



NFHS WATER POLO DESK – 8-20-10

The following directions include the rules necessary for supervising and running the NFHS water polo desk

Scorekeeper:

1. The secretary must maintain the record of the game, including the score, time-outs, and personal fouls (exclusion fouls and penalty fouls) awarded against each player.
 - a. The team roster for each team, with cap numbers designated, must be in the secretary's hands before the start of the game. Verify the names and cap numbers with each coach before the game.
 - b. Before the game, record the game number, starting time (and ending time after the game), names of teams, date, place of game, names of referees (print names in lower right corner of scoresheet), and cap numbers and names (last name first) of the players on each team on the scoresheet (white on left, dark on right).
 - c. Encircle the cap number of the starting goalkeeper. If there is a goalkeeper substitution, record the goalkeeper statistics with the correct player.
2. Record the cap number of the sprinter each period and encircle the number of the player winning the sprint in the appropriate boxes below the upper portion of the scoresheet.
3. Record all goal attempts in the "Attempt" column. Use an E for an extra-man attempt, a P for a penalty shot attempt and a vertical line for all other attempts.
4. Record all goals in two places on the scoresheet in this order:
 - a. First: "Progress of Game": In the lower portion of the scoresheet, note the time of goal, the cap number, team (W or B), G for a natural goal, G-E for an extra-man goal and G-P for a penalty shot goal under "Remarks," and the running score (0-1, etc., in the W-B column with the white score first, then the blue).

Note: In determining if a goal is an extra-man goal, include all goals as extra-man goals which are the result of the extra-man situation, even if the goal is scored soon after the entry of the excluded player. For example, if the player is waved in at 1:53 and the goal is scored at 1:51, it is an extra-man goal if it was the result of the extra-man situation.

- b. Second: Record all goals in the upper portion of the scoresheet, first, in the "Attempt" column and, second, in the appropriate period's box on the scoresheet. Use an E for both an extra-man attempt and for the extra-man goal, a P for both a penalty shot attempt and penalty shot goal, and a vertical line for both a natural goal attempt and natural goal.
5. Record all personal fouls (exclusion fouls and penalty fouls) in two places on the scoresheet in this order:
 - a. First: "Progress of Game": Record the time, cap number, team (W or B) and the symbol E for an exclusion foul and P for a penalty foul in the "Remarks" column. Use E-MAM for the exclusion foul of a minor act of misconduct. Note in the "Remarks" column if a player is removed for the remainder of the game for misconduct, flagrant misconduct, or fighting by the use of E-game misconduct, E-game flagrant misconduct, E-game fighting, etc. If the player was excluded for the remainder of the game for any other reason, enter only E-game. Do not fill in or make any mark in the running score column when completing the foul information since no goal was scored. The column entries should be as follows:

2:21 5 W E

- b. Second: Upper portion of the scoresheet: Record every personal foul in the “Personal Fouls” column. Record the symbol and period (for example, E/2 in the first box for the first exclusion foul committed by a player, the foul occurring in the second period). Use a P followed by the period for a penalty foul (for example, P/4 for a penalty foul committed in the fourth period). If the player is excluded (for example, for misconduct) for the entire game in the third period, write M/3 in the correct box and draw a horizontal line through the remaining boxes, if applicable, to show that the player is out for the remainder of the game.

Note: When a player receives a second personal foul, write the cap number on the correct side of the top of the scoresheet as an aid to determining when the player receives a third personal foul and verify this with the exclusion secretary.

6. If a player commits misconduct or a minor act of misconduct while exiting the pool after committing that player’s third personal foul, a penalty throw is awarded.

- a. If the third personal foul is an exclusion foul and is followed by either misconduct or a minor act of misconduct:

- (1)The exclusion secretary must immediately raise the red flag and blow the whistle. The substitute may not enter for 20 seconds or until a goal is scored or there is a change in possession.
- (2)Under “Progress of Game,” enter the third foul with time, cap number, team and (under “Remarks”) E; then on the next line, at the same time, enter cap number, team and the foul of misconduct as E-misconduct (penalty throw) or E-MAM (penalty throw).
- (3)In the upper portion of the scoresheet, enter E and the period in the third column under “Personal Fouls.” In the NOTE column following the “Personal Fouls” columns, enter P/M for the penalty throw awarded for misconduct or P/MAM for the penalty foul awarded for a minor act of misconduct.
- (4)If the penalty shot is scored, enter the time, team, cap number and G-P under “Progress of Game”; in the upper portion of the scoresheet, enter P in the “Attempt” column and P in the appropriate column under “Goals.”

- b. If the third personal foul is a penalty foul and is followed by either misconduct or MAM:

- (1)The exclusion secretary must immediately raise the red flag and blow the whistle. The referee excludes the player for the remainder of the game for committing a third personal foul, a penalty foul, with the substitute entering immediately before the penalty shot. The referee awards first a dead-time penalty shot for the first penalty foul and then a live-time penalty shot for the subsequent foul of misconduct or MAM after a third personal foul.
- (2)Under “Progress of Game,” enter the third foul with time, cap number, team and (under “Remarks”) P; then on the next line, at the same time, enter cap number, team, and the foul of misconduct as E-misconduct (penalty throw) or E-MAM (penalty throw).
- (3)In the upper portion of the scoresheet, enter P and the period in the third column under “Personal Fouls.” In the NOTE column following the “Personal Fouls” columns, enter P/M for the penalty shot awarded for misconduct or P/MAM for the penalty foul awarded for a minor act of misconduct.
- (4)If the first penalty shot is scored, enter the time, team, cap number and G-P under “Progress of Game” and, on the upper portion of the scoresheet, a P in the “Attempt” column and a P in the appropriate column under “Goals.” If the second penalty shot is scored, enter the time, team, cap number and G-P under “Progress of Game” and a P in the “Attempt” column and a P in the appropriate column under “Goals” on the upper portion of the scoresheet.

7. Record illegal entries:

- a. If an excluded player of the team not in possession of the ball enters improperly in the third period, the player is excluded for another 20 seconds and a penalty throw is awarded to the opposing team. However, record only one additional personal foul (marked as EP) against the offending player on the lower part of the scoresheet, and then P/3 on the upper part of the scoresheet.

b. If an excluded player on the team in possession of the ball enters improperly, the offending player is excluded for 20 seconds, and a free throw is awarded to the opposing team. On the scoresheet, record an additional personal foul (E) against the offending player in the lower part of the scoresheet and then in the upper portion.

8. Record the time, team and individual, if applicable, when a yellow or red card is issued in the “Progress of Game” section on the scoresheet. Be sure to verify with the referee to whom the card was issued or if it was issued to the team. Also make a notation of the card (color, time issued, to whom issued) in the box next to the 30-second time-out box on the upper portion of the scoresheet. in the following way, for example if the yellow card was issued to the head coach:

YC HC 1:25/1Q.

Since more than one card may be issued to one team in the game, it is essential to use the abbreviations.

9. Goalkeeper statistics: For every goalkeeper save, put an E for the save of an extra-man shot, a P for the save of a penalty shot, and a vertical line for all other saves in the box under the correct period, crediting them to the correct goalkeeper. If the goalkeeper shoots the ball, put a vertical line in the “Attempt” column. If the goalkeeper scores the ball, place an encircled vertical line in the goals in the appropriate period column to distinguish the rare goalkeeper goal from saves.

10. Record all official time-outs on the scoresheet.

a. Each team is allowed three regular time-outs during the first four periods of a game and only one time-out during overtime. Inform the referee when a team calls its last time-out.

b. When a regular time-out is called, record the time, team and TO on the scoresheet under “Progress of Game” and in the appropriate boxes in the middle of the scoresheet with time first and then period (2:21/1Q for a time-out at 2:21 in the first period).

c. The number of time-outs may be decreased in the tournament and one may be replaced by one 30-second time-out during the game (including overtime). Record this time-out under “Progress of Game” and then in the appropriate box (time and period) between the upper and lower part of the scoresheet.

