



# UPolo Referee Guidebook

This document contains details on how to access the UPolo site along with some of the features available and how to use them.





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# Arranging Referees

The home team should ensure that there are the correct refereeing conditions for a game. This will include confirming the oppositions available referees along with arranging a fully qualified referee if required.

All sides should be able to provide sufficient referee options with the new UPolo Qualified Referees. These referees should have a full understanding of the game and study everything in this document.

## **Below are the 2 refereeing circumstances that should arise;**

### **1 Fully Qualified Referee & 1 UPolo Qualified Referee**

In this scenario the fully qualified referee is the lead and takes on the relevant responsibilities. The UPolo Qualified Referee would normally be provided by the home team.



### **2 UPolo Qualified Referees**

In this scenario there should be 1 referee supplied by each team (home and away). The home team referee is the lead and takes on the relevant responsibilities. If the away team can't supply a referee they need to let the home team know in advance and the home team should look to provide both referees. Both referees will be added to the match sheet and this will be logged with UPolo at the point where the result is submitted.



## **Fully Qualified Referee Directory**

Wherever possible we would like a fully qualified referee present at all UPolo games. We know however that if there isn't a qualified referee connected to your club it can be hard to know where to go. We are looking at setting up a UPolo Qualified Referee Directory for each region. This will list all of the fully qualified referees in your region who are happy to be involved in UPolo games.



It will be the home clubs responsibility to contact these referees and make arrangements. The referee may charge expenses so this needs to be agreed up front and reimbursed by the club no later than the day of the game. Depending on club finances this may not be a viable option for every game and may be reserved for those games that you feel will be closely competed.

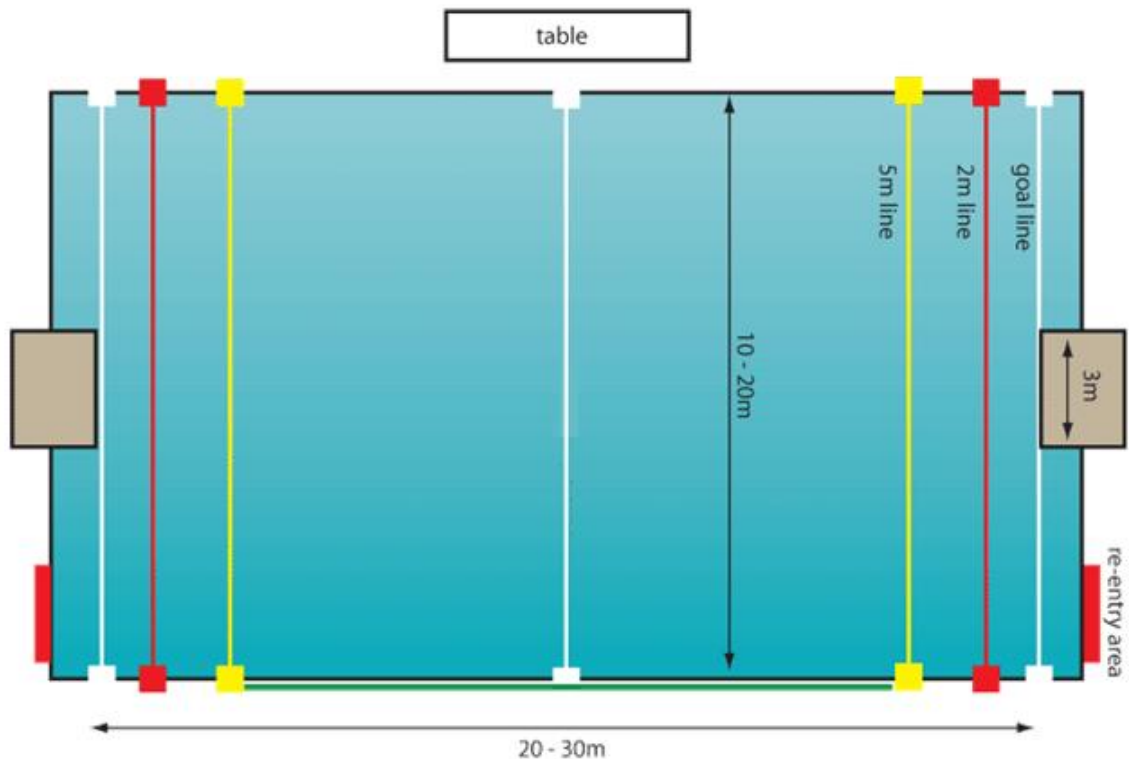


# Match Preparation

## The following should be done in preparation before for the game

As mentioned previously, all UPolo games should aim to have 2 referees , 1 lead referee and 1 secondary referee. The role of the lead referee;

