



Final rules suggestions – August 2011 UW-rugby

Following the Rules change procedure the following final rule suggestions were proposed to be changed at the World Championship 2011. First review changes are marked in **red** and second review changes are marked in **blue**.

The rules suggestions which were not accepted have been ~~striked through~~.

The Rules, Rules change procedure and this document can be found on the CMAS home page (<http://www.cmas.org>, Documents, Sports Committee, Rugby commission, Rules, Game Rules).

Rule suggestions which were voted for in advance are marked with a double border (||).

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1.1.x	Tournament
Sweden	A definition of a tournament is missing.
Add	A tournament is from the day of the first games until the last day of games.
Reason	Makes it possible to apply the rules to events happening during a complete tournament (see 3.1.6.c).

1.1.12	Team Captain
Finland	A representative among the players for each team.
Add	The Captain has to be selected from an active player, not a substitute. In the game protocol the captain is marked with a "C".
Reason	In this way we have captain all the time possible to go to water to speak with referees. If captain has been expelled, there have to be one player which can discuss with referees.

1.2.4	Exchange area
Finland	The exchange areas shall be on the side of the pool at either end of the playing area and the entrance lane and shall be indicated by lines on the pool deck. The full length of the short side of the playing area and entrance lane is the exchange area.
Add	The Exchange area should be marked with line or fence.
Reason	With this we can really give team their own area where are no spectators or other players.

1.3.2	Goal dimensions
Sweden	...the goal dimensions shall be 450 mm high...
Change	...the goal dimensions shall be 445-455 mm high...
Germany	... the goal dimensions shall be 450 mm ± 5 mm high ...
Reason	There has to be some flexibility to the height of the goal as we have to the inside diameter since we use padding around the ring.

1.4.2	Ball circumference
Sweden	It shall have a circumference of 520 - 540 mm for men's matches, and 490 - 510 mm for women's matches.
Change	It shall have a circumference of 520 - 540 mm for men's <u>and U21</u> matches, and 490 - 510 mm for women's <u>and U17</u> matches.
Reason	In Sweden we have both U21 and U17 teams which use different balls.

Germany	In Germany we play in 3 age classes – U 15, U 18 and U 21. We have special rules for Youth and Juniors. In Germany the U 15 plays with the small ball like the women. We think the federations should be able to make their own rules. If we want to create a rule for the age classes, at first we have to define the age classes. This discussion is not the matter of this rule changing process. We have to discuss this point in the Commission.
Sweden	Agree with Germany to let the UW-Rugby Commission decide “juniors” ages before adding this to the rules.

1.4.4	Choosing ball at championships – 1
Sweden	At <u>World or Zone</u> Championships, all teams have the possibility to present a ball for consideration.
Change	At Championships, all teams have the possibility to present one ball each for consideration.
Reason	This would apply to any championship and not just World or Zone Championships. One ball per team should be the maximum.

1.4.4	Choosing ball at championships – 2
Sweden	A minimum of three balls each for men’s and women’s matches are ranked.
Change	<u>Three balls each for men’s/U21</u> and women’s matches are ranked.
Reason	Three balls must be enough. More balls can be presented but only 3 men’s/U21 and women’s/U17 are ranked.
Germany	See Rule 1.4.2

1.5.3	Number of signal equipment
Finland	There shall be equipment for signalling devices for all three referees that allow them to freely cover the area they need; i.e. the water referees must at least reach to/beyond the goals, and the deck referee should at a minimum be able to walk along the full length of the playing area.
Change	Signalling devices to signalling devices
Add	There should also be another mechanical backup signalling system.
Reason	Many times electrical equipments are not working in proper way. With these backup signalling equipments we can continue the game.
Germany	On Championships we think the equalizer [organiser] has to have minimum 2 complete signal equipments. During the UWR Open European Championship in Stuttgart we had ready 3 complete signal equipments.

2.1.4.b	Protest
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Finland	A protest must be delivered in writing to the organizer within 30 minutes after the end of the match. The protest fee stated for the tournament must be delivered at the same time. (C.f. rule 3.1.2.m)
Add	A protest must be delivered in writing to the organizer within 30 minutes after the end of the match. <u>End of the match time</u> should be written in game protocol. The protest fee stated for the tournament must be delivered at the same time. (C.f. rule 3.1.2.m)
Reason	If no end time of the game, it's not exact moment when the 30 minutes is. Nordic Junior Championships 2007 is good example. There were problems to determine when the game was ended because of lack of information in game protocol.