11. At the end of each period, draw a line beneath the last event of that period (do not leave a row blank on the scoresheet). At the end of the first period, count the number of goals scored by each team in the upper part of the scoresheet and record them in the correct space in the lower right portion of the scoresheet. Then look at the running score to see if the two agree. At the end of each subsequent period, count the number of goals scored during that period and record that number in the correct box in the lower right portion of the scoresheet. Then mentally add these boxes together and compare with the running score.

12. Check that the number of personal fouls marked above plus those in the “Notes” column plus time-outs and the number of yellow or red cards issued agrees with the number of blank spaces in the running score column on the lower portion of the scoresheet. Check the number of fouls on each player with the exclusion timekeeper at the end of each period.

13. If the score is tied at the end of four periods, two three-minute periods of overtime will be played, followed by three-minute sudden death overtime periods. Record the fouls awarded and goals scored in each overtime period just as during the game.

14. At the end of the game, total the goals scored each period in the lower right-hand corner of the scoresheet. Check that this agrees with the last running score entry. Record the time of completion of the game and have the referees sign below their printed names.

Note: If the game is continued on a second sheet, label the first sheet Page 1 and the second sheet Page 2 and clip these together at the end of the game.

15. Record any protests lodged by the coaches either during the game or after the end of the game:

a. If a protest is filed during the game, the coach will approach the referee as soon as possible after the event occurred and inform the referee. If the referees agree that they can handle the protest at that time, they will rule on the protest immediately. The coach must file a brief written protest after the game, signed by the referees, in order to have a written record on the scoresheet or a separate sheet. This must be clipped to the scoresheet.

- b. If the protest is filed after the game, the coach must inform the secretary or tournament director within five minutes after the game that the coach is filing a protest. The coach must file a written protest not later than 15 minutes after the end of the game. Protests must be signed by the coach and referees and attached to the scoresheet.

Exclusion Secretary

1. Record all personal fouls on the exclusion record form. Use E for exclusion fouls and P for penalty fouls. Record the fouls on the white team on the left, blue team on the right.

Note: As an aid to determining rapidly which player (dark or white) is excluded or upon which a penalty foul is called, look at the cap color of the defending goalkeeper. For example, if the cap is paneled red/white, the excluded player or player on which the penalty foul is called is the visiting team, the team in white caps.

- a. For an exclusion foul, the offender is removed for 20 seconds of actual play or until a goal is scored or there is a change in possession of the ball, whichever is the shorter. Record the symbol E, cap number, time of exclusion and time of re-entry of each excluded player on the exclusion record form. (The time of re-entry is the calculated time of re-entry, not the actual time.)

Note: To determine the time of re-entry of an excluded player, either subtract 20 seconds (if you can do this without borrowing) or add 40 seconds and subtract one minute. For example, if a player was excluded at 2:13, the re-entry time is 1:53. It is necessary to write the re-entry time on the form as opposed to relying on the exclusion time remaining on the scoreboard as that time might have been entered late.

- b. For a penalty foul, record the symbol P, cap number, and time of the foul.
2. For an exclusion foul, raise the white or blue flag as appropriate after 20 seconds have elapsed. Do not raise the flag for re-entry until the player enters the re-entry area – the head needs to emerge above the water. Keep the flag raised until the player sees the flag and enters the pool. Leave the flag up for several seconds after the player enters the pool in case the referee has any questions as to whether the exclusion secretary signaled the player to enter. The excluded player or a substitute may enter immediately when the referee indicates a change of possession.
 - a. A player may be substituted for during the exclusion period. Do not raise the flag for the entrance of the substitute until the excluded player has reached the re-entry area and the head of the excluded player is visible in the re-entry area. Blow the whistle to signal an illegal entry, **even if the referee has waved in the substitute**, if the original player has not yet reached the re-entry area before the entrance of the substitute.
 - b. The excluded player may leave the pool during a time-out to meet with the team.
 - c. A player may be substituted for an excluded player during a time-out, after a goal or in the interval between periods. In these cases, the excluded player is not required to go to the re-entry area before the substitute is eligible to enter.
 - d. In the case of a double exclusion, both players are eligible to enter after the 20-second exclusion period or when there is a change of possession (the excluded players must still exit the field of play and enter from the re-entry area). At the end of 20 seconds, raise the appropriate flag as soon as each player reaches his/her appropriate re-entry area.

