



Auckland Water Polo Assistant Referee-Grade Online Course

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AUCKLAND
WATER POLO

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Introduction

The Auckland Water Polo Assistant Referee Online Course is the first step in the AWP Referee Development Pathway (see [aucklandwaterpolo.co.nz/refereeing](https://www.aucklandwaterpolo.co.nz/refereeing) for more information).

This online course can be done at home, at the referee's own pace and time however must be completed before a referee wishes to register for the Local Referee-Grade Workshop and Exam.

There are two parts to completing the Assistant Referee Online Course:

1. Studying the Resources:
 1. Assistant and Local Referee Manual
 2. The Assistant Referee-Grade Online Presentation
 3. The Table Official Online Presentation
2. Passing the Online Exam (<https://www.aucklandwaterpolo.co.nz/referee-course>)

Once you have passed your online exams, you are a certified Assistant Referee and you're on the first step of the AWP Referee Development Pathway.

AWP REFEREE DEVELOPMENT PATHWAY



ungraded Assistant Referee Local Referee C-Grade B-Grade A-Grade

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|---|--|--|---|--|--|
| <ul style="list-style-type: none"> • Starting point • Referee the occasional game mini polo or Flippa Ball game | <ul style="list-style-type: none"> • Online Guide and Test • Understanding the basics of a water polo game • Able to help with tasks • Available on AWP website in September | <ul style="list-style-type: none"> • In-class workshop and exam • Able to referee up to u14, u16 D2 level games • Workshops 4x per year • Available starting late 2023 | <ul style="list-style-type: none"> • In-class workshop and exam • Able to referee up to u16, u18 level games, the occasional local senior grade game • Workshops 3x per year | <ul style="list-style-type: none"> • In-class workshop and exam • Able to referee up to national senior grade level competition • Workshops 2x per year | <ul style="list-style-type: none"> • Testing and assessment on individual basis • Qualification to be nominated by NZWP for World at title level • Communication in collaboration with NZWP |
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<https://www.aucklandwaterpolo.co.nz/refereeing>