2.2.1	Number of players
Sweden	A team may consist of less than 15 players, but must have a minimum of six players at the start of the match.
Change	<u>A team may consist of less than 15 players, but if 6 or less player in the team all players must be in the water at the start of the match.</u>
Reason	In lower national divisions this rule stops teams from participating with less than 6 players. This rule states minimum 6 players to prohibit players from starting from the deck not to prohibit less than 6 players playing as Sweden sees it.
Germany	<u>These rules are made for international championships and for national championships.</u> <u>The international rules must describe the highest level of playing for international championships or tournaments and national championships or playing in the highest national leagues.</u> <u>If it is necessary the federations could create variations to the rules for the lower leagues.</u> <u>We think it is a bad sign to write down in the international rule book: you don't need 6 players minimum for a game.</u>

2.2.2	Exchange players
Sweden	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 excess players must be in the exchange area at all times during the game (C.f. rule 1.1.2).
Change	All players among the 12 (or <u>less</u>) in a team that are in the exchange area are called exchange players. If a team has more than six players, all <u>exchange</u> players must be in the exchange area at all times during the game (C.f. rule 1.1.2).
Reason	Make it possible to be less than minimum six players in the exchange area and change excess to exchange since that is what they are called according to 1.1.3. The 3 substitutes must be allowed to leave the exchange area at any time.
Germany	<u>See Rule 2.2.1</u>

2.3.2	Required personal equipment
Sweden	Each player shall be equipped with a cap, a swimsuit, mask, <u>snorkel</u> and fins.

Change	Each player shall be equipped with a cap, a swimsuit, mask, fins and <u>wrist bands</u> . <u>In addition a snorkel can be used.</u>
Reason	The snorkel should not be required since the game could now be stopped if a player continues to play without a snorkel. Wrist bands should be included in equipment.

2.3.6	Oxygen enhanced air
Sweden	...automatically considered to have left the match and is not allowed to return to the <u>playing area</u> .
Change	...automatically considered to have left the match and is not allowed to return to the <u>match</u> .
Reason	There is no definition of <u>playing area</u> . The intent is probably the match since there is no reason why a player that has used oxygen enhanced air can't be in the exchange area.

2.4.2	Team colours
Sweden	The caps may not have a contrasting colour outline.
Remove	This rule stops the use of for example blue Diana caps.
Reason	Diana caps are among the most popular caps.

2.4.3	Suit colours
Sweden	No contrasting outline of the swimsuit is allowed.
Remove	This can not be a problem when it comes to differentiating teams.
Reason	A blue swimsuit with a white/yellow stripe is not allowed according to the rule.

2.4.4	Team captains
Finland	The team captains' names should be marked as captain in the match protocol, and the captains shall wear a band on the upper part of one arm. The band must follow team color.
Change	Colour to color
Add	If the captain is not an active player, the team will have reasonable time to choose a new captain. If the team can't decide who the captain is, an active player with lowest number will be selected as the captain. In this and only in this case the captain doesn't have to wear an arm band on his arm .
Reason	If captain has been expelled, there have to be one player which can discuss with referees.

2.4.5	Wristbands
Sweden	The team wearing white caps and swim-suits must wear white wristbands.
Remove	Seen as an unnecessary rule by players in Sweden.
Reason	It is enough if one team has blue/black wrist straps to separate teams.
Germany	In Germany the white wristbands have proved to be successful. Think: not every player have a light skin.

3.1.2e	Deck referee – start of game
Sweden	The start of: <ul style="list-style-type: none"> • Start of each period • Start of play after a goal has been scored • Start of free throws awarded by the deck referee • Start of team balls • Start of referee balls • Start of penalty throws • Start of play whenever a warning has been awarded • Start of play whenever a time-penalty has been awarded
Change	The deck referee always starts the game after an interruption including: <ul style="list-style-type: none"> • Start of each period • Start of play after a goal has been scored • Start of free throws awarded by the deck referee • Start of team balls • Start of referee balls • Start of penalty throws • Start of play whenever a warning has been awarded • Start of play whenever a time-penalty has been awarded
Reason	Makes it simple since the players always know who will start the game. Also allows the water referees to focus on what is happening in the water and not when the players want to start the game at a free through. This means that the deck referee always starts the game and after any interruption including when time penalty or warning is given by any referee.