Note: Since each excluded player must reach that player's proper re-entry area, the exclusion secretary may wave in the players at different times, first one and then the other, as each reaches his/her respective re-entry area.

- e. Do not wave in an excluded player at the end of the exclusion time if that player is not eligible to play (for example, if the player has three personal fouls). The player must be replaced by a substitute.
- f. If a player is excluded for a minor act of misconduct during interval time (between periods, during a time-out, after a goal or before a penalty throw), the player is excluded for 20 seconds **with immediate substitution**. Do not raise the appropriate flag at the end of 20 seconds as the correct number of players is already in the field of play. The excluded player may enter later as a

substitute. The next minor act of misconduct committed by any player during interval time will result in a game exclusion for misconduct.

3. Signal the referee by whistle if there is an improper or early re-entry of a player or substitute. The excluded player must swim to the re-entry area, leaving the field of play either under the end line or under the side line. The excluded player may not leave the water to go to the re-entry area or that player will be excluded for the remainder of the game. When the appropriate flag is raised, the excluded player must slip in and swim into the field of play from the marked re-entry area on the boundary line on the side opposite the desk. The excluded player may not jump in, dive in or push off the wall. When the excluded player reenters the playing field, his head must go under the red line marking the boundary of the re-entry area; however, the player's head may emerge in the field of play either straight ahead or at an angle from the re-entry area. The excluded player may enter immediately from any place in any manner after a goal is scored.
 - a. If a player of the team not in possession of the ball enters improperly, the player is excluded for another 20 seconds, and a penalty throw is awarded to the opposing team. On the exclusion record form, record one additional personal foul (marked as E-P) against that player.
 - b. If a player of the team in possession of the ball enters improperly, the offending player is excluded for 20 seconds, and a free throw is awarded to the opposing team. On the exclusion record form, record an additional personal foul (E) against the offending player (re-entry time is calculated from the time of this second foul).
 - c. Blow the whistle to signal an improper entry, even if the referee has waved in the substitute, if the original player has not yet reached the re-entry area before the entrance of the substitute.
 - d. If an exclusion foul is the third personal foul on a player, the player with three personal fouls must go to the re-entry area before the substitute can enter the pool when signaled. If the excluded player with three fouls leaves the water to go to the re-entry area, no additional penalty is assessed (do not blow the whistle). However, a substitute may not enter until that player does go to the re-entry area or a goal is scored, time-out is called or the period ends.
 - e. If a player's improper or early re-entry is that player's third personal foul, blow the whistle for the improper entry and lift the red flag immediately, signifying the third foul.
4. Signal without delay the award of a third personal foul that is an exclusion foul to a player as follows:
 - a. Raise the red flag to indicate that player is excluded for the remainder of the game, but may be replaced by a substitute. Keep the red flag raised during the entire exclusion period until the player is substituted for.
 - b. If two players are excluded simultaneously and this foul is the third personal foul for one of the players, raise (in the same hand) the flag corresponding to the color of the cap of the player with the third personal foul together with the red flag to signify that player has three personal fouls.
 - c. The player with three personal fouls must go to the re-entry area before being substituted for, unless a goal is scored, a time-out is called or the period ends. If the player with three personal fouls reenters while the game is in progress while the red flag is raised, blow the whistle. The player then will be removed with immediate substitution and a penalty throw awarded. If a goal was scored and then the player with three fouls reenters, the referee will remove the player, and the substitute may enter immediately. No additional personal foul is charged or penalty throw awarded in this instance.