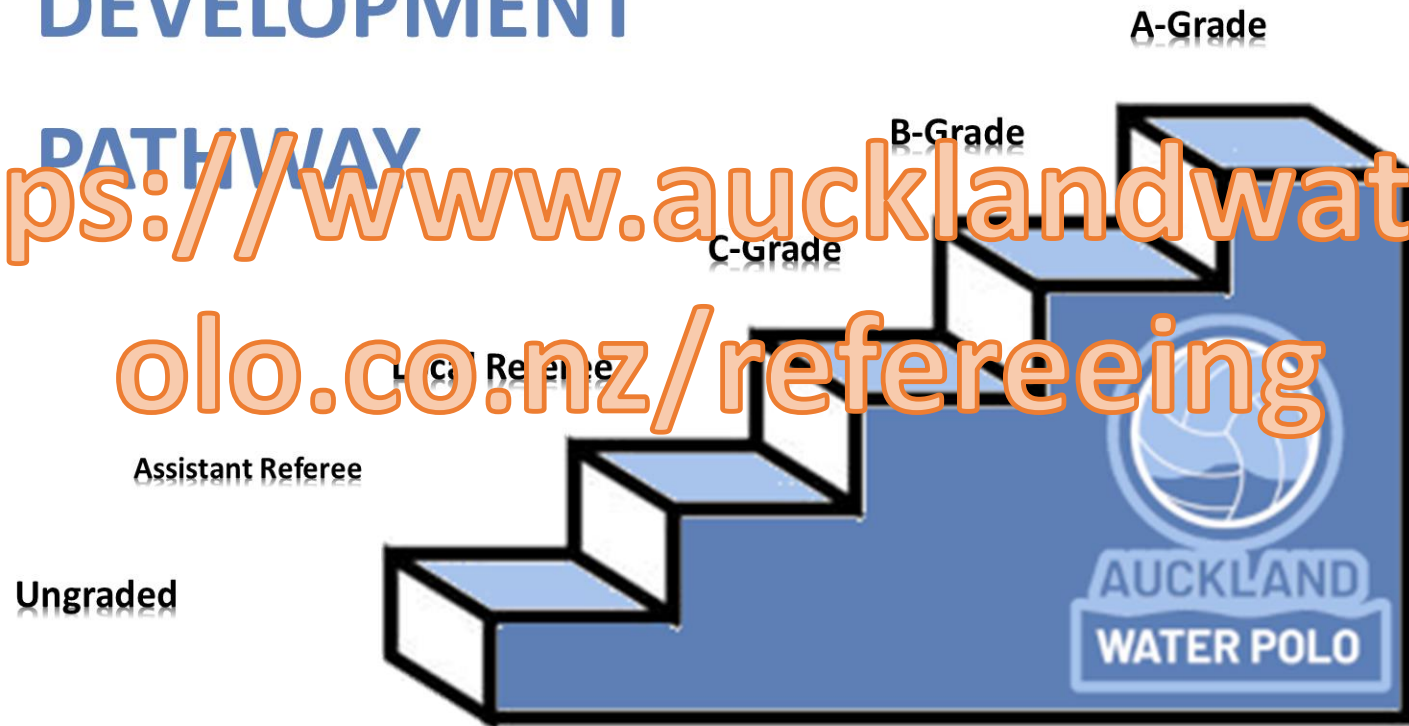


- ⇒ Referee applies to be Up-Graded via online form on AWP Website (Referee subpage)
- ⇒ Referee attends Auckland Water Polo recognised Referee Workshop
- ⇒ Referee sits and passes the Grade Theoretical Exam
- ⇒ Referee complies with the minimum amount of games refereed
- ⇒ Referee is assessed and attains a minimum of three positive assessments by AWP recognised Experienced Referee, which are supplied to AWP
- ⇒ Referee is nominated by AWP recognised Experienced Referee via online form on AWP Website (Referee subpage)
- ⇒ If all above steps have been successfully fulfilled, AWP will assign new Grade to Referee via email.

AWP REFEREE DEVELOPMENT

PATHWAY

<https://www.aucklandwaterpolo.co.nz/refereeing>



Role of the Referee

The referee acts as an impartial person to facilitate or conduct the game in accordance with the rules as set out by World Aquatics, Auckland Water Polo and the spirit of Fair Play.

Responsibilities of a Referee

The referee is primarily responsible for the safety of the players. This includes protecting the players from each other as well as ensuring that the venue is safe for water polo to be played. The referee is also responsible for the game as a whole.

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Role of the Referee

Key Attributes of a Referee

- Learn and review the rules, constantly.
- Have a calm and controlled demeanour. Keep your emotions in control.
- Know the specific rules for the competition you're refereeing.
- Dress appropriately - Clean white shoes, white trousers, and collared white shirt
- Arrive for your games early. If you're on time, you're late!
- Speak with your colleague(s) and/or the Pool Controller.
- Check that the pool is correctly set up and there are no issues with the goals such as holes in the net, goals not floating correctly.
- Observe for any unsafe situations. This could be pool lighting, obnoxious or aggressive spectators, or a player wearing jewellery, bangles, or a hair tie around their wrist.
- Check player's nails prior to the start of the game. Not when the game is scheduled to start!
- If you are the referee on the table side of the pool, check that the game sheet is there and filled in correctly (make sure all players' names are filled in, coaching staff etc).

Basic Rules of Water Polo

Field of Play: While the dimensions of each pool may vary, for a water polo pool there shall be the following markings in the appropriate colours:

- White: Goal lines and half distance line
- Red: 2m line, Goal Area, 5m line, & re-entry area
- Yellow: 6m line

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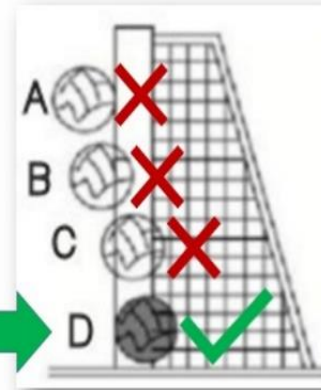
Basic Rules of Water Polo

- **Ball:** The ball must be the approved type of ball for the level of competition. The size of ball may vary for different age-groups. Check that the ball is the correct one for the league or competition and that there are enough balls for the game.
- **Caps:** Caps must be fastened under the chin and shall be numbered on both sides. Caps for different teams must be of contrasting colours and you must be able to clearly read the numbers on each cap. Caps must contrast the colour of the ball. The goalkeepers shall wear red caps. Caps shall be fitted with malleable ear protectors and goalkeeper caps shall have ear protectors that are the same colour as the team cap.
- **Teams and Substitutes:** Team benches shall be located on the side opposite the Official Table and be set behind the goal line. For the start of the game, the white team shall start to the left of the official table. All substitute players and team officials, other than the Head Coach, shall remain seated on the bench for the duration of the game. At the start of the game, all players and coaches must be present and listed on the game sheet if they are to participate in the game. Anyone coming late shall not be permitted to play or coach in that game.

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Basic Rules of Water Polo

Scoring: A goal shall be scored when the entire ball has passed between the goal posts and underneath the cross bar of the goal. As the length of the field of play is measured from the front face of each goal, the goal line is also represented by the front face of each goal.



Officials: Other than the Referees, water polo requires other game officials. If starting out as a referee, it may be useful to perform the tasks of the table officials. These roles require knowledge of several technical rules which form the structure of the game. As a referee, you will be required to know what these roles are, as you are also ultimately responsible for the work of the secretary and timekeeper.