3.1.3b	Water referee – start of game
Sweden	Start the game after awarding a free throw (when no time-penalty nor warning was awarded)
Remove	Not simple and logical.
Reason	Removed if deck referee always starts the game. How would a water referee know when a time-penalty or warning is awarded by the deck referee unless at least one of them surface which is recommended for one of them to do?

3.1.5	Player with decreased level of consciousness
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Sweden	The referees have the authority to withdraw a player from the water.
Change	The referees have the authority to withdraw a player from a situation .
Reason	Why only water? Why not also deck?

3.1.6	Expulsion of a player
Sweden	The referees have the authority to expel a player from further participation in the match.
Move	This rule is about Foul Play and should be moved to 5.1.x
Reason	Make is simple and logical to find a rule in the Rules.

3.1.6c	A player may be expelled for incidents occurring at any time during the tournament.
Sweden	Any severe unsporting at any time during a tournament may cause the player to be expelled from games (or the tournament). Unsporting behaviour reported to the jury may cause the jury to be summoned, to hear the case, and possibly to expel the player for one or more matches, or for the remainder of the tournament.
Change	Any severe unsporting at any time during a tournament may cause the player to be expelled from games (or the tournament). <u>A player expelled by rule 3.1.6 is automatically not allowed to play the next game.</u> Unsporting behaviour <u>has to be</u> reported to the jury and may cause the jury to be summoned, to hear the case, and possibly to expel the player for <u>more than one match</u> / matches , or for the remainder of the tournament.
Reason	This clarifies the default punishment for unsporting behaviour and avoids summoning the jury unless further punishment is required.

3.1.6e	A player expelled by rule 3.1.6.a or 3.1.6.b is not regarded as a player serving a time-penalty, and does not count in rule 6.3.6.
Sweden	A player expelled by rule 3.1.6 is not regarded as a player serving a time-penalty, and does not count in rule 6.3.6.
Change	Should apply to all of 3.1.6 and not just a & b.
Reason	Not logical that a player expelled for 3.1.6c is not included in this rule.

3.1.10	Audible and visual signals
Sweden	<u>It is recommended that all referees</u> repeat each other's signals.
Change	<u>Referees shall</u> repeat each other's signals.
Reason	All players should be able to know why the game has been stopped.

3.2.1	Compressed air for referees
Sweden	In World and Zone Championship games, both water referees shall use compressed air equipment.
Change	In World and Zone Championship games, <u>one</u> water referee <u>must</u> use compressed air equipment.
Reason	Open the possibility to have a snorkelling referee to improve communication between the 3 referees and the protocol table. In Sweden we have for more than 10 years had one free diving referee. It has worked for us and we have seen the benefit of having this referee with another possible angle but mostly for the benefit of having a referee which is as quick moving as the players. This demands a bit more of the referee and not all our referees have been happy to do it in tight games so we have been selective which is handled by the chief referee.
Germany	It is a good practice to have 2 underwater referees. In some situation both referees couldn't see the goal during playing on and in the near of the goal. With a snorkelling referee it may be happen the snorkelling referee is on the way to the surface to breath and the other underwater couldn't see the goal because a number of players is playing in the near of the goal. We think on an International tournament – for example a WC or EC – the referees must be able to watch the game over the whole time. A snorkelling is not able to do this over the whole game.

3.2.2	Deck referee
Sweden	The deck referee shall wear a white shirt/t-shirt and white pants/shorts.
Change	The deck referee shall wear a white or <u>red</u> shirt/t-shirt and white or <u>red</u> pants/shorts/ <u>skirt</u> .
Reason	Make it possible for the deck referee to also use the red referee colour and use of skirt for women.

3.2.6	Jury
Sweden	A jury must be elected according to CMAS rules.
Change	The jury must be elected according to CMAS rules <u>at CMAS championships</u> .
Reason	In national tournaments other jury's rules should be possible apply.

4.1.1	Start of a period
Sweden	At the beginning of each period, the ball is placed on the bottom of the pool in the middle of the playing area.
Change	At the beginning of each period, the ball is placed on the bottom of the pool at the point were the center and half line cross.
Reason	Make use of the definitions instead of inventing new definitions.

4.1.3b	Start of play after a penalty throw
Sweden	If the penalty throw was interrupted by an offence committed by the defender, the penalty throw is stopped and another penalty throw is awarded. (C.f. rule 6.4.6) The defender shall immediately go to the penalty bench and is given a 2 minutes time penalty. The time for the time penalty starts when normal play again resumes after the penalty throws.
Move	The rule does not explain any starting of the play and should be moved to 6.4.x
Reason	Make it simple to find rules and avoid duplications.

4.1.4	Team ball
Finland	The referee may award a team ball when the play was stopped and no goal, free throw or penalty throw was awarded, and a referee ball is considered obviously unfair. One team is given the ball. Both teams must have all their players on their respective halves of the playing area. The ball is presented at the surface along the centre line (C.f. Appendix 1), and the play is started with a normal start signal.
Add	The ball is given to the other team and the team can choose the start place on their respective half. The deck referee can start the game when the ball is lifted to the surface to mark that the team is ready to start.
Reason	It's not exactly clear where the team ball can be started and how it will start.
Germany	... The ball is presented at the surface along the centre line (C.f. Appendix 1), the Deck referee can start the game with a normal start signal when the ball is lifted to surface as a mark of the team is ready to start.

4.1.5	Referee ball
Finland	If the game is stopped and no goal, penalty throw, free throw or team ball was awarded, the play will be started by a referee ball. A "referee ball" shall be thrown by the deck referee into the water at the halfway line.
Add	Players can't play the ball unless it's under the water.
Reason	This adds clarity to the rule.

4.2.1	Exchange of players during the game
Sweden	All players among the 12 (or minimum six) in a team, that are in the exchange area, are called exchange players.
Remove	Remove this sentence.
Reason	This sentence is a definition and already done in 1.1.13 and stops the use of less than players as suggested in 2.2.2.

4.2.1.c	Substitution during play
Sweden	An exchange player may not enter the water until the player to be replaced has <u>completely left the water and is in the exchange area of his team.</u>
Change	An exchange player may not enter the water until the player to be replaced has <u>left the playing area according to 4.2.1.b.</u>
Reason	If it has been defined in 4.2.1.b why no use it as reference?

4.3.5.b	Penalty-throw shoot-out – 1
Finland	If the game cannot be decided by sudden death, the team shall carry out a penalty throw shoot-out, first with three penalty throws to each team (three rounds);
Add	Players have to leave the game area before starting the penalty-throw shoot-out (C.f rule 6.4.4.c).
Reason	This gives space to referees to check goals and also it is very clear who is goalkeeper and attacker of penalty throw and who's just playing extra breathing time for real goalkeeper or attacker.
4.3.5.b	Penalty-throw shoot-out – 2 (4th bullet)
Finland Change	Lots are drawn to decide which team should start with the first penalty throw. Winner of draw can decide if they will be attacking or defending first.
4.3.5.b	Penalty-throw shoot-out – 3
Finland Add	There shall be 5 minutes break before the start of penalty-throw shoot-out after the sudden death period. In this time teams have to give a proper name list to main referee. In other case three players are players with the smallest cap numbers.
Reason	In some way we have to schedule this in time.
4.3.5.b	Penalty-throw shoot-out – 4
Finland Add	Players can be used in chosen order. Player entered in game area can't be changed. There can't be any other players in game area during penalty throw except defender and attacker.
Reason	Clears situation from killing time.
4.3.5.b	Penalty-throw shoot-out – 5
Finland Add	If there is player from sudden death period which are serving time penalties, they can't be used in three the first rounds not as an attacker or a defender.
Reason	There is no where told how this time penalties will end.
4.3.5.b	Penalty-throw shoot-out – 5
Sweden Add	If there is player from the sudden death period which are serving time penalties, this penalty will expire when the time is done not number of rounds.
Reason	Penalty given before penalty shoot out is time based and should end when the time is done.
4.3.5.b	Penalty-throw shoot-out – 6
Finland	water referee gives the ball to the attacker (C.f 3.1.3.f)

