



To all Federations / participant on CMAS UWR GA meeting in Bari, Italy, July 29th, 2007

REGARDING VOTING ON THE NEW RULES SUGGESTION IN UWR.

This is **part 2** of the papers for preparations for the voting of the new UWR rules suggestion at the GA. The first part was the letter and the third part is the list of rules suggestions to be discussed at the GA meeting.

This second part is the basis for the rules that are to be voted on in advance of the GA meeting. These are considered simple enough to be decided by advance voting. There are 54 rules suggestions in this category.

In order to have an efficient meeting, we ask you all to have this prepared by the time you arrive at the meeting.

Best regards

Siv Norstein
CMAS UWR Commission
Chief Referee



**Summary of the voting by the Federation.
 Part 1 of 2.**

\ Choice	a	b	c
Rule no.			
1.1.12	<input type="checkbox"/>	<input type="checkbox"/>	
1.1.14	<input type="checkbox"/>	<input type="checkbox"/>	
1.3.1	<input type="checkbox"/>	<input type="checkbox"/>	
1.3.2	<input type="checkbox"/>	<input type="checkbox"/>	
1.4.3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1.5.1	<input type="checkbox"/>	<input type="checkbox"/>	
1.5.2	<input type="checkbox"/>	<input type="checkbox"/>	
2.1.2 i	<input type="checkbox"/>	<input type="checkbox"/>	
2.1.2 iv	<input type="checkbox"/>	<input type="checkbox"/>	
2.1.3	<input type="checkbox"/>	<input type="checkbox"/>	
2.2.4 iii	<input type="checkbox"/>	<input type="checkbox"/>	
2.3.2	<input type="checkbox"/>	<input type="checkbox"/>	
2.3.2 vi	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2.3.2 vii	<input type="checkbox"/>	<input type="checkbox"/>	
2.3.2 ix	<input type="checkbox"/>	<input type="checkbox"/>	
2.3.2 x	<input type="checkbox"/>	<input type="checkbox"/>	
2.3.3 ii	<input type="checkbox"/>	<input type="checkbox"/>	
2.4.5	<input type="checkbox"/>	<input type="checkbox"/>	
3.1.3 vi	<input type="checkbox"/>	<input type="checkbox"/>	
3.1.5 ii	<input type="checkbox"/>	<input type="checkbox"/>	
3.1.6 iv	<input type="checkbox"/>	<input type="checkbox"/>	
3.2.1 ii	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3.2.3	<input type="checkbox"/>	<input type="checkbox"/>	
3.2.5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3.2.6	<input type="checkbox"/>	<input type="checkbox"/>	
4.1	<input type="checkbox"/>	<input type="checkbox"/>	
4.1.1 iv	<input type="checkbox"/>	<input type="checkbox"/>	
4.1.2	<input type="checkbox"/>	<input type="checkbox"/>	
4.1.3 iii/iv	<input type="checkbox"/>	<input type="checkbox"/>	
4.1.4	<input type="checkbox"/>	<input type="checkbox"/>	

On behalf of the Federation.

..... (Signature)

..... (Name in print)



**Summary of the voting by the Federation.
 Part 2 of 2.**

\ Choise	a	b	c
Rule no.			
4.2.1 ii	<input type="checkbox"/>	<input type="checkbox"/>	
4.2.1 iii	<input type="checkbox"/>	<input type="checkbox"/>	
4.2.2	<input type="checkbox"/>	<input type="checkbox"/>	
4.3.5	<input type="checkbox"/>	<input type="checkbox"/>	
4.3.5 i	<input type="checkbox"/>	<input type="checkbox"/>	
4.3.6 ii	<input type="checkbox"/>	<input type="checkbox"/>	
4.3.6 vii	<input type="checkbox"/>	<input type="checkbox"/>	
4.4.3	<input type="checkbox"/>	<input type="checkbox"/>	
4.4.4	<input type="checkbox"/>	<input type="checkbox"/>	
5.1.14	<input type="checkbox"/>	<input type="checkbox"/>	
5.1.16	<input type="checkbox"/>	<input type="checkbox"/>	
5.1.18	<input type="checkbox"/>	<input type="checkbox"/>	
6.1.1	<input type="checkbox"/>	<input type="checkbox"/>	
6.1.3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6.1.5	<input type="checkbox"/>	<input type="checkbox"/>	
6.2.1	<input type="checkbox"/>	<input type="checkbox"/>	
6.2.5 iv	<input type="checkbox"/>	<input type="checkbox"/>	
6.2.6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6.3.1. i	<input type="checkbox"/>	<input type="checkbox"/>	
6.3.1. iv	<input type="checkbox"/>	<input type="checkbox"/>	
6.3.1. viii	<input type="checkbox"/>	<input type="checkbox"/>	
6.3.1. ix	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6.3.4	<input type="checkbox"/>	<input type="checkbox"/>	
6.4.7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

On behalf of the Federation.

..... (Signature)

..... (Name in print)



For voting, rule 1.1.12:

a) (Proposed by Commission)
 Team Captain:
 A representative among the players for each team.

b) (Proposed by Germany and Switzerland)
 Team Captain:
 A representative among the players for each team. He/she has to be an active player.

Decision made by your federation, to be transferred to the front page:

1.1.12 a b

Background:

1.1.12	
Proposed rule	Team Captain: A representative among the players for each team.
“Old rule”	NA (Rule 2.3.3. The team captains shall let the referees know which number caps they will be wearing before the start of the game, and they shall wear a band on the upper part of one arm.)
Germany	Team Captain: A representative among the players for each team. She / he had to be an active player. We think the team captain has to be an active player.
Switzerland	The team captain must be a player, not a reserve player.
Commission	We find that the teams should be free to use a reserve player as the captain. Their captain may have been chosen from his/her good experience and rule knowledge, and we think that something like an injured finger should not force the team to choose someone else as the only person that may discuss rule interpretations with the referee. It may even be a chosen strategy from the team, to have a rested person with time to think /check rules etc. as a team captain. We suggest to keep the rule as it is written.
New suggestion	



For voting, rule 1.1.14:

a) (Proposed by Commission)

Substitute:

A player among the maximum 15 players of the team listed in the match protocol, neither a player nor an exchange player, and listed as a substitute.

b) (Proposed by Switzerland)

Reserve:

A player among the maximum 15 players of the team listed in the match protocol, neither a player nor an exchange player, and listed as a reserve.

Decision made by your federation, to be transferred to the front page:

1.1.14 a b

Background:

1.1.14	
Proposed rule	Substitute: A player among the maximum 15 players of the team listed in the match protocol, neither a player nor an exchange player, and listed as a substitute.
“Old rule”	NA (Rule 2.1.1: A team consists of a maximum of 15 players, 6 in the water, 5 exchange players and 4 reserves. A team consists of minimum of six (6) players.)
Switzerland	Substitute: This used to be called Reserve. As more languages identify R as a reserve player we propose to use „R“ as opposed to „S“.
Commission	No problem to change, if this is what you all want. Let us make a vote! Reserve: A player among the maximum 15 players of the team listed in the match protocol, neither a player nor an exchange player, and listed as a reserve. (If this is changed, the rules will be updated everywhere the word substitute has been used.)
New suggestion	



For voting, rule 1.3.1:

a) (Proposed by Commission and Sweden)

Goal positions;

The goals consist of two rigid baskets, one of which stands at the middle of each end of the playing area, on the bottom of the swimming pool, against the wall. It shall not be possible to play the ball between the goal and the wall. The goals should not be easily moved during a match.

b) (Proposed by none)

Goal positions;

The goals consist of two rigid baskets, one of which stands at the middle of each end of the playing area, on the bottom of the swimming pool, against the wall.

Decision made by your federation, to be transferred to the front page:

1.3.1 a b

Background:

1.3.1	
Proposed rule	Goal positions; The goals consist of two rigid baskets, one of which stands at the middle of each end of the playing area, on the bottom of the swimming pool, against the wall.
“Old rule”	
Sweden	Add a chapter were it is clearly stated that the goals must not easily be moved during a match.
Commission	We could also add something to ensure that the ball cannot be played between the goal and the wall.
New suggestion	Goal positions; The goals consist of two rigid baskets, one of which stands at the middle of each end of the playing area, on the bottom of the swimming pool, against the wall. It shall not be possible to play the ball between the goal and the wall. The goals should not be easily moved during a match.



For voting, rule 1.3.2:

a) (Proposed by Commission and Finland)

Goal dimensions;

The goal's dimensions shall be 450 mm high and 390 - 400 mm top **inside** diameter

b) (Proposed by none)

Goal dimensions;

The goal's dimensions shall be 450 mm high and 390 - 400 mm top diameter.

Decision made by your federation, to be transferred to the front page:

1.3.2 a b

Background:

1.3.2	
Proposed rule	Goal dimensions; The goal's dimensions shall be 450 mm high and 390 - 400 mm top diameter.
"Old rule"	1.1.2 Its dimensions shall be 450 mm high and 390 - 400 mm top diameter.
Finland	Goal dimensions should tell also is diameter measured from outside or inside of goal. Ball can't go to goal between the horizontal pipes.
Commission	
New suggestion	Goal dimensions; The goal's dimensions shall be 450 mm high and 390 - 400 mm top inside diameter.



For voting, rule 1.4.3:

a) (Proposed by Commission and Sweden)

Ball visual appearance;

It shall be colored black, or any other dark color, and white, of good contrast, or it shall be plain red.

The ball shall be easily visible in the water

b) (Proposed by Germany)

Ball visual appearance;

It shall be colored television black and white or plain red.

c) (Proposed by none)

Ball visual appearance;

It shall be colored black, or any other dark color, and white, of good contrast, and easily visible in the water, or it shall be plain red.

Decision made by your federation, to be transferred to the front page:

1.4.3 a b c

Background:

1.4.3	
Proposed rule	Ball visual appearance; It shall be colored black, or any other dark color, and white, of good contrast, and easily visible in the water, or it shall be plain red.
“Old rule”	1.3.3 It shall be colored television black and white or plain red.
Sweden	Rephrase the sentence. As it is now written the red ball does not need to be easily visible in the water and can not have black spots.
Germany	Ball visual appearance; It shall be colored black, or any other dark color, and white, of good contrast, and easily visible in the water, or it shall be plain red. No change to the existing rule.
Switzerland	We propose to permit balls that have a white or red base color and contrasting black marks similar to the footballs used in the 80s, clearly showing it is a ball.
Commission	We believe that it is important that there is good contrast. A ball with worn black marks is often difficult to see, especially late in the day of a championship (water gets “muddy”) and in some of the darker pools. Experience has shown that other dark colors also can be easily visible. We find the old rules requirements of “television black and white” to be undefined.
New suggestion	



For voting, rule 1.5.1:

a) (Proposed by Commission)
 Signal equipment;
 Signal equipment must be provided and tested before the tournament. The start/stop signals should be clearly audible in all parts of the playing area, in the entrance lane and on land.

b) (Proposed by Germany)
 (Blank – rule to be removed.)

Decision made by your federation, to be transferred to the front page:

1.5.1 a b

Background:

1.5.1	
Proposed rule	Signal equipment; Signal equipment must be provided and tested before the tournament. The start/stop signals should be clearly audible in all parts of the playing area, in the entrance lane and on land.
“Old rule”	
Germany	Signal equipment; The start/stop signals should be clearly audible in all parts of the playing area, in the entrance lane and on land. This explanation is not necessary in the rule book.
Commission	
New suggestion	



For voting, rule 1.5.2:

- a)** (Proposed by Commission)
 All equipment used in the swimming pool area shall fulfill local and national requirements for use in the designated area. All equipment shall be safe.
- b)** (Proposed by none)
 Only low voltage may be used.