Note: As an aid in determining when the player receives his/her third personal foul, write the cap number on the appropriate side of the top of the exclusion form when a player receives his/her second personal foul.

5. Signal without delay the award of a third personal foul that is a penalty foul to a player as follows: Blow the whistle and raise the red flag immediately before the shot is taken. The substitute enters before the penalty shot is taken.

Exception: A player is excluded with a second personal foul and, on the way out of the pool, intentionally interferes with play. Upon notification of the penalty foul awarded to this player (making that player's third personal foul), raise the red flag before the penalty throw to signify that

this player may not return to the game, but do not blow the whistle as the substitute must be in the re-entry area for the taking of the penalty throw.

Note: It is important the red flag is raised immediately after a third foul, whether it is an exclusion foul or a penalty foul. If the player commits misconduct or a minor act of misconduct on the way out from the pool after a third personal foul that is an exclusion foul or commits misconduct or a minor act of misconduct immediately after a third personal foul that is a penalty foul, a penalty throw is awarded. Immediately raise the red flag and blow the whistle if the referee indicates that this occurred as the referee must award a penalty throw in this case. (The referee on the desk side of the pool must notify the scorekeeper and exclusion secretary if either misconduct or a minor act of misconduct occurs after the third personal foul.)

Note: It is important that the exclusion secretary keeps the red flag raised long enough for the coach and referee to see the flag. (Do not assume just because the coach makes a substitution for the excluded player that the coach has seen the red flag.)

6. Exclusion time carries over from period to period. If time remains on an exclusion at the end of a period, check that the offending player's team starts the next period one player short and that the offending player is at the correct end of the pool in the re-entry area, or, if substituted for, is not one of the starting players in the pool. Inform the referee which team is down a player and how much time remains on the exclusion.

Note: As an aid to remembering that there is an excluded player when a time-out is called or if the period ends shortly after the player was excluded, place the flag across the exclusion record form as a reminder. In addition, when a player is excluded, it is advisable to keep your hand on the flag as an assist to remembering that there is a player excluded.

7. At the end of each period check the number of personal fouls awarded to each player with the exclusion board operator, with that person reading the fouls in cap-number order during that period to the exclusion secretary.

8. At the end of each period check the total number of fouls for each player with the scorekeeper.

Note: To do this accurately and efficiently, look down the white cap side of the exclusion form, mentally grouping the fouls together for a player and saying in cap number order, for example, white cap No. 2 has two fouls, No. 5 has one foul, etc. Do this at the end of each period, saying the total number of fouls for each player, not just those assessed

Game Timer

1. A game consists of four seven-minute periods, with a two-minute interval between periods one and two and between periods three and four and with a five-minute interval between periods two and three (this time can be shortened with the mutual consent of both teams, but cannot be lengthened). If the score is tied at the end of four periods, there is a five-minute interval before overtime. Overtime consists of two three-minute periods with two minutes between periods. If at the end of two periods of overtime the score is still tied, there shall be played three-minute sudden-victory overtime periods with two minutes between each until a goal is scored. A two-minute interval shall precede the first sudden-victory overtime period. During a tournament there may be variations in the length of periods and type of overtime.
2. At the beginning of the period, start the game clock when the first player touches the ball.
3. Stop the clock each time the referee blows the whistle. Start the clock again when the ball is put into play when the ball visibly leaves the hand of the player taking the free throw, goal throw or corner throw. Instead of passing the ball, the player may put the ball into play by dropping the ball to the water or by throwing the ball into the air and then starting to swim with or dribble the ball.
4. The team awarded a free throw must put the ball into play at the place the foul occurred except that if the ball is farther from the defending team's goal, the free throw shall be taken from the location of the ball, or if the foul is committed by a defending player within the 2-meter area, the free throw shall be taken on the 2-meter line opposite to where the foul was committed.