Secretary: The secretary is responsible for the game sheet. Prior to the game, the secretary must ensure that the sheet is filled in correctly. The sheet must list the date, competition, teams competing, and have a player name beside each cap number that is rostered to play for that game. The sheet should also include the names of the referees, as well as the other officials (Secretary, Timekeeper, Goal Judges). The white team should be the first team listed, meaning that they appear on the left of the scoresheet.

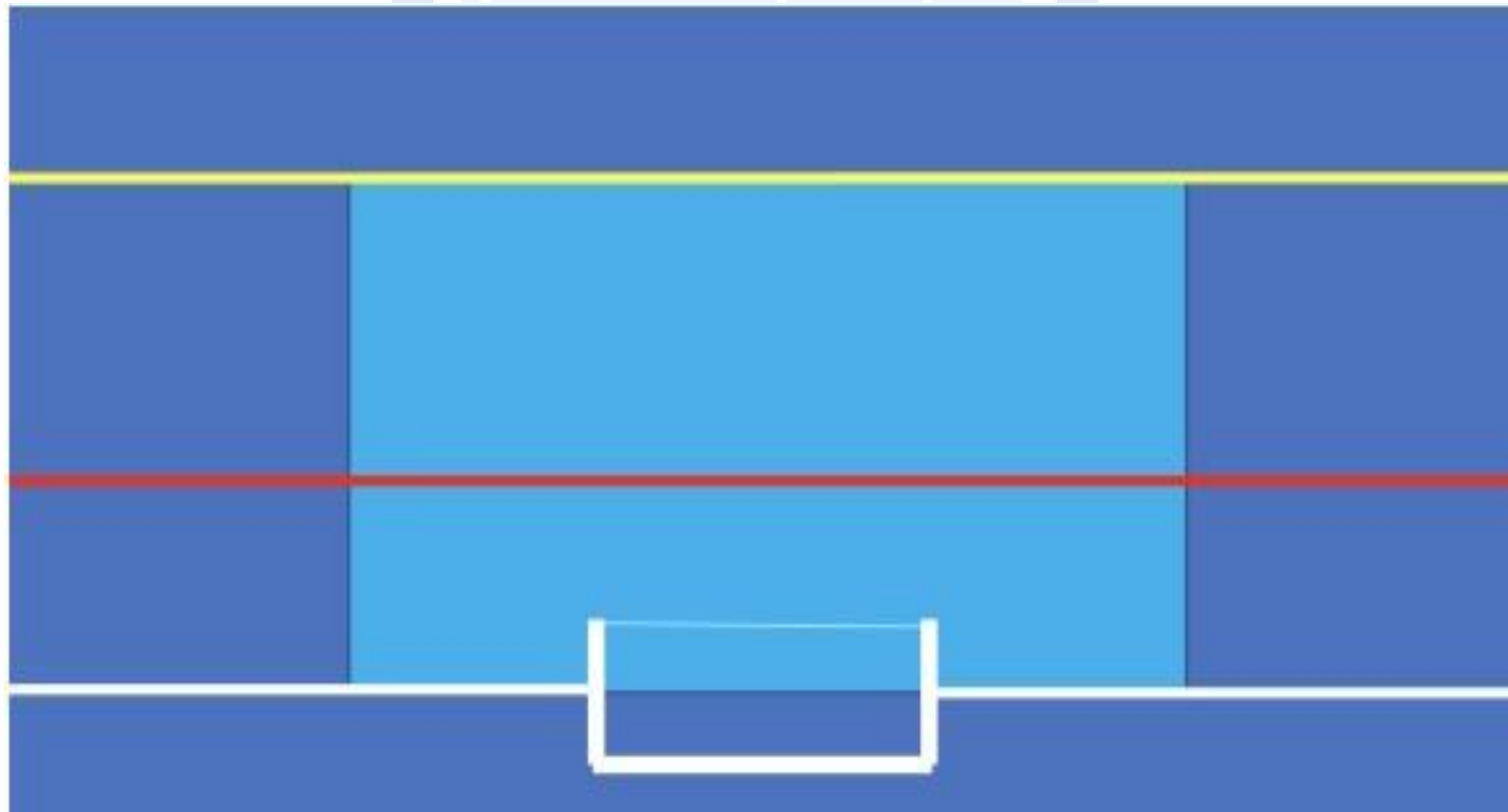
Basic Rules of Water Polo

- **Timekeeper:** The timekeeper is responsible for operating the game clock. It is important that they familiarise themselves with the system being used, as these change from venue to venue. The timekeeper must know the duration of the game. This may be up to eight-minute quarters for Senior competition, down to four minutes for age group/schools, or anything in between. It is also important to know whether the clock is stop-time or run-time. Is there a shot clock for the game, and when does the shot clock reset and to what time (30s or 20s)?
- **Cooperation:** The Timekeeper and Secretary must work together when an event occurs. The Timekeeper informs the Secretary of the time that the event occurred (goal, exclusion, penalty, timeout) and, in the event of an exclusion, determines the correct time when the excluded player or substitute is permitted to re-enter the game. After observing the signal from the referees, the Secretary must record the event on the game sheet and against the individual player's name.