Decision made by your federation, to be transferred to the front page:

1.5.2 a b

Background:

1.5.2	
Proposed rule	Only low voltage may be used.
“Old rule”	
Switzerland	If the equipment is connected to the mains in any form it shall be ensured a residual current circuit-breaker is installed (common standard in bathrooms and swimming pools in CH, D, A, ...) Should there be a current limitation? Should an isolating transformer for the batteries be required?
Commission	As we do not have very good knowledge of up-to-date requirements and possibilities for electricity, maybe we should make a more general statement: Something like: All equipment used in the swimming pool area shall fulfill local and national requirements for use in a swimming pool / swimming hall. All equipment shall be safe.
New suggestion	



For voting, rule 2.1.2.i:

a) (Proposed by Commission and Sweden)

It is the team leader's responsibility;

i)

To provide a list, at a time and a place stated by the organizer, containing the name of the team leader, the name and corresponding cap number for all players to be used in the match. The team captain shall be marked with "Captain" or "C". Substitutes shall be marked with "Substitute" or "S".

b) (Proposed by none)

It is the team leader's responsibility;

i)

To give the name and corresponding cap number for all players to be used in the match. The team captain shall be marked with "Captain" or "C". Substitutes shall be marked with "Substitute" or "S". The name of the team leader shall also be given. The list must be provided at a time and place stated by the organizer.

Decision made by your federation, to be transferred to the front page:

2.1.2 i a b

Background:

2.1.2 i	
Proposed rule	It is the team leaders responsibility; i) To give the name and corresponding cap number for all players to be used in the match. The team captain shall be marked with "Captain" or "C". Substitutes shall be marked with "Substitute" or "S". The name of the team leader shall also be given. The list must be provided at a time and place stated by the organizer.
"Old rule"	NA
Sweden	Change the sentence so that it starts with "To provide a list, at a time and place stated by the organizer, containing" and the rest of the chapter.
Switzerland	see comment to 1.1.13
Commission	We also need to know who the team leader is; the list must include the team leader name as well.
New suggestion	It is the team leaders responsibility; i) To provide a list, at a time and a place stated by the organizer, containing the name of the team leader, the name and corresponding cap number for all players to be used in the match. The team captain shall be marked with "Captain" or "C". Substitutes shall be marked with "Substitute" or "S".



For voting, rule 2.1.2.iv:

a) (Proposed by Commission)

It is the team leader's responsibility;

iv)

If no name has been provided for the team leader in the protocol, the team captain is regarded as the team leader. If no team captain is marked, the player (not a substitute) with lowest cap number is regarded as both team captain and team leader.

b) (Proposed by Germany)

(Blank – rule to be removed.)

Decision made by your federation, to be transferred to the front page:

2.1.2 iv

Background:

2.1.2 iv	
Proposed rule	It is the team leaders responsibility; iv) If no name has been provided for the team leader in the protocol, the team captain is regarded as the team leader. If no team captain is marked, the player (not a substitute) with lowest cap number is regarded as both team captain and team leader.
“Old rule”	NA
Germany	Rule 2.1.2 I describes how you can find the team captain, therefore this rule is not necessary.
Switzerland	The team captain must be a player, not a reserve player.
Commission	This rule is written in order to find the team leader, not to find the team captain. There has earlier not been a requirement to give the team leaders name in the list given to the organizers. This has been included as a new suggestion now, see rule 2.1.2 i).
New suggestion	



For voting, rule 2.1.3:

a) (Proposed by Commission, Germany and Switzerland)

Team captain's privileges;

When the team captain is marked in the protocol (C.f. rule 2.1.2.i) and can be identified according to rule 2.4.4, he/she has the privilege to discuss with the deck referee any questions related to the interpretation of the rules that may arise in the game.

The team captains may also be summoned to the deck referee for information regarding warnings, etc. Vigilance is imperative; otherwise the information may be missed. (C.f. rule 6.1.3)

b) (Proposed by none)

Team captain's privileges;

When the team captain is marked in the protocol (C.f. rule 2.1.2.i) and can be identified according to rule 2.4.4, he/she has the privilege to discuss with the deck referee any questions related to the interpretation of the rules that may arise in the game.

Note: A complaint concerning a penalty is not a matter relating to the interpretation of the rules and may be penalized.

The team captains may also be summoned to the deck referee for information regarding warnings, etc. Vigilance is imperative; otherwise the information may be missed. (C.f. rule 6.1.3)

Decision made by your federation, to be transferred to the front page:

2.1.3 a b

Background:

2.1.3	
Proposed rule	<p>Team captain's privileges; When the team captain is marked in the protocol (C.f. rule 2.1.2.i) and can be identified according to rule 2.4.4, he/she has the privilege to discuss with the deck referee any questions related to the interpretation of the rules that may arise in the game.</p> <p>Note: A complaint concerning a penalty is not a matter relating to the interpretation of the rules and may be penalized.</p> <p>The team captains may also be summoned to the deck referee for information regarding warnings, etc. Vigilance is imperative; otherwise the information may be missed. (C.f. rule 6.1.3)</p>
"Old rule"	NA

(Continues...)



(...continued.)

Germany	<p>Team captain's privileges; When the team captain is marked in the protocol (C.f. rule 2.1.2.i) and can be identified according to rule 2.4.4, he/she has the privilege to discuss with the deck referee any questions related to the interpretation of the rules that may arise in the game.</p> <p>Note: A complaint concerning a penalty is not a matter relating to the interpretation of the rules and may be penalized.</p> <p>The team captains may also be summoned to the deck referee for information regarding warnings, etc. Vigilance is imperative; otherwise the information may be missed. (C.f. rule 6.1.3)</p> <p>The team captain has the privilege to discuss interpretations of the rules. Delete this note.</p>
Switzerland	<p>Contradiction: the team captain has privilege to discuss interpretations, but acc. the note a penalty is not subject to discussion. Please delete the note.</p>
Commission	<p>Yes, why not?</p>
New suggestion	<p>Team captain's privileges; When the team captain is marked in the protocol (C.f. rule 2.1.2.i) and can be identified according to rule 2.4.4, he/she has the privilege to discuss with the deck referee any questions related to the interpretation of the rules that may arise in the game.</p> <p>The team captains may also be summoned to the deck referee for information regarding warnings, etc. Vigilance is imperative; otherwise the information may be missed. (C.f. rule 6.1.3)</p>



For voting, rule 2.2.4 iii:

a) (Proposed by Commission and Finland)

All persons in the exchange area are obliged to follow the rules of this game, and if a non-player commits a rule infringement, the team may be penalized. If a time penalty is awarded, the referee asks the team to choose a player, or the referee may choose a player randomly if the team does not react. The person causing the penalty must leave the exchange area and its immediate vicinity.

b) (Proposed by none)

All persons in the exchange area are obliged to follow the rules of this game, and if a non-player commits a rule infringement, the team may be penalized. If a time-penalty is awarded, the referee may choose a player randomly, or he/she may ask the team to choose one. The person causing the penalty must leave the exchange area and its immediate vicinity.

Decision made by your federation, to be transferred to the front page:

2.2.4 iii a b

Background:

2.2.4 iii	
Proposed rule	Exchange area; i) The teams may have persons that are not playing in the exchange area during the game. The team leader is responsible for their behavior (C.f. rule 2.1.2 ii). ii) All non-players in the exchange area must be easily distinguished from the players and must at a minimum have their torsos and shoulders covered and not be wearing a cap, mask or fins. The deck referee may require any number of these persons to leave the area if he/she finds them to impede the refereeing or to interfere with the game. iii) All persons in the exchange area are obliged to follow the rules of this game, and if a non-player commits a rule infringement, the team may be penalized. If a time-penalty is awarded, the referee may choose a player randomly, or he/she may ask the team to choose one. The person causing the penalty must leave the exchange area and its immediate vicinity.
“Old rule”	NA
Finland	If team penalty is awarded, team should always choose the player.
Commission	Yes, absolutely, as a general rule. It would be better to change the order and some words in the sentence, to: 2.2.4 iii) All persons in the exchange area are obliged to follow the rules of this game, and if a non-player commits a rule infringement, the team may be penalized. If a time penalty is awarded, the referee asks the team to choose a player, or the referee may choose a player randomly if the team does not react. The person causing the penalty must leave the exchange area and its immediate vicinity.
New suggestion	



For voting, rule 2.3.2:

a) (Proposed by Commission, Sweden, Germany and Switzerland)
 Required personal equipment;
 Each player shall be equipped with a numbered cap, a swimsuit, mask, snorkel and fins.

b) (Proposed by none)
 Required personal equipment;
 Each player shall be equipped with a numbered cap, a **numbered** swimsuit, mask, snorkel and fins.

Decision made by your federation, to be transferred to the front page:

2.3.2

Background: (Only numbers on swimsuit is covered here. The question regarding which numbers to allow is treated in rule 2.3.2 x.)

2.3.2	
Proposed rule	Required personal equipment; Each player shall be equipped with a numbered cap, a numbered swimsuit, mask, snorkel and fins.
“Old rule”	2.3.1 Rule: All members in the team shall wear swimming trunks / bathing-suits and numbered caps of the same color. GN: The caps must have ear protectors fitted, and these protectors may not be removed, or altered in any way. This to prevent ear damage.
Sweden	"A numbered swimsuit" is asking a bit too much.
Germany	Required personal equipment; Each player shall be equipped with a numbered cap with a number from 1 to 15, a swimsuit, mask, snorkel and fins. The numbers on the swim-suits are too small. Numbers on the swim-suit are not helpful.
Switzerland	Numbers on swimsuits are normally too small. We therefore see this as optional rather than stringent; see also rule 2.3.2.x. Rule 2.3.2.x sufficiently describes the requirements of numbering.
Commission	It was added to improve the working conditions for the water referee. Especially when there are many players around the goals and at incidents at the surface, the number on the cap is difficult to see. The numbered shoulders is an even better option for the water referees, but as some players do not want to mark their skin, the numbered swim suits was meant to be an option for this. See rule 2.3.2 x.
New suggestion	Required personal equipment; Each player shall be equipped with a numbered cap, a swimsuit, mask, snorkel and fins.