Add	
Reason	Just for a reminder
4.3.5.b	Penalty-throw shoot-out – 7
Finland Add	One round includes one correctly done penalty throw from both teams. If the defending team break the rules, a new penalty throw is included at the same round. If attacker makes a foul, penalty throw is understood as defended.
Reason	Clears situation.
4.3.5.b	Penalty-throw shoot-out – 8
Finland	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 (C.f. rule 6.4.6 and 6.4.7)
Add	If the player given a time-penalty is a defender, the attacking team can change their player, but the changed player loses his turn. New player have to be outside from the selected three players. Also attacking player can be changed to new one, if he is serving time-penalty.
Reason	Just opening up these problematic situations. This last situation is when attacker who is not done his penalty-throw has done something to get time-penalty during shoot-out.
4.3.5.b	Penalty-throw shoot-out – 9
Finland Add	The team with most goals are the winner of the game.
Reason	Just detailed its following situation of the game.
Add	If a defender makes a foul, the attacking team can change their player to a new one. Each named player can make only one completed penalty throw.
Add	Attacking team has right to choose new player if: –defending team foul happens in last round –attacking player can't make it because of penalty
Add	Referee has right to deny player participate as attacker or defender in next rounds, if foul can be seen made on purpose to harm other players and to change other teams player to new one.

4.3.5.e	Penalty-throw shoot-out (continued)
Finland	
Add	A player who has been changed because of other teams player's actions, can participate like a new player if he hasn't made a new penalty throw yet.
4.3.5.c	Penalty-throw shoot-out (continued)
Sweden	No player, including the three players who performed the penalty-throws from 4.3.5.b, shall perform again, until all the players on their teams have each performed a penalty throw
Change	No player, including the three players who performed the penalty-throws from 4.3.5.b, shall perform again, until all the players in their team have each performed a penalty

	throw. <u>If one of the teams have fewer players than the other, the penalty-throws will restart (any player can perform the next penalty-throw) when the team with fewer players have performed a penalty-throw each.</u>
Reason	Make it clear and fair when teams don't have the same number of players from the beginning or have got injured player which can not perform penalty-throws.
Germany	Keep it simple. This adding is needlessly complicated.
4.3.5.c	Penalty-throw shoot-out (continued)
Sweden	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
Remove	It is duplicated (both in 4.3.5.b and c).
Reason	Clean-up.

4.3.6.a	Time-out
Finland	Each team has the right call for one time-out in each match.
Change	Each team has the right call for one time-out in each period of the match. Sudden death period is also counted as a period.
Reason	We have used this in Finland and it gives more option to teams to change their play during the game. We think it's good.

4.3.6.h	The one minute time-out is started when the deck referee gives the time-out signal.
Finland	
Change	The one minute time-out is started when teams have moved to their own area. The deck referee can start time-out before if he sees teams are not active swimming to their area.
Reason	Time-out should be for the teams and if long pool, it takes some time to come to own area. It also clear situation for example the sound horn is not enough visible like in Nordic championships 2010.

4.3.7	Sequence of signals
Finland	It is Recommended that the referees make a short conference to ensure the right order of the events.
Add	The deck referee separates the teams before the conference .
Reason	There could be fights on a goal because of free throw and referees can't discuss. It clears the whole situation.

4.4.1.b	Not valid
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Sweden	Empty rule?
Remove	Remove this and re-number the following rule.

4.4.3	Result in tournament
Sweden	<u>In a tournament</u> , the winning team of each game shall receive three points, whilst in a match ending in a draw each team receives one point.
Change	The winning team of each game shall receive three points, whilst in a match ending in a draw, each team receives one point. <u>If a game is decided by sudden death or penalty shoot-out the winning team receives two points and the losing team receives 1 point.</u>
Reason	Makes more use of the 3 point system. Opens up the possibility to use this in cups and in CMAS championships if it is decided that all games have to be decided.
4.4.3	Teams with the same number of points
Sweden Switzerland	If there are teams with the same number of points, the classification is carried out as follows:
Change	4.4.4 Teams with the same number of points If there are teams with the same number of points, the classification is carried out as follows:
Reason	Add a number to this part (4.4.4)