5. After a goal, start the clock when the ball leaves the hand of the player making the restart.
 6. Start the clock on a neutral throw when one player touches the ball (the player may touch the ball before it lands in the water).
 7. Start the clock on a goal throw when the ball is put into play anyplace within the 2-meter area by the player closest to the ball. This is usually the goalkeeper.
 8. Start the clock on a penalty throw when the ball leaves the hand of the player taking the penalty throw and stop on the whistle. If the penalty throw is missed and the ball rebounds into the field of play, the ball remains in play and the clock continues to run.
 9. Start the clock on an exclusion foul when the ball leaves the hand of the player putting the ball into play. (Do not start the game clock when the player is swimming over to get the ball or while the player is moving to a point indicated by the referee.) If an incorrect player(s) or no player leaves the pool after an exclusion foul, the referee should stop play, remove the correct player, allow the incorrect player to reenter, reset both clocks and restart the game.
 10. Start the clock after a time-out when the ball is put into play. If a time-out is called immediately after an exclusion foul is called, the game clock should still be at the time of the exclusion, and the shot clock should show 30 seconds. If these times do not seem correct (if the game clock has run for several seconds before being stopped for the time-out), ask the referee if the ball was put into play after the exclusion before the time-out was called. If it was not put into play, the clocks should not have been run. In that case, ask if the game clock should be set to the exclusion time and the shot clock reset to 30 seconds. Do not reset the clocks without checking with the referee.
 11. If the referee starts or restarts the game or starts play after a goal or time-out with an extra player in the water, the referee will stop play, remove the extra player, reset both clocks and recommence the game.
 12. If, before the expiration of 30 seconds of possession, a player throws the ball into a vacant area of the pool, the referee will blow the whistle because the team relinquished possession of the ball. Stop both clocks on the whistle. The referee will award a free throw to the opposing team at the site of the ball. Start the clock when the ball is put into play.
- Note: Do not run the clock while the player is swimming over to get the ball.*
13. If the scoreboard displays exclusions and you are directed to time exclusions, enter the exclusion on the board before the ball is put into play (before the game clock starts). It is not necessary to put up the cap number of the excluded player on the scoreboard.
 14. The game clock should be set so that the buzzer sounds automatically when the period expires. The clock buzzer must be sufficiently loud and distinctive from that of the shot clock.
 15. Time the intervals between periods on the clock. The clock is usually programmed for the correct interval length. Sound a warning buzzer when 30 seconds remain in the interval.
 16. Record the score on the scoreboard after each goal.
 17. Between periods, reset the clock to the correct period length and check that the proper period is showing on the clock.
 18. Time the time-outs on the scoreboard only if the scoreboard has a line suitable for display of a countdown from two minutes on a line separate from the game time. If there is not a separate time-out secretary, sound the warning signal after the expiration of 1 minute, 45 seconds and the end of the time-out at 2:00, unless the team calling the time-out shortens the time-out. If it is not possible to time the time-outs on the scoreboard, the game clock timer will time the regular time-outs with a stopwatch or on the console. Usually the referee will time the 30-second time-outs. Note: The game time must be displayed on the scoreboard during the time-out.
 19. If there is no announcer, announce the last minute of the game, the last minute of the second overtime period and the last minute of any sudden-victory overtime periods.

Shot Clock Timer

Note: Even if these directions refer to starting the shot clock, the shot clock operator usually only resets the shot clock as the shot clock is usually integrated with the game clock, with the game clock operator stopping and starting both clocks.

1. At the beginning of each period, start the shot clock when the first player gains possession of the ball (the player need not actually touch the ball). However, if one team did not gain possession of the ball when the first player touched the ball, it is necessary to reset the shot clock when one team gains actual possession of the ball.
2. If the clocks are not integrated, stop the shot clock each time the referee blows the whistle.
3. Then start the shot clock again when the ball is put into play when the ball visibly leaves the hand of the player taking the free throw, goal throw or corner throw. Instead of passing the ball, the player may put the ball into play by dropping the ball to the water or by throwing the ball into the air and then starting to swim with or dribble the ball. On a goal throw, the ball may be put into play anywhere within the 2-meter area by the player closest to the ball. The team awarded a free throw must put the ball into play at the place the foul occurred except that if the ball is further from the defending team's goal, the free throw shall be taken from the location of the ball, or if the foul is committed by a defending player within the 2-meter area, the free throw shall be taken on the 2-meter line opposite to where the foul was committed.