- Instigate a meeting with the 2<sup>nd</sup> referee before the game and ensure both are happy with the situation, rules being played and available equipment.
- Ensure that the table is appropriately staffed and has correct equipment.
- Get both captains together and inform them of the game rules that will apply e.g. where players go when excluded etc and remind them of their responsibility to ensure their team show respect to all the officials.
- To do the coin toss at the beginning of the game with the captains to determine which ends the teams start from.
- Ensure the pool is set up appropriately with the relevant markers. See below for the standard layout;





# How the Referees Work Together

The two referees should meet before the game to make sure both are happy with the equipment and the rules being played. The home referee or the fully qualified referee should take the lead and instigate this meeting.



The referees are in absolute control of the game and shall have equal powers to declare fouls and penalties. Each referee does however take more responsibility to referee the attacking play to their right. This includes the centre forward position and nearside wing (see Figure 1 and Figure 2 on the next page for more details.).

Differences of opinion of the referees shall not serve as a basis for protest or appeal by players and should be clearly resolved by both referees, often resulting in a neutral drop ball (this may involve removing the ball from the game and having and both referees having a discussion before restarting the game.).

## **Below are some general points to consider when there are 2 referees:**

- At the start of the game and of each period, the starting signal shall be given by the referee on the same side as the official table.
- After a goal, the signal to restart shall be given by the referee who was controlling the attacking situation when the goal was scored. Before restarting, both referees shall ensure that any substitutions have been completed.
- When awarding a free throw, goal throw or corner throw, the referee making the decision shall blow the whistle and both referees shall indicate the direction of the attack, to enable players in different parts of the pool to see quickly which team has been awarded the throw. The referee making the decision shall point to where the throw is to be taken if the ball is not at that position. Referees shall use the signals set out in the Referees Signal section to indicate the nature of the fouls which they are penalising.
- When simultaneous awards are made for ordinary fouls but for opposing teams, the award shall be a neutral throw, to be taken by the attacking referee.



Each referee shall have the power to declare fouls in any part of the field of play but each referee shall give their primary attention to the offensive situation attacking the goal to their right (this includes the centre forward position and nearside wing ). The referee not controlling the attacking situation (the defensive referee) shall focus on the rest of the players.