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Definitions, Language of Water Polo

- **Goal Area:** The area between the goal line and the 2-metre line which attacking players must not enter without possession of the ball unless they are behind the line of the ball.



Definitions, Language of Water Polo

Foul: A foul is an action committed by a player which results in a free throw or penalty throw being awarded to the opposing team. Ordinary fouls are not recorded against the player committing the foul. Exclusion and penalty fouls are personal fouls and are recorded on the game sheet against the player.

Exclusion: A foul where a player is suspended from taking part in the game for a period as prescribed in the rules. According to World Aquatic rules, this duration is 20 seconds OR until a change of possession. Once a player receives a third personal foul, the player is no longer able to take part in the game.

Substitute: A player entering the field to replace a player already in the game.

Goal (Scoring): The result of the ball crossing the goal line past the front line of the goal posts and underneath the crossbar.

Timeout: A one minute stoppage of play available to the attacking team at any time, except at the awarding of a penalty throw. Each team is able to request two-time outs per game under World Aquatics rules.

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Definitions, Language of Water Polo

Violent Action: The intent of a player to cause harm or to injure another player or official, regardless of whether contact is made.

Flying Substitution: The ability of a team to substitute players during play from the flying substitution area.

Flying Substitution Area: The area designated by the rules at the side of the Field of Play where flying substitutions must occur.

Re-entry area: Location from where a player or substitute returns to the field of play after an exclusion.

Illegal Timeout: For the coach of the team **NOT** in possession of the ball to request a timeout.

Impeding: For a player to prevent the free movement of an opponent.

Incorrect Timeout: For the coach of the team with possession of the ball to request a timeout the team is not entitled to (for example, when the coach has already requested 2 timeouts previously).

Definitions, Language of Water Polo

Tactical foul: Any foul by a defender with the simple objective to stop the flow of the game with the intention to take away an advantage, especially the counterattack.

Contra-foul: For the team in possession of the ball to commit a foul; a foul involving a change of possession.

Field of Play: The layout of the pool or area of water in which a game will be played.

Official Table: The location of the timekeeper and secretary.

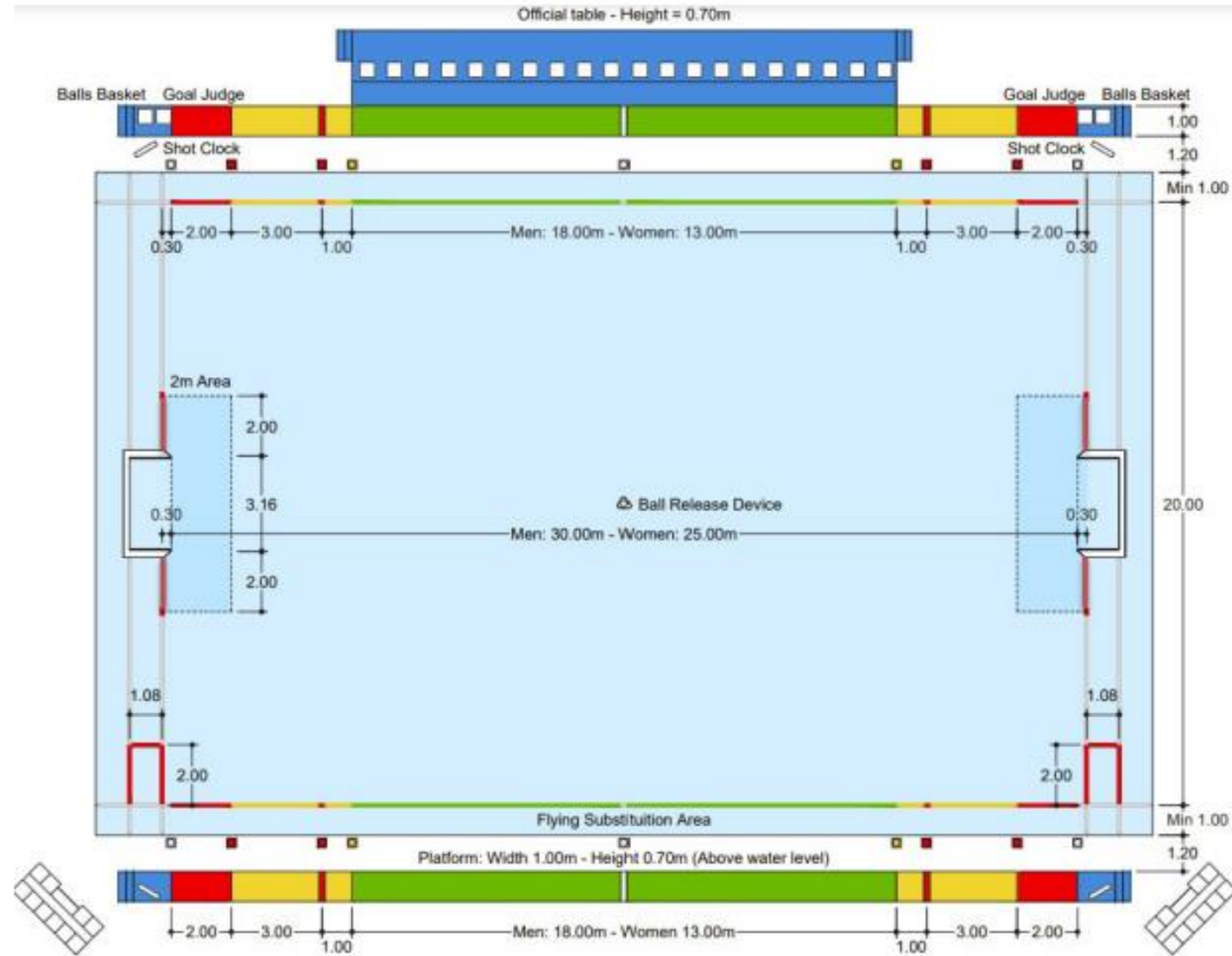
Stop Time: The game clock stops when any foul is called or goal awarded. The time resumes when the ball leaves the hand of the player taking the free throw or at the restart of play.