Note: Do not start either clock when the player is swimming over to get the ball to take a free throw or while the player is moving to the point indicated by the referee to take a free throw.

4. Reset the shot clock at the following times:
 - a. After a goal. Start the clock when the player puts the ball into play.
 - b. After an attempt at a goal even if the same team regains possession of the rebounding ball. Reset the shot clock on the shot, immediately when the ball leaves the hand of the player taking the shot and reset again when a player of either team gains possession of the rebounding ball. If the referee blows the whistle (if, for example, the ball was shot out of bounds), reset on the shot, stop on the whistle and reset again and the clocks start again when a player from the correct team puts the ball into play.
 - c. After an exclusion foul, double exclusion foul or an offensive turnover. Stop both clocks on the whistle and start the shot clock when the ball is put into play.
 - d. When a neutral throw is awarded. Start the clocks when one player gains possession of the ball.
 - e. When the opposing team gains possession of the ball. The opposing team must gain possession of the ball - it must not merely touch the ball in flight.

Note: If the whistle blows as soon as the ball changes hands on an interception or steal, stop the shot clock, but do not reset it until checking to see if the team has actually lost possession. The team intercepting or stealing the ball may not necessarily retain possession of the ball.

Note: In the case of a ball-under call, reset the shot clock on a ball-under call if there is a clear change of possession, not a momentary touching or contact with the ball. The player must be in control of the ball. If in doubt, check with the referee.

- f. When a penalty throw is awarded. If the game clock and shot clock are integrated, the shot clock will start with the game clock as the player shoots. Immediately reset the shot clock as this is a shot. If the shot is missed and the ball rebounds, reset the shot clock when a player gains possession of the ball.
 - g. On a goal throw or corner throw. Start the shot clock when a player puts the ball into play. The shot clock is not reset when the ball goes out of bounds on the sides of the pool when last touched by a defensive player unless a shot was taken.
5. The buzzer on the clock will sound at the end of 30 seconds of continuous possession of the ball without a goal attempt. The referee will blow the whistle and award the ball to the opposing team. Reset the shot clock and start it when the player puts the ball into play.

6. The ordinary foul of stalling has been eliminated. However, if, before the expiration of 30 seconds, a player throws the ball into a vacant area of the pool, the referee will blow the whistle because the team relinquished possession of the ball and will award a free throw to the opposing team at the site of the ball. Both the game clock and the shot clock stop on the referee's whistle. Reset the shot clock. Both clocks should be started when a player puts the ball in play.
7. Stop the shot clock when the referee blows the whistle for a time-out. Do not reset the shot clock. Start the shot clock when the player puts the ball into play after the end of the time-out.

Note: If either misconduct or a minor act of misconduct occurs during a time-out, the player is excluded, according to the rules. The shot clock is not reset.

8. If an incorrect player or no player leaves the field of play after an exclusion foul, the referee will stop play, have that player reenter the pool, have the correct player leave, and instruct the timer to reset both clocks. Restart both clocks when the ball is put into play.
9. If the referee starts or restarts the game or starts play after a goal or time-out with an extra player in the water, the referee stops play, removes the extra player, resets both clocks, and recommences the game.
10. Turn the shot clock off when less than 30 seconds remain of the period and a new 30-second period of possession is awarded. The shot clock will usually blank automatically when less than 30 seconds remain in the period and a new 30-second period of possession is awarded. If the shot clock does not blank automatically, turn the shot clock off when a new period of possession is awarded when less than 30 seconds remain in the period.