For voting, rule 2.3.2 vi:

a) (Proposed by Commission)
 vi) Fins must be designed so that they cannot hurt anyone

b) (Proposed by Sweden)
 (Blank – rule to be removed.)

c) (Proposed by none)
 vi) Fins must be designed so that they cannot slice rapidly sideways through the water and hit/hurt anyone with only a thin and hard edge

Decision made by your federation, to be transferred to the front page:

2.3.2 vi a b c

2.3.2 vi	
Proposed rule	vi) Fins must not be designed so that they can slice rapidly sideways through the water and hit/hurt anyone with only a thin and hard edge
“Old rule”	NA
Finland	What is thin and hard edge. Is it under 10 mm or 1 mm? There should be something more specific.
Sweden	Remove. This rule is designed to stop the use of glass fiber fins which by now have been used for some years without noting this problem.
Commission	<p>We do not want to stop the use of fiber glass fins. Quite the contrary. We believe that fiber glass fins are part of our future. We do, however, want to ensure a safe development of the fins. When users of the fins have been asked to show how hard they are willing to hit their own hand with the side of the fin, only very soft hits have been performed.</p> <p>In the same spirit, we do not want to set given measurements to the fins, as we do not believe that we today know what the future will bring, and what will be the best fins. This the development will show.</p> <p>We can, on the other hand, give general functional requirements to ensure the safety of the development.</p> <p>We believe it is possible to guide the development of the fins in a positive direction, and we have already seen fiber glass fins with an added rubber edge.</p> <p>We understand the wish to have specific rules, giving measurements, material etc.; so that the players/teams can know at all times if their fins are allowed.</p> <p>This is theoretically possible, but will stop all development. We are certain that any design we chose today will be improved upon within short time.</p> <p>Therefore the commission does not want to give any fixed measurements, but will be open for new developments as long as the fins can be regarded as safe.</p> <p>We strongly advise the use of a general rule, with a functional requirement for safety.</p> <p>Perhaps we can be more general, writing something like: vi) Fins must not be designed so that they can hurt anyone</p>
New suggestion	



For voting, rule 2.3.2 vii:

a) (Proposed by Commission and Sweden)

If brittle material is used in parts of any equipment, care should be taken so that the equipment cannot harm anyone if broken.

b) (Proposed by none)

Fins may not be of brittle material

Decision made by your federation, to be transferred to the front page:

2.3.2 vii a b

Background:

2.3.2 vii	
Proposed rule	Fins may not be of brittle material
“Old rule”	
Sweden	Should apply to all the equipment and not just the fins. Some snorkels are made of "brittle" material and would break if they would be bent too much.
Commission	Perhaps something like: No equipment may be of brittle material. On the other hand, the fiber glass fins are made of a brittle material. As we believe fiber glass fins to be part of our future, perhaps we shall rephrase this totally. Then perhaps something like: If brittle material is used in parts of any equipment, care should be taken so that the equipment cannot harm anyone if broken.
New suggestion	



For voting, rule 2.3.2 ix:

a) (Proposed by Commission and Finland)

A rubber swim cap worn underneath the numbered cap must not cover the external auditory canal. This to prevent ear damage. The rubber cap must follow team color.

b) (Proposed by none)

A rubber swim cap worn underneath the numbered cap must not cover the external auditory canal. This to prevent ear damage

Decision made by your federation, to be transferred to the front page:

2.3.2 ix a b

Background:

2.3.2. ix	
Proposed rule	A rubber swim cap worn underneath the numbered cap must not cover the external auditory canal. This to prevent ear damage
“Old rule”	NA
Finland	Swim cap should be same color as cap. Many caps are too big for the small heads and swim cap will be the main color in fore head at that time. Easier rule this way, if compared to 2.4.2.
Commission	We like the suggestion, experience has shown that the rubber cap is not visible during inspection of the teams, but becomes visible during the game. The referees seldom want to take player out of the water to correct this. To be fair to the other team, it is better if the rubber cap has the correct team color. When it has not been added before it was to leave freedom to the players. On the other hand, to ask the player to have a rubber swim cap of each team color is not asking too much.
New suggestion	A rubber swim cap worn underneath the numbered cap must not cover the external auditory canal. This to prevent ear damage. The rubber cap must follow team color.



For voting, rule 2.3.2 x:

a) (Proposed by Finland)

The player's number shall be unique to each player, and the number shall be between 1 – 15.
 The players' numbers must be clearly visible for all three referees. As a minimum, the cap number must be clearly visible. If the cap number is (partially or fully) covered, the player must write his/her number on the outside of the shoulder, using a waterproof marker.

The number marked on skin with waterproof marker must be visible throughout the game (C.f. rule 1.1.2).

b) (Proposed by Switzerland)

The player's number shall be unique to each player, and the number shall be between 1 – 99.
 The players' numbers must be clearly visible for all three referees. As a minimum, the cap number must be clearly visible. If the cap number is (partially or fully) covered, the player must write his/her number on the outside of the shoulder, using a waterproof marker.

The number marked on skin with waterproof marker must be visible throughout the game (C.f. rule 1.1.2).

Decision made by your federation, to be transferred to the front page:

2.3.2 x a b

Background: (Only the allowed numbers are covered here, the rest is covered in rule 2.3.2)

2.3.2. x	
Proposed rule	<p>The players' number must be clearly visible for all three referees If the cap number is (partially or fully) covered, the player must write his/her number on the outside of the shoulder, using a waterproof marker.</p> <p>The swimsuit shall be numbered with the player's number, approximately on the outside of the hip. The player may, if he/she does not have a numbered swimsuit, write his/her number on the outside of the shoulder, or at the outside of the upper thigh, using a waterproof marker.</p> <p>The number marked on skin with waterproof marker must be visible throughout the game (C.f. rule 1.1.2).</p> <p>The number must be unique to each player</p>
"Old rule"	<p>2.3.1 Rule: All members in the team shall wear swimming trunks / bathing-suits and numbered caps of the same color.</p> <p>GN: The caps must have ear protectors fitted, and these protectors may not be removed, or altered in any way. This to prevent ear damage.</p>

(Continues...)



(...continued.)

Finland	All players must be numbered 1-15 at least in international tournament
Sweden	<p>Move last sentence "The number must be unique to each player" to the beginning of 2.3.2.x since this is part of the initial info about the numbers being visible.</p> <p>The sentence starting with "The swimsuit shall be numbered..." should be changed to "The swimsuit can be numbered...". If the number is clearly visible on the cap is enough. Additional numbering on swimsuit's and skin is up to the team and player.</p>
Germany	<p>The players' number must be clearly visible for all three referees</p> <p>If the cap number is (partially or fully) covered, the player must write his/her number on the outside of the shoulder, using a waterproof marker.</p> <p>The player may write his/her number on the outside of the shoulder, or at the outside of the upper thigh, using a waterproof marker.</p> <p>The number marked on skin with waterproof marker must be visible throughout the game (C.f. rule 1.1.2).</p> <p>The number must be unique to each player.</p> <p>See comment to rule 2.3.2: Each player shall be equipped with a numbered cap with an number from 1 to 15</p>
Switzerland	Standard numbers 1...99 shall be used. Every player shall have a unique number (e.g. 1a, 1b or similar is not permitted).
Commission	<p>Perhaps something like:</p> <p>The player's number shall be unique to each player, and the number shall be between 1 – 15 (or 99).</p> <p>The players' numbers must be clearly visible for all three referees. As a minimum, the cap number must be clearly visible. If the cap number is (partially or fully) covered, the player must write his/her number on the outside of the shoulder, using a waterproof marker.</p> <p>The number marked on skin with waterproof marker must be visible throughout the game (C.f. rule 1.1.2).</p>
New suggestion	



For voting, rule 2.3.3 ii:

a) (Proposed by Commission and Switzerland)
 The nails must be cut short, **and may not be sharp.**

b) (Proposed by none)
 The nails must be cut short.

Decision made by your federation, to be transferred to the front page:

2.3.3 ii **a** **b**

Background:

2.3.3 ii	
Proposed rule	The nails must be cut short.
“Old rule”	2.2.2 Rule: Players may not wear anything that could in anyway cause injury to another player. Nails must be cut short and the body must not be rubbed with any cream or grease. GN: The binding of fingers together with smooth tape is allowed, providing the fingers remain flexible.
Switzerland	Please include: Nails may not be sharp.
Commission	
New suggestion	The nails must be cut short, and may not be sharp.



For voting, rule 2.4.5:

a) (Proposed by Commission)

Wristbands;

The team wearing dark caps and swim-suits must wear dark wristbands. **The team wearing white caps and swim-suits must wear white wristbands.** It must not be possible to hook fingers onto the wristbands.

b) (Proposed by none)

Wristbands;

The team wearing dark caps and swim-suits must wear dark wristbands. It must not be possible to hook fingers onto the wristbands.

The team wearing white swim-suits shall not wear wristbands.

Decision made by your federation, to be transferred to the front page:

2.4.5 a b

Background:

2.4.5	
Proposed rule	Wristbands; The team wearing dark caps and swim-suits must wear dark wristbands. It must not be possible to hook fingers onto the wristbands. The team wearing white swim-suits shall not wear wristbands.
“Old rule”	2.3.4 The team wearing dark blue caps and trunks / bathing-suits must wear black wrist bands.
Commission	Dark wristbands are clearly visible on players of light skin color, while difficult to see on players of dark skin color. Likewise, white wristbands are clearly visible on players of dark skin color, while difficult to see on players of light skin color. We therefore suggest that all players shall wear wristbands.
New suggestion	Wristbands; The team wearing dark caps and swim-suits must wear dark wristbands. The team wearing white caps and swim-suits must wear white wristbands It must not be possible to hook fingers onto the wristbands.



For voting, rule 3.1.3 vi:

Water referees;

Two referees are in the water, one at each side of the playing area, and they are called water referees.

The water referees are responsible for:

a) (Proposed by Commission)

vi) Give the ball to the attacker when a penalty-throw has been awarded

b) (Proposed by Switzerland)

vi) (Blank – rule to be removed.)

Decision made by your federation, to be transferred to the front page:

3.1.3 vi

Background:

3.1.3 vi	
Proposed rule	Water referees; Two referees are in the water, one at each side of the playing area, and they are called water referees. The water referees are responsible for: vi) Give the ball to the attacker when a penalty-throw has been awarded
“Old rule”	6.3.3 Rule: A player of the team that received the penalty throw is given the ball (the attacker). GN: The attacker shall start from the centre of the playing area.
Switzerland	We propose to delete this rule. A player (the shooter or another) shall get the ball themselves. The water referee has time to get in position.
Commission	The clarification regarding who shall give the ball to the attacker was added for two reasons: <ol style="list-style-type: none"> 1. We want to get the players that are not participating in the penalty throw quickly out of the playing area. (This is more important for matches played with running time than in championships, but it is good if the rules will work for the normal games at home as well.) 2. We want to offer service to the players. The attacker (good guy) should not have to dive him/herself while the defender (bad guy) is hyperventilating. The water referee may also give the ball to the deck referee if the attacker isn't ready, and go back down to prepare the penalty throw.
New suggestion	



For voting, rule 3.1.5 ii:

a) (Proposed by Commission)

3.1.5 ii) If the player shows signs of decreased level of consciousness or serious respiratory symptoms.

In such cases, the string of the cap should be untied and the player should be encouraged to seek medical advice.

Athletes presenting altered level of consciousness should be advised concerning the condition and if symptoms persists or are repeated, the player should be withdrawn from further competition for 12 hours unless a medical declaration of fitness for water sports is presented.

Any athlete requiring assistance due to symptoms of hypoxia (lack of voluntary muscle control and/or consciousness) should be withdrawn from further competition for 24 hours, unless a medical declaration of fitness for water sports is presented.

See appendix 5 for more information.

The player is helped to medical attention. A new player may enter the water (C.f. rule 4.2.1).

A player given oxygen/oxygen enriched air is considered to have left the match. (C.f. rule 2.3.6)

If the play was stopped because of the player having problems, it may be restarted by either a team ball or a referee ball.

b) (Proposed by Germany)

(Blank – rule to be removed.)

Decision made by your federation, to be transferred to the front page:

	a	b
3.1.5 ii	<input type="checkbox"/>	<input type="checkbox"/>

Background:

(Continues...)



(...continued.)

3.1.5 ii	
Proposed rule	<p>Player with decreased level of consciousness; The referees have the authority to withdraw a player from the water:</p> <p>3.1.5.i) If he/she becomes obviously overstrained and exhausted.</p> <p>3.1.5.ii) If the player shows signs of decreased level of consciousness or serious respiratory symptoms.</p> <p>In such cases, the string of the cap should be untied and the player should be encouraged to seek medical advice.</p> <p>Athletes presenting altered level of consciousness should be advised concerning the condition and if symptoms persists or are repeated, the player should be withdrawn from further competition for 12 hours unless a medical declaration of fitness for water sports is presented.</p> <p>Any athlete requiring assistance due to symptoms of hypoxia (lack of voluntary muscle control and/or consciousness) should be withdrawn from further competition for 24 hours, unless a medical declaration of fitness for water sports is presented.</p> <p>See appendix 5 for more information.</p> <p>The player is helped to medical attention. A new player may enter the water (C.f. rule 4.2.1).</p> <p>A player given oxygen/oxygen enriched air is considered to have left the match. (C.f. rule 2.3.6)</p> <p>If the play was stopped because of the player having problems, it may be restarted by either a team ball or a referee ball.</p>
“Old rule”	<p>3.1.5 Rule: The referees have the authority to withdraw a player from the water:</p> <p>i) If he becomes obviously overstrained and exhausted.</p> <p>ii) With defective equipment.</p> <p>GN: The player is sent to the exchange bench. A new player may enter the water (cf. Rule 2.1.2). If the game is stopped it is restarted by a referee ball.</p>
Germany	<p>Germany suggests to remove rule 3.1.5.ii. (Please note that Germany still want to keep rule 3.1.5 i.)</p> <p>This explanation may be a part in a first aid guide, but not a part of a rule book.</p>
Commission	
New suggestion	



For voting, rule 3.1.6 iv:

a) (Proposed by Commission)

When the behavior that caused a player to be expelled due to infringement of rule 3.1.6 i is considered exceptionally grave, a referee in the match or the chief referee may demand that the jury shall evaluate if the case is severe enough to expel the player from more than one match, or from the tournament.