4.4.4.a	Two teams with the same number of points
Switzerland	4.4.3.a The games in which these teams played against each other shall be the deciding factor (in order of priority; points, goal difference and most scored goals). 4.4.3.b If there is no decision, the goal difference of all games is decisive. 4.4.3.c If the goal difference of all games is equal, the team with most scored goals is the winner. 4.4.3.d If the number of scored goals also is equal, a new game shall be played observing rule 4.3.5 if needed.
New	1. Points of the games in which these two teams played against each other 2. Goal difference of the games in which these two teams played against each other 3. Most scored goals in the games in which these two teams played against each other 4. Goal difference of all games played in the group 5. Most scored goals in all games played in the group 6. If a decision is needed: a new game shall be played (observing rule 4.3.5)
Reason	Clarification of what is the case when TWO teams have the same number of points.

4.4.4.b	Three or more teams with the same number of points
Sweden Switzerland	-

New	<p>A special ranking list is composed just from the results of these teams against each other (examples see Appendix 6).</p> <ol style="list-style-type: none"> 1. Points of the special ranking 2. Goal difference in special ranking 3. Most scored goals in special ranking 4. Goal difference of all games played in the group 5. Most scored goals in all games played in the group 6. If there are only two teams remaining with equal scored goals in all games of the group, the ranking of these two teams is according to 4.4.3.a. 7. If there are more than two teams remaining with equal scored goals in all games of the group and a decision is needed: new games shall be played (observing rule 4.3.5)
Reason	New rule covering when more than 2 teams have the same number of points. To avoid games against other teams deciding the classification of the teams with the same number of points.

5.1.1	Unsporting or provocative behaviour
Finland	Change: behaviour to behavior.
Add	Throw a ball over the surface in any time of the match
Reason	It will add possibility of accident if allowed.
Add	Hide a ball during start of the game or game break. (C.f 4.1.2.c and 5.1.11.a).
Reason	Clear rule what will happen if done.

5.1.2	Playing against head
Finland	
Add	It is still allowed to play against head if it is not understood violent or dangerous for example moving the opponent.
Add	Attacking player can't hit defender's head when making a goal. Attacker can still push head.
Germany	Discuss this changing, but keep it simple. Explain "... not understood violent or dangerous ..."

5.1.3	Excess of players in the water
Sweden	...this will indicate that there are too many players in the water and should be punished as per rule <u>5.1.3</u> .
Change	...this will indicate that there are too many players in the water and should be punished as per rule <u>6.3</u> .
Reason	Wrong reference (referring to it self).

5.1.8	Illegal use of the goal (and poolside)
Finland	
Add	Goalkeeper's back can be bended below goal's edge if he is in proper way in any other ways.
Add	It's forbidden to grab a goal with hand of feet to rest, to move to front of goal. It's still allowed to touch a wall with the shoulder or upper arm. (also to 5.1.19)

5.1.13	Holding
Finland	
Add	It's forbidden to players without a ball block or push each others when going to goal. It's forbidden to have a contact to goalkeeper without a ball blocking goalkeepers' movement.
Germany	Explain "... block or push each others ...". What is blocking? In this form, we decline this changing.

5.1.xx	Ball behind the goal
Germany	-
New	It is forbidden to play the ball between the goal and the wall.
Comment	If this new rule gets number 5.1.19, than we had to change + old rule 5.1.19 >>> new rule 5.1.20 + Rule 6.4.1 Reason for penalty throws — A penalty throw may be awarded for infringement of rule 5.1.20.

6.2.4.a	Position for the free throw
Sweden	A free throw awarded at the team's own half shall be taken <u>from the centre of the playing area (centre point)</u> .
Change	A free throw awarded at the team's own half shall be taken <u>at the halfway line and center line crossing</u> .
Reason	Make use of the definitions when explaining were it is done.

6.2.4.b	Position for the free throw
Finland Sweden	A free throw awarded at the opponents half shall be taken at the place where the incident occurred, but not closer than 3 meters to the defenders' exit line.
Change	A free throw awarded at the opponents half shall be taken <u>between</u> place where the incident occurred and moved to the center line , but not closer than 3 meters to the defenders' exit line.
Reason	Easier to referee and play when at center line.
Germany	<u>It is an disadvantage for the team that execute the free throw when they had to move to the center line. In this time the defending team has the time to organize their</u>

defence. The attacking team must have the advantage, not the defending team. We think “Easier to referee ...” could not be a reason for a rule changing. Are the referees the main object of the game or the teams?