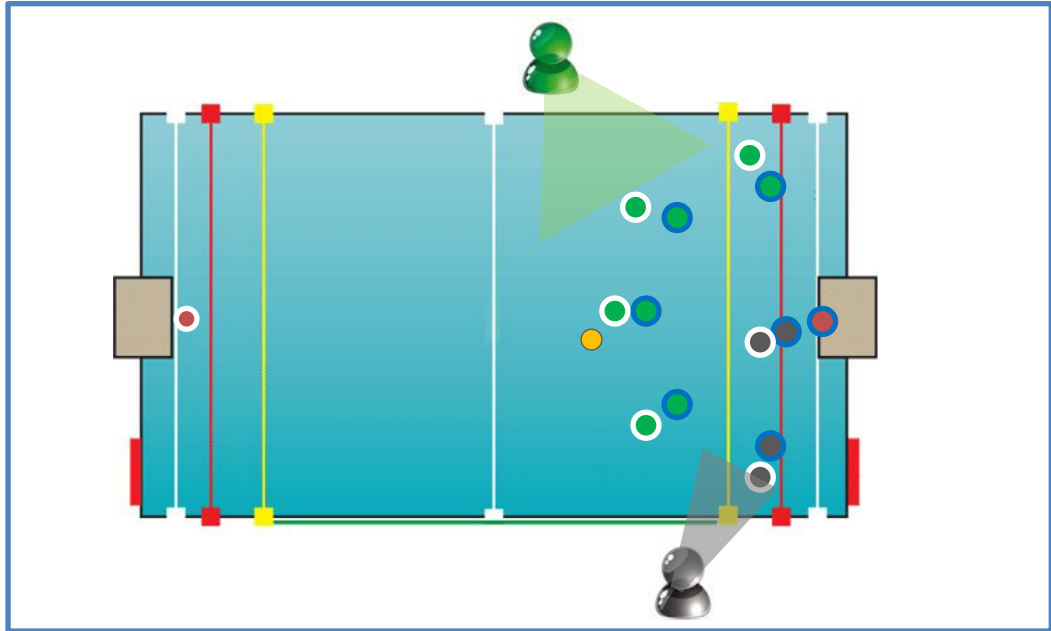


Figure 1: The nearside referee (black) takes the centre forward position and near side wing to their right.

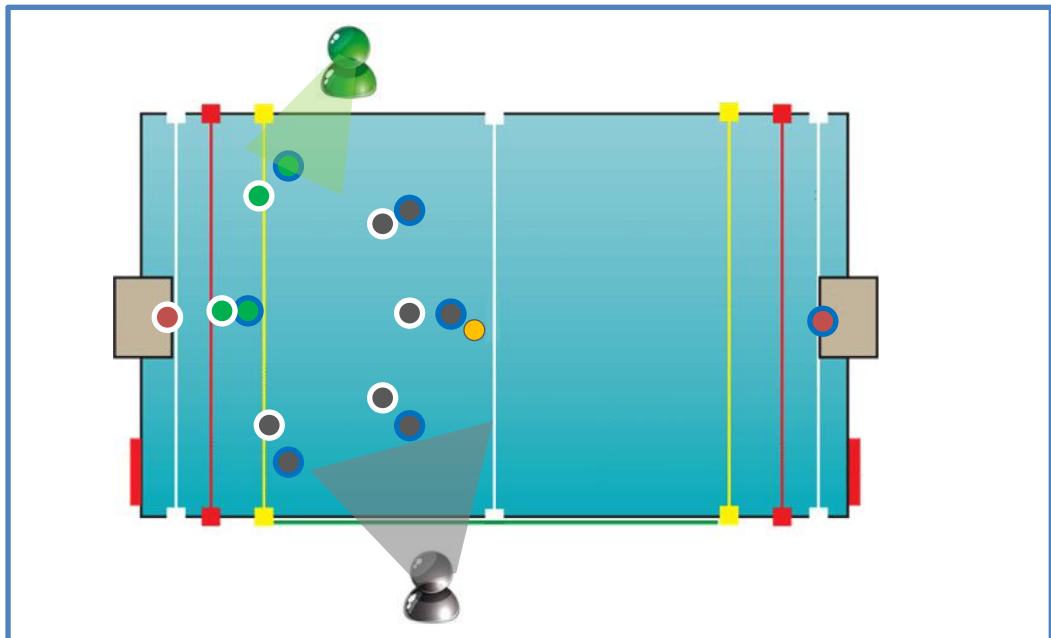


Figure 2: The far side referee (green) takes the centre forward position and near side wing to their right.



## Important Points to Remember When Refereeing

- Blow your whistle sharply and clearly to ensure players can hear and react. This also helps to impose your authority.
- Be confident and definite in all your decisions.
- If there is confusion over a decision or during game time, collect the ball from the game, discuss the decision with the other referee and restart the game appropriately.
- If a game is getting too physical give minor fouls as early as possible
- If you feel a game is getting out of hand, stop the game and call in both captains to remind them of their responsibility to control their teams.
- Use common sense. In any situation, common sense can override the letter of the law if it is for the benefit of the game.



# Basic Rules (1 of 2)

## Different Fouls

The most important rules to know as a referee are the different types of fouls and their relevant punishments. There are three types of fouls in water polo:

- (1) Ordinary fouls,
- (2) Exclusion fouls and
- (3) Penalty fouls.

