



WORLD AQUATICS

NEW WATER POLO RULES

[1/2025]

INTRODUCTION

- ❑ New **amendments and additions** to the World Aquatics Technical Waterpolo Rules are in force.
- ❑ The amendments will be applied according to the **specific regulation** of each competition.
- ❑ Not all the amendments are real changes, because **some of them only confirm interpretations of existing rules**, already applied by the referees following TWPC instructions.



SUMMARY – WHAT IS NEW?

New rules to apply to
WPWA competition highlighted

- Field of Play** – *Length for MEN Competitions*
- Teams & Players** – *Number of players and **goalkeepers regulation***
- Substitutions** – *Touching of the hands not needed anymore.*
- Time out** – *Now allowed before a penalty throw and regular restart on corner throw*
- Method of scoring** – *New requirements*
- Ball possession time** – *New regulation*
- Wasting time** – *New regulation*
- Re-entry after an exclusion** – *Touching of the hands not needed anymore*
- Player leaving water** – *Exclusion from the remainder of the game*
- Going under water** – *Impeding foul*
- Improper/illegal player** – *Only penalty sanction*
- Taking of free throws** – *Advantage*
- Taking of penalty throws** – *Exclusion of the goalkeeper*
- Penalty throws at the end of a period** – *New position of the players*
- Clarified signalization for yellow card/red card**
- Accident, injury and illness** – *Immediate substitution*
- VAR Protocol** – *New additions (timing, corner/goal throw, simulation)*
- PSO Protocol - New additions** Penalty Shoot Outs GF only
- New Challenge Protocol**

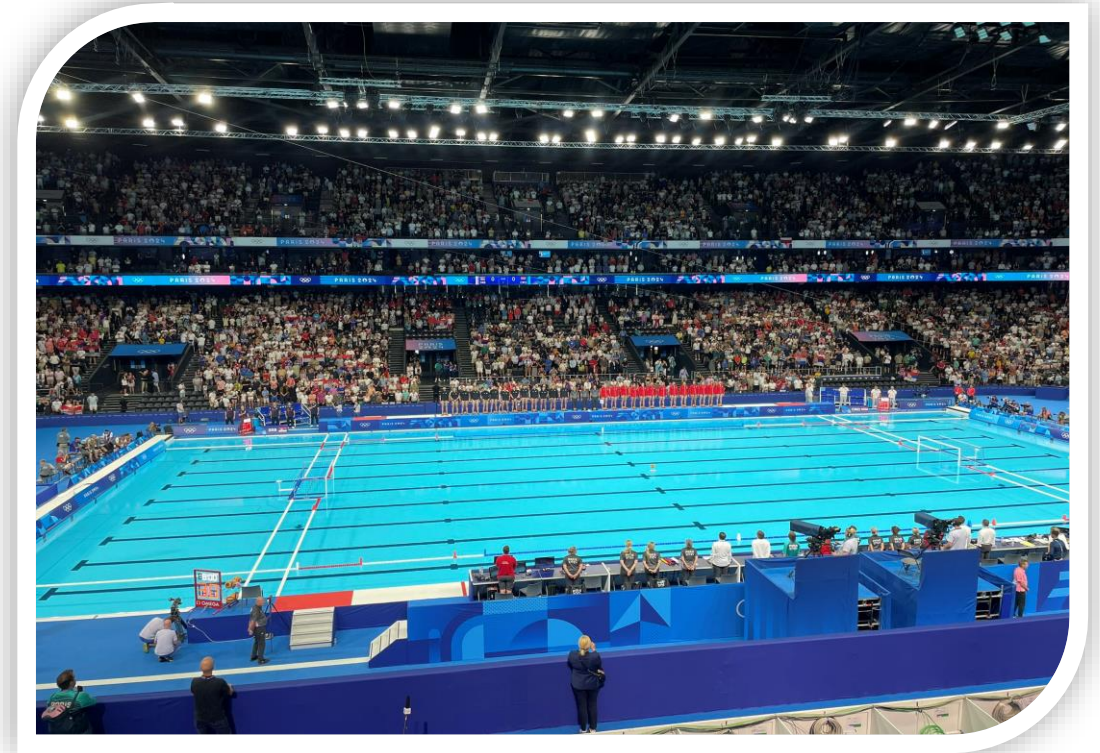
TimeOut :Grand Final Only

FIELD OF PLAY

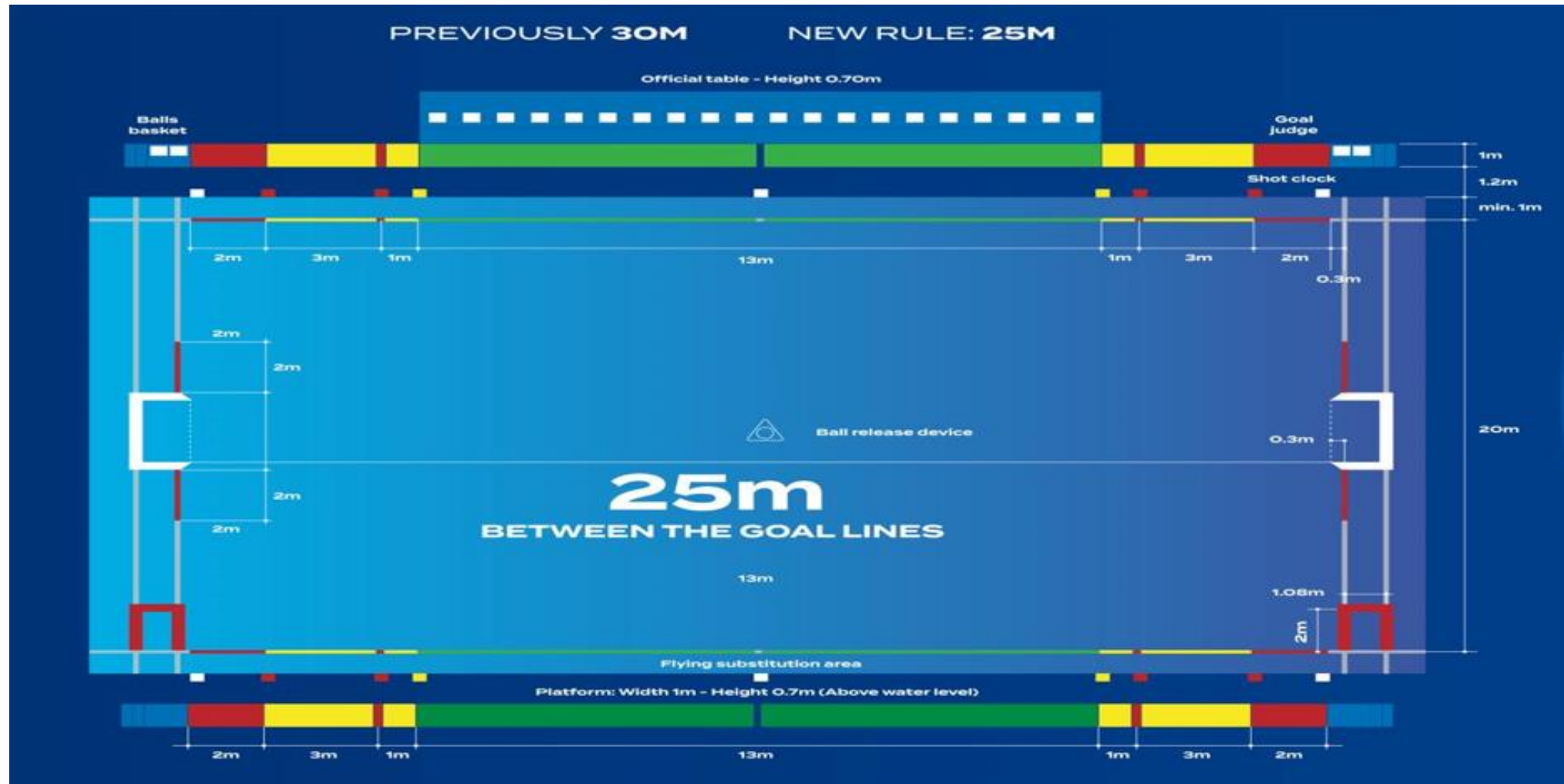
FIELD OF PLAY

The main amendment is the distance between the goal lines for MEN's games
(25 metres instead of 30 metres)

Consequently,
the Field of Play will be 25.00m x 20.00m for both MEN's and WOMEN's matches.



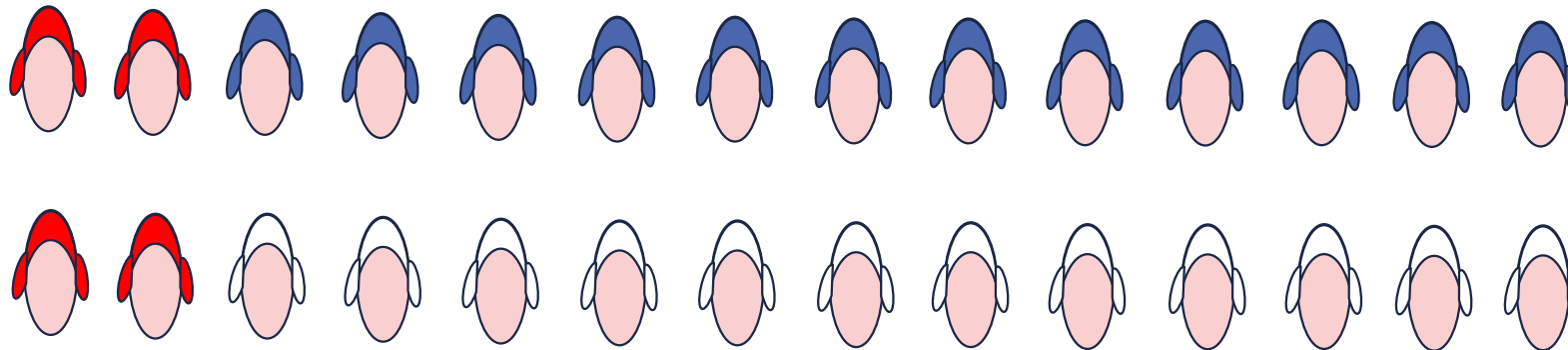
FIELD OF PLAY



TEAMS & PLAYERS

TEAMS & PLAYERS – VI.2.1

Each team's start list shall consist of a **maximum of fourteen*** eligible players:
a **maximum of twelve field players** and **two goalkeepers**.

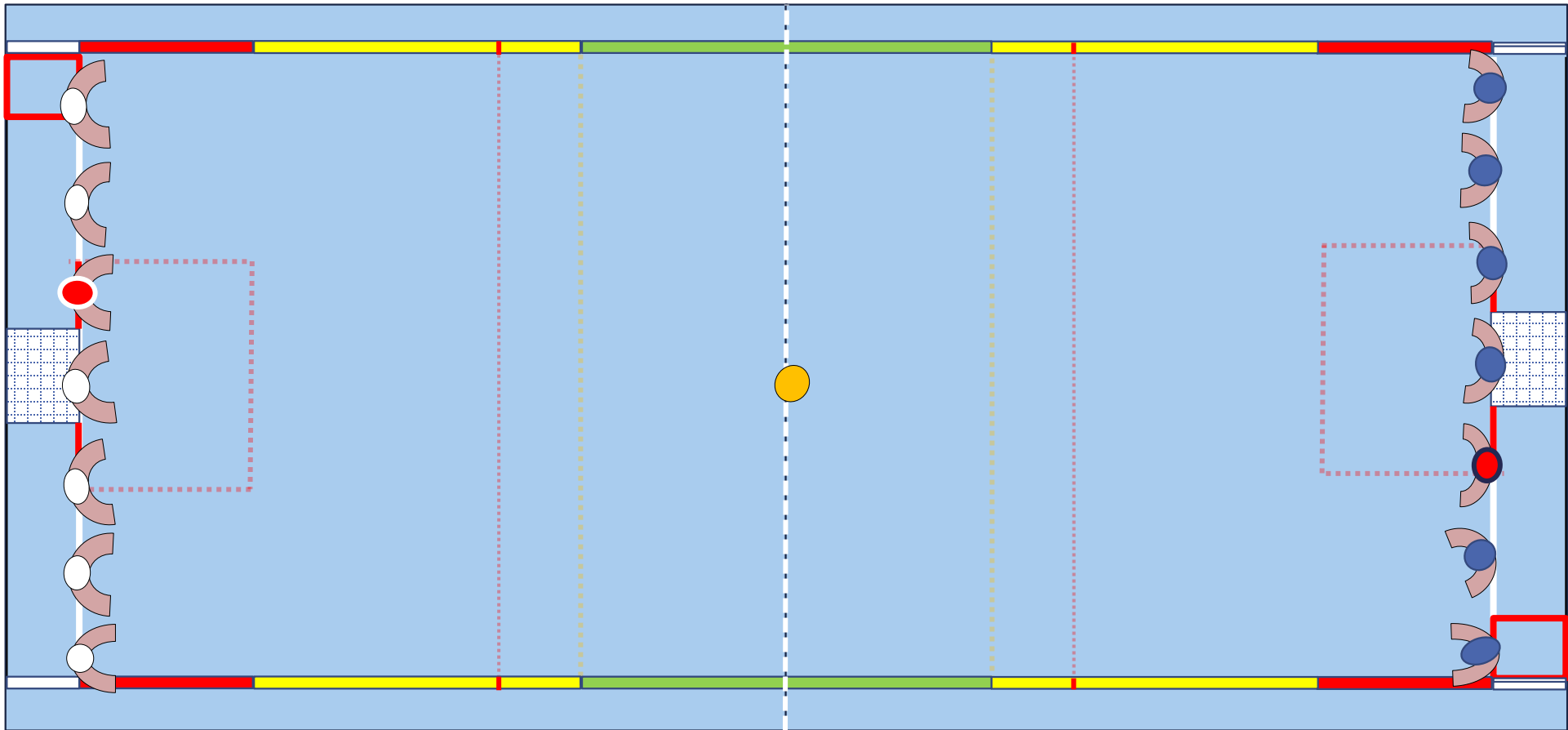


* Except if otherwise provided by the specific competition regulation



TEAMS & PLAYERS – VI.2.1

At the start of the match, each team must play with seven players, **one of whom must be a goalkeeper.**

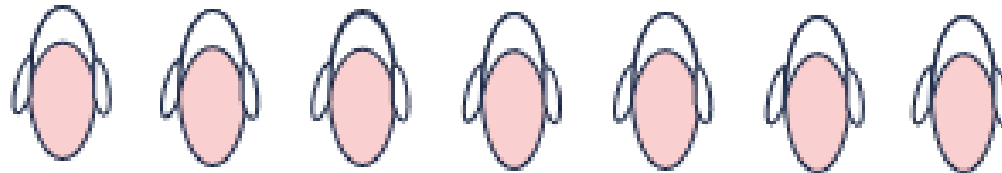


TEAMS & PLAYERS – VI.2.1

Following the start of the match, a team is not obliged to have a goalkeeper in the field of play and may play with seven field players

