

NCL Rules Clarification

Facility Set Up Update – 6-meter line

With the 6-meter line now being used in the NCL, clubs hosting NCL games should set up the pool under the following guidelines:

- A white cone should be used to mark the goal lines and the center line on each side of the pool (6 cones total)
- A red cone should be used to mark the 2-meter lines on each side of the pool (4 cones total)
- A yellow cone should be used to mark the 6-meter lines on each side of the pool (4 cones total)
- A non-yellow, white, or red cone should be used to mark the 5-meter line (for penalties). If only yellow, red, or white cones are available, please use a red cone to mark the 5-meter line on each side (4 cones total).
- Facilities that have the old water polo ropes that mark the 2-meter section with red ropes, and the 5-meter section with yellow ropes should CONTINUE to use those ropes. The field of play is simply augmented by moving the yellow cone to 6 meters and placing the new coloured cone at the 5-meter line at the end of the yellow section of lane rope.

Offensive fouls without the ball

Contrafouls should not be considered as a part of our active game, especially when the fouls happen away from the ball position or the focus of the game. They break the natural flow of the game and are hard to understand for the public. Referees should keep the number of contrafouls at a minimal level.

Most contrafouls are a result of the reaction of the attacker to continuous abuse by a defender. In many situations the attacker is being held, impeded or illegally pushed out of position. And when he/she slightly pushes off from the defender the contrafoul is being called. This is a wrong interpretation of a contrafoul. Calling the first foul and not the reaction will eliminate a big number of contrafouls. Except in case of aggressive or violent play, contrafouls should be called in proximity of the location of the ball and/or the action. If a referee believes that the attacker gained the position by an illegal move, it is possible to wait few seconds until he/she receives the ball and then call the contrafoul. Just taking position illegally doesn't mean that a player has gained advantage: the advantage appears only in the moment when he/she receives the ball, and this is the correct moment to call a contrafoul.

The referee should always show the reason of the call of the contrafoul by using the signals from the rule book to make his/her decision understandable for players, coaches and spectators.

Rules Amendment 8: Existing Rule: WP 14.3(d)

New Rule: A goal may be scored from an immediate shot from a free throw taken and awarded outside 6 meters. Both the ball and the free throw have to be outside of 6m for a direct shot to be allowed.

If a player does not shoot immediately outside 6 meters, the player can fake and shoot or swim and shoot, **but only after visibly putting the ball in play**. Visibly putting the ball in play means the ball must leave the hand of the player with the ball (ex. placing the ball on the water, spinning the ball out of the hand, etc.). Once a player visibly puts the ball into play, the defending team can now attack the player.

Interval Time

After interval time it is not allowed to take a direct shot at the goal. When a referee takes the ball out of the water, for cap replacement, injuries or other matters, this is considered to be interval time. After the matter is solved and the ball is returned to a player and no direct shot at the goal is allowed according to the rules. **However, when the ball is returned to a player taking a corner throw or to a player outside the 6m. area, after a stoppage for cap replacement, injuries or other matters after putting the ball in play, this player can shoot at the goal (or fake, or swim) and score.**

Rules Amendment 11:

New Rule: Inside the 6m. area, when a player is swimming with and/or is holding the ball and is impeded (attacked) from behind during an attempt to shoot, a penalty foul must be awarded. [Note: unless only the ball is touched by the defender]

If an attacking player with the intention to shoot has front position on a defender while moving toward the goal, the defender is not allowed to commit a foul without giving away a potential penalty shot to the attacker. This is stopping a probable goal and falls within the meaning of WP 22.2.

The only way to defend from behind in this situation is for the defender to make contact only with the ball held by the attacking player. If the defender contacts the arm, back or shoulder, a penalty must be awarded.

This will eliminate the potential decision and call of the referee that the 'ball was in the hand' that we saw in the past and which was incorrect in many cases. The referee should delay the call to see if the player is able to complete the action. If the player is not able to complete it, the referee must apply the rule.

When an attacking player is in front of the goal with the ball on the water and his hand on top of the ball, and the goalkeeper in this situation puts the hand and the ball under water; this is correct. He attacked from in front and not from behind, so in this situation no penalty should be called but a free throw in favor of the goalkeeper.

Correction on WP Rule 5.2:

The Head coach can go to the 6m line when on offense.