If the player is expelled for more than one match or from the whole tournament, a substitute may enter the game in the next match.

b) (Proposed by Germany and Switzerland)

When the behavior that caused a player to be expelled due to infringement of rule 3.1.6.i is considered exceptionally grave, the jury may expel the player from the tournament. The player has the right to try his/her case before the jury, against a regular protest fee.

If the player is expelled from the whole tournament, a substitute may enter the game in the next match.

c) (Proposed by none)

When the behavior that caused a player to be expelled due to infringement of rule 3.1.6 i is considered exceptionally grave, the referees in the match or the chief referee may expel the player from the tournament. The player has the right to try his/her case before the jury, against a regular protest fee.

If the player is expelled from the whole tournament, a substitute may enter the game in the next match.

Decision made by your federation, to be transferred to the front page:

3.1.6 iv a b

Background:

3.1.6 iv	
Proposed rule	<p>When the behavior that caused a player to be expelled due to infringement of rule 3.1.6 i is considered exceptionally grave, the referees in the match or the chief referee may expel the player from the tournament. The player has the right to try his/her case before the jury, against a regular protest fee.</p> <p>If the player is expelled from the whole tournament, a substitute may enter the game in the next match.</p>

(Continues...)



(...continued)

"Old rule"	NA
Germany	<p>When the behavior that caused a player to be expelled due to infringement of rule 3.1.6.i is considered exceptionally grave, the jury may expel the player from the tournament. The player has the right to try his/her case before the jury, against a regular protest fee.</p> <p>If the player is expelled from the whole tournament, a substitute may enter the game in the next match.</p> <p>(The jury is responsible for this decision and not one person.)</p>
Switzerland	<p>Shall the match referees have the possibility of expelling a player for the entire tournament? This decision shall (still) be up to the tournament jury.</p>
Commission	<p>Please note that if it is the jury that expels the player for the whole tournament, there will be no "appeal court". This simply because we do not have enough representatives that can represent in a second jury. We have from time to time trouble with finding substitutes for the regular jury, to fill in for the ones that have refereed, the countries involved, etc.</p> <p><u>Perhaps something like:</u> "When the behavior that caused a player to be expelled due to infringement of rule 3.1.6 i is considered exceptionally grave, a referee in the match or the chief referee may demand that the jury shall evaluate if the case is severe enough to expel the player from more than one match, or from the tournament.</p> <p>If the player is expelled from more than one match or from the whole tournament, a substitute may enter the game in the next match."</p>
New suggestion	



For voting, rule 3.2.1 ii:

- a)** (Proposed by Commission)
 Compressed air: The two water referees may use compressed air equipment if considered necessary.
 In World and Zone Championship games, both water referees shall use compressed air equipment.
- b)** (Proposed by Germany)
 Compressed air: Compressed air equipment for the water referees is mandatory.
- c)** (Proposed by none)
 Compressed air: The two water referees may use compressed air equipment if considered necessary.
 In World and Zone Championship games, at least one water referee shall use compressed air equipment.

Decision made by your federation, to be transferred to the front page:

3.2.1 ii a b c

Background:

3.2.1 ii	
Proposed rule	Referees' equipment; ii) Compressed air: The two water referees may use compressed air equipment if considered necessary. In World and Zone Championship games, at least one water referee shall use compressed air equipment.
"Old rule"	
Germany	Compressed air: Compressed air equipment for the water referees is mandatory.
Commission	Do one or two referees have to use compressed air? It is up to all of you! <u>Or perhaps a compromise, like this:</u> (gives more flexibility for local games) ii) Compressed air: The two water referees may use compressed air equipment if considered necessary. In World and Zone Championship games, both water referees shall use compressed air equipment.
New suggestion	



For voting, rule 3.2.3:

a) (Proposed by Commission and Switzerland)

Water referees;

The water referees shall wear a dark T-shirt or a diving suit. The dark part must at least cover the torso and the shoulders; this so that the deck referee can see the direction of the free throw signaled. The water referees may wear a red cap with ear protectors. The ear-protectors on the cap may be of any color.

b) (Proposed by none)

Water referees;

The water referees shall wear a dark T-shirt or a diving suit. The dark part must at least cover the torso and the shoulders, this so that the deck referee can see the direction of the free throw signaled. The water referees may wear a red cap with ear-protectors of any color.

Decision made by your federation, to be transferred to the front page:

3.2.3 a b

Background:

3.2.3	
Proposed rule	Water referees; The water referees shall wear a dark T-shirt or a diving suit. The dark part must at least cover the torso and the shoulders, this so that the deck referee can see the direction of the free throw signaled. The water referees may wear a red cap with ear-protectors of any color.
“Old rule”	
Switzerland	The water referees may wear a red cap, however no blue or white one.
Commission	The original rule was meant to state only a red cap can be used – no other cap colors. It is the ear protectors that may be of any colour. (As they could not be purchased with red ear protectors when the suggestion was written [only blue and white].)
New suggestion	Water referees; The water referees shall wear a dark T-shirt or a diving suit. The dark part must at least cover the torso and the shoulders; this so that the deck referee can see the direction of the free throw signaled. The water referees may wear a red cap. The ear-protectors on the cap may be of any color.



For voting, rule 3.2.5:

a) (Proposed by Commission)

Video;

Video is not to be used by the referees or jury for any other reason than situations that may lead to an expulsion.

b) (Proposed by Germany)

Video

Video is not to be used by the referees or jury.

c) (Proposed by none)

Video;

Video is normally not to be used by the referees or jury for any other reason than situations that may lead to an expulsion.

Decision made by your federation, to be transferred to the front page:

3.2.5 a b c

Background:

3.2.5	
Proposed rule	Video; Video is normally not to be used by the referees or jury for any other reason than situations that may lead to an expulsion.
“Old rule”	NA
Germany	Video Video is normally not to be used by the referees or jury for any other reason than situations that may lead to an expulsion. We decline the use of videos for any decision.
Commission	The commission finds that severe unsporting behavior is so damaging to our sport that any means possible must be used to combat such behavior. We have also received very strong opinions regarding use of video to check for goals. More opinions in favor of allowing video than not to allow video. Perhaps something like: Video; Video is not to be used by the referees or jury for any other reason than situations that may lead to an expulsion.
New suggestion	



For voting, rule 3.2.6:

a) (Proposed by Commission)
 Jury;
 A jury must be elected according to CMAS rules.

b) (Proposed by none)
 (Blank – rule to be removed.)

Decision made by your federation, to be transferred to the front page:

3.2.6 a b

Background:

3.2.6	
Proposed rule	Jury; A jury must be elected according to CMAS rules. These rules are repeated here for information. If the CMAS rules have been updated, the CMAS rules will always overrule the rules in this chapter.
“Old rule”	NA
Sweden	Should there be something more in this chapter "rules are repeated here for information"?
Germany	Jury; A jury must be elected according to CMAS rules. These rules are repeated here for information. If the CMAS rules have been updated, the CMAS rules will always overrule the rules in this chapter. Remark: This CMAS rules should be added as an appendix.
Commission	In order not to have to update this rule, we find it better to just refer to the CMAS rules on how it should be elected. The Commission finds that no other wording should be accepted, as we do not want to have to update the rules.
New suggestion	Jury; A jury must be elected according to CMAS rules.



For voting, rule 4.1.1 iv:

a) (Proposed by Commission and Germany)

iv) In the case of a false start at the beginning of a period, the play shall be stopped and restarted after the clock is reset to **the starting time**.

b) (Proposed by none)

iv) In the case of a false start at the beginning of a period, the play shall be stopped and restarted after the clock is reset to **zero**

Decision made by your federation, to be transferred to the front page:

4.1.1 iv **a** **b**

Background:

4.1.1 iv	
Proposed rule	(Start of a period; At the beginning of each period, the ball is placed on the bottom of the pool in the middle of the playing area.) iv) In the case of a false start at the beginning of a period, the play shall be stopped and restarted after the clock is reset to zero (In order to position the ball at the start of play, a ring or low bowl may be used, provided it will not endanger the players.)
“Old rule”	
Germany	(Start of a period; At the beginning of each period, the ball is placed on the bottom of the pool in the middle of the playing area.) iv) In the case of a false start at the beginning of a period, the play shall be stopped and restarted after the clock is reset to the starting time. (In order to position the ball at the start of play, a ring or low bowl may be used, provided it will not endanger the players.)
Commission	We understand the German proposition is made for the rule to work also for the clock systems that count downwards.
New suggestion	iv) In the case of a false start at the beginning of a period, the play shall be stopped and restarted after the clock is reset to the starting time.



For voting, rule 4.1.2:

a) (Proposed by Commission)

i) The ball shall be kept at the surface, **partly above the water**, visible to the deck referee. The teams should be given a reasonable time to prepare for the start (C.f. rule 0).

b) (Proposed by Germany)

i) The ball shall be kept at the surface visible to the deck referee. The teams should be given a reasonable time to prepare for the start (C.f. rule 5.1.18).

Decision made by your federation, to be transferred to the front page:

4.1.2 a b

Background:

4.1.2	
Proposed rule	(Start of play after a goal is scored; After a goal is scored, the teams return to their ends. Then, following the referee's signal, the team against which the goal was scored, attacks with the ball:) i) The ball shall be kept at the surface, partly above the water, visible to the deck referee. The teams should be given a reasonable time to prepare for the start (C.f. rule 0).
“Old rule”	
Germany	(Start of play after a goal is scored; After a goal is scored, the teams return to their ends. Then, following the referee's signal, the team against which the goal was scored, attacks with the ball:) i) The ball shall be kept at the surface visible to the deck referee. The teams should be given a reasonable time to prepare for the start (C.f. rule 5.1.18).
Commission	This part “partially above the water” was included because it is easier for the deck referee to see the ball if it is partially above the water. There will be fewer discussions: “You should be able to see the ball here / You have to look better...”. We suggest to keep the rule as it is written.
New suggestion	



For voting, rule 4.1.3 iii:

a) (Proposed by Commission, Finland and Sweden)

Start of play after a penalty throw;

On completion of a penalty throw the game is started again as follows:

iii) If a goal was not scored at full time of the penalty throw, or if the penalty throw was interrupted by an offence committed by the attacking player (C.f. rule **Fejl! Henvisningskilde ikke fundet.**), the game is started as normal start of periods, c.f. rule **Fejl! Henvisningskilde ikke fundet.**

A water referee places the ball in the middle of the playing area.

b) (Proposed by none)

Start of play after a penalty throw;

On completion of a penalty throw the game is started again as follows:

iii) If the penalty throw was interrupted by an offence committed by the attacking player (C.f. rule **Fejl! Henvisningskilde ikke fundet.**), the ball shall be given to the team that defended the penalty-throw, and the play started as per rule 0.

iv) If a goal was not scored at full time of the penalty throw, the game is started as normal start of periods, c.f. rule **Fejl! Henvisningskilde ikke fundet.**

A water referee places the ball in the middle of the playing area.