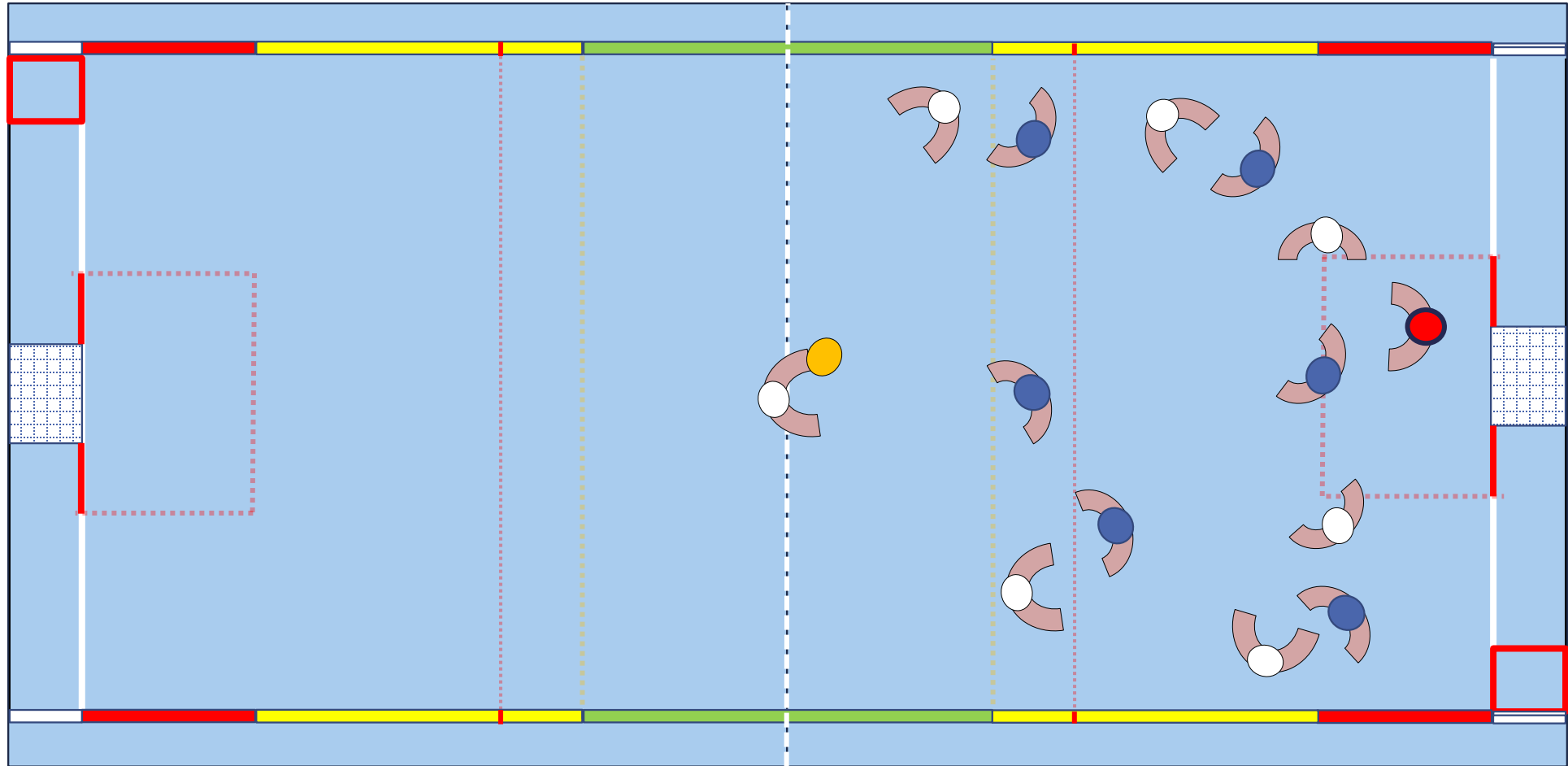


OR



EXAMPLE

Restarting after a time out, white team plays with seven field players



ACTION ALLOWED. NO FOUL.

TEAMS & PLAYERS – VI.2.1-2.7

If during the game a team has **no remaining** eligible **field players**, the **goalkeeper** or the **substitute goalkeeper** may play as a field player.

If a team has **no remaining eligible goalkeepers**, a **field player** may play as a goalkeeper, wearing a red cap with the same number as a field player.

SUBSTITUTIONS

SUBSTITUTIONS – VI.2.6

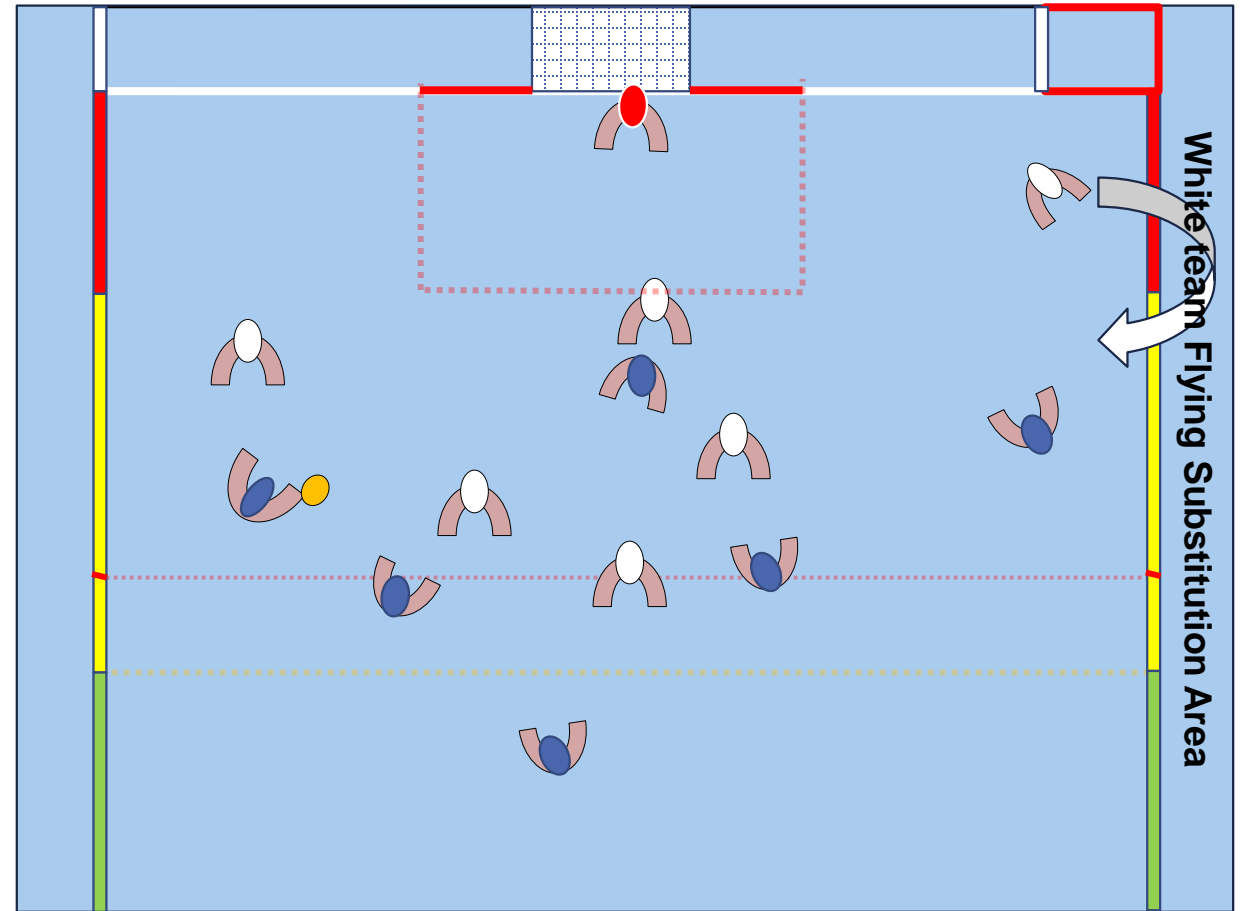
The substitute may enter the field of play from the **exclusion re-entry** area as soon as the player has visibly risen to the surface of the water within the re-entry area

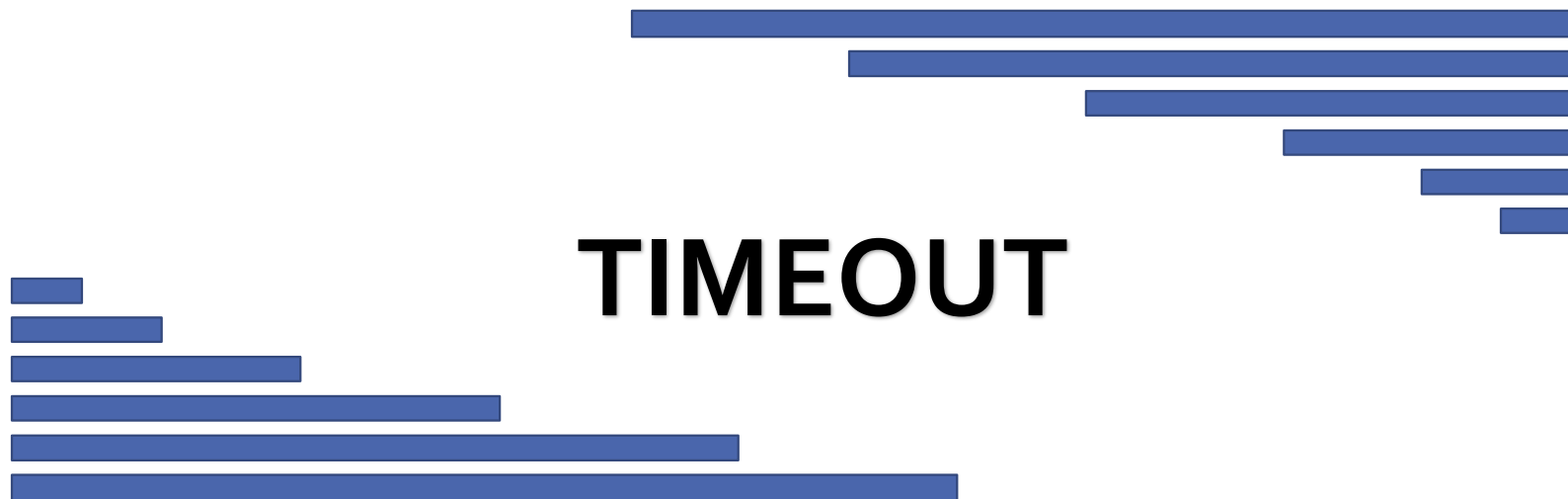
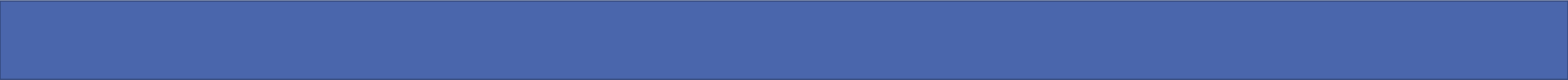
Substitute and exiting players **do not need to touch hands anymore** above the water before the substitution



SUBSTITUTIONS – VI.2.6

If a player leaves the field of play **through the exclusion re-entry area** or the **'flying substitution' area** without being replaced by a substitute, **the same player shall be permitted to re-enter the field of play from the same exclusion re-entry area or the 'flying substitution' area.**





TIMEOUT





- 1 -

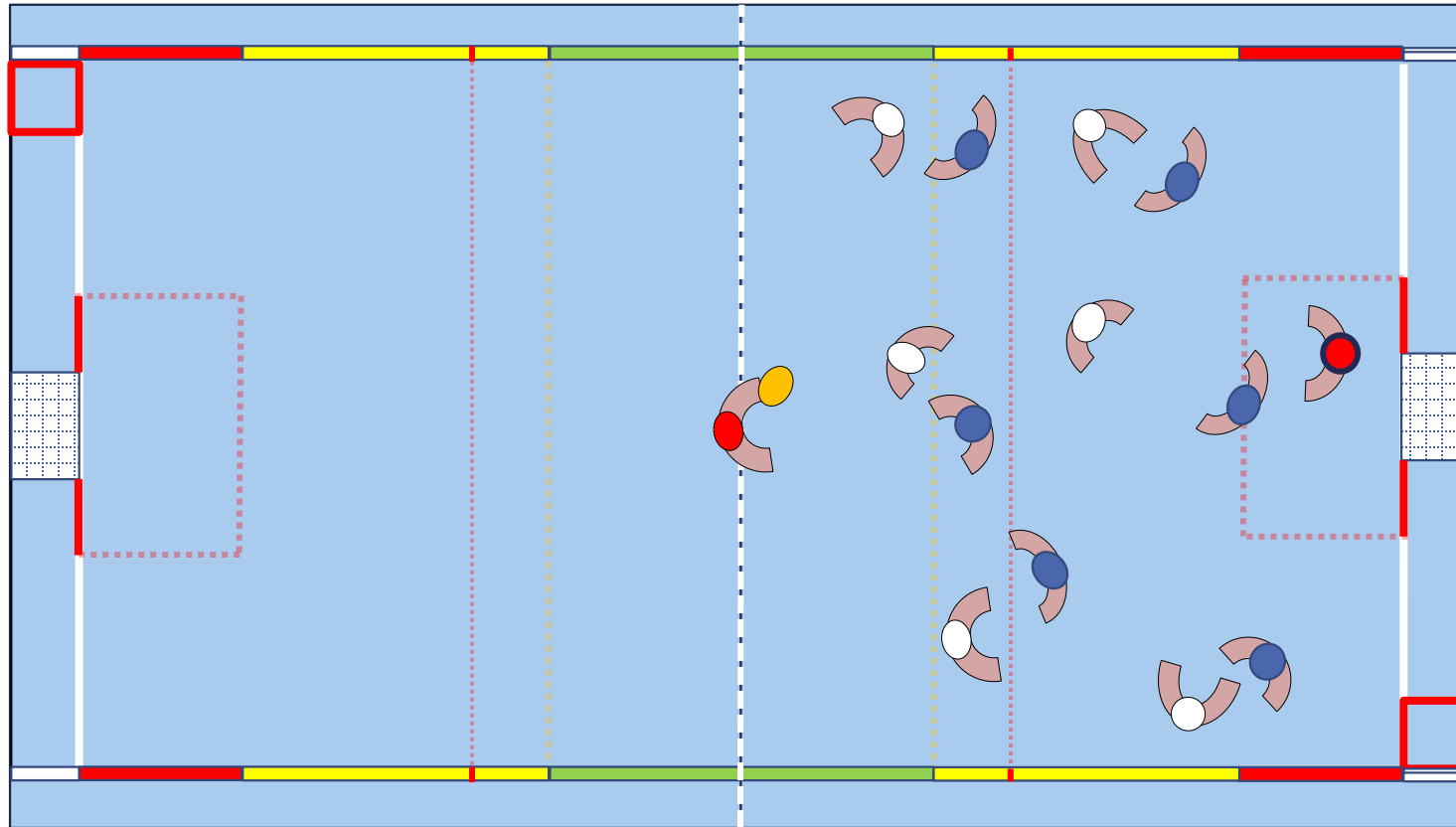
The attacking team's coach is also **allowed to call a timeout** during the time between a **penalty throw has been awarded** in favour of his/her team and the taking of the penalty throw.

In this situation, both teams are allowed to make substitutions during the timeout and play restarts by the taking of the penalty throw.