6.2.4.c	Position for the free throw
Germany	-
New	A free throw awarded for a foul “Ball outside the playing area” (Rule 5.1.16) shall be taken at the place where the incident occurred, but not closer than 3 meters to the defenders’ exit line.

6.2.5.c	Execution of free throw
Finland	-
Add	Any other player has to touch the ball before executor can take ball back himself.
Reason	It’s really hard to determine when player has physically let go.
6.2.5.c	Execution of free throw
Sweden	The executor must pass on the ball within three seconds of the start signal. He/she must not change geographical position in the water until the ball is handed over.
Change	The executor must <u>let go of</u> the ball within three seconds of the start signal. He/she must not change geographical position in the water until the ball is handed over <u>but may change hands.</u>
Reason	Make is clear that changing hands is not regarded as letting go of the ball.
6.2.5.c	Execution of free throw
Germany	The executor must pass on the ball within three seconds of the start signal. He/she must not change geographical position in the water until the ball is handed over.
Change	The executor must pass on the ball within three seconds of the start signal. He/she must not change geographical position in the water until the ball is handed over. The executor must <u>give the ball to another player</u> before he/she may take it again.

6.2.6	Signal for start of free throw
Sweden	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 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.
Change	The free throw is given clearance by the <u>deck</u> referee.
Reason	As suggested in 3.1.2 it is always the deck referee that starts the game to make is simple and avoid confusion.

6.2.7	Incorrect free throw
Finland	If the free throw is not carried out correctly the other team receives a free throw.

Change	If the free throw is not carried out correctly (C.f 6.2.5) the defending team receives a free throw.
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6.3.1.g	Time-penalty
Sweden	...he/she may be given an additional time-penalty; resulting in 2 + 2 minutes time-penalty. The two time-penalties are treated as separate time-penalties, for example regarding rule 6.3.6.
Add	...he/she may be given an additional time-penalty; resulting in 2 + 2 minutes time-penalty. The two time-penalties are treated as separate time-penalties. The first 2 minutes time-penalty is a normal team penalty which can be cleared if a goal is scored (C.f. rule 6.3.6) but the second 2 minute time-penalty is a personal time-penalty and has to be served by the player.
Reason	Assumed that this was the intention of the + 2 minutes but it was not clearly stated how it would be done. This would mean that the team would have 6 players in the water after the first 2 minute team penalty is over. It would be treated in the same way as the 5 minute-expulsion penalty except that the for 5 minute-expulsion the team would continue the rest of the game with one less on the bench.

6.4.4.d	Execution of penalty throw
Sweden	The attacker shall start <u>from the centre of the playing area.</u>
Change	The attacker shall start <u>at the halfway line and center line crossing.</u>
Reason	Make use of the definitions when explaining were it is done.

6.4.4.j	Execution of penalty throw
Sweden	<u>When</u> the goal defender <u>has dived</u> , he/she must be within reach of the goal the whole time. This means that the goal defender may choose any position (sitting upright, lying flat, etc.) but must at all time be able to touch the goal if stretching an arm/leg, without moving body position. The goal defender may not go away from the goal voluntarily, if he/she is pulled away from the goal by the attacker he/she must swim back to the goal when he/she is no longer held.
Change	<u>Before control of the ball</u> the goal defender must be within reach of the goal the whole time <u>in order to try to stop the attacker.</u> This means that the goal defender may choose any position (sitting upright, lying flat, etc.) but must at all time be able to touch the goal if stretching an arm/leg, without moving body position. The goal defender may not go away from the goal voluntarily <u>in order to try to stop the attacker</u> , if he/she is pulled away from the goal by the attacker he/she must swim back to the goal when he/she is no longer held.
Reason	Create a definition of what the goal defender can and can not do <u>before control</u> of the ball.

6.4.4.k	Execution of penalty throw
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Sweden	The goal defender is not allowed to bring the attacker to the surface, it must be stressed that it is the ball that should be brought to the surface.
Change	<u>When in control of the ball the goal defender may leave the reach of the goal.</u> The goal defender <u>must be able to show control of the ball since it</u> is not allowed to bring the attacker to the surface, it must be stressed that it is the ball that should be brought to the surface.
Reason	Create a definition of what the goal defender can and can not do <u>when in control</u> of the ball.