Decision made by your federation, to be transferred to the front page:

	a	b
4.1.3 iii/iv	<input type="checkbox"/>	<input type="checkbox"/>

Background:

4.1.3. iii and iv	
Proposed rule	<p>Start of play after a penalty throw; On completion of a penalty throw the game is started again as follows:</p> <p>iii) If the penalty throw was interrupted by an offence committed by the attacking player (C.f. rule Fejl! Henvisningskilde ikke fundet.), the ball shall be given to the team that defended the penalty-throw, and the play started as per rule 0.</p> <p>iv) If a goal was not scored at full time of the penalty throw, the game is started as normal start of periods, c.f. rule Fejl! Henvisningskilde ikke fundet.</p> <p>A water referee places the ball in the middle of the playing area.</p>

(Continues...)



(...continued)

“Old rule”	<p>4.1.4: Rule: On completion of a penalty throw the game is started again as rule 4.1.2.</p> <p>i) If a goal was scored, the ball shall be given to the team against which the penalty throw was carried out.</p> <p>ii) If a goal was not scored, the game is started as per rule 4.1.1.</p> <p>GN: The water referee takes the ball and places it in the middle of the playing area.</p>
Finland	<p>Every situation time has ended or goalkeeper bring ball to surface in penalty throw, start of play will be as normal start of periods.</p>
Sweden	<p>Add a new sub-chapter were it is explained how the game is started when 45 seconds have elapsed without a goal (6.4.5.iv), which is as rule 4.1.1.</p>
Commission	<p>Sound like two good suggestions, we know this causes confusion from time to time.</p>
New suggestion	<p>Start of play after a penalty throw;</p> <p>On completion of a penalty throw the game is started again as follows:</p> <p>iii) If a goal was not scored at full time of the penalty throw, or if the penalty throw was interrupted by an offence committed by the attacking player (C.f. rule 6.4.7), the game is started as normal start of periods, c.f. rule Fejl! Henvisningskilde ikke fundet.</p> <p>A water referee places the ball in the middle of the playing area.</p>



(...continued)

Finland	Not acceptable. Increases too much special situations for players and referees.
Sweden	<p>Add more text explaining the Team Ball. Is it the same as Free Throw, except that the teams may only be in their respective halves of the playing area?</p> <p>(Commission: Yes, that explains quite well the situation.)</p>
Switzerland	<p>Fairness can not be implemented by rules – it comes from the teams themselves (i.e. Soccer). All examples show situations that can be dealt with by a referee ball. If the teams are „fair“, they will let the other team have the ball.</p> <p>We propose to not introduce the team ball.</p>
Commission	<p>One of the main reasons for all rules is to ensure fairness.</p> <p>In addition, the teams should do their part. More than 25 years with under water rugby have shown me only a handful of times where the referee ball was “given away”, the same way as we often see in soccer. This “has not been part of our game”, unfortunately. Part of the reason for this is probably that the players that saw the incident, have left the water, with no time for communication. The (new) players fighting for the referee ball do not know what has happened, and do therefore simply not know that any fairness is called for. The referees know and stay, and can, to some degree, take care of this. Also, UWR is a very physical sport; it may be difficult to turn “aggression” on and off.</p> <p>The situations do not necessarily arise often, and then only seldom will it be important for the outcome of the game. However, when a signal has sounded because the referee has swam his/her hand into the bottom of the pool, at a time when one team was attacking three players against one lone defender – well, it is feels horrible to have to give a referee ball. Some of us know.</p> <p>In the last example listed it was used a wrong word that gives a different impression than what was intended. The thought was when an erroneous <u>signal</u> was made by a referee and one team clearly was in the possession of the ball.</p> <p>We hope that the nations will consider to include this rule, and at the same time change the word “call” with “signal is made” in the last example:</p> <ul style="list-style-type: none"> • Erroneous call <u>signal is made</u> by a referee when one team clearly was in possession of the ball
New suggestion	



For voting, rule 4.2.1 ii:

a) (Proposed by Commission)

Exchange of players during the game;

All players among the 12 (or minimum six) in a team, that are in the exchange area, are called exchange players. If a team has more than six players, all additional players must be in the exchange area at all times during the game (C.f. rule 1.1.2).

ii) A player to be exchanged shall leave the playing area only by crossing the exit line of his team. (C.f. rule 1.2.6 and Appendix 1)

The player is considered to have left the water when his/her whole body is out of the water, even if part of the fins in front of the toes still is in the water.

If the water in the pool is level with the deck of the pool, the player leaving the water is considered to have left the water when standing on his/her knees on the side of the pool, even if part of feet in front of the ankles is still in the water.

b) (Proposed by Germany and Switzerland)

Exchange of players during the game;

All players among the 12 (or minimum six) in a team, that are in the exchange area, are called exchange players. If a team has more than six players, all additional players must be in the exchange area at all times during the game (C.f. rule 1.1.2).

ii) A player to be exchanged shall leave the playing area only by crossing the exit line of his team. (C.f. rule 1.2.6 and Appendix 1)

The player is considered to have left the water when his/her whole body is out of the water.

Decision made by your federation, to be transferred to the front page:

	a	b
4.2.1 ii	<input type="checkbox"/>	<input type="checkbox"/>

Background:

(Continues...)



(...continued)

4.2.1 ii	
Proposed rule	<p>Exchange of players during the game; All players among the 12 (or minimum six) in a team, that are in the exchange area, are called exchange players. If a team has more than six players, all additional players must be in the exchange area at all times during the game (C.f. rule 1.1.2).</p> <p>ii) A player to be exchanged shall leave the playing area only by crossing the exit line of his team. (C.f. rule 1.2.6 and Appendix 1)</p> <p>The player is considered to have left the water when his/her whole body is out of the water, even if part of the fins in front of the toes still is in the water.</p> <p>If the water in the pool is level with the deck of the pool, the player leaving the water is considered to have left the water when standing on his/her knees on the side of the pool, even if part of feet in front of the ankles is still in the water.</p>
“Old rule”	<p>2.1.2 Rule: The exchange players of each team sit on the exchange benches during play. ii) An exchange player may not enter the water until the player to be replaced has completely left the water and is in the exchange area of his team. GN: Any player to be exchanged may leave the water only in the exchange area of his team.</p>
Germany	<p>A player to be exchanged shall leave the playing area only by crossing the exit line of his team. (C.f. rule 1.2.6 and Appendix 1) The player is considered to have left the water when his/her whole body is out of the water, We see no need to change the existing rule.</p>
Switzerland	<p>We propose to stick to the old rule (completely left the water) as it is very clear and leaves no room for interpretation. Depending on the pool the referees may decide to permit ankles in the water for the specific game/tournament – as is done today.</p>
Commission	<p>The referees are often asked about this rule; that implies to us that the teams/players are unsure of how the old rule was to be interpreted. By explaining it in the new rules, everybody will know.</p> <p>The commission finds it unclear whether “completely left the water” means just the person, or if it include the fins.</p>
New suggestion	



For voting, rule 4.2.1 iii:

a) (Proposed by Commission)

iii) An exchange player may not enter the water until the player to be replaced has completely left the water and is in the exchange area of his team.

If the water in the pool is level with the deck of the pool, the player entering the water may place the sole of his foot on the edge of the pool, with part of feet in front of the ankles in the water, ready to kick off, before the player leaving the water is out of the water.

b) (Proposed by Germany)

iii) An exchange player may not enter the water until the player to be replaced has completely left the water and is in the exchange area of his team.

If the water in the pool is level with the deck of the pool, the player entering the water may place the sole of his foot on the edge of the pool, with the feet outside the playing area (Exit line), ready to kick off, before the player leaving the water is out of the water.

Decision made by your federation, to be transferred to the front page:

4.2.1 iii a b

Background:

4.2.1 iii	
Proposed rule	<p>Exchange of players during the game; All players among the 12 (or minimum six) in a team, that are in the exchange area, are called exchange players. If a team has more than six players, all additional players must be in the exchange area at all times during the game (C.f. rule 1.1.2).</p> <p>i) ii) iii) An exchange player may not enter the water until the player to be replaced has completely left the water and is in the exchange area of his team.</p> <p>If the water in the pool is level with the deck of the pool, the player entering the water may place the sole of his foot on the edge of the pool, with part of feet in front of the ankles in the water, ready to kick off, before the player leaving the water is out of the water.</p>
“Old rule”	
Germany	<p>iii) An exchange player may not enter the water until the player to be replaced has completely left the water and is in the exchange area of his team.</p> <p>If the water in the pool is level with the deck of the pool, the player entering the water may place the sole of his foot on the edge of the pool, with part of feet in front of the ankles in the water <u>the feet outside the playing area (Exit line)</u>, ready to kick off, before the player leaving the water is out of the water.</p>

(Continuous...)



(...continued)

Commission	<p>In a pool where the water is level with the deck of the pool: <u>It is hardly possible to kick off from the edge of the pool, if only the fin is allowed to be in the water.</u> This foot/fin will slip along the floor, and potential dangerous situations may arise, depending on how the player falls. In order to be able to dive into the pool, the players need to direct the force through a part of the body and they need “a fixed point” to kick off from. Without this possibility, the player will only plump into the water, with no force or speed.</p> <p>One could argue that the player can move the foot in position after the exchange player has left the water. However, the position described in the rule suggestion is a very natural position for a player, standing on the side, ready and eager to get in. It does no harm to the play or to the intentions of the game if the toes are in the water. This is also easier to rule, as the normal/comfortable position for the players now will be allowed.</p> <p>Let us keep the rule as suggested, and thereby ensure the speed and comfort for the players. This does no harm and is easy to rule.</p>
New suggestion	



For voting, rule 4.2.2:

a) (Proposed by Commission)

Each team has the right to make **two** substitutions during a match.

b) (Proposed by Switzerland)

Each team has the right to make **three** substitutions during a match.

Decision made by your federation, to be transferred to the front page:

4.2.2 a b

Background:

4.2.2	
Proposed rule	Each team has the right to make two substitutions during a match.
“Old rule”	2.1.3 Rule: Each team has the right to change twice during a match. GN: It is allowed to make two changes during a match, a player who has been taken out may join the game again, but this counts as the second change. The exchange may not be the cause of the interruption. The surface referee must be informed of the exchange before it is done, and the players’ numbers.
Switzerland	We propose to permit the substitution of 3 reserve players. (see also comment to 2.2.1)
Commission	Yes, why not? (Or even 4 substitutions, if rule 2.2.1 is changed back to a team consisting of 11 players in a game.)
New suggestion	



For voting, rule 4.3.5:

a) (Proposed by Commission and Switzerland)

Match needing decision;

When a match in which a decision must be reached, finishes in a draw, it shall be extended after an interval of five minutes, the teams not changing sides, by:

b) (Proposed by none)

Match needing decision;

When a match in which a decision must be reached, finishes in a draw, it shall be extended after an interval of five minutes by:

Decision made by your federation, to be transferred to the front page:

4.3.5 a b

Background:

4.3.5	
Proposed rule	Match needing decision; When a match in which a decision must be reached, finishes in a draw, it shall be extended after an interval of five minutes by:
“Old rule”	When a game in which a decision must be reached finishes in a draw, it shall be extended after an interval of five minutes by:
Switzerland	Match needing decision: Teams do not switch sides for extended play time or penalty shoot out.
Commission	It could be ok to add this new information. Perhaps something like: Match needing decision; When a match in which a decision must be reached, finishes in a draw, it shall be extended after an interval of five minutes, the teams not changing sides, by:
New suggestion	



For voting, rule 4.3.5 ii:

- a) (Proposed by Commission)
- b) (Proposed none)

Decision made by your federation, to be transferred to the front page:

4.3.5 ii a b

Background:

An international referee has after this was given out last time pointed out that the way this rule is worded it will cause different “total penalty” for the teams. It is easier for a player from the defending team to be given a time penalty. The team that is defending first will have a disadvantage...