TIMEOUT – VI.5.1

- 2 -

Even if a timeout was requested before the taking of a **corner throw**, the play will restart **on or behind the half distance line**



METHOD OF SCORING

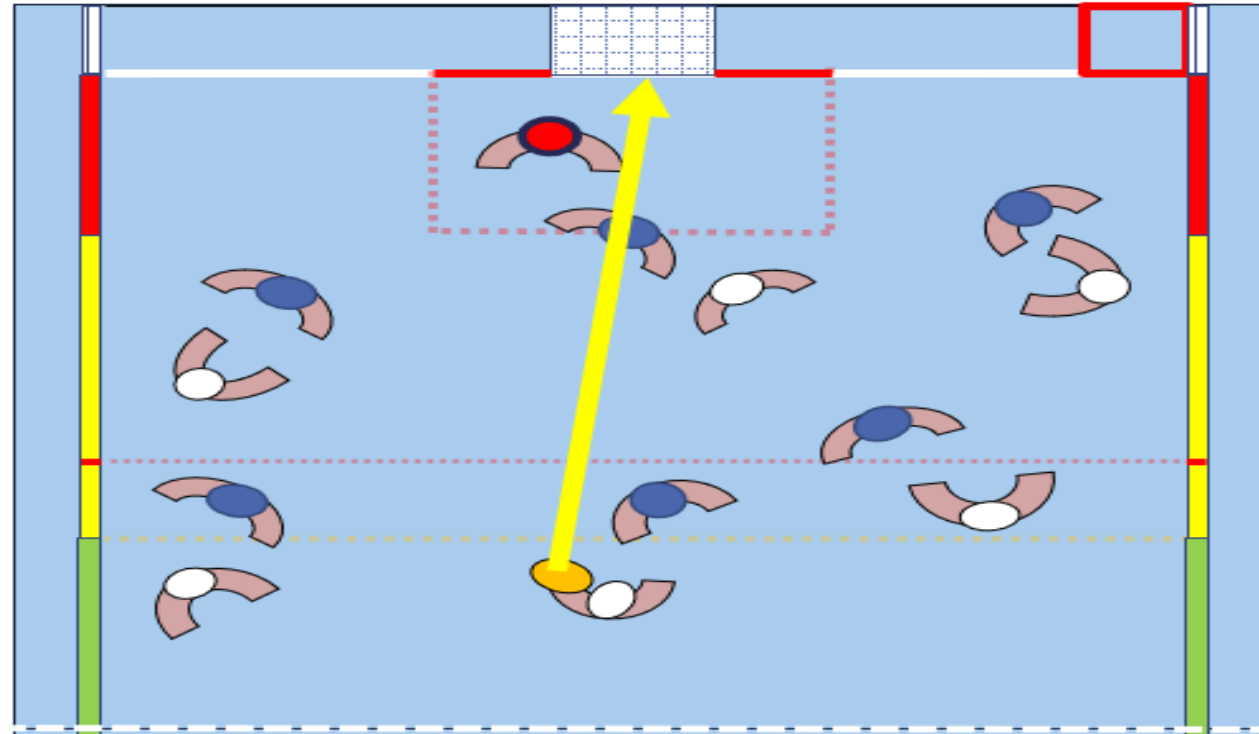
METHOD OF SCORING – VI.7.2

A goal may be scored by one of the following **alternative** ways:

- a) ~~at the start or any restart of the game, after **at least two players** (of either team but excluding the defending goalkeeper) **intentionally play or touch** the ball;~~
- b) from a **penalty throw**;
- c) if a player throws the ball from a free throw into the player's **own goal**;
- d) from an immediate shot from a **goal throw** or a **corner throw** or...

METHOD OF SCORING – VI.7.2

...from an immediate shot on a **free throw taken by a player outside 6 metres**, **except restarting after** a goal, a timeout, a neutral throw, after the referee calls for the ball for an injury, replacement of a cap or for any other reason or when the ball leaves the side of the field of play



According to VI.7.2(D), the **location of the ball outside 6 metres** becomes the only requirement to score a goal by an immediate shot (**not the location of the foul**)

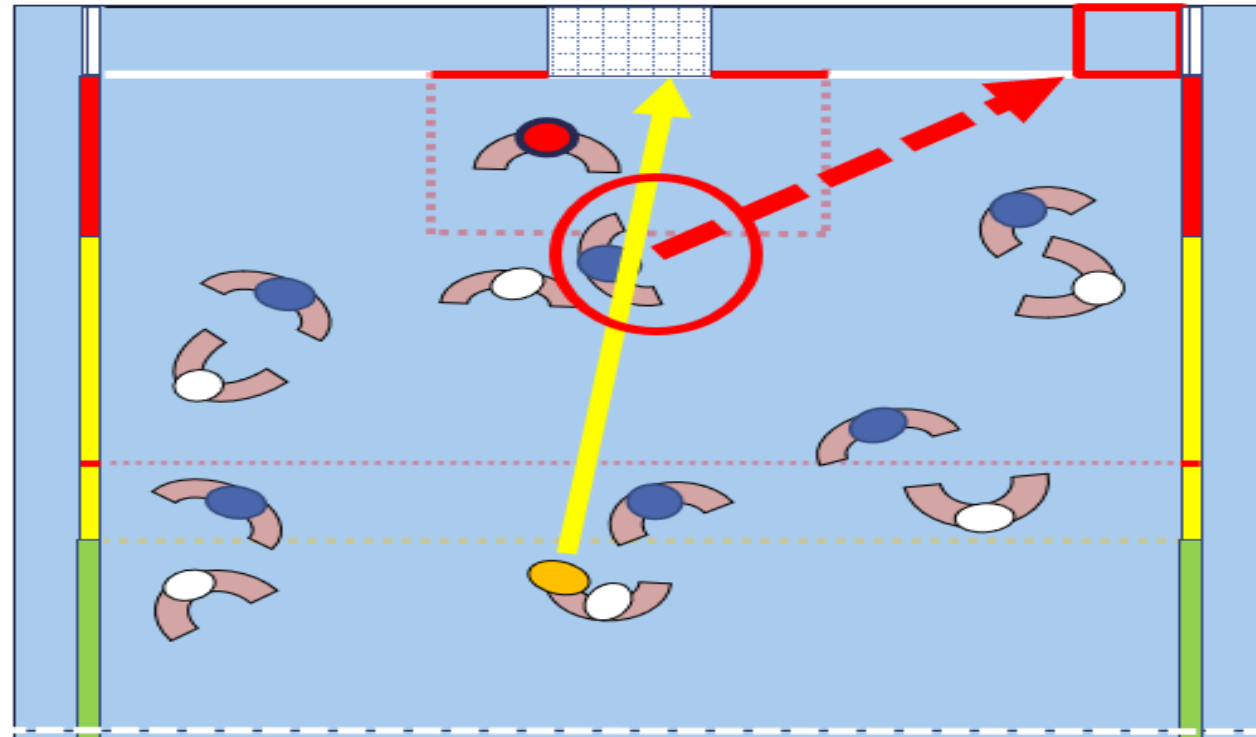
METHOD OF SCORING – VI.7.2

- ...e) by a player **who visibly puts the ball into play** from a corner throw or **outside 6 metres**:
- from a goal throw;
after a swim up or the commencement of a period;
after a timeout or a goal;
 - after an injury;
 - after replacement of a cap;
 - after the referee calls for the ball or calls for a neutral throw;
 - when the ball leaves the side of the field of play;
 - taking a free throw;
 - after any other delay.

According to VI.7.2(E), even if the foul was committed inside 6 metres, an attacker can score a goal by a shot after putting into play the ball outside 6 metres

EXAMPLE

A defender is excluded on center-forward position without the ball. After the referee completes the **signalization** of the exclusion foul, **the attacker holding the ball outside 6 metres scores a goal** by an immediate shot or after visibly taking the throw.



ACTION **ALLOWED**. GOAL VALID.

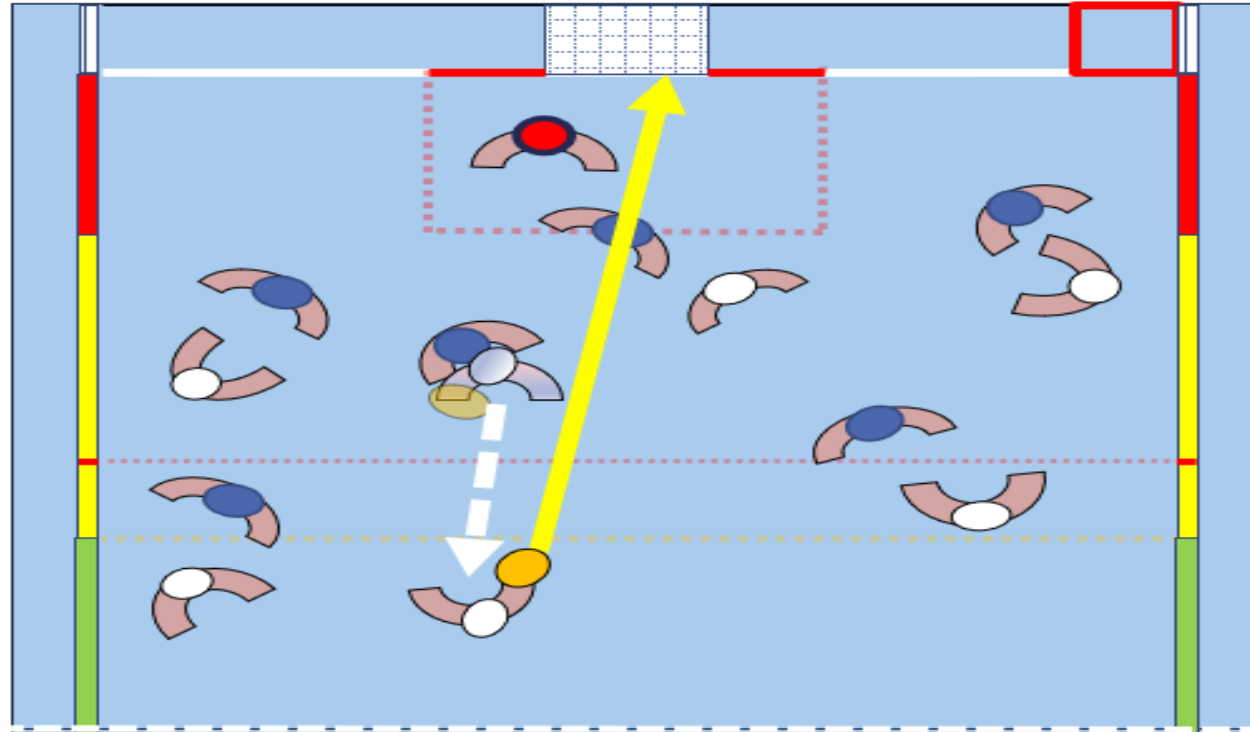
METHOD OF SCORING – VI.7.2

- f) by a player who visibly **puts the ball into play inside 6 metres** and **swims outside 6 metres**:
- after an injury;
 - after replacement of a cap;
 - after the referee calls for the ball or calls for a neutral throw;
 - when the ball leaves the side of the field of play;
 - taking a free throw;
 - after any other delay.

According to VI.7.2(F), the attacker (with the ball) must swim putting his/her **head outside 6 metres** before shooting (even after faking or swimming, inside or outside 6 metres) and scoring a valid goal

EXAMPLE

A free throw is **awarded with the ball inside 6 metres**. An attacker visibly puts the ball into play inside 6 metres and **swims outside 6 metres** before shooting and scoring a goal.



ACTION ALLOWED. GOAL VALID.

METHOD OF SCORING – VI.7.2

A referee's arm should be raised up to indicate that a shot from outside the 6 m. area is permitted

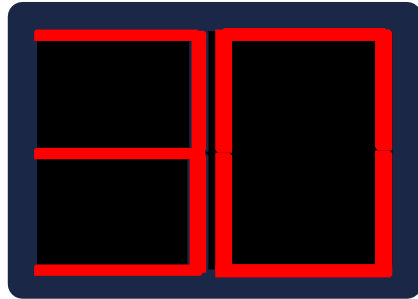




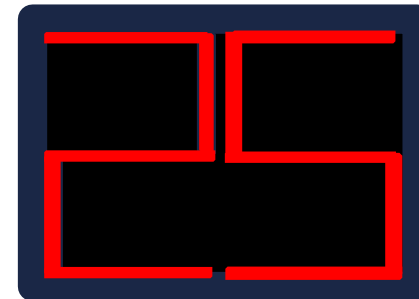
BALL POSSESSION TIME

BALL POSSESSION TIME – VI.8.12

The maximum ball possession time is:



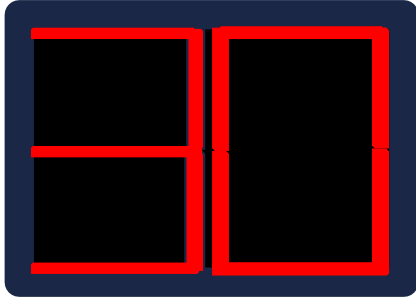
**30 SECONDS IN
WOMEN'S MATCHES**



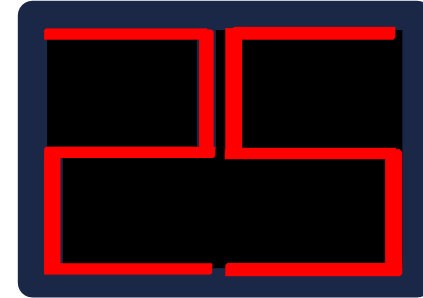
**25 SECONDS IN
MEN'S MATCHES**



BALL POSSESSION TIME – VI.8.12



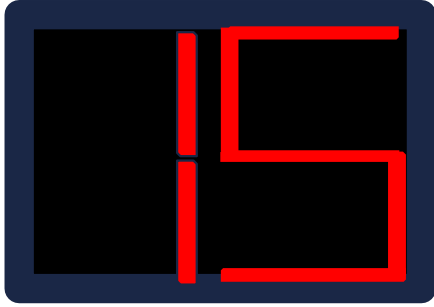
WOMEN'S MATCHES



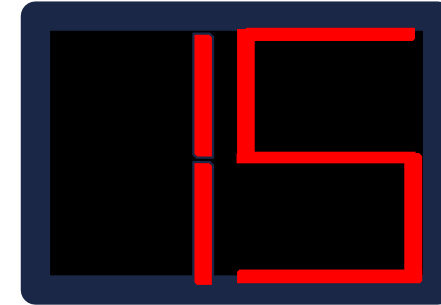
MEN'S MATCHES

- 1) When the **defending team** takes possession of the ball.
- 2) When the ball is put into play by a **neutral throw** or following the taking of a **penalty throw** with a change of possession.
- 3) If, in the last minute of the game, a penalty throw is awarded to a team, and **the coach elects to maintain possession of the ball.**

BALL POSSESSION TIME – VI.8.12



WOMEN'S MATCHES

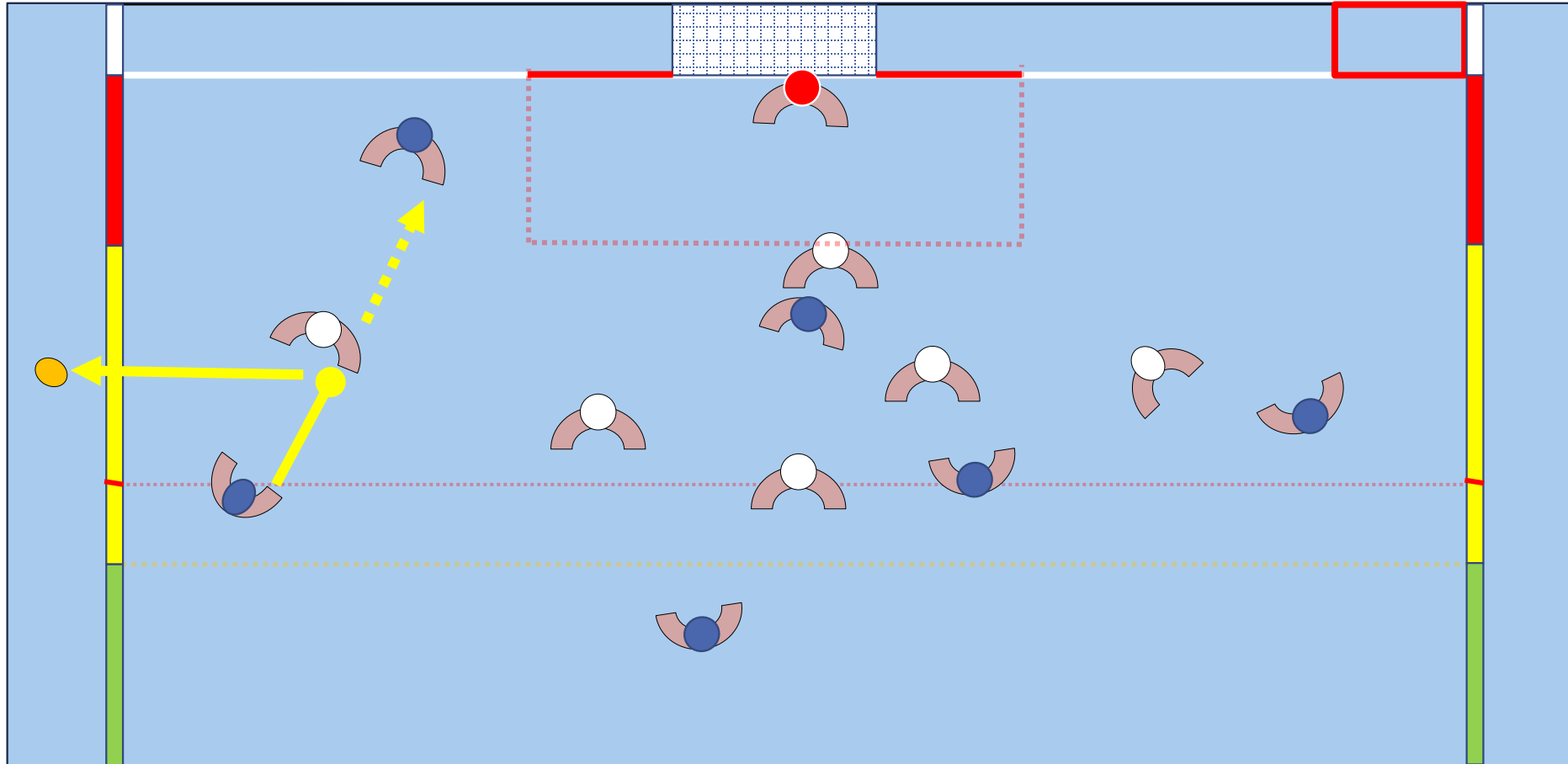


MEN'S MATCHES

- 1) New possession of the **attacking team** following a shot after rebounding on a goal post, a player or the goalkeeper.
- 2) Restarting by **the award of an exclusion foul against** a defending player (unless there are more than 15 seconds in which case the time shall continue and not be reset).
- 3) When the ball is put into play by a **corner throw** or following the taking of a **penalty throw** without a change of possession.
- 4) When the ball **leaves the field of play through a sideline** as a result of a deliberate action by a defender or the blocking of a shot by the defending goalkeeper.

