



TIMING

A game consists of four 7-minute periods, with a 2-minute break between periods one and two and between periods three and four, and with a 5-minute break between periods two and three. If the score is tied at the end of four periods, there is a 5-minute interval before overtime. In regular (non-tournament) games, overtime consists of two 3-minute periods with two minutes between periods. If at the end of two periods of overtime the score is still tied, 3-minute sudden-victory overtime periods shall be played with two minutes between each period until a goal is scored. A 2-minute interval shall precede the first sudden-victory overtime period.

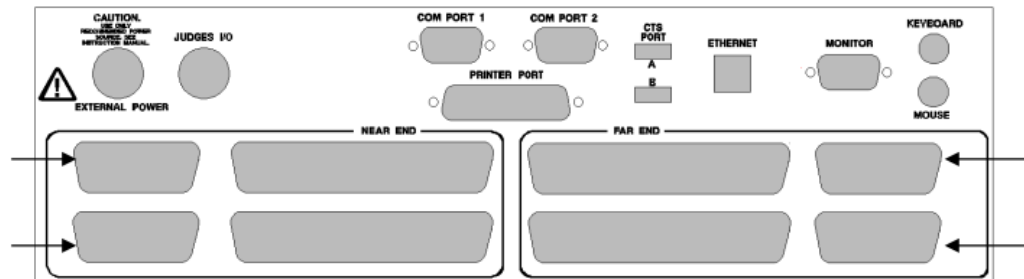
During a tournament there may be variations in the length of periods, in the number of time-outs permitted and the length of each time-out and in the type of time-out permitted (for example, a 30-second time-out may replace a time-out of regular length or it may be the only time-out permitted in overtime). Make sure the Water Polo Keyboard Insert is in the Colorado or switch it before starting.

HOOKING UP THE COLORADO, SCOREBOARD, AND CLOCKS

- Ensure all clocks are plugged into jacks
- Connect the DIN connector from the 15 volt power supply to the external power connector on the back of the System 6, and plug the adapter into a working AC outlet. Use only the recommended power supply!
- Shot clocks and scoreboard: Connect a Y-adaptor (see picture below) scoreboard data splitter to the scoreboard jack on the back of the Colorado. Connect the data cable for your scoreboard to one of side of the Y, and connect the data cable for your shot clocks to the other. Our shot clocks are connected through the hardwired jacks around the pool.



- Water Polo Interface box: If using the Interface box to control the game and shot clocks, attach the push buttons to the interface box. The pushbutton plugged in to the “Shot clock reset button” connection will reset the shot clock every time it is depressed and released. Note: This feature allows you to click and hold the button when a foul occurs and release it when play resumes. The rocker switch on the front starts and stops game time.
- The Interface Box can be plugged into any of the 4 spots on the back of the Colorado.



BEFORE THE GAME

- Check the Colorado
 - That the game clock is set for the correct period length, correct intervals between periods and correct overtime settings.
 - That the shot clock is set for 30 seconds and that this time (whole numbers only) appears on all shot clocks and on the scoreboard
 - That the shot clocks automatically blank when reset when less than 30 seconds remain in the period (the shot clock should not assume the game time)
 - That a warning buzzer sounds automatically when 30 seconds remain of the interval between periods (if it does not, sound the buzzer when 30 seconds remain of the interval)
 - That the time-outs are set appropriately with one regular time-out in overtime (any 30-second time-outs, a tournament option, are usually not displayed)
 - That you know how to cancel the remainder of the time-out if the time-out is ended early (in some clock systems it is necessary to cancel the remainder of the time-out or the game clock will not start)
 - That the exclusion time is set for 20 seconds (however, the game timer does not usually put up the exclusion time as it often does not agree precisely with the calculated time)
 - That you know how to advance the periods
 - That you know how to correct the time on the game clock and on the shot clocks if directed by the referees
 - That you know the location and function of the “oops” button; UNDO RESET
 - That you verify the score for each team ensuring they appear on the correct side of the scoreboard

COLORADO OPERATION INSTRUCTIONS:

When powered on the multisport menu will appear, use the softkey pad to select water polo.



The Water Polo main menu will appear:



INITIAL START: At the beginning of the period, start the game clock when the first player touches the ball and stop the clock each time the referee whistles.

- To start the main GAME CLOCK, press start/stop on the keyboard or use the rocker switch on the external Water Polo Interface Box. This will cause both the game clock and shot clock to both start or stop. You can stop the game clock from the keyboard even if the Interface Box is set to RUN. If you then wish to START the game from the Interface Box you will need to switch it to STOP then back to RUN. This is how you will start and stop the game clock throughