



Auckland Water Polo Table Official Instructions

Developed by Fabian Wanrooij on behalf of Auckland Water Polo



AUCKLAND
WATER POLO

Version Date Jan 2024

Contents

1. Intro and AWP Referee Development Pathway
2. General Instructions for Table Officials
 - Game Sheet
 - Timekeeper
 - Resetting the possession
 - Assistant Referees
 - Goal Throws
 - Corner Throws
 - Referee Whistles
 - Timeout

AUCKLAND
WATER POLO

Introduction

The following slides highlight some of the main tasks required of Table Officials at a water polo game. These instructions are part of the Assistant Referee Online Course and should be studied before a referee undertakes the Assistant Referee Online Exam.

For more information on the Assistant Referee Online Course, please check out <https://www.aucklandwaterpolo.co.nz/referee-course> or contact Auckland Water Polo directly via admin@aucklandwaterpolo.co.nz .

AUCKLAND

WATER POLO

AWP REFEREE DEVELOPMENT PATHWAY



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

- | | | | | | |
|---|--|--|---|--|--|
| <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 |
|---|--|--|---|--|--|

<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>

General Instructions for Table Officials



Secretary:

The secretary must record events of the game, as signalled by the referee, on the game sheet as they occur. Information recorded on the right side of the sheet, the running record of the game, must also immediately be recorded in the table on the left side of the sheet against the players' names. Do not wait until the end of a quarter or the end of the game to fill in the table portion of the game sheet.

AUCKLAND

WATER POLO

General Instructions for Table Officials

Events recorded on the game sheet:

- Goals
- Timeouts
- Personal Fouls (Exclusion, Penalty, Misconduct, Violent Action)
- Yellow and Red Cards

Time	Cap #	Color	Event	Score		Abbreviations
				W	B	W=White
3:22	11	B	AG	0	1	B =Blue
2:57	7	B	P			AG = Action Goal
2:56	5	W	PG	1	1	PG = Penalty Goal
2:56		B	YC			EG = Excl. Goal
2:01	2	B	E			E = Exclusion
2:00		W	TO			P = Penalty
1:45	3	W	EG	2	1	M = Misconduct
						VA = Violent Act
						TO = Timeout
						YC = Yellow Card
						RC = Red Card
						HC = Head Coach
						AC = Asst. Coach
						TM = Team Mgr.
						T = Team

AUCH

WATER

General Instructions for Table Officials

At the end of a quarter, if there has been an exclusion and the excluded player or the substitute are in the re-entry area, they must start the next quarter in the re-entry area, unless there has been a change of possession before the quarter ended. Confirm with the referee whether there has or has not been a change of possession.

The Secretary may also be required to signal, in order to gain the attention of the referee, by whistle or the clock control unit for the following situations:

- After the awarding of a penalty, that the penalty foul was the third foul for that player. The player must be substituted before the taking of the throw.
- That a timeout has been called
- That a team is playing with an illegal player e.g., not listed on the game sheet
- That a player not permitted to take part in the game has re-entered
- That there is a technical fault with the timing equipment
- That a coach has called an illegal or incorrect Timeout

General Instructions for Table Officials

- It is important that the secretary check the information on the game sheet frequently during the game. Verify at the end of each quarter that the events that have been recorded for that quarter on the right side of the score sheet are correct and correspond to the information recorded in the table on the left side of the game sheet.
- At the end of the game do a complete and thorough check of the game sheet to ensure that the information balances correctly before the referees check and sign the sheet. Should you find a mistake or be unable to balance the information on the sheet, alert the referee, as they may identify and correct any issue.
- If there are many events in a game, you may require another game sheet. If, by the end of the third quarter it is apparent that the sheet is filling up, go or send someone and retrieve another blank game sheet from pool control. Note on the original sheet that there is a second sheet, should you have to use one.