BALL POSSESSION TIME – VI.8.12

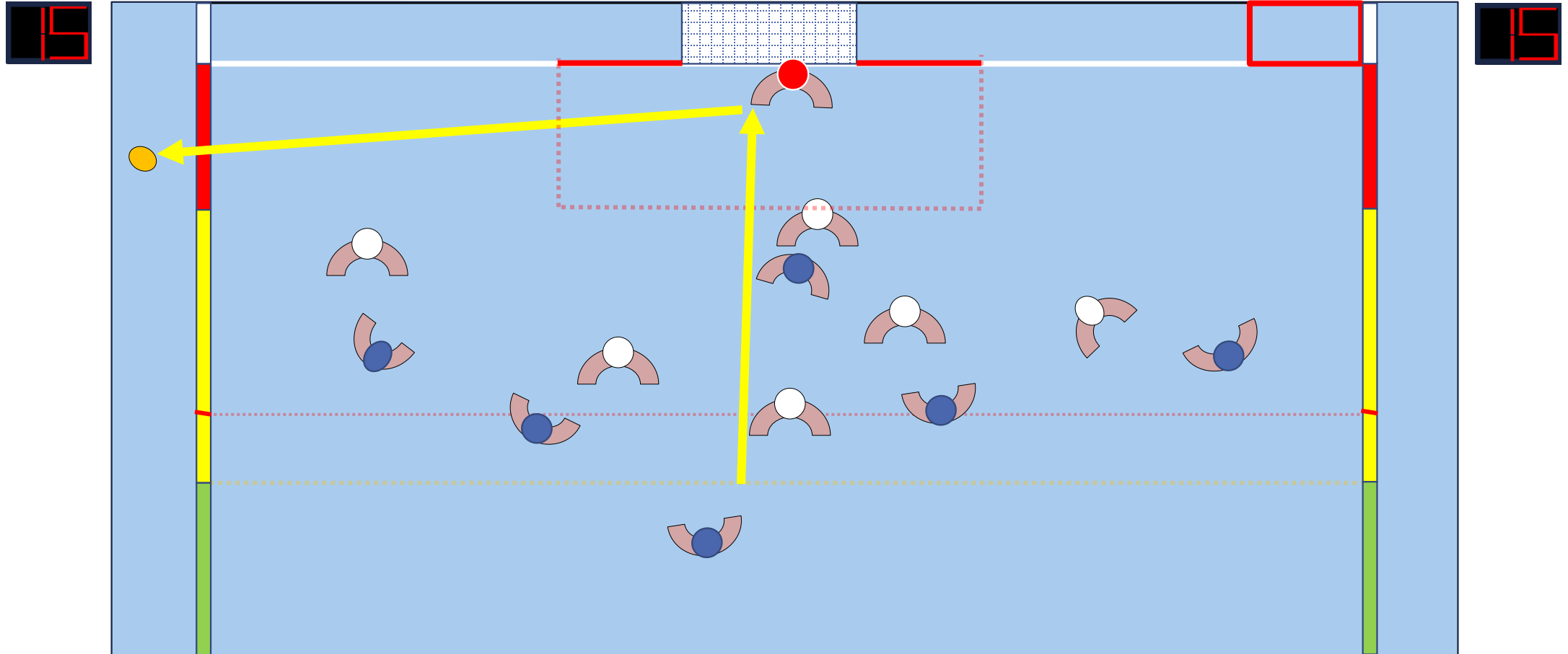
After a **pass**, the ball leaves the field of play through the sideline **due a deliberate action** by a defender



THE PLAY RESTARTS BY A FREE THROW IN FAVOUR OF THE ATTACKING TEAM
AND THE POSSESSION TIME IS RESET TO 15 SECONDS

BALL POSSESSION TIME – VI.8.12

After a **shot**, the ball leaves the field of play through the sideline **due the blocking by the defending goalkeeper**



THE PLAY RESTARTS BY A FREE THROW IN FAVOUR OF THE ATTACKING TEAM
AND THE POSSESSION TIME IS RESET TO 15 SECONDS



***WASTING TIME* RULE**

WASTING TIME RULE – VI.8.13

The former 'wasting time' rule is **deleted** and **replaced** by the new Article VI-8.13 which punishes as ordinary foul **only** the behaviour of the team which **deliberately gives up the possession of the ball.**

WASTING TIME RULE – VI.8.13

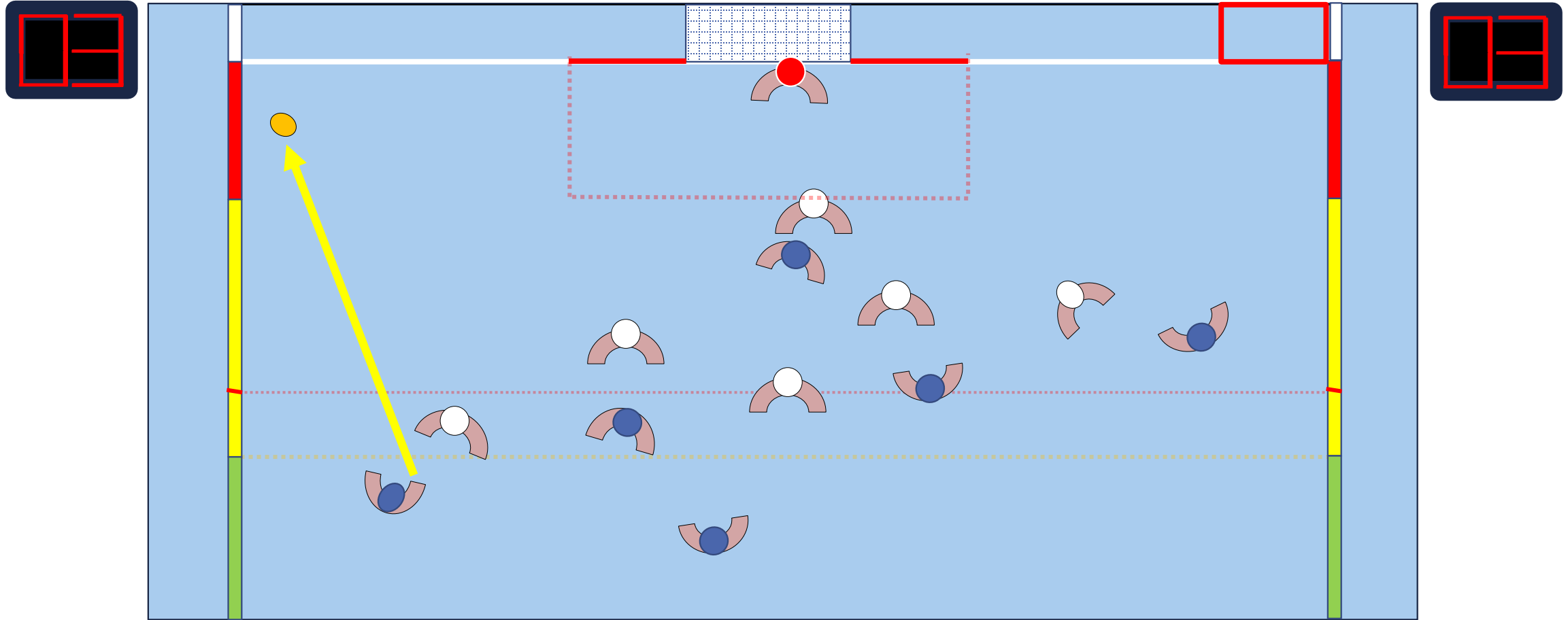
The following actions
(usually made before expiration of 15/25-30 seconds of the ball possession time)
are still **NOT ALLOWED**

- A player who ***throws the ball away*** and refuses to play;
- A player who ***leaves the ball not in possession of both teams*** and swims away refusing to play;
 - A player who intentionally ***hits the swimming pool ceiling*** with the ball.

All the previous situations are examples of
'deliberately giving up the possession of the ball'

EXAMPLE

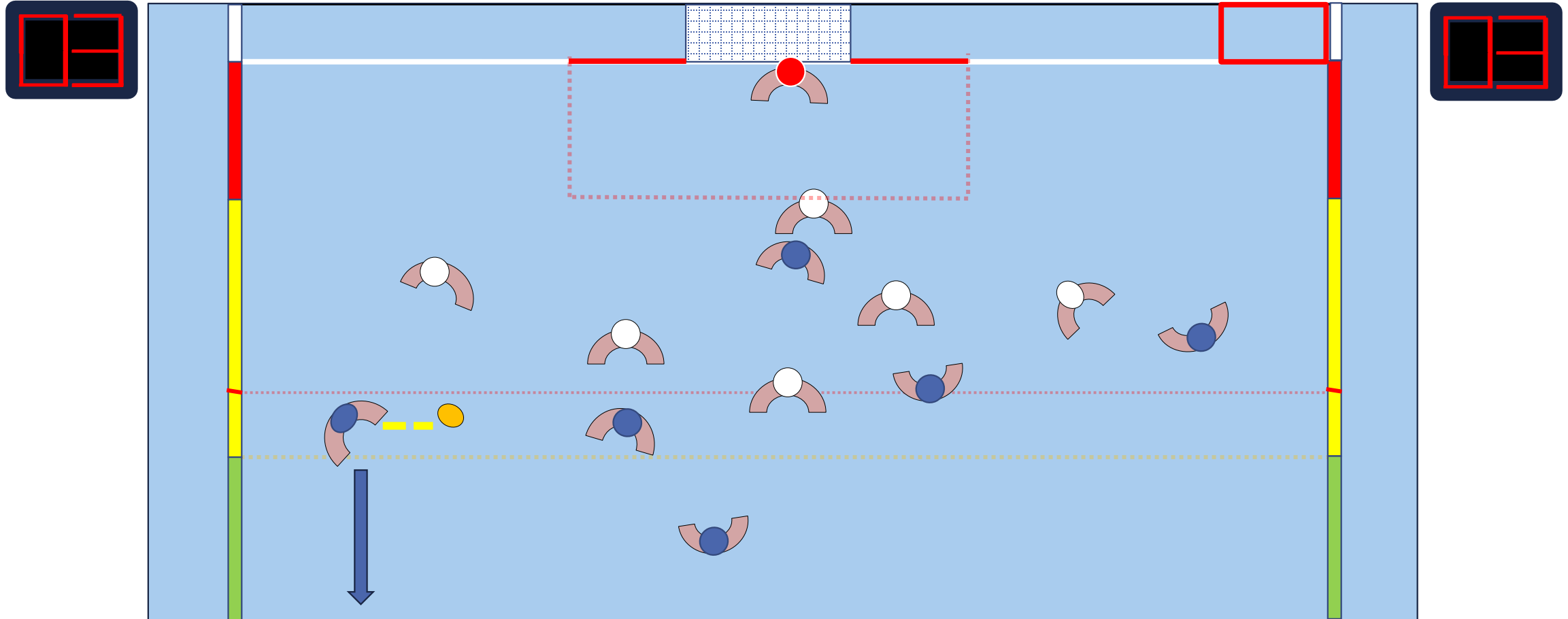
The attacker throws the ball away and refuses to play just before the expiration of ball possession time



ACTION NOT ALLOWED. THE PLAY RESTARTS BY A FREE THROW IN FAVOUR OF THE DEFENDING TEAM AND THE POSSESSION TIME IS RESET TO 25 (M)/30(W) SECONDS

EXAMPLE

The attacker leaves the ball not in possession of both teams and swims away refusing to play



ACTION NOT ALLOWED. THE PLAY RESTARTS BY A FREE THROW IN FAVOUR OF THE DEFENDING TEAM AND THE POSSESSION TIME IS RESET TO 25 (M)/30(W) SECONDS

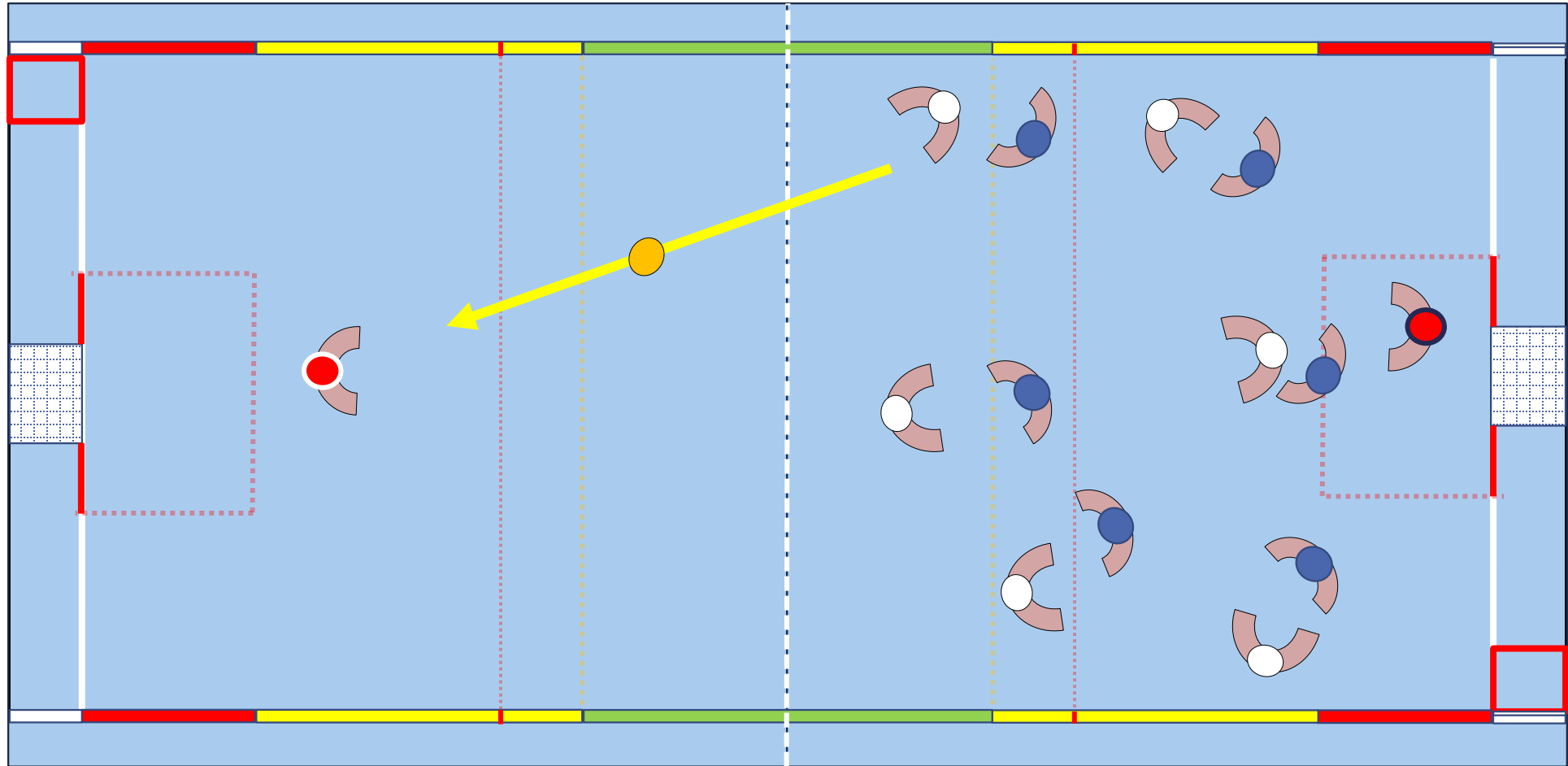
WASTING TIME RULE – VI.8.13

The following actions are now
ALLOWED

- The goalkeeper or any other attacking player **is the only player of the team in that team's half of the field**, and the ball is passed from the other half to that player
- An attacking player **swims with the ball from the offensive half over the half line back** to his/her defensive half.
- An attacker **holding the ball remains in the same position of the field of play** without making any movement or showing intention to attack