4.3.5 ii	
Proposed rule	Penalty-throw shoot-out; If the game cannot be decided by golden goal, the team shall carry out a penalty throw shoot-out, first with three penalty throws to each team (three rounds); <ul style="list-style-type: none"> • Three different players from each team shall carry out the three penalty throws • The goal defender may be changed at will • The teams carry out the penalty throws in turns • Lots are drawn to decide which team should start with the first penalty throw • A player given a time-penalty during a penalty-throw shoot-out may not participate again in the same or the next round of the shoot-out, neither as an attacker nor as a defender
“Old rule”	4.2.5 ii) Rule: If the game cannot be decided thereby, each team carries out three penalty throws, which have to be carried out by three different players from each team in alternative succession. GN: The three penalty throws shall be carried out by three different players from each team. The penalty throws shall be carried out in turns. Lots are drawn to decide which team should start with the first penalty throw. The goal defender may be changed at will.
Switzerland	Are reserve players permitted to participate in a penalty-throw shoot-out?
Commission	No, only players listed among the 11 players, not including substitutes/reserves, in the game protocol are permitted to participate in the penalty-throw shoot-out. The match is still on, so the teams are of course allowed to make substitutions, according to rule 4.2.2 i). Do we need to make this clearer in the rule?
New suggestion	



For voting, rule 4.3.6 vii:

a) (Proposed by Commission and Germany)

Time-out;

vii) During a time-out, both teams **shall** move to their respective ends of the playing area

b) (Proposed none)

Time-out;

vii) During a time-out, both teams **must** move to their respective ends of the playing area

Decision made by your federation, to be transferred to the front page:

4.3.6 vii a b

Background:

4.3.6 vii	
Proposed rule	Time-out; vii) During a time-out, both teams must move to their respective ends of the playing area
“Old rule”	
Germany	During a time-out, both teams must <u>shall</u> move to their respective ends of the playing area
Commission	
New suggestion	Time-out; vii) During a time-out, both teams shall move to their respective ends of the playing area



For voting, rule 4.4.3:

a) (Proposed by Commission)

Result in tournament;

In a tournament, the winning team of each game shall receive **two** points, whilst in a match ending in a draw each team receives one point.

The team with the most points is the winner of the tournament.

If there are teams with the same number of points, the classification is carried out as follows:

b) (Proposed Germany and Switzerland)

Result in tournament;

In a tournament, the winning team of each game shall receive **three** points, whilst in a match ending in a draw each team receives one point.

The team with the most points is the winner of the tournament.

If there are teams with the same number of points, the classification is carried out as follows:

Decision made by your federation, to be transferred to the front page:

4.4.3 **a** **b**

Background:

4.4.3	
Proposed rule	Result in tournament; In a tournament, the winning team of each game shall receive two points, whilst in a match ending in a draw each team receives one point. The team with the most points is the winner of the tournament. If there are teams with the same number of points, the classification is carried out as follows:
“Old rule”	
Germany	Result in tournament; In a tournament, the winning team of each game shall receive three points, whilst in a match ending in a draw each team receives one point. The team with the most points is the winner of the tournament. If there are teams with the same number of points, the classification is carried out as follows:
Switzerland	We propose to introduce 3 points for winning a game, thus making winning all the more attractive. A tie shall be rewarded with 1 point.
Commission	Yes, why not? Think about this, and make up your mind, everybody, it will be up for a vote!
New suggestion	



(...continued.)

“Old rule”	
Germany	<p>Free throw interference See our comments to rule 1.2.8 and 1.2.9 5.1.14.i The opponents must be outside the free throw clearance zone (C.f. rule 1.2.9) (keep a distance of a minimum of 2 meters from the free throw point) in order to be allowed to participate in the play. (C.f. rule 6.2.5) 5.1.14.ii If a player is in the free throw clearance zone before the free throw pass is made, he/she must not interfere with the free throw or participate in the play until he/she is outside the free throw clearance zone. He /she must go outside of the free throw clearance zone before participating, also after the play has started and the free throw pass has been performed.</p> <p>Failure to conform to rule this rule should the first time be accompanied with a warning, and thereafter time penalties should be given every time it is repeated.</p> <p>This describes rule 6.1 or 6.3 .</p>
Commission	<p>Maybe we should rather keep it here, than in chapter 6? Chapter 6 is meant to describe how the penalties shall be performed. It does no harm, should we keep it both places?</p> <p>(The words “free throw points” will be updated if rule 1.2.8 is changed.)</p>
New suggestion	



For voting, rule 5.1.16:

a) (Proposed by Commission and Switzerland)

To lead the ball outside of the playing area;

The ball is considered outside of the playing area when the whole ball is above the surface of the water or outside the playing area sideline(s).

The player who is actively preventing the ball from dropping to the bottom of the pool is said to hold the ball.

The player that holds the ball when it is taken out of the playing area is regarded as the rule-offending player. It is of no importance if the ball touches the torso, head, etc. of another player as long as that player cannot be considered to actually hold the ball.

If an opponent is lifting/pushing the arm/hand that holds the ball or is pushing the player, the person that holds the ball is still regarded as the rule-offending player.

If no player is holding the ball, the free throw goes against the player who last touched the ball.

If players from both teams hold the ball using the arms/hands/legs/etc., there should be a referee ball.

b) (Proposed by none)

To lead the ball outside of the playing area;

The ball is considered outside of the playing area when the whole ball is above the surface of the water or in the exchange lane.

The player who is actively preventing the ball from dropping to the bottom of the pool is said to hold the ball.

The player that holds the ball when it is taken out of the playing area is regarded as the rule-offending player. It is of no importance if the ball touches the torso, head, etc. of another player as long as that player cannot be considered to actually hold the ball.

If an opponent is lifting/pushing the arm/hand that holds the ball or is pushing the player, the person that holds the ball is still regarded as the rule-offending player.

If no player is holding the ball, the free throw goes against the player who last touched the ball.

If players from both teams hold the ball using the arms/hands/legs/etc., there should be a referee ball.

Decision made by your federation, to be transferred to the front page:

	a	b
5.1.16	<input type="checkbox"/>	<input type="checkbox"/>

Background:

(Continues...)



(...continued.)

5.1.16	
Proposed rule	<p>To lead the ball outside of the playing area; The ball is considered outside of the playing area when the whole ball is in the exchange lane or above the surface of the water.</p> <p>The player who is actively preventing the ball from dropping to the bottom of the pool is said to hold the ball.</p> <p>The player that holds the ball when it is taken out of the playing area is regarded as the rule-offending player. It is of no importance if the ball touches the torso, head, etc. of another player as long as that player cannot be considered to actually hold the ball.</p> <p>If an opponent is lifting/pushing the arm/hand that holds the ball or is pushing the player, the person that holds the ball is still regarded as the rule-offending player.</p> <p>If no player is holding the ball, the free throw goes against the player who last touched the ball.</p> <p>If players from both teams hold the ball using the arms/hands/legs/etc., there should be a referee ball.</p>
"Old rule"	<p>5.1.15 Rule: To swim with the ball beyond the perimeter of the playing area.</p> <p>GN: The whole of the ball shall be beyond the perimeter before it is considered to be "beyond the perimeter".</p>
Switzerland	<p>The ball is considered outside of the playing area when the whole ball is above the water or outside the sidelines (some pools have two open sides).</p>
Commission	
New suggestion	<p>To lead the ball outside of the playing area; The ball is considered outside of the playing area when the whole ball is above the surface of the water or outside the playing area sideline(s).</p>



For voting, rule 5.1.18:

a) (Proposed by Commission)

Deliberately delaying the play;

If a team deliberately delays the play of a game the referee may award a warning and thereafter time-penalties. (The player committing the last delay is the player to be given the penalty). **If necessary, playing time may be extended (C.f. rule 3.1.9).**

The referees shall grant the teams reasonable time to swim to their positions, to correct equipment when it has been disarranged by the opponents, etc. Referees are advised to be flexible regarding substitutions when a team has had an injury player, or whenever the situations call for it.

This rule is especially applicable in, but not limited to, the following situations;

- **A team in the lead does not try to play according to the intention of the sport; for example a player is blocking the ball in the fetus position whenever opponents come close**
- One team using unnecessary long time in any given situation, practically making it an extra time-out
- **In games not using effective time, one team repeatedly using unnecessary long time at free throws, etc.**

b) (Proposed by Germany)

Deliberately delaying the play;

If a team deliberately delays the play of a game the referee may award a warning and thereafter time-penalties. (The player committing the last delay is the player to be given the penalty).

The referees shall grant the teams reasonable time to swim to their positions, to correct equipment when it has been disarranged by the opponents, etc. Referees are advised to be flexible regarding substitutions when a team has had an injury player, or whenever the situations call for it.

This rule is especially applicable in, but not limited to, the following situations;

- One team using unnecessary long time in any given situation, practically making it an extra time-out
- **One team hides the ball**
- **One team after a goal is scored does not bring the ball out of their goal and to the surface, and the play therefore cannot be started.**

Decision made by your federation, to be transferred to the front page:

5.1.18 a b

Background:

(Continues...)



(...continued.)

5.1.18	
Proposed rule	<p>Deliberately delaying the play; If a team deliberately delays the play of a game the referee may award a warning and thereafter time-penalties. (The player committing the last delay is the player to be given the penalty). If necessary, playing time may be extended (C.f. rule 3.1.9).</p> <p>The referees shall grant the teams reasonable time to swim to their positions, to correct equipment when it has been disarranged by the opponents, etc. Referees are advised to be flexible regarding substitutions when a team has had an injury player, or whenever the situations call for it.</p> <p>This rule is especially applicable in, but not limited to, the following situations;</p> <ul style="list-style-type: none"> • A team in the lead does not try to play according to the intention of the sport; for example a player is blocking the ball in the fetus position whenever opponents come close • One team using unnecessary long time in any given situation, practically making it an extra time-out • In games not using effective time, one team repeatedly using unnecessary long time at free throws, etc.
“Old rule”	
Germany	<p>Deliberately delaying the play; If a team deliberately delays the play of a game the referee may award a warning and thereafter time-penalties. (The player committing the last delay is the player to be given the penalty). If necessary, playing time may be extended (C.f. rule 3.1.9).</p> <p>See our comment to rule 3.1.9 The referees shall grant the teams reasonable time to swim to their positions, to correct equipment when it has been disarranged by the opponents, etc. Referees are advised to be flexible regarding substitutions when a team has had an injury player, or whenever the situations call for it.</p> <p>This rule is especially applicable in, but not limited to, the following situations;</p> <ul style="list-style-type: none"> • A team in the lead does not try to play according to the intention of the sport; for example a player is blocking the ball in the fetus position whenever opponents come close • One team using unnecessary long time in any given situation, practically making it an extra time-out • One team hides the ball • One team after a goal (is scored) does not bring the ball out of the(ir) goal (and) surface, and the play (therefore) cannot be started. • In games not using effective time, one team repeatedly using unnecessary long time at free throws, etc. <p>We play with effective playing time.</p>
Commission	<p>Yes, in international championships we play with effective time, and thus one may say that the only practical need for extending the time is in instances f. ex. as described in this document to rule 3.1.9, where equipment failure for a referee was mentioned, and the clock has been running for some time when it would have been stopped if the equipment was in order.</p> <p>On the other hand; many/most local games are played with a running clock, and it would be good if the rules would reflect their needs as well.</p>
New suggestion	



(...continued.)