Run Time: The game clock is set for a fixed period and time commences at the beginning of the period. There is no interruption to the running of the time unless a serious event occurs where play must be suspended until this is remedied. Very often, time will be stopped after the scoring of a goal.

Penalty: A Penalty Foul is a foul committed by a defender, which prevents a probable goal. A player committing a penalty foul will have this recorded against them as a personal foul.

Field Set Up

Field of Play



Common Situations in a Game- Timeouts

Timeout Procedure

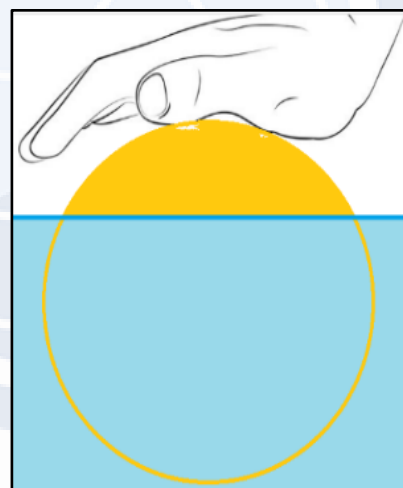
From the moment a coach requests a time out, the teams have 60 seconds to be lined up again and ready to restart the game. Teams must be in their own half of play during a timeout for 45 seconds, until a timekeeper or referee gives a 'WARNING' signal. At 45 seconds, teams may line up anywhere in the field to restart play.

Incorrect or Illegal Timeout

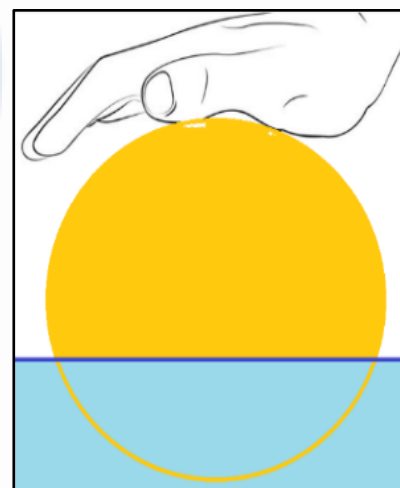
- If the coach of the team in possession of the ball requests an additional time out to which the team is not entitled (**Incorrect Timeout**), the game shall be stopped, and play shall then be restarted by a player of the opposing team putting the ball into play on or behind the half distance line.
- If the coach of the team not in possession of the ball requests a time out (**Illegal Timeout**), the game shall be stopped, and a penalty throw shall be awarded to the opposing team.
- After requesting this illegal time-out, the coach has lost the right to request a legal time-out (if the team should still have one).

Common Situations in a Game- Ball Under

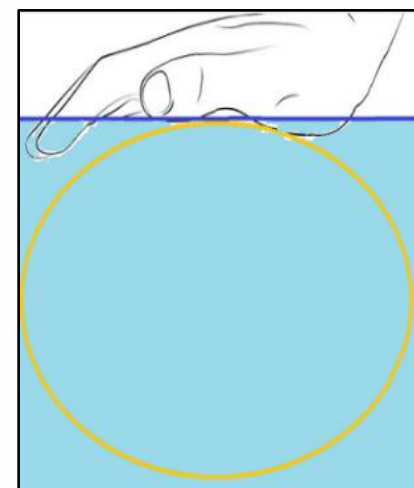
Ball under calls by the referees do not get registered on the game sheet, however the shot clock must be fully reset (to 30 seconds) in the case of a ball under.