EXAMPLE

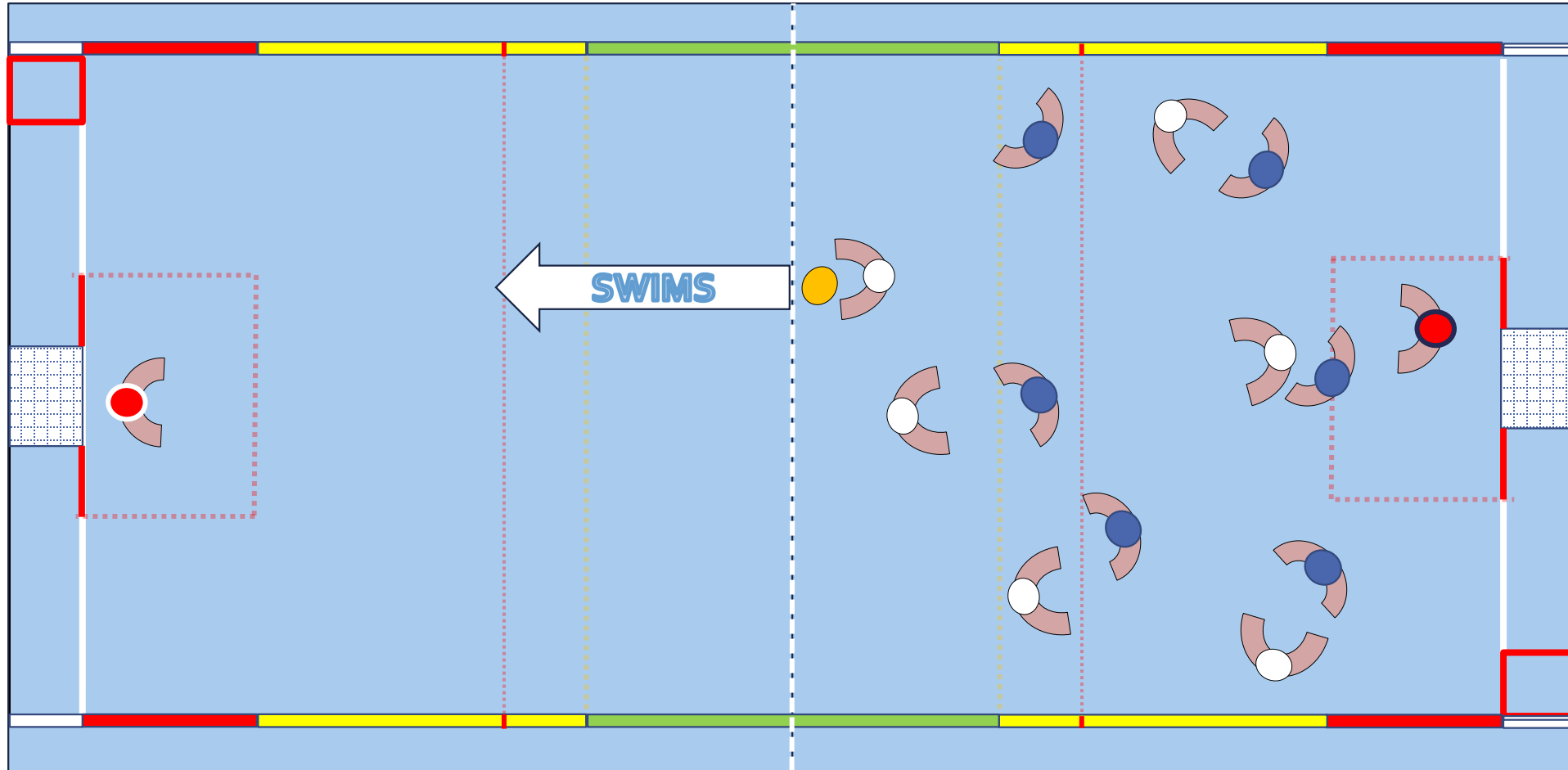
The goalkeeper or any other attacking player is the only player of the team in that team's half of the field, and the ball is passed from the other half to that player



ACTION ALLOWED. NO FOUL.

EXAMPLE

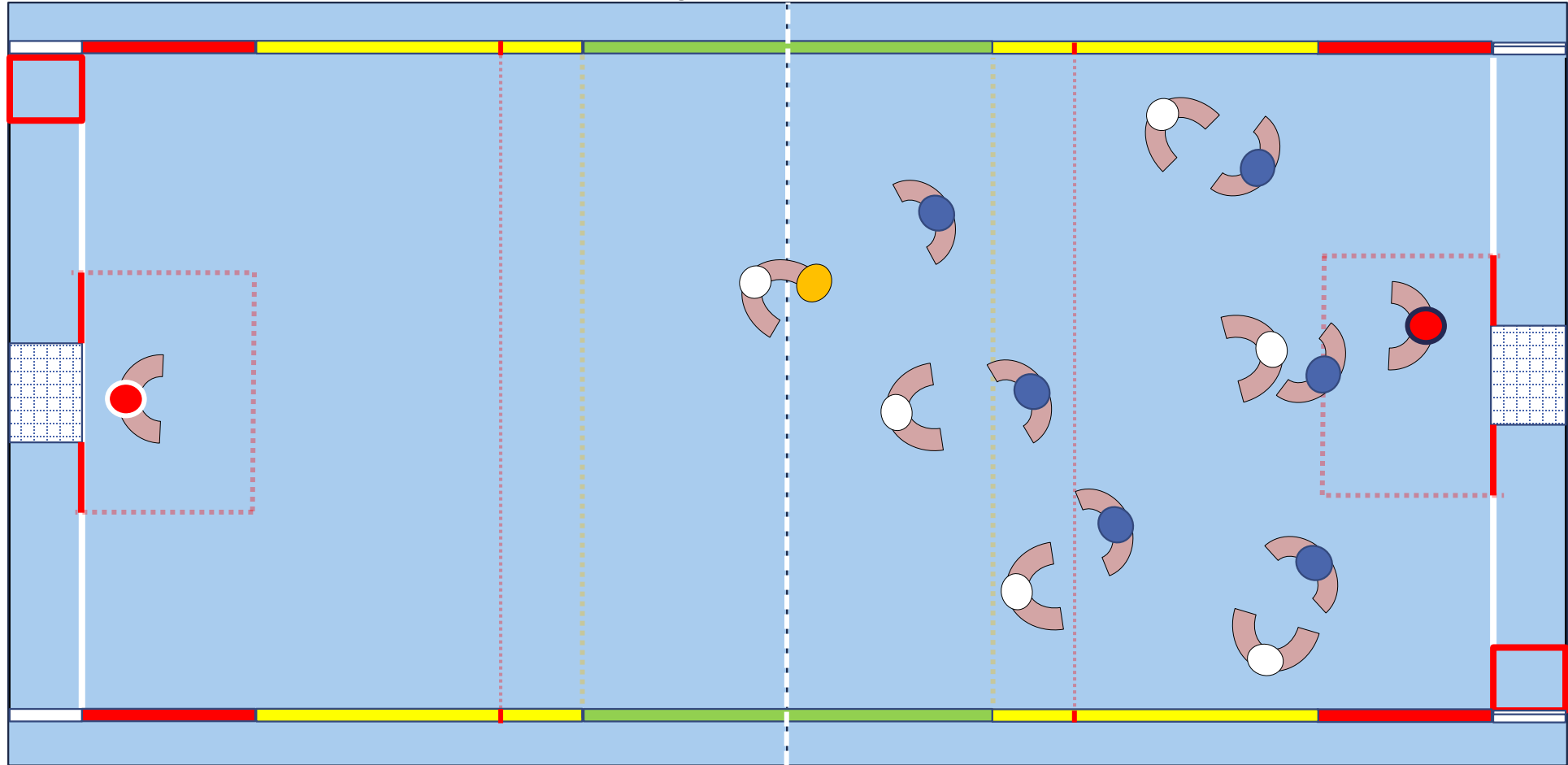
An attacking player swims with the ball from the offensive half over the half line back to his/her defensive half.



ACTION ALLOWED. NO FOUL.

EXAMPLE

A player holding the ball remains in the same position of the field of play without making any movement or showing intention to attack



ACTION ALLOWED. NO FOUL.

RE-ENTRY AFTER EXCLUSION

RE-ENTRY AFTER EXCLUSION – VI.9.2

Before a substitute enters according to VI-9.3, the excluded player must immediately leave the field of play **at any place**, not leaving the water, and move to the exclusion re-entry area (visibly rising to the surface of the water) nearest to the player's own goal line without interfering with the play

Excluded player and substitute **do not need to touch hands anymore** above the water before the entry of the substitute

A series of blue horizontal bars of varying lengths, some stacked on the left and others on the right, framing the central text.

PLAYER LEAVING THE WATER

PLAYER LEAVING THE WATER – VI.9.4

A player **leaving the water** during play (other than following the entry of a substitute) or **sitting** or **standing** on the steps or side of the pool during play **will be punished under VI.9.13 (Misconduct)**, except in case of accident, injury, illness or with the permission of a referee.

The same sanction (exclusion from the remainder of the game) is applied to a player, excluded or not, leaving the water during play.



GOING UNDER WATER

Going under water is punished as:

Ordinary Foul, when there is a **physical contact** between opposing players and one of them goes under water and takes a **positional advantage** (Rule VI-8.15)

Exclusion Foul, as a kind of impeding, if a defender goes under water **hindering the positioning** of an opponent (Rule VI-9.8)

IMPROPER/ILLEGAL PLAYER

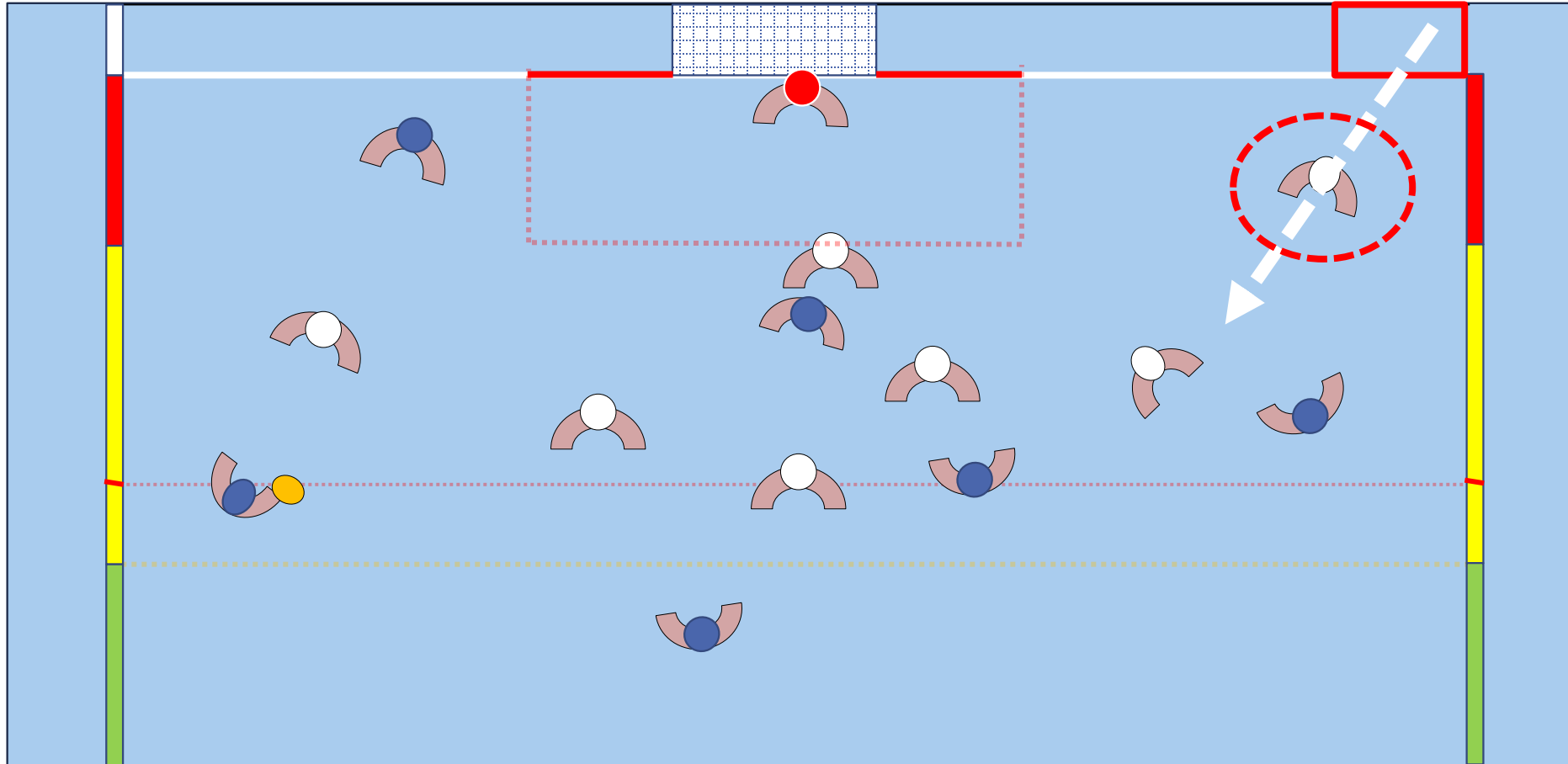
ILLEGAL PLAYER – VI.10.8

An **illegal player** (as an 8th player or a player already excluded from the remainder of the game participating in the play) **is still punished as a penalty foul.**

The penalty throw shall be taken with **7 vs 7** players in the Field of Play **after removing the offending player** from the field of play, including by an immediate substitution, if needed.