<p>Germany</p>	<p>A warning can be given to any player or team for infringement of any of the rules in this rulebook, or for any inappropriate or provocative behavior. There are generally two reasons for warnings: 6.1.1.i As a guidance, when it is assumed that the player does not know/understand what he/she is doing, and a direct time-penalty may seem too harsh. 6.1.1 ii To warn the player that if he/she continues to break rules, he/she will be expelled by rule 3.1.6.ii. When warnings do not have the desired effect on behavior, it is advised that direct penalties are used instead. (C.f. 5.1)</p> <p>What are the reasons? Rules 6.1.1 i and 6.1.1 ii are guidance's and explanations, but that are no reason.</p>
<p>Commission</p>	<p><u>First:</u> Yes, we believe we see what Germany means, and agree. We have made a new suggestion, and hope this will be satisfactory.</p> <p><u>Second:</u> A player has also commented to the commission that the wording suggested in 6.1.1 i) was unfortunate; the phrase “that the player does not know/understand what he/she is doing”. This phrase invites the players to <u>not</u> read the rulebook, and to be ignorant, thereby getting only a warning instead of a harsher penalty.</p> <p>We agree with this comment, and suggest to change the phrase.</p> <p><u>Third:</u> The word “other” is also included: “When warnings do not have the desired effect on behavior, it is advised that <u>other</u> direct penalties are used instead. (C.f. 5.1)”</p>
<p>New suggestion</p>	<p>Reason for warning; A warning is given to a player or a team in order to change unwanted behavior, when other penalties are considered to harsh.</p> <p>A warning can be given to any player or team for infringement of any of the rules in this rulebook, or for any inappropriate or provocative behavior.</p> <p>There are generally two reasons for the referee to give warnings:</p> <ul style="list-style-type: none"> • To change unwanted behavior. • To warn the player that if he/she continues to break rules, he/she will be expelled by rule 3.6.1 ii. <p>When warnings do not have the desired effect on behavior, it is advised that other direct penalties are used instead. (C.f. 5.1)</p> <p>(Germany has been contacted spring 2007 and agrees that this suggestion covers their intentions. Siv Norstein.)</p>



For voting, rule 6.1.3:

a) (Proposed by Commission and Finland)

Warning notification;

The player or team is given the warning verbally and visually. The warning shall be noted in the match protocol. Preferably, both teams should be informed the reason for the warning. Team leaders/captains must be vigilant for summoning from the referees.

b) (Proposed by Germany)

Warning notification

The player or team given the warning is shown a yellow card by the deck referee. The warning shall be noted in the match protocol. Preferably, both teams should be informed the reason for the warning. Team leaders/captains must be vigilant for summoning from the referees.

c) (Proposed by none)

Warning notification;

The player or team given the warning is shown a yellow card. The warning shall be noted in the match protocol. Preferably, both teams should be informed the reason for the warning. Team leaders/captains must be vigilant for summoning from the referees

Decision made by your federation, to be transferred to the front page:

6.1.3 a b c

Background:

6.1.3	
Proposed rule	Warning notification; The player or team given the warning is shown a yellow card. The warning shall be noted in the match protocol. Preferably, both teams should be informed the reason for the warning. Team leaders/captains must be vigilant for summoning from the referees.
“Old rule”	
Finland	Ok, but card doesn’t sound good.
Germany	Warning notification The player or team given the warning is shown a yellow card by the deck referee. The warning shall be noted in the match protocol. Preferably, both teams should be informed the reason for the warning. Team leaders/captains must be vigilant for summoning from the referees.
Switzerland	The yellow card is a nice touch, but is it really necessary (if it is introduced you might consider a red card for exclusion plus something for 2 minutes)?
Commission	We agree that the yellow card is not necessary, absolutely. The deck referee, protocol table and organizers do not need more things to handle, let’s keep it simple.
New suggestion	Warning notification; The player or team given the warning is verbally and visually. The warning shall be noted in the match protocol. Preferably, both teams should be informed the reason for the warning. Team leaders/captains must be vigilant for summoning from the referees.



For voting, rule 6.1.5:

a) (Proposed by Commission and Finland)

The team repeating the behavior – Team warning;

- i) If two players on the same team receive warnings for the same type of infringement, the second warning is considered a team warning. The referee shall give a visual sign (C.f. rule 3.1.10).

For the rest of the match, any player of the same team that receives a warning for the same infringement shall be given a time-penalty.

- ii) If a team is repeatedly warned for, or causing play interruptions for different rule infringements, the referees should evaluate if the team is showing contempt for the rules, opponents, referees, etc., and consider use time-penalties (C.f. rule **Fejl! Henvisningskilde ikke fundet.**)

b) (Proposed by Germany)

(Blank – rule to be deleted.)

Decision made by your federation, to be transferred to the front page:

6.1.5 a b

Background:

6.1.5	
Proposed rule	<p>The team repeating the behavior – Team warning;</p> <ul style="list-style-type: none"> i) If two players on the same team receive warnings for the same type of infringement, the second warning is considered a team warning. The referee shall give a visual sign (C.f. rule 3.1.10). <p>For the rest of the match, any player of the same team that receives a warning for the same infringement shall be given a time-penalty.</p> <ul style="list-style-type: none"> ii) If a team is repeatedly warned for, or causing play interruptions for different rule infringements, the referees should evaluate if the team is showing contempt for the rules, opponents, referees, etc., and consider use time-penalties (C.f. rule 5.1.1)
“Old rule”	NA

(Continues...)



(...continued.)

Finland	Ok -> clear notification for whole team in this case
Germany	We decline this new rule.
Commission	<p>This is how it was decided at the referee meeting in the European Championships in 2001, and it has been used in all championships after that. See also rule 6.2.5.</p> <p>The main reason given when it was introduced was to improve the situations around the free throws. The players/teams felt that the “good guys” did not get the advantage they deserved. The bad guys stayed to close and interfered with the free throw, and if the good guys had a person on the opponent’s goal, they could not get the advantage from this. The referees found that this rule in combination with the better explanation of rule 6.2.5 ii) needed to be introduced, in order to protect the good guys, and at the same time not allow the bad guys to decide when the free throw shall be taken. (The bad guys can decide “when”, by staying to close and interfering, until the attacker that has captured the goal is out of air and leaves the goal. Now the person that is interfering in the free throw moves away.)</p> <p>If no team warning is given, the “job of interfering” can pass from person to person on the team, and the team will be able to frustrate their opponents.</p> <p>We suggest to keep this rule; it has been used in several championships, and function better than any alternative we have seen so far.</p>
New suggestion	



For voting, rule 6.2.1:

a) (Proposed by Commission)
 Reason for free throws;
 A free throw may be awarded by a referee for the infringements of rules 5.1.7 –5.1.18.

b) (Proposed by Germany)
 Reason for free throws;
 A free throw may be awarded by a referee for the infringements of rules 5.1.1 –5.1.18.

Decision made by your federation, to be transferred to the front page:

6.2.1 a b

Background:

6.2.1	
Proposed rule	Reason for free throws; A free throw may be awarded by a referee for the infringements of rules 5.1.7 – 5.1.18.
“Old rule”	
Germany	Reason for free throws; A free throw may be awarded by a referee for the infringements of rules 5.1.1 – 5.1.18.
Commission	For the rules 5.1.1 through 5.1.6 a time penalty shall always be given. Then, after the time penalty is given, the play is started with a free throw. We suggest to keep the rule as it is written.
New suggestion	



For voting, rule 6.2.5 iv:

a) (Proposed by Commission and Sweden)
 (Blank – rule to be deleted.)

b) (Proposed by none)

Execution of free throws;

i) ...

ii) ...

iii) ...

iv) The ball may not be play directly from the executor into the goal without touching another player.

Decision made by your federation, to be transferred to the front page:

6.2.5 iv a b

Background:

6.2.5 iv	
Proposed rule	Execution of free throws; i) ii) iii) iv) The ball may not be play directly from the executor into the goal without touching another player.
“Old rule”	6.1.8 Rule: The ball must not be played directly towards the opponent's goal; it must be touched by another player before a goal may be scored. GN: The player carrying out the free throw must not touch the ball again before another player, from either team, has touched the ball.
Sweden	R6.2.5.iv Remove this rule! If someone manages to score a goal direct from the Free Throw they should be congratulated!
Commission	Yes, well, we agree. This has also been commented by other players during the time the rules have been on hearing.
New suggestion	The rule 6.2.5 iv) is suggested deleted.



For voting, rule 6.2.6:

a) (Proposed by Commission and Germany)

Signal for start of free throw;

The free throw is given clearance by the referee who previously interrupted the play. This is not valid if there is a time-penalty **or warning** is given at the same time, as the deck referee must check the penalized player, protocol, time-keeping, etc. The deck referee will therefore start the play, when a time-penalty or warning has also been awarded.

b) (Proposed by Sweden)

Signal for start of free throw;

The free throw is given clearance by the deck referee.

c) (Proposed by none)

Signal for start of free throw;

The free throw is given clearance by the referee who previously interrupted the play. This is not valid if there is a time-penalty given at the same time, as the deck referee must check the penalized player, protocol, time-keeping, etc. The deck referee will therefore start the play, when a time-penalty has also been awarded.

Decision made by your federation, to be transferred to the front page:

6.2.6 a b c

Background:

6.2.6	
Proposed rule	Signal for start of free throw; The free throw is given clearance by the referee who previously interrupted the play. This is not valid if there is a time-penalty given at the same time, as the deck referee must check the penalized player, protocol, time-keeping, etc. The deck referee will therefore start the play, when a time-penalty has also been awarded.
“Old rule”	6.1.6 Rule: The free throw is given clearance by the referee who previously interrupted the game.
Sweden	Make it simple! The deck referee always starts the game regardless of who stopped it.
Germany	Germany suggests to add that the deck referee starts the game whenever a warning has been awarded. (See also German comment to rule 3.1.3 v.)

(Continues...)



(...continued.)

<p>Commission</p>	<p>Regarding the referee starting the after all stops: (Swedish comment) There are both pro's and con's: Pro:</p> <ul style="list-style-type: none"> • Both water referees are free to concentrate on the players and on potential fouls expected to be committed. We know that many rule infringements take place before/during/immediately after the start of the free throw, especially around the goals, but also other places in the playing area. As it is today, the water referee who stopped the game must focus on the ball/player preparing to take the free throw. The referee wants to start the game immediately when the player presents the ball, this prevents this referee to check other places in the pool. • Never any doubt to whom the player shall show the ball • Never any doubt who shall start the play if more than one referee stopped the play • This will include the German comment as well <p>Con:</p> <ul style="list-style-type: none"> • The deck referee will need some time to find out/see what call has been made, and the game will be stopped for a longer time than if the water referees start the game themselves. In deep/dark/poor visibility pools this might slow the game considerably. It will therefore be a somewhat slower game, not necessarily an improvement for our best teams. <p>Regardless of whether the Swedish comment is implemented in the rules, we suggest to include Germany's comment, this to be sure that the warning is noted.</p>
<p>New suggestion</p>	



For voting, rule 6.3.1 i:

a) (Proposed by Commission and Germany)

i) A time penalty requires the player given the time-penalty to go directly to the penalty bench area, and stay there until the 2 minutes effective playing time has elapsed. No other person is allowed in the penalty box area. The player may join his/her team in the exchange area during time-outs and during the breaks between periods and also between the golden goal period and the penalty throw shoot-outs.

b) (Proposed by none)

i) A time penalty requires the player given the time-penalty to go directly to the penalty bench area, and stay there until the 2 minutes effective playing time has elapsed. No other person is allowed in the penalty box area. The player may join his/her team in the exchange area during time-outs and during the breaks between periods and also between periods and penalty throw shoot-outs.

