

Points of Emphasis

- 1. Goalkeeper Play
- 2. Free Throws
- 3. Simulation
- 4. Identification of the NFHS Authenticating Mark on Game Balls
- 5. Misconduct



PLAY.
PERFORM.
COMPETE.
TOGETHER.

Rules Revisions

1.

Placement of team benches and the administrative table shall be determined by the facility layout and may be positioned on either side of the pool.
2.

Audio or video devices are prohibited from being worn by players during the game.
3.

After the start of a game, a team is not required to have a goalkeeper and may instead have seven players. In that case, no field player will have goalkeeper privileges.
4.

Prohibits use of illicit substances by participants, team personnel or coaches during a contest.
5.

Intercom headset systems are permitted to be used by referees.
6.

Prohibits use of illicit substances by officials during a contest.
7.

Either the offense and/or defense may call a 30-second time-out after a goal is scored.
8.

A goal can be scored directly after a correctable clock error and after the referee has removed the ball prior to the corner throw for any administrative reason.
9.

When the ball is located outside of 6 meters, it will no longer matter where the foul is located to be able to shoot directly and score.
10.

Players are allowed to put the ball into play, move outside 6 meters, and score from anywhere in the field of play.
11.

A player who voluntarily leaves the field of play may re-enter immediately upon reaching the re-entry area nearest to that player's goal line.
12.

A ball is considered out of bounds when a player in possession reaches the ball entirely across the goal line and outside of the goal posts.
13.

Player location is determined by the center of the head relative to the 2-meter, 6-meter, half distance and goal lines. The Goal Area was added to the list of boundaries in the field of play.
14.

The center is permitted to let go and attempt to play the ball while it is in the air, provided there is no push-off or a sink of the defender.
15.

A ball is considered out of bounds when a player in possession reaches the ball entirely across the sideline.
16.

If a player climbs from the side of the pool instead of swimming to the re-entry area, that player is excluded from the remainder of the game, with substitution after the earliest occurrence.
17.

Establishes a clear definition of "control of the ball."
18.

It is an exclusion foul to use two hands to hold an opponent who is not holding the ball.
19.

A player receiving a second minor act of misconduct will be excluded for the remainder of the game for misconduct.
20.

If a defending goalkeeper fails to take the correct position on the goal line or moves off of the line before the referee's whistle and the shot is missed or blocked at the taking of a penalty throw, the goalkeeper is excluded for 20 seconds.
21.

Defines circumstances that must exist for there to be a probable goal.
22.

Increases the distance opposing players must be positioned away from a player taking a penalty throw.

2026-27 & 2027-28 WATER POLO

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