EXAMPLE

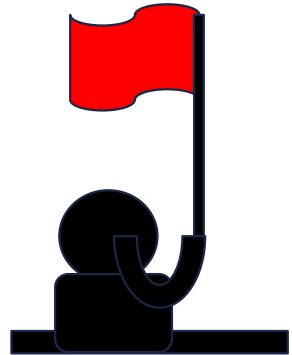
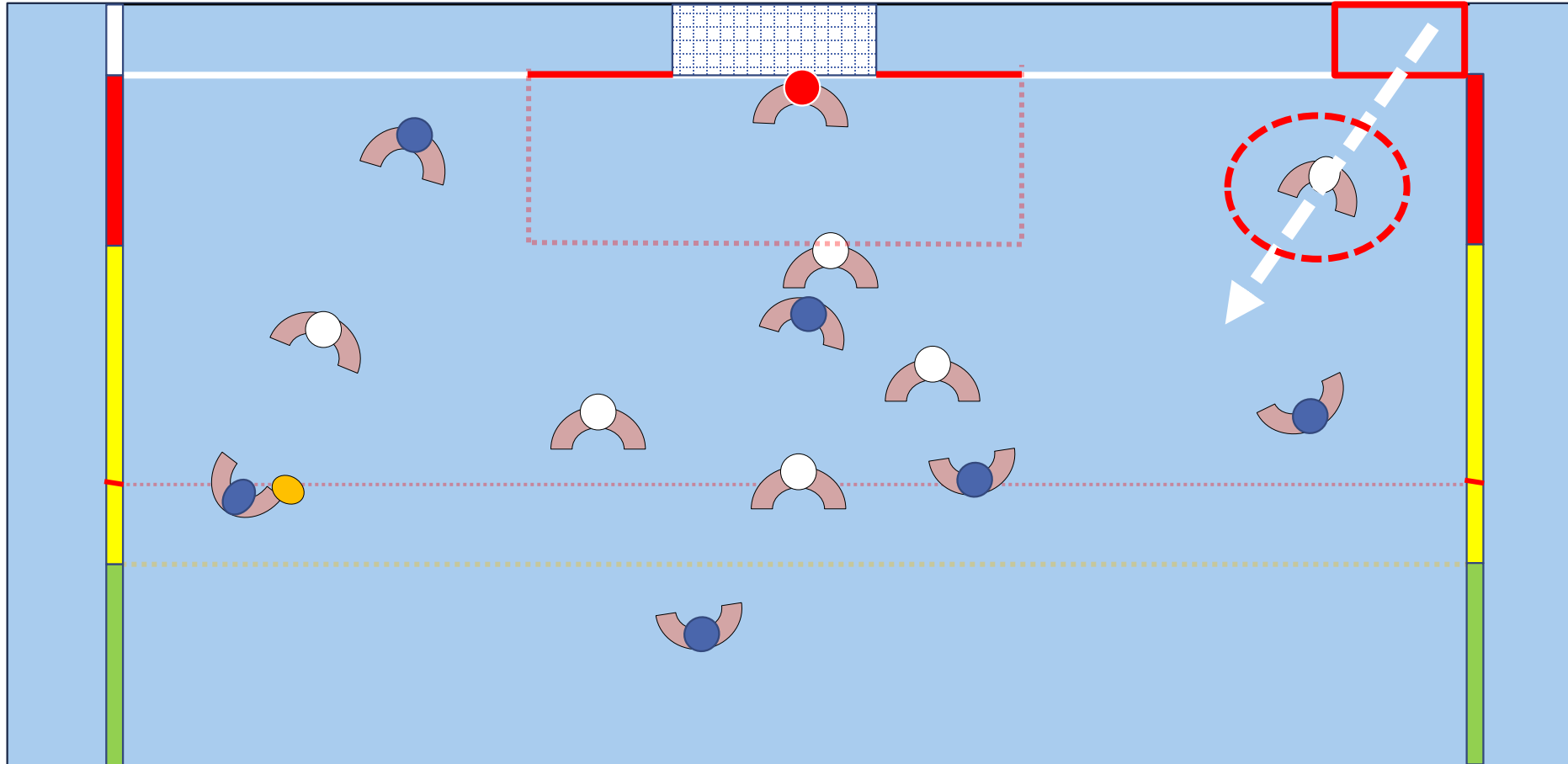
During play, an **8th white team player** enters the Field of Play



The play restarts with the blue team taking a penalty throw and 7 vs 7 players after removing the 8th player from the Field of Play

EXAMPLE

During play, a white team player with 3 personal fouls enters the Field of Play



The play restarts with the blue team taking a penalty throw and 7 vs 7 players after removing the player with 3 personal fouls from the Field of Play (allowing an immediate substitution)

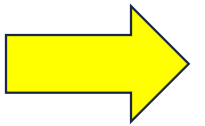
IMPROPER PLAYER – VI.10.12

An improper player is an (even excluded) player who (re-)enters or a substitute who enters the field of play **without wearing the cap (VI.20.4.4.3) or not following Rules VI.2.6, VI.2.7, VI.9.3, VI.9.13.1, VI.9.14.1, VI.9.14.2, VI.9.14.3 and VI.9.15.**

The improper player receives only a personal foul which is a penalty foul.

The improper entry or re-entry of a player is punished as **a penalty foul** (no matters if the team of the improper player was in possession of the ball or not).

The play restarts by the **taking of a penalty throw and 7 vs 7 players in the Field of Play**



IMPROPER PLAYER – VI.10.12

If this occurs as a (re-)entry from an exclusion **with the period of the exclusion not expired**, the offending player **must leave the field of play before the taking of the penalty throw.**

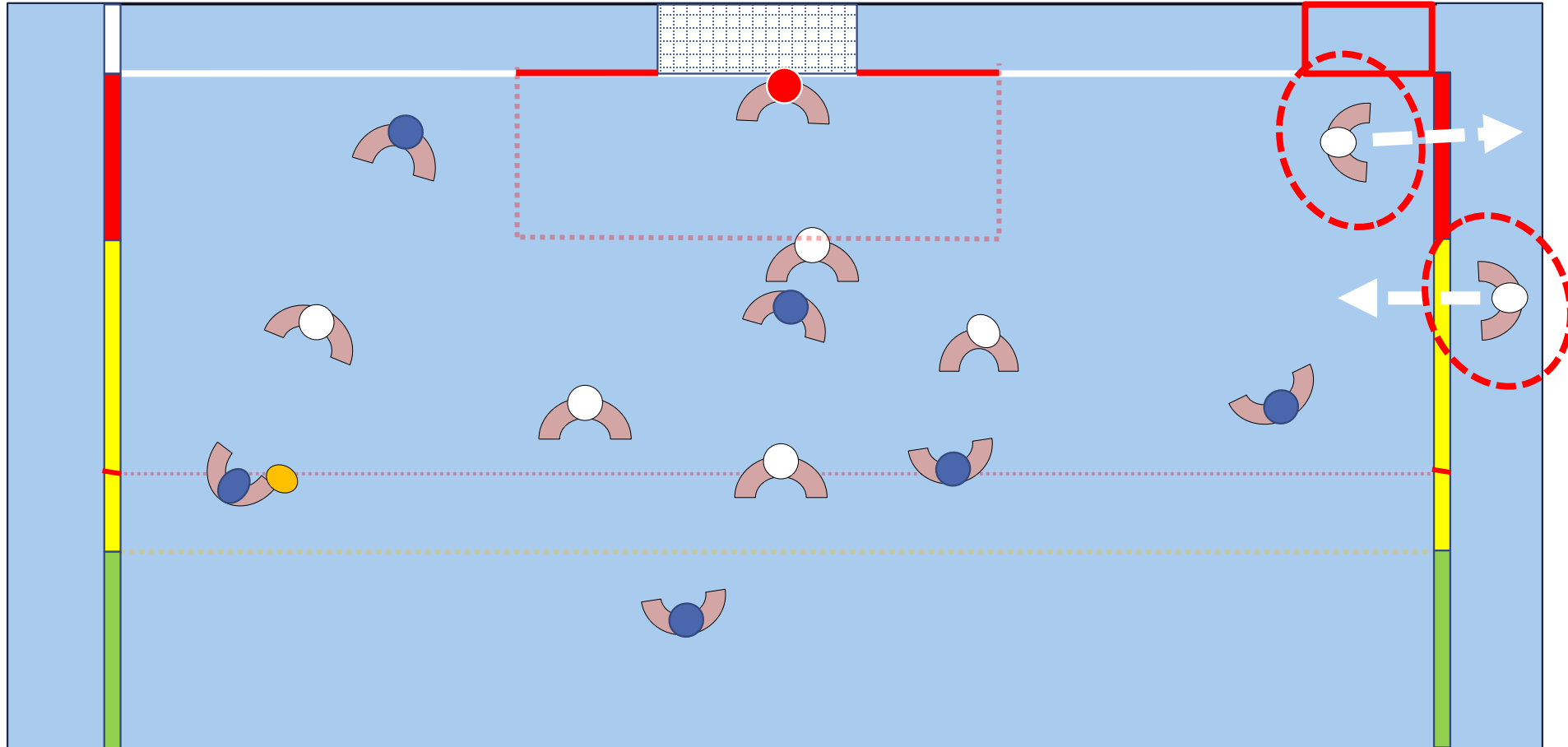
The player or a substitute shall be permitted to (re-) enter:

- at the expiration of the period of the exclusion**
- or when the excluded player's team has retaken possession of the ball**
- or a free throw, a goal throw or a penalty throw is awarded in favour of his/her team**

EXCEPT in the circumstances under VI.9.14 (violent action), in which case the improper player or a substitute shall be permitted to (re-)enter only at the expiration of the period of the exclusion.

EXAMPLE

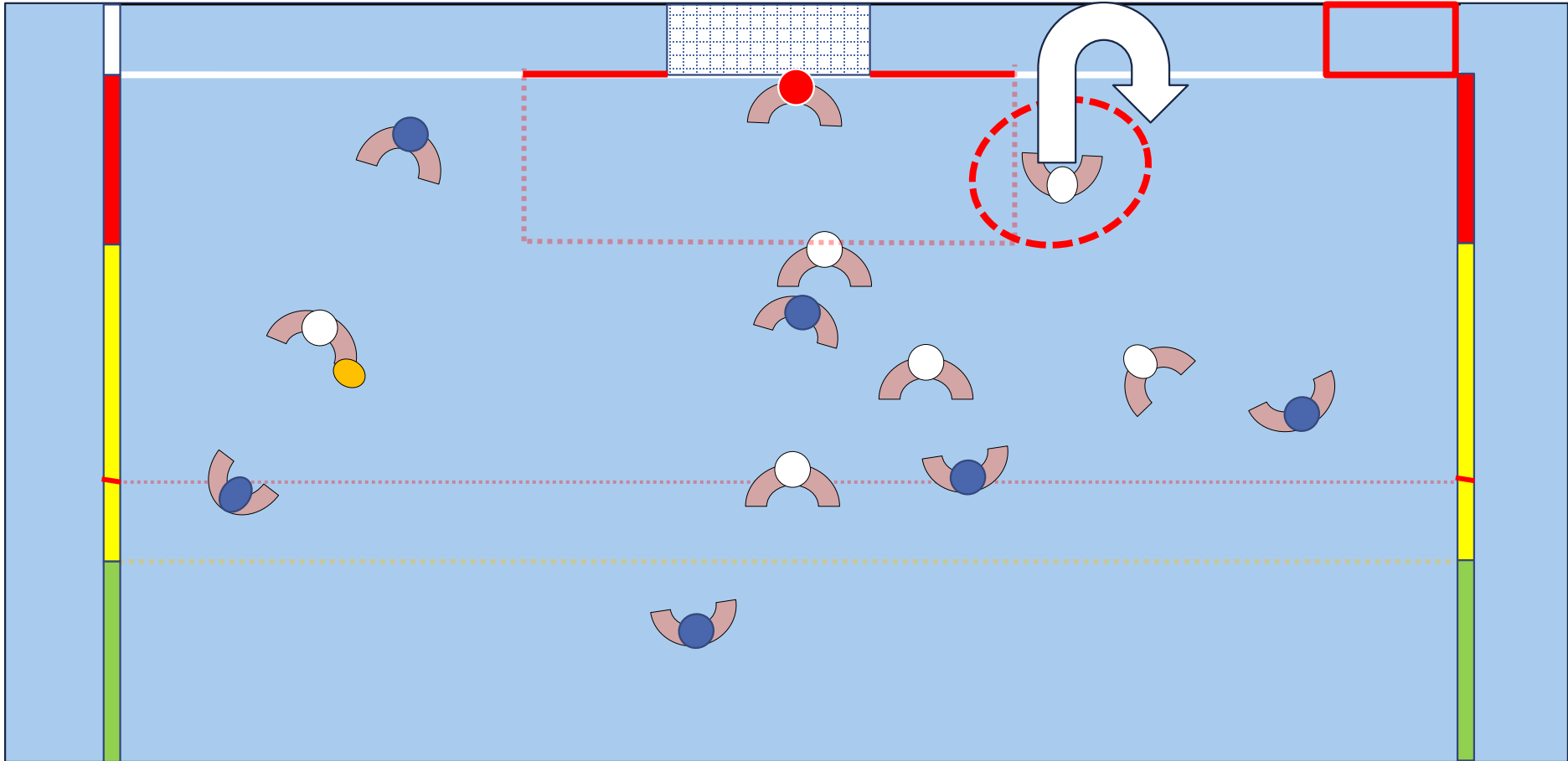
During play, a **white team substitute player** enters the Field of Play through the Flying Substitution Area **without touching hands** with the exiting player



The play restarts with the blue team taking a penalty throw and 7 vs 7 players

EXAMPLE

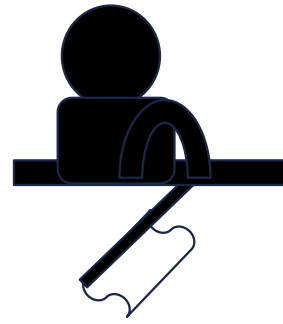
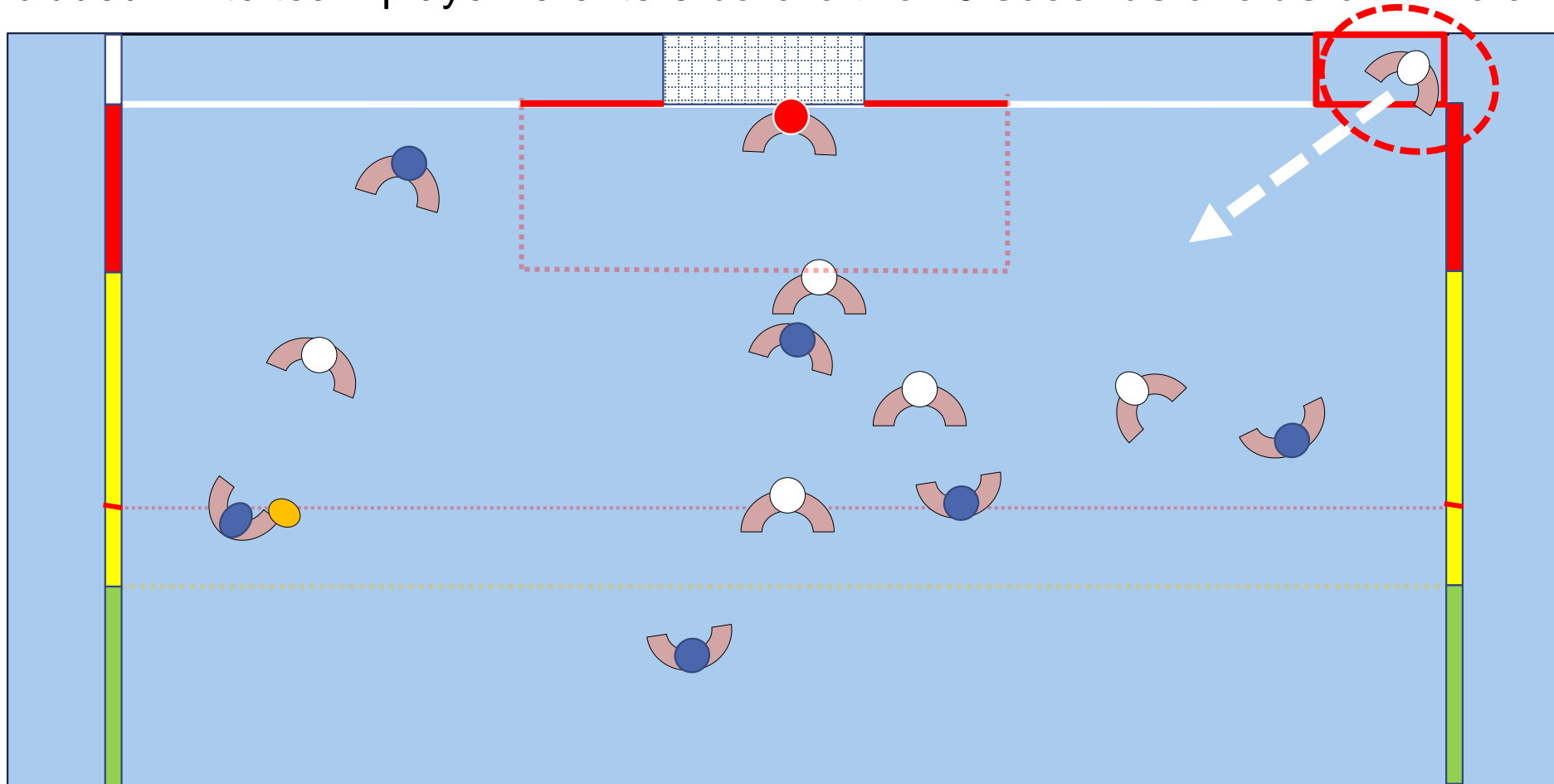
During play, a white team player **leaves the field of play through the end line and immediately after re-enters** the Field of Play through the same end line.