WATER POLO

General Instructions for Table Officials

Timekeeper

- Start the clock when the player's hand touches the ball at the commencement of each period.
- Once the clock is started, check to see that both the game time and the possession clock are operating.
- Announce the time of each event to the secretary (Exclusion and Penalty fouls, goals, time outs, the issuing of yellow or red card).
- Stop the clock on the whistle of the referee.
- Restart the clock when the ball leaves the hand of a player putting the ball into play.

WATER POLO

General Instructions for Table Officials

Resetting the Possession

The timekeeper shall reset the possession clock to 30 seconds:

- i. At the start of a period of play
- ii. Clear change of possession during play
- iii. At a Goal Throw or the awarding of the ball to the opposite team (Contra Foul)
- iv. Awarding of a Goal
- v. Awarding of a Neutral Throw

The timekeeper shall reset the possession clock to 20 seconds for:

- i. An exclusion foul or the awarding of a penalty (Not a double exclusion – see below)
 - *NOTE: If an exclusion is called when the possession clock is between 30 and 20 seconds, no reset occurs and the team is able to use all the remaining time of the possession.
- i. Corner throw
- ii. Shot at goal with intent to score.

General Instructions for Table Officials

Assistant Referees

The assistant referees are situated on the goal line on the table side of the pool. The duties of the assistant referees are:

- To signal by raising one arm vertically when the players are positioned on their respective goal lines at the start of a period.
- To signal by raising both arms vertically for an improper start.
- To signal by pointing with the arm in the direction of attack for a goal throw.
- To signal by pointing with the arm in the direction of attack for a corner throw.
- To signal by raising and crossing both arms for a goal.
- To throw a new ball to the goalkeeper (for a goal throw), or to the nearest player of the attacking team for a corner throw, or as otherwise directed by the referee.

General Instructions for Table Officials

Goal Throws

A goal throw occurs when the ball leaves the end of the field of play, having last been touched by any player other than the defending goalkeeper. A goal throw may be taken by any attacking player of the team from anywhere within the 2-metre area.

Corner Throws

A corner throw occurs when the ball crosses over the goal line outside of the goal, having last been touched by the defending goalkeeper or if it has been deliberately sent out of play by a defending field player. A corner throw shall be taken by an attacking player from the 2 metre mark on the side nearest to which the ball crossed the goal line.

AUCKLAND
WATER POLO

General Instructions for Table Officials

Referee Whistles

Throughout the game, the referees will signal by whistle to indicate goals, fouls, and events. The timekeeper must listen to the whistle and operate the clock in accordance with the whistle and signals from the referee.

One whistle indicates an ordinary foul. Stop the clock and start again once the player puts the ball in play.

Two whistles – indicates a Contra Foul. Stop the game clock, reset the possession to 30s, and restart the time when a player of the team awarded possession puts the ball into play.

Three or more whistles (usually two short, one long) indicates an exclusion foul. Stop the game clock, press the exclusion timer (if included on the timing system), reset possession to 20s, announce the time of the exclusion to the secretary, and restart possession when the ball is put into play. **NOTE:** If the possession time is greater than 20s, the possession does not reset.

WATER POLO

General Instructions for Table Officials

Referee Whistles

One long whistle accompanied by the hand showing five fingers indicates the awarding of a Penalty Throw. Stop the game clock. Reset possession to 20s and announce the time to the secretary. This is a personal foul recorded against the player, although the player does not leave the field of play. Time resumes when the ball has left the hand of the player taking the penalty throw.

Timeout – the referee will whistle and form a “T” shape with their hands. Stop the clock and announce the time of the timeout to the secretary. Push the time out timer if the clock has one or start the stopwatch for a 60 second time out. Give an audible signal at the 45 second mark. The players may now move out their own half to any position in the field of play. At 60 seconds, signal again to indicate to the referee the 60 second timeout period is now over. The referee will now throw the ball to an attacking player on or behind the half distance line and raise their hand to commence play. Start the clock when the ball is put in play.