NO FOUL
(BALL NOT FULLY UNDER WATER)



NO FOUL
(BALL NOT FULLY UNDER WATER)



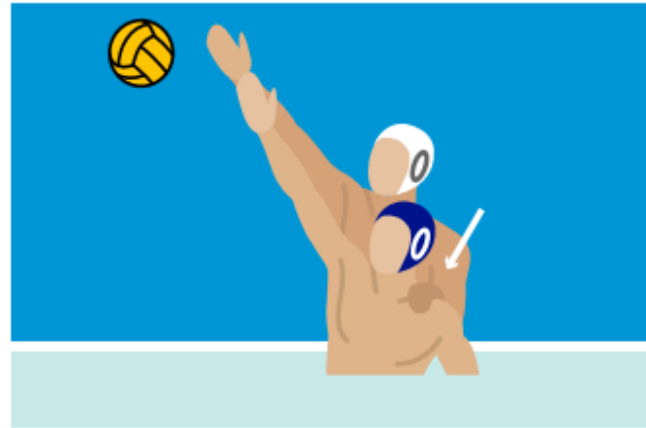
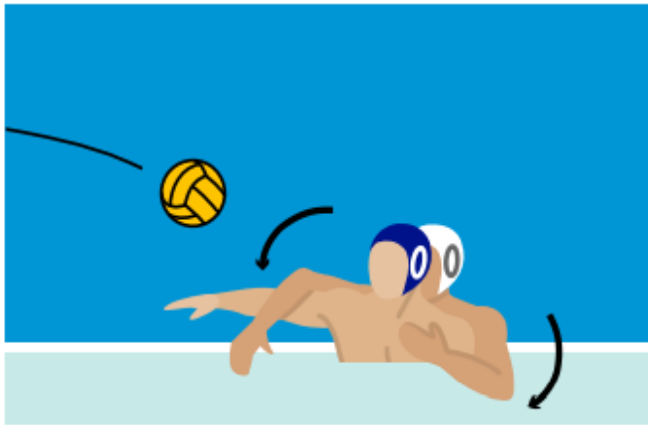
FOUL
(BALL FULLY UNDER WATER)

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Common Situations in a Game- Exclusion Fouls

Hold, Sink or Pull Back

The wording of the Rule is clear and explicit and can only be interpreted in one way: to hold, sink or pull back an opponent who is not holding the ball is an exclusion foul. It is essential that referees apply this Rule correctly, without personal arbitrary interpretation, to ensure that the proper limits to rough play are not exceeded.



- Exclusions, also known as Personal Fouls (5 meter or Penalty Fouls also Personal Fouls) must be recorded on the game sheet against the player who committed the Personal Foul.
- An exclusion lasts 20 seconds, unless a full change of possession has occurred, and the player is positioned in the exclusion box.
- The Table Official in charge of the flags must signal by way of holding up the corresponding flag colour, once the 20 second exclusion time has expired to indicate the excluded player may return to the field of play.

Common Situations in a Game- Penalty Fouls

Definition of a “probable goal”

The application used for many years is that the attacking player must be in a position facing the goal or must make movements towards the goal, either in possession of the ball or awaiting a pass so the player can shoot.

It is sometimes critical to decide quickly, whether the attacking player releases the ball and the defending player releases the attacking player more or less at the same moment.

A penalty throw must always be awarded when a foul committed by a defending player inside the 6 metre area prevents a probable goal.