The play restarts with the blue team taking a penalty throw and 7 vs 7 players

EXAMPLE

The excluded white team player re-enters **before the 15 seconds exclusion time expired.**



The offending player must leave the field of play before the taking of the penalty throw by the blue team



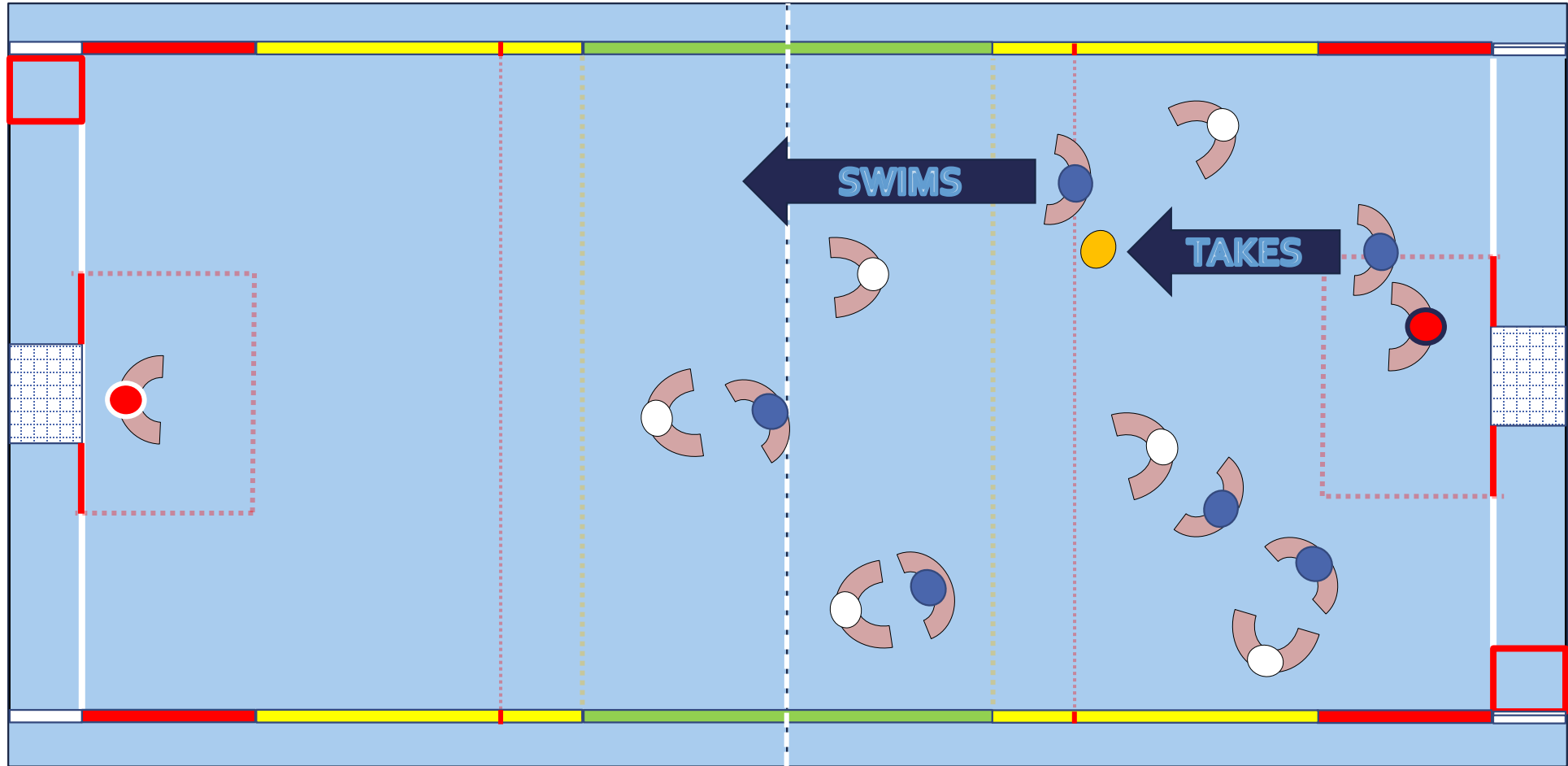
TAKING OF FREE THROWS

TAKING OF FREE THROWS – VI.11.3

It was clarified that when there is a **counterattack**, a player does not have to give up the advantage to go to the ball and take the free throw. The **second closest player to the ball can take the throw** as long as there is no undue delay.

EXAMPLE

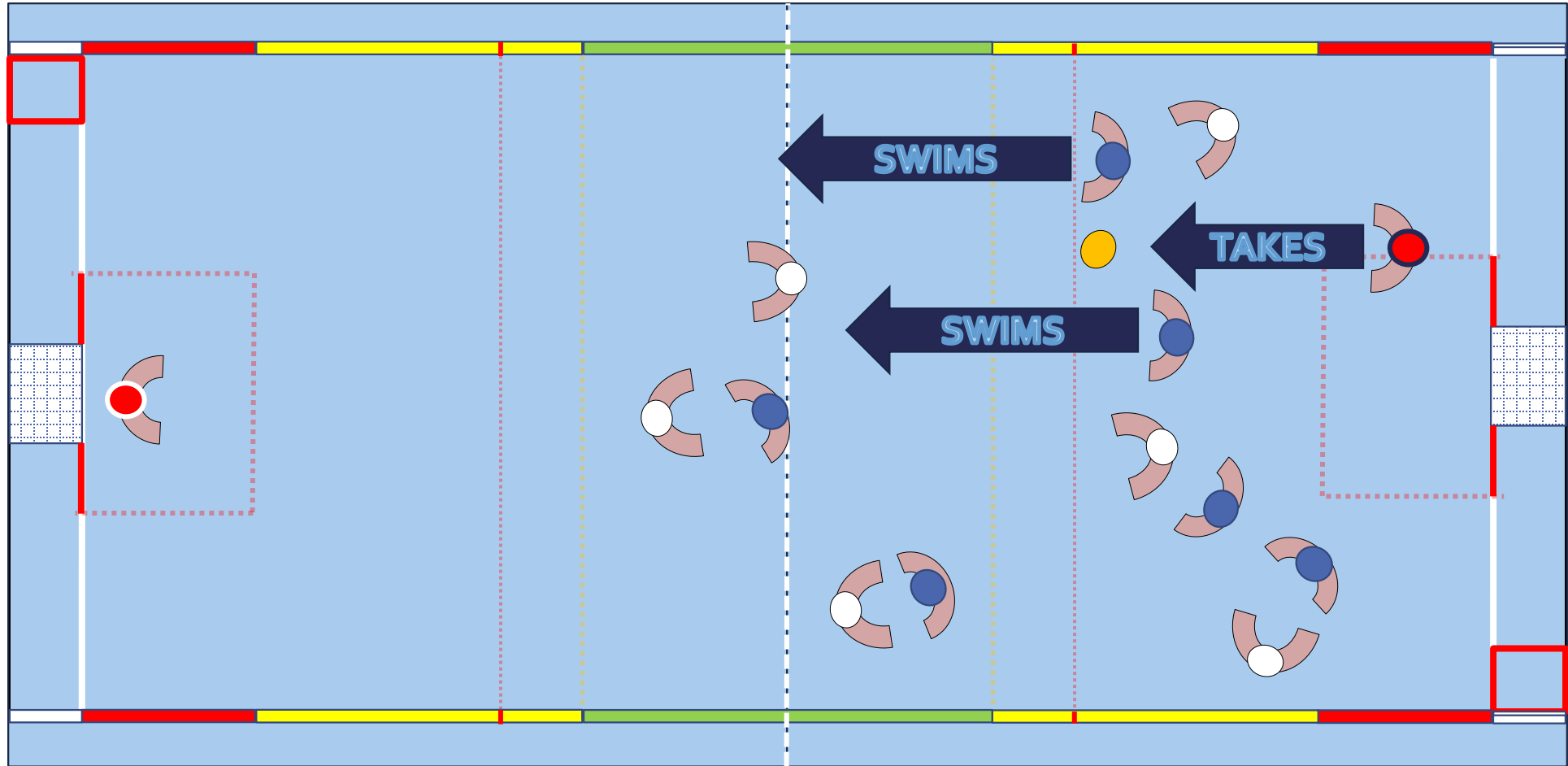
An ordinary foul is called in favour of defending BLUE team.
The **second** blue player closest to the ball takes the throw



ACTION **ALLOWED**. NO FOUL.

EXAMPLE

An ordinary foul is called in favour of defending BLUE team.
The goalkeeper (**third** blue player closest to the ball) takes the free throw



ACTION NOT ALLOWED. ORDINARY FOUL IN FAVOUR OF WHITE TEAM.

TAKING OF PENALTY THROWS

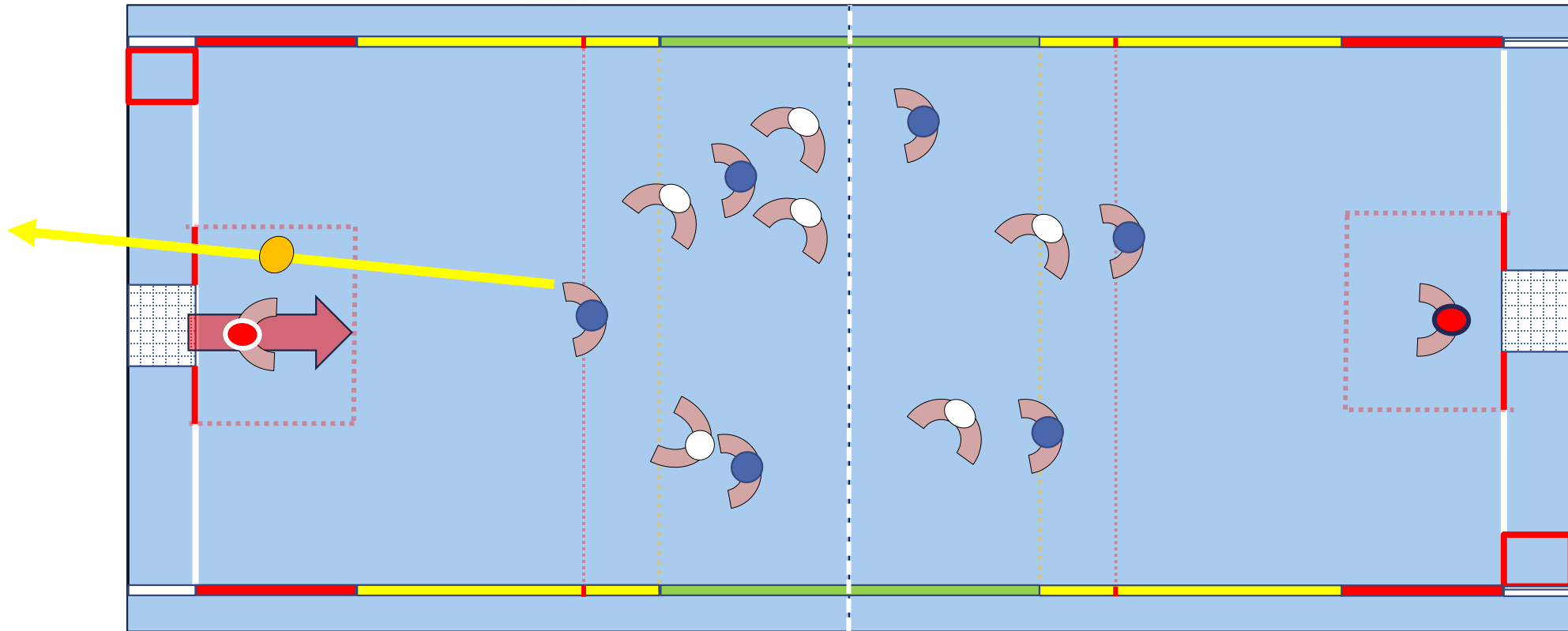
TAKING OF PENALTY THROWS – VI.9.18

If at the taking of a penalty throw **the goalkeeper moves forward before the referee blows** the whistle and the **player takes the shot and goal is not scored**, the goalkeeper shall be excluded according to VI.9.17 and the **penalty throw shall be re-taken.**


EXAMPLE

The goalkeeper moves forward before the referee blows the whistle and the player takes the shot.