Decision made by your federation, to be transferred to the front page:

6.3.1. i a b

Background:

6.3.1 i	
Proposed rule	Time-penalty; i) A time penalty requires the player given the time-penalty to go directly to the penalty bench area, and stay there until the 2 minutes effective playing time has elapsed. No other person is allowed in the penalty box area. The player may join his/her team in the exchange area during time-outs and during the breaks between periods and also between periods and penalty throw shoot-outs.
“Old rule”	
Germany	A time penalty requires the player given the time-penalty to go directly to the penalty bench area, and stay there until the 2 minutes effective playing time has elapsed. No other person is allowed in the penalty box area. The player may join his/her team in the exchange area during time-outs and during the breaks between periods and also between periods.
Commission	The player given a time penalty is meant to be allowed to join his/her team during: <ol style="list-style-type: none"> 1. Time-outs (regarded as the team’s own “free time”) 2. Break between periods (even more regarded as the team’s own “free time”) 3. Break between the 2. period and a golden goal period (difficult/unwanted to distinguish from the previous break) 4. Break between the golden goal period and a penalty throw shoot out. (also difficult/unwanted to distinguish from the previous break) <p>If this is acceptable, perhaps we can improve the wording:</p> i) A time penalty requires the player given the time-penalty to go directly to the penalty bench area, and stay there until the 2 minutes effective playing time has elapsed. No other person is allowed in the penalty box area. The player may join his/her team in the exchange area during time-outs and during the breaks between periods and also between the <u>golden goal period and the</u> penalty throw shoot-outs. (Germany has been contacted spring 2007 and agrees that this suggestion covers their intentions. Siv Norstein.)
New suggestion	



For voting, rule 6.3.1 iv:

- a)** (Proposed by Commission)
 iv) If the player given the time-penalty him/herself caused a penalty throw (C.f. rule 5.1.19 / 5.1.1) or the time-penalty was awarded after (or simultaneously) with the penalty-throw, the time for the time-penalty does not start until normal play is started after the completion of the penalty-throw.
- b)** (Proposed by Germany)
 (Blank – rule to be deleted.)

Decision made by your federation, to be transferred to the front page:

6.3.1. iv a b

Background:

6.3.1 iv	
Proposed rule	iv) If the player given the time-penalty him/herself caused a penalty throw (C.f. rule 5.1.19 / 5.1.1) or the time-penalty was awarded after (or simultaneously) with the penalty-throw, the time for the time-penalty does not start until normal play is started after the completion of the penalty-throw.
“Old rule”	
Germany	iv) If the player given the time-penalty him/herself caused a penalty throw (C.f. rule 5.1.19 / 5.1.1) or the time-penalty was awarded after (or simultaneously) with the penalty-throw, the time for the time-penalty does not start until normal play is started after the completion of the penalty-throw.
Commission	<p>This rule was written in order to be similar to rule 6.4.6, and therefore easier for the referees to remember.</p> <p>The referees are encouraged to make the double call; both penalty throw and a time penalty only when breaking rule 5.1.19, and then only in case of unsporting or violent behavior.</p> <p>(5.1.19: “Rule infringement to prevent a goal; Any rule infringement in front of or on the way to the goal, that prevents a fairly certain goal being scored. ... (examples)...</p> <p>In borderline cases, when the referee is not sure whether it is a “fairly certain chance of goal”, he/she may just call a time-penalty.</p> <p>The referee should be aware that normally only the penalty throw or a time-penalty is given. In case of unsporting or violent behaviour (C.f. rule 5.1.1 and 5.1.2), it is recommended to give both a penalty-throw and a time-penalty. “)</p> <p>We suggest to keep the rule as it is written.</p>
New suggestion	



For voting, rule 6.3.1 viii:

a) (Proposed by Commission and Sweden)

viii) If a time penalty is awarded for an infringement of rule 5.1.3 (excess of players in the water), the referee must ensure that the team has **the correct number of players in the water before starting the game.**

b) (Proposed by none)

Time-penalty;

viii) If a time penalty is awarded for an infringement of rule 5.1.3 (excess of players in the water), the referee must ensure that the team has **one less player in the water the duration of the time-penalty.**

Decision made by your federation, to be transferred to the front page:

6.3.1. viii a b

Background:

6.3.1 viii	
Proposed rule	Time-penalty; viii) If a time penalty is awarded for an infringement of rule 5.1.3 (excess of players in the water), the referee must ensure that the team has one less player in the water the duration of the time-penalty.
“Old rule”	6.2.4 Rule: No exchange player is allowed to go into the water to replace the player being sent to the penalty bench. GN: If a time penalty is awarded for an infringement of Rule 5.1.10 (more than 6 players in the water), the referee must ensure that two players are removed from the water so that the team has only 5 players in the water during the period of that time penalty.
Sweden	Rewrite: As it is now it is the referee's responsibility that the team has one less player in the water for the duration of the time-penalty. This can not be the intension. The referee is only responsible to make sure the team has correct number of players in the water before the game is started again. What happens after that is a new situation.
Commission	We agree. (It will theoretically be a slight change in idea from the old rules, but definitely an improvement.) We actually believe that the old rule probably had the same intention as the Swedish comment, but that this has been poorly expressed. We also believe that most referees have interpreted this rule to coincide with Sweden’s comment. How about: viii) If a time penalty is awarded for an infringement of rule 5.1.3 (excess of players in the water), the referee must ensure that the team has the correct number of players one less player in the water the before starting the game. duration of the time-penalty.
New suggestion	viii) If a time penalty is awarded for an infringement of rule 5.1.3 (excess of players in the water), the referee must ensure that the team has the correct number of players in the water the before starting the game.



For voting, rule 6.3.1 ix:

a) (Proposed by Commission)

Time-penalty;

ix) Penalties may be given for infringement of the rules 5.1.1 and 5.1.2 (unsporting and violent behavior) also immediately after the match is over, if the behavior is related to the match. The penalties shall be reported as normal in the match protocol.

b) (Proposed by Germany)

Time-penalty;

ix) (Blank – rule to be removed.)

c) (Proposed by none)

Time-penalty;

ix) Penalties imposed after the end of the game shall be reported in the match protocol.

Decision made by your federation, to be transferred to the front page:

6.3.1. ix

Background:

6.3.1 ix	
Proposed rule	Time-penalty; ix) Penalties imposed after the end of the game shall be reported in the match protocol.
“Old rule”	NA
Germany	Time-penalty; ix) Penalties imposed after the end of the game shall be reported in the match protocol.
Commission	This was introduced to make sure that the players “remain rational” also in the time just after the match is finished. We have asked FIFA (soccer) what kind of rules they had, and their answer was that they had now changed their rules to include reporting infringements that occur on/off the field or in the near area immediately after a match. Maybe we could change it to: ix) Penalties may be given for infringement of the rules 5.1.1 and 5.1.2 (unsporting and violent behavior) also immediately after the match is over, if the behavior is related to the match. The penalties shall be reported as normal in the match protocol.
New suggestion	



(...continued.)

Germany	<p>The player causing the time-penalty;</p> <p>When the foul occurs, the players causing the foul shall go directly to the penalty bench area for two minutes at the referee's request. The player given the time penalty should be in the penalty bench area before the referee restarts the game.</p> <p>(The exchange bench had to be fill up.)</p> <p>The deck referee shall ensure that the correct number of players is on the exchange bench before starting play.</p> <p>(After conversation with a German representative, spring 2007, it was clarified that Germany's intention was that it is the referee's responsibility to ensure that the team has sufficient people on the exchange bench before starting the play. Germany accepted the change in the last sentence, in order to make the wording more like the rest of the rules. Siv Norstein.)</p>
Commission	<p>Commission's comment:</p> <p>We will not advise to make the deck referee responsible for the team to have the correct number of players in the water, that way we will allow the "bad guys" to drag out the time by not taking a player out of the water, thus taking the time they want to rearrange the team, etc.</p> <p>If we, as suggested by the commission, make this the team's own responsibility, the referee may start the game after a reasonable time (and effort) to get a player out of the water. If the team has not followed the instructions, the team will themselves be responsible, and may receive a new penalty. This way the bad guys will not be able to take unreasonable advantage of the rules.</p>
New suggestion	



For voting, rule 6.4.7:

a) (Proposed by Commission and Germany)

Incorrect behavior by the attacker;

If the penalty throw is interrupted by incorrect behavior by the attacking team, the ball is given to the defending team and the play is started as after scoring a goal. (C.f. rule 0)

b) (Proposed by Sweden)

Incorrect behavior by the attacker;

If the penalty throw is interrupted by incorrect behavior by the attacking team, the ball is placed in the middle of the pool and the game starts as rule 4.1.1

If the incorrect behavior during normal play would have caused a time-penalty, the player may be given a time-penalty also in this case. The time-penalty starts when normal play is started.

The time-penalty would typically be awarded in, but not limited to, the following situations;

- Violent behavior, kicking, hitting, etc
- Unsporting behavior

c) (Proposed by none)

Incorrect behavior by the attacker;

If the penalty throw is interrupted by incorrect behavior by the attacking team, the ball is given to the defending team and the play is started as after scoring a goal. (C.f. rule 0)

If the incorrect behavior during normal play would have caused a time-penalty, the player may be given a time-penalty also in this case. The time-penalty starts when normal play is started.

The time-penalty would typically be awarded in, but not limited to, the following situations;

- Violent behavior, kicking, hitting, etc
- Unsporting behavior

Decision made by your federation, to be transferred to the front page:

	a	b	c
6.4.7 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Background:

(Continues...)



(...continued.)

6.4.7	
Proposed rule	<p>Incorrect behavior by the attacker; If the penalty throw is interrupted by incorrect behavior by the attacking team, the ball is given to the defending team and the play is started as after scoring a goal. (C.f. rule 0)</p> <p>If the incorrect behavior during normal play would have caused a time-penalty, the player may be given a time-penalty also in this case. The time-penalty starts when normal play is started.</p> <p>The time-penalty would typically be awarded in, but not limited to, the following situations;</p> <ul style="list-style-type: none"> • Violent behavior, kicking, hitting, etc • Unsporting behavior
"Old rule"	
Sweden	<p>Change to "... the ball is placed in the middle of the pool and the game starts as rule 4.1.1".</p> <p>(Commission's comment: We have assumed from the comment that Sweden wants the play to be resumed as when a period is started, and have tried to make a wording according to this.)</p>
Germany	<p>Incorrect behavior by the attacker; If the penalty throw is interrupted by incorrect behavior by the attacking team, the ball is given to the defending team and the play is started as after scoring a goal. (C.f. rule 4.1.2).</p> <p>If the incorrect behavior during normal play would have caused a time-penalty, the player may be given a time-penalty also in this case. The time-penalty starts when normal play is started.</p> <p>The time-penalty would typically be awarded in, but not limited to, the following situations;</p> <ul style="list-style-type: none"> • Violent behavior, kicking, hitting, etc • Unsporting behavior <p>These explanations are not necessary at this point, because penalties are explained in chapter 5.</p>
Commission	<p>To the German comment: Yes, we agree. We suggest to incorporate the suggestion.</p> <p>To the Swedish comment: How do you all want this to be done? Should we start the game in the same way as during start of a period, with the ball on the middle?</p> <p>That way we have the possibility to have the same start after the penalty throws (see Finnish comment to rule 4.1.3), regardless of whether the penalty throw was ended by:</p> <ul style="list-style-type: none"> • When the goal defender succeeds in obtaining the ball and is controlling it above the surface of the water. • When the play is stopped due to a rule infringement from the attacker • When 45 seconds have elapsed without a goal. <p>(When a goal is made, the play will still start as after a goal is made.)</p>



New suggestion	
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