGNALS





NFHS OFFICIAL WATER POLO SIGNALS



APPENDIX C – SIGNALS TO BE USED BY OFFICIALS

- Fig. A The referee lowers the arm from a vertical position and blows the whistle to signal (i) the start of the period, (ii) the restart after a goal and (iii) the taking of a penalty throw.
- Fig. B To point with one arm in the direction of the attack and 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.
- Fig. 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.
- Fig. 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 score table. After the ball is put into play, the referee shall call out the cap color and number of the offending player to the score table.
- Fig. E To signal the simultaneous exclusion of two players. The referee points with both hands to the two players, signals their exclusion in accordance with Fig. D, signals the players' cap numbers, calls the ball out of the pool, calls out the cap colors and numbers of the offending players to the score table, and awards a free throw to the team on offense. If neither team was in possession of the ball, a neutral throw is awarded.
- Fig. F To signal the exclusion of a player from the remainder of the game with substitution. The referee signals exclusion in accordance with Fig. D (or Fig. E, if appropriate) and then rotates both hands round one another in such a way that is visible to both the field of play and the score table. The referee then signals the excluded player's cap number to the field of play and to the score table and then calls out the cap number of the offending player to the score table. The referee also must notify the scorer of this ruling, including the general reason for the game exclusion, such as misconduct, the entrance of a player not entitled to participate or an excluded player walking to the re-entry area, etc.
- Fig. G To signal the exclusion of a player from the remainder of the game for flagrant misconduct. The referee signals exclusion in accordance with Fig. D (or Fig. E if appropriate) and then crosses the arms down over the abdomen in such a way that this signal is visible to both the field of play and the score table. The referee then signals and calls the excluded player's cap number to the field of play and to the score table. The referee also must notify the scorer of this ruling for notation on the scoresheet.
- Fig. H To signal the award of a penalty throw. The referee raises one arm with five fingers in the air. The referee then signals the offending player's cap number to the field of play and to the score table. The referee shall also call out the cap color and number of the offending player to the score table.
- Fig. I To signal that a goal has been scored. The referee signals by whistle and by immediately pointing to the center of the field of play. The referee shall signal the cap number and call out the cap color and number of the player scoring the goal to the score table.
- Fig. 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.
- Fig. K To indicate the exclusion foul of sinking an opponent. The referee makes a downward motion with both hands starting from a horizontal position.
- Fig. 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 the referee's body.
- Fig. M To indicate the exclusion foul of kicking an opponent. The referee makes a kicking movement.
- Fig. 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.
- Fig. O To indicate the ordinary foul of pushing or pushing off from an opponent. The referee

- makes a pushing motion away from the referee's body starting from a horizontal position.
- Fig. P To indicate the ordinary foul of impeding an opponent. The referee makes a crossing motion with one hand horizontally crossing the other.
- Fig. Q To indicate the ordinary foul of taking the ball under the water. The referee makes a downward motion with the hand starting from a horizontal position.
- Fig. R To indicate the ordinary foul of standing on the bottom of the pool. The referee raises and lowers one foot.
- Fig. S To indicate the ordinary foul of undue delay in the taking of a free throw, goal throw or corner throw. The referee raises one hand once or twice with the palm turned upwards.
- Fig. T To indicate a violation of the two-meter rule. The referee indicates the number 2 by raising the fore and middle fingers in the air with the arm vertically extended.
- Fig. U To indicate the ordinary foul of expiration of 30 seconds possession or of relinquishing possession of the ball before 30 seconds has elapsed. The referee moves a hand in a circular motion two or three times and points in the opposite direction.
- Fig. V By a goal judge to signal for the start of a period by raising one arm vertically.
- Fig. W By a goal judge to signal an improper start by raising both arms vertically.
- Fig. X By a goal judge to signal a goal throw or a corner throw by pointing the arm in the direction of the attack.
- Fig. Y By a goal judge to signal a goal by raising and crossing both arms.
- Fig. Z By a coach in the last minute of the game or the last minute of overtime to request a free throw and to maintain possession of the ball instead of taking the penalty throw awarded. The coach crosses both arms up across the chest. If the coach decides to request the penalty throw, the coach raises an arm with five fingers in the air.
- Fig. AA To indicate a player's cap number (signals for 1, 2, 3, 4, 5, and 10). To enable the referee to communicate better with the players and the secretary, signals are made using both hands, if appropriate, when the number exceeds five. For numbers 6 through 9, one hand shows five fingers, with the other hand showing additional fingers to make up the sum of the player's number. For the number ten, a clenched fist is shown. For numbers 11 through 15, one hand is shown as a clenched fist with the other hand showing additional fingers to make up the sum of the player's number. For cap numbers 16 through 19, the referee holds up one clenched fist. With the other hand the referee holds up first five fingers and then raises the other digits as necessary for the cap numbers. The referee must also call out the cap number to the players in the field and to the score table. **NOTE:** The referee shows the higher number of fingers on the right hand. For example, to signal number 16, the referee will clench the right fist and then show 5 fingers with the left hand, followed by the thumb of the left hand.
- Fig. BB. To indicate cap number 20, the referee raises and clenches both fists. To indicate cap numbers above 20, the referee clenches both fists and then raises the correct number of fingers on the right hand to indicate cap numbers 21 through 25 or uses two hands if the cap number is above 25. The referee must also call out the cap number to the players in the field and to the score table.
- Fig. CC To signal a minor act of misconduct. The referee rotates one arm/forearm in a circular motion so that it is visible to the other players, coaches and score table. The referee must signal the offending player's cap number to the players in the water and to the score table. After the ball is put in play, the referee must also call out the cap color and number and the nature of the offense (minor act of misconduct) to the score table.
- Fig. DD When a free throw is for a foul outside but within one meter of the 5-meter line, the referee administering the free throw will point with one arm horizontal to the body in the

direction of the attacking team and shall point with the other arm diagonal to the body to the 5-meter line (usually to a yellow cone on the pool deck at the 5-meter mark) to indicate that the player is eligible to shoot a direct shot on goal after that player's team has been awarded a free throw for a foul committed outside 5 meters.

Fig. EE To signal the exclusion of a player for a Minor Act of Misconduct. The referee rotates one hand in such a way that it is visible to both the field of play and the score table. This is similar to the signal for a game exclusion but using only one hand. The referee signals the excluded player's cap number to the field of play and then calls out the number of the offending player to the score table.