### (1) Common ordinary fouls include:

- Impeding an opponent who is not holding the ball;
- Pushing or pushing off an opponent;
- Touching the ball with two hands;
- Taking the ball underwater when tackled;
- Stalling.

When the referee calls an ordinary foul, the offended team is awarded a free throw. The free throw is to be taken at the point of the foul or the location of the ball if the ball is behind the line of the foul. A free throw must be taken within three seconds by releasing, swimming or passing the ball. A player may shoot the ball directly on goal if the foul occurred outside 5 meters (yellow marking).

### (2) Common exclusion fouls include:

- Holding, sinking or pulling back an opponent who is not holding the ball
- An ordinary foul committed by the defence during dead time (after a foul occurs but before the offended player has put the ball into play)
- Kicking or striking
- Interfering with a free throw
- Deliberate splashing in the face

Exclusion fouls result in a player being excluded for 20 seconds. The excluded player may not return until the 20 second exclusion time expires, a goal is scored or a change of possession, whichever occurs first.



## Basic Rules (2 of 2)

**(3) Penalty fouls** are committed within the five-meter area where a goal probably would have resulted. An attacking player fouled while in control of the ball and facing the goal inside the five-meter line is usually awarded the penalty throw. Any player in the game (excluding the goalkeeper) from the offended team can take the penalty throw. The shot is taken from the five-meter line, with only the goalie defending.

The award of a penalty throw most commonly occurs in the following situation within the five-meter area when:

- Any player, including the goalkeeper, pulling down or pushing away the goal;
- Any player, except the goalkeeper, playing the ball with both hands or a clenched fist;
- The goalkeeper or a defensive player taking the ball underwater when tackled inside the four-meter area and near the goal;
- When an attacking player facing the goal who is in control of, but not holding, the ball is fouled by holding, sinking or pulling back.
- If a player uses two hands to block the ball. Only one hand may be used to take out a post or block the ball

Both exclusion and penalty fouls are personal fouls. They are recorded by the game secretary. A player with three personal fouls is removed from the game, with substitution.

One special class of exclusion fouls is **major fouls**. Players who are assessed major fouls are immediately removed from the game, with substitution. Major fouls include:

- Misconduct or disrespect to the referee;
- Any foul language;
- Violent play.

Deliberately kicking or striking with intent to injure (brutality) results in ejection of the offending player for the remainder of the game. There will be a four minutes before you can replace the player who has been “rapped”.



# Referee Signals (1 of 4)

It is important for all referees and table officials to know the correct signals to make when refereeing a game. This ensures players and table officials understand the decisions being made. Below are a list of the signals that are to be used. For a quick summary reminder you can [click here](#).



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 Signals (2 of 4)



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. **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. **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. **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.

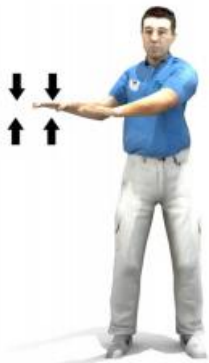


Fig. **K**

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 his body.



# Referee Signals (3 of 4)



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 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 a 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.



# Referee Signals (4 of 4)



**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.

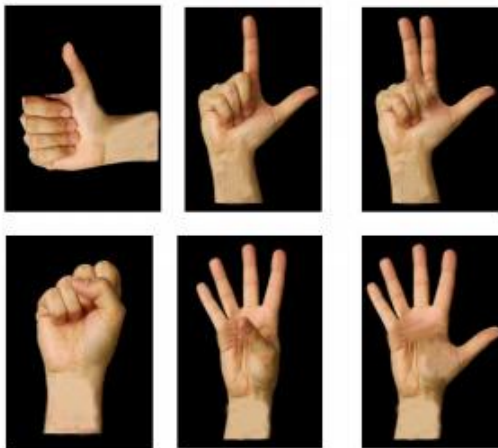


**T**

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.

## Hand Signals



When exclusion fouls, penalties or goals are awarded the referee needs to signal the relevant players hat number to the players, 2<sup>nd</sup> referee and the table officials.

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.





# Full Game Rules

Referees should have a awareness and understanding of the full water polo game rules. To read over these [Click Here](#)