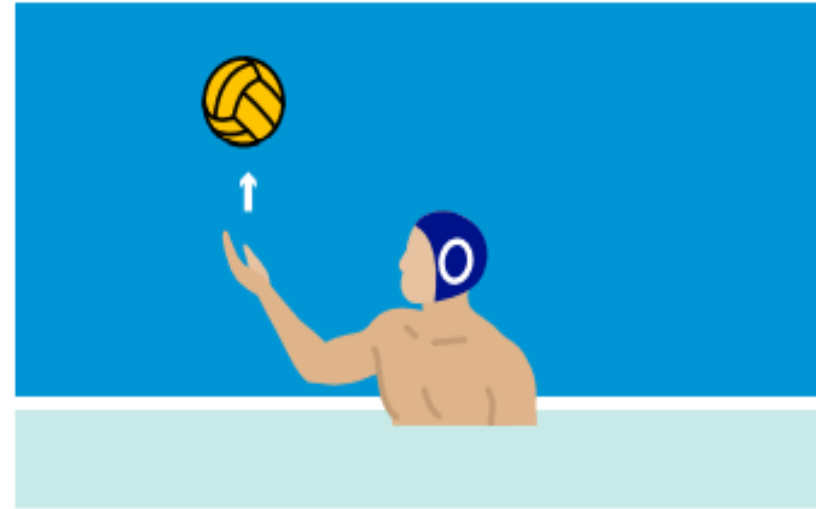
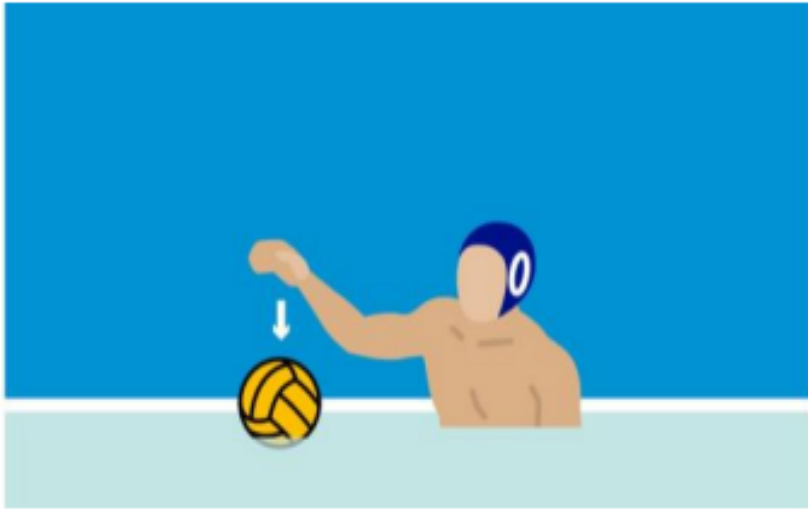
Important

- Delay of the call
- Penalty Foul by Goalkeeper
- Penalty for action preventing a probable goal or delay the game

Common Situations in a Game- Free Throws

A free throw shall be taken without undue delay at the location of the ball, unless, after a foul committed by a defending player, the ball is inside the Goal Area.

Putting the ball in play



VI.11.2 "A defending player having committed a foul shall move away not less than 1 metre from the player taking the free throw ". Conversely, the attacking player taking the throw cannot move into the defender before the ball is put into play.

Common Situations in a Game- Goal and Corner Throws

When a goal throw or a free throw is awarded in favour of the defensive team and the ball, after crossing the end line, bounces off a wall or other obstacle rebounding in the field, referees allow the goalkeeper or another player to take the throw inside the 2 metres area close to the bench of the team.

In all the other situations (i.e. when the Assistant Referee throws the ball outside the Goal Area), the Goal Throw can be taken from the location of the ball.

A player taking a corner throw may shoot directly.

After putting the ball in play, the player may swim, fake and shoot without passing or pass to another player.

Before taking a corner throw, if the referee takes the ball out of the water, after time out, cap replacement, injuries, or other matters, the player who retakes the corner throw after the matter is resolved, cannot shoot directly and should put the ball into the play.

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Referee Handsignals



Fig. **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.



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 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, and then immediately signals the players' cap numbers.



Fig. **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 table in addition to issuing the player with a red card.

The referee then signals the excluded player's cap number to the table.

Referee Handsignals



Fig. **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 table in addition to issuing the player with a red card.

The referee then signals the excluded player's cap number to the table.

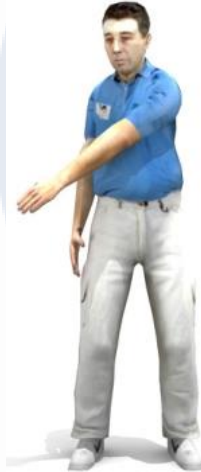


Fig. **I**

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.

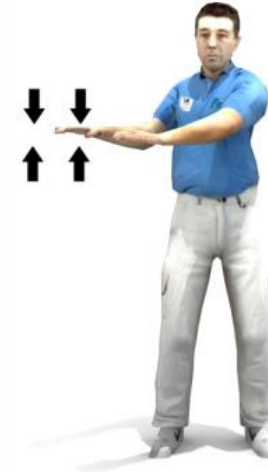


Fig. **K**

To indicate the exclusion foul of sinking an opponent.

The referee makes a downward motion with both hands starting from a horizontal position



Fig. **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.



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.

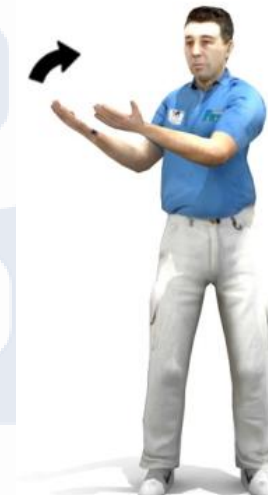


Fig. **L**

To indicate the exclusion foul of pulling back an opponent.

The referee makes a pulling motion with both hands vertically extended and pulling towards his body.

Referee Handsignals



Fig. **M**

To indicate the exclusion foul of kicking an opponent.