The goal is not scored



ACTION NOT ALLOWED. GOALKEEPER SHALL BE EXCLUDED AND THE PENALTY THROW SHALL BE RE-TAKEN



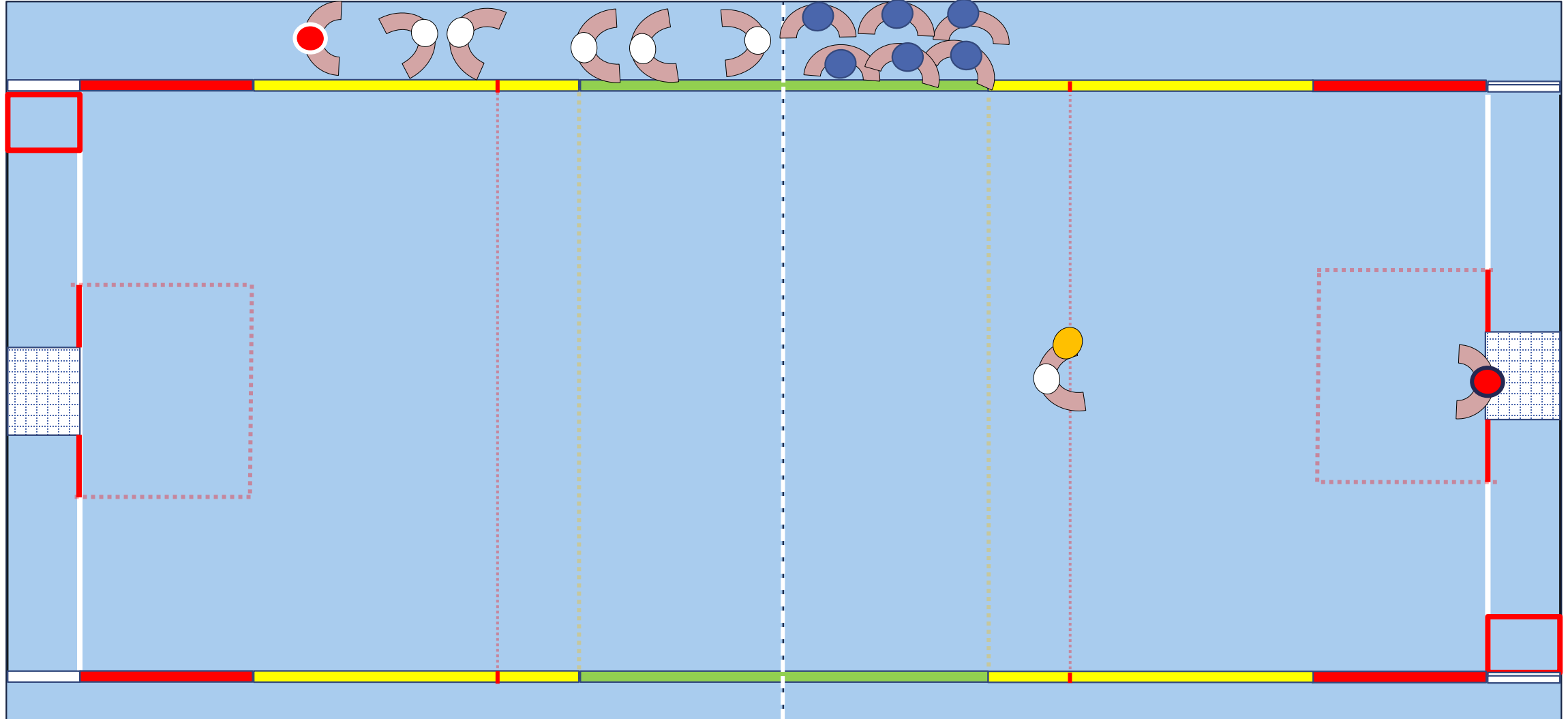
**PENALTY THROW AT THE END
OF A PERIOD**

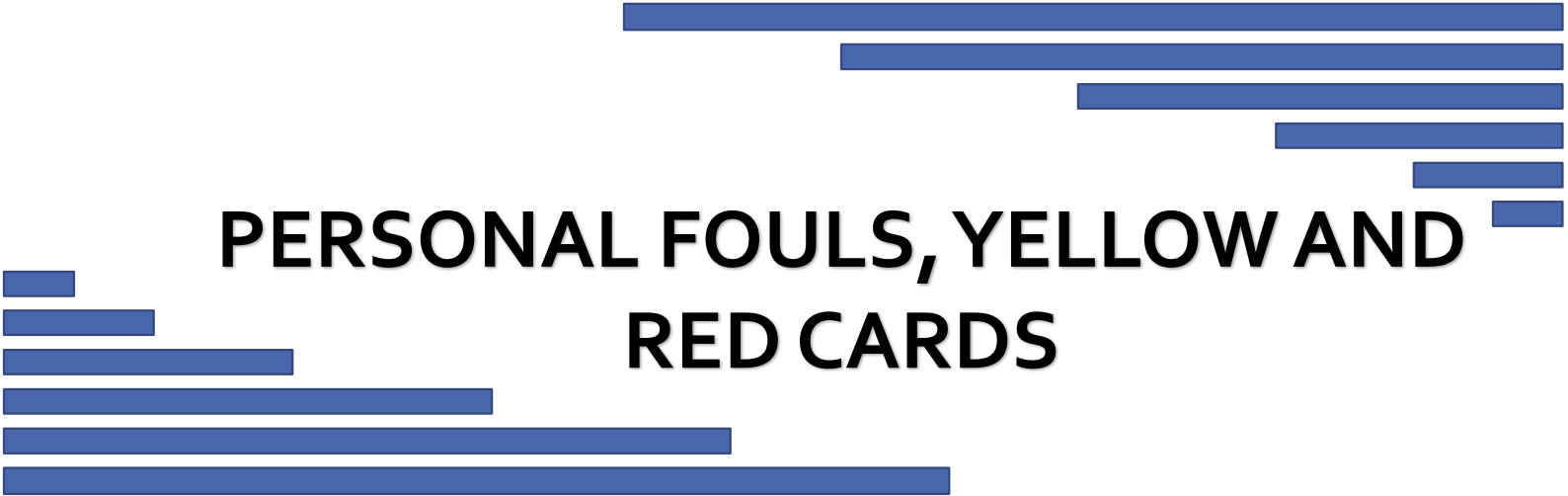
PENALTY THROW AT THE END OF A PERIOD – VI.15.6

If at precisely the same time as the referee awards a penalty throw the timekeeper whistles for the end of a period, all players except the player taking the throw and the defending goalkeeper shall leave the field of play **entering the respective flying substitution areas** before the penalty throw is taken.

EXAMPLE

All players except the player taking the throw and the defending goalkeeper shall leave the field of play entering the respective flying substitution areas before the penalty throw is taken.





PERSONAL FOULS, YELLOW AND RED CARDS

PERSONAL FOULS – VI.16.2

Upon receiving a third personal foul, a player is excluded from the remainder of the game with substitution after the earliest occurrence referred to in VI.9.3 and **must sit in a specific area designated near the bench, if available**

YELLOW AND RED CARDS

Clarified the signalization of yellow and red cards for players, coaches, team officials and teams.

YELLOW AND RED CARDS

A yellow card is shown pointing **with one arm parallel to the sideline towards the bench** of the team sanctioned as one or more players:

- ✓ *persist in playing in an unsporting manner or engage in simulation,*
- ✓ *or persist in repeated fouls other than aggressive play or misconduct,*
- ✓ *or protest referees' or officials' decisions without the use of unacceptable language.*



YELLOW AND RED CARDS

A yellow card is shown pointing **with one arm in the direction of the head coach** officially warned.



YELLOW AND RED CARDS

A red card is shown pointing **with one arm in the direction of the head coach or other team official or player** to indicate the person who must leave the pool area immediately
or
as additional signal in case of exclusion of a player from the remainder of the game in the circumstances of VI.9.13 or 9.14.





ACCIDENT, INJURY AND ILLNESS

ACCIDENT, INJURY OR ILLNESS OTHER THAN BLEEDING

If accident, injury or illness, **other than bleeding**, occurs, a referee, **at the referee's discretion, may briefly suspend** the game ordering the immediate substitution of the injured player, if needed

After recovering, the player **is permitted to be a substitute** in the ordinary course of the game.

Referees are not allowed anymore to suspend the game for three minutes

BLEEDING

If a player is bleeding, the referee shall **immediately order the player out of the water with the immediate entry of a substitute** and the game shall continue without interruption.

After the bleeding has stopped, the player **is permitted to be a substitute** in the ordinary course of the game.

SIMULTANEOUS AWARDS OF CORNER AND GOAL THROWS

When simultaneous awards are made by both referees and one is for a goal throw and the other is for a corner throw, the **corner throw** award shall be applied unless otherwise determined after VAR review, if applicable.



VAR PROTOCOL

CORNER/GOAL THROW DECISIONS

Following an attacking player's missed shot towards the goal, the match referees and the VAR Referee may use VAR equipment to decide if the play restarts with a corner throw or a goal throw.

TIMING FOR THE REVIEW

At the latest, the VAR review should be done **no later than the first attack** following the situations described in VI.20.7.2 of the Protocol which needs to be reviewed.

A review is not possible after the completion of the first attack.

SIMULATION AFTER REVIEW ON A SUSPICION OF AN INCIDENT OF VIOLENCE

In case of suspicion of an incident of violence, if after a VAR review **a simulation is determined**, the referees shall issue a yellow card (or a red card as the case may be) to the team whose player has committed simulation, and the game will restart with a free throw taken by the opposing team.

PENALTY SHOOT OUT PROTOCOL



PRELIMINARY OPERATIONS

The five shooters from each team must remain in the field of play in their respective team's halves and **out of the 6m line without hanging** on the lane ropes.

Substitute goalkeepers can remain on the bench or, before the start of the PSO procedure, may stay on the **opposite side** of the benches **out of the field of play and out of 6 meters** in their designated area before the start of the PSO.

After the end of the 3-minute break, the PSO will start immediately. If the two teams are ready before the 3 minutes expire, the referees **can stop the descending clock** time and start the PSO game earlier.

EXCLUSION OF GOALKEEPER FOR FAILING TO TAKE UP THE POSITION

If during the shootout procedure **the defending goalkeeper fails to take up the correct position on the goal line** at the taking of a penalty throw having been ordered once to do so by the referee:

- the goalkeeper shall be **excluded**;
- a **player from the five players** participating in the penalty shootout may take the position of the goalkeeper but **without the goalkeeper's privileges**;
- following the taking of the penalty throw, the **goalkeeper or a substitute shall be permitted to (re)-enter** except in case of **third personal foul**.

EXCLUSION OF GOALKEEPER FOR MOVING BEFORE REFEREE'S WHISTLE

If at the taking of a penalty throw the goalkeeper **moves forward before the referee blows the whistle** and the player takes the shot and goal is not scored, **the goalkeeper shall be excluded and the penalty throw shall be re-taken** (a player from the five players participating in the penalty shootout may take the position of the goalkeeper but without the goalkeeper's privileges).

Following the taking of the penalty throw, the goalkeeper or a substitute shall be permitted to (re)-enter except in the circumstances of VI.16.2.

EXCLUSION FROM THE REMAINDER OF THE GAME FOR A GOALKEEPER

If the goalkeeper is excluded **from the remainder of the game** (for example for protesting referees' decisions) during the penalty shoot out, a player from the five players participating in the penalty shootout may take the position of the goalkeeper but without the goalkeeper's privileges.

Following the taking of the penalty throw, the excluded goalkeeper may be substituted by the substitute goalkeeper or an alternate goalkeeper if substitute goalkeeper is not entitled or able to participate, who shall wear the goalkeeper's cap.





COACHES' CHALLENGE PROTOCOL

COACHES' CHALLENGE PROTOCOL – VI.20.10

Each Coach is **entitled to challenge one (1) call**, made by a referee, per match (a “Coaches’ Challenge”).

If a Coach’s Challenge is **accepted**, he/she is entitled to **make a second challenge**, in the same match, subject to the same criteria as set out above.

If a Coach’s Challenge is **rejected**, the challenging team **shall lose the right to make any further challenges** for the remainder of the match.

COACHES' CHALLENGE PROTOCOL

The Coaches' Challenge is allowed only in the following situations:

- A Referee's perceived failure to call a **violent action**;
- A Referee's perceived failure to **call** or an **incorrect call** of a **penalty** foul;
- One of the following field of play other **situations not reviewed** by VAR technology
 - ❑ A **corner throw** or **goal throw**;
 - ❑ A **goal** or a declaration of **no goal**;
 - ❑ An **interference** on the taking of a penalty throw;
 - ❑ A **goal** scored at "**shot clock**" **expiration** or at the **conclusion of a period**;
 - ❑ **Improper** or **illegal** entry or re-entry into the field of play;
 - ❑ A shot taken at the end of a period, during which time **a player is wrongfully excluded from the field of play**;
 - ❑ Any perceived **error made by the jury table** or any perceived **electronic error** that has not been reviewed by VAR.

COACHES' CHALLENGE PROTOCOL

The timing of a Coach's Challenge must comply with the following criteria:

1. The challenge against **an uncalled violent action** must be brought immediately upon the challenging team's ball possession, and not afterwards.

2. The challenge against **a penalty foul awarded** must be made by the team against which the penalty foul has been called before the penalty throw is taken.

COACHES' CHALLENGE PROTOCOL

3. The challenge against an **uncalled penalty foul** must be made on the earliest occurrence of one of the following moments:
- ✓ Upon the challenging team's immediate **next ball possession**, but not afterwards.
 - ✓ At a **timeout** called by the non-challenging team before the challenging team's next immediate ball possession, but not afterwards.
 - ✓ At a **corner throw** in favour of the non-challenging team before the challenging team's immediate next ball possession, but not afterwards.
 - ✓ At a **penalty foul call** in favour of the non-challenging team before the challenging team's immediate next possession and before it is taken, but not afterwards.
 - ✓ When the non-challenging team **scores** at its immediately following possession, but not afterwards.
 - ✓ When the referees **stop the game** and take the ball for any reason during the non-challenging team's next immediate possession.
 - ✓ Against a **goal scored at "shot clock" expiration** or at the end of a period: The challenge must be made instantaneously following such shot.

COACHES' CHALLENGE PROTOCOL

4. In **all the other cases**, the challenge must be made by the challenging team upon the earliest occurrence of the following moments:
- ✓ Upon the challenging team's immediate **next ball possession**, but not afterwards.
 - ✓ At a **timeout** called by the non-challenging team before the challenging team's next immediate ball possession, but not afterwards.
 - ✓ At a **corner** in favour of the non-challenging team before the challenging team's immediate next ball possession, but not afterwards.
 - ✓ At a **penalty foul** call in favour of the non-challenging team before the challenging team's immediate next possession and before it is taken, but not afterwards.
 - ✓ When the non-challenging team **scores** on the challenging team, immediately upon the challenging team's possession, but not afterwards.
 - ✓ When the referees **stop the game** and take the ball for any reason during the non-challenging team's next immediate possession.

COACHES' CHALLENGE PROTOCOL

In the event a team makes a challenge that **is not allowed** the team shall be sanctioned by a penalty foul.

In this case, no personal foul shall be recorded on the game protocol.

COACHES' CHALLENGE PROTOCOL

SIGNALING A COACH'S CHALLENGE

FIRST STEP: a Coach (head coach or assistant coach) must **press the timeout button** (or use a horn) to signal the challenge.

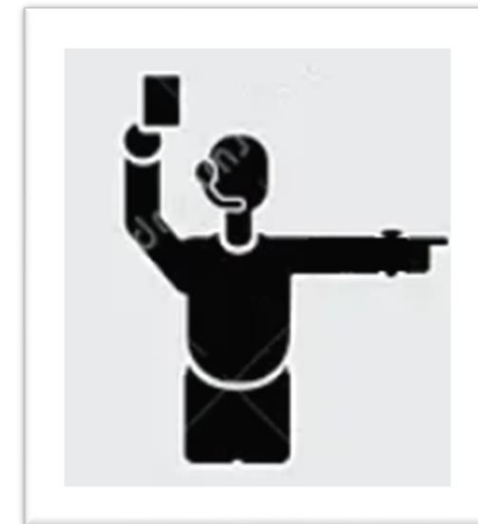
SECOND STEP: immediately after that, the Coach must also signal with a green flag or **by making the VAR square-signal** (the motion of creating a square with one's index fingers) to indicate "review" of his/her challenge.



COACHES' CHALLENGE PROTOCOL

THIRD STEP: when a Coach's Challenge is made, the referee and the delegate(s) must go to the VAR-referee to **review the subject** matter of the challenge.

FOURTH STEP: the referee shall go to the half-distance line of the field of play to **announce** the decision.





If the Coach's Challenge **is rejected**:

- ✓ The match **continues from the time** at which the game was stopped by the challenge with no consequences for the teams.
- ✓ If a **simulation** is determined, after reviewing a suspected violent action, the play restarts with a free throw against the team of the offending player and the time reset when the simulation occurred.

COACHES' CHALLENGE PROTOCOL



If the Coach's Challenge is accepted:

- If a **violent action (or misconduct) occurred**, the time is reset at the time of the incident and VI.9.13 or VI.9.14 are applied.
- If a **penalty foul has been cancelled**, the game restarts from the time when the penalty foul was called (penalty foul is nullified and the play continues following the rules, including if a **foul other than the penalty** was determined).
- If a (previously uncalled) **penalty foul is awarded**, the play restarts by the taking a penalty throw and the time is reset when the foul occurred.
- If a **corner throw or goal throw** is awarded, the play restarts by the taking of the goal throw or corner throw and the time is reset when the ball left the field of play.

COACHES' CHALLENGE PROTOCOL

- ❑ While a Coach's Challenge is being reviewed via VAR, **both teams may substitute their players** from any of the re-entry areas before the VAR-referee communicates the final decision.
- ❑ All goals, personal fouls, and timeouts that occurred after the event related to the approved Coach's Challenge **are nullified** but yellow cards, red cards, violent actions and misconducts remain on the game protocol.

Thank you!