6.4.5.b	The penalty throw is finished
Sweden	When the goal defender succeeds in obtaining the ball and is controlling it above the surface of the water.
Add	When the goal defender succeeds in obtaining the ball and is controlling it above the surface of the water <u>anywhere in the playing area.</u>
Reason	It should not have to be controlled just above the goal if the goal defender chooses to swim away from the goal area this should be okay.
Germany	<u>Better: ... water anywhere in the game area.</u>

6.5.2	Delayed call
Finland	
Add	If during delayed call other team scores, time penalty will be cancelled unless it is followed by rules 3.1.6.a or 3.1.6.b.
Reason	This has to be cleared out. Last situation in Nordic championships.
Clarification from Manuel	<u>Probably happened in a situation were a referee had a delayed call but then the other team scored so what Finland wants is that the delayed call is cancelled if this happens.</u> <u>Needs clarification from Finland during rules meeting.</u>

Appendix 6

Three or more teams with the same number of points

Example 1

Results:		Ranking list (all teams)	points	goals
Team A - Team B	0 : 0	1. Team B	5	9 : 0
Team C - Team A	0 : 0	2. Team C	5	6 : 0
Team B - Team C	0 : 0	3. Team A	5	3 : 0
Team A - Team D	3 : 0	4. Team D	0	0 : 18
Team B - Team D	9 : 0			
Team C - Team D	6 : 0			

Special ranking list	[1] points	goals	[2] goal difference	[3] plus goals	goals of all games	[4]goal difference of all games
1. Team B	2	0 : 0	0	0	9 : 0	+9
2. Team C	2	0 : 0	0	0	6 : 0	+6
3. Team A	2	0 : 0	0	0	3 : 0	+3

Example 2

Results:		Ranking list (all teams)	points	goals
Team A - Team B	3 : 0	1. Team A	6	6 : 2
Team C - Team A	2 : 0	2. Team C	6	8 : 1
Team B - Team C	1 : 0	3. Team B	6	10 : 3
Team A - Team D	3 : 0	4. Team D	0	0 : 18
Team B - Team D	9 : 0			
Team C - Team D	6 : 0			

Special ranking list	[1] points	goals	[2] goal difference	[3] plus goals
1. Team A	3	3 : 2	+1	3
2. Team C	3	2 : 1	+1	2
3. Team B	3	1 : 3	-2	

Appendix 6

Three or more teams with the same number of points

Example 3

Results:		Ranking list (all teams)	points	goals
Team A - Team B	3 : 0	1. Team C	6	9 : 2
Team C - Team A	2 : 0	2. Team A	6	6 : 2
Team B - Team C	2 : 1	3. Team B	6	11 : 4
Team A - Team D	3 : 0	4. Team D	0	0 : 18
Team B - Team D	9 : 0			
Team C - Team D	6 : 0			

Special ranking list	[1] points	goals	[2] goal difference	[3] plus goals	goals of all games	[4]goal difference of all games
1. Team C	3	3 : 2	+1	3	9 : 2	+7
2. Team A	3	3 : 2	+1	3	6 : 2	+4
3. Team B	3	2 : 4	-2			

Example 4

Results:		Ranking list (all teams)	points	goals
Team A - Team B	2 : 0	1. Team D	7	4 : 2
Team C - Team D	0 : 2	2. Team A	7	4 : 2
Team A - Team C	0 : 1	3. Team B	7	4 : 4
Team B - Team D	2 : 1	4. Team C	7	4 : 4
Team A - Team D	0 : 0	5. Team E	0	2 : 6
Team B - Team C	1 : 1			
Team A - Team E	2 : 1			
Team B - Team E	1 : 0			
Team C - Team E	2 : 1			
Team D - Team E	1 : 0			

Special ranking list	[1] points	goals	[2] goal difference	[3] plus goals
1. Team D	4	3 : 2	+1	3
2. Team A	4	2 : 1	+1	2
3. Team B	4	3 : 4	-1	3
4. Team C	4	2 : 3	-1	2