The referee makes a kicking movement.



Fig. **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.



Fig. **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.



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. **P**

To indicate the ordinary foul of impeding an opponent.

The referee makes a crossing motion with one hand horizontally crossing the other.



Fig. **R**

To indicate the ordinary foul of standing on the bottom of the pool.

The referee raises and lowers one foot.

Referee Handsignals

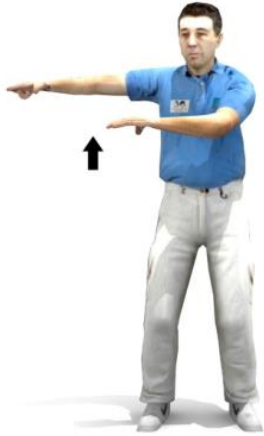


Fig. S

To indicate the ordinary foul of undue delay in the taking of a free throw, goal throw or corner throw.

The referee raises a hand once or twice with the palm turned upwards.

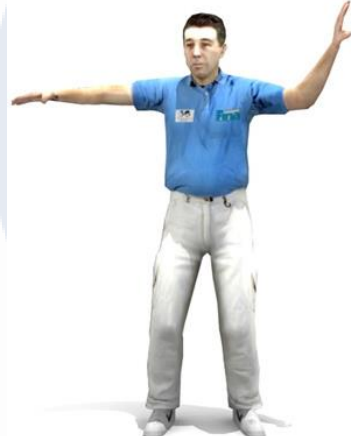


Fig. U

To indicate the ordinary fouls of wasting time and expiry of 30 seconds' possession.

The referee moves a hand in a circular motion two or three times.



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.

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V



W



X



Y

Referee Handsignals

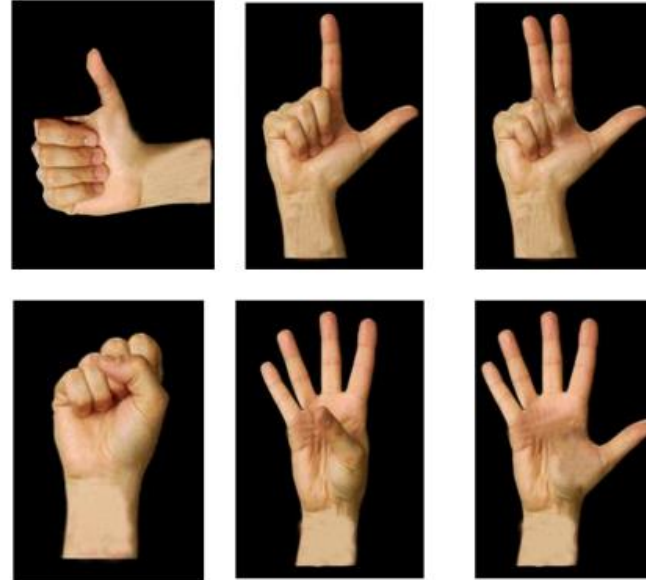


Fig. **Z**

To indicate a player's cap number.

To enable the referee to communicate better with the players and the secretary, signals are made using both hands if appropriate where the number exceeds five.

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.

If the number exceeds ten, one hand is shown as a clenched fist with the other hand showing additional fingers.



Communicating During the Game

As you start to referee games, you will notice that situations occur during a game where coaches and or players are uncertain of something. It is important as developing referee to maintain good relationships with people around the sport, treat others with respect and communicate clearly, when this is possible and appropriate. There will be moments when you are refereeing a game between young age group teams and a confusing situation can be cleared up by you or the other referee pulling the ball, stopping the game clock, and verbally explaining something. This is not always possible, however this could be a very useful tool to assist you when attempting to clear things up or de-escalate a situation.

As referees we endeavour to facilitate the games- clear communication will help!

- Communicating with Coaches
- Communicating with Players
- Communicating with Colleagues

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Professional Conduct

- I. Referees Are Facilitators
- II. Take Pride in Your Appearance
- III. Make Sure Your Pool is in Order
- IV. Acknowledge
- V. Be Respectful
- VI. Be You, Be Human

“The first introductions in a contest are critical. They establish the pattern. The universal greeting is to introduce yourself to coaches and players, shake hands, smile and say a few words, but a lot of officials can struggle with that. Communication is a skill. Most officials practice going over the ground rules, but not the communication side of officiating.”

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Communication and Dealing with Conflict

Communicate clearly, treat both teams with the same respect

Dignity and Respect

The first step in treating others with dignity and respect — and receiving the same in return — starts the instant an official arrives on the field or court. Appearance affects how people perceive you and the respect people will give an official for the job that official is about to undertake.

Listening is the Key to Communication

Permit the other person to talk without interrupting- LISTEN! Have the courtesy to listen before you say anything. It is then more likely that the other person will extend you the same courtesy. When both sides have been adequately heard, problem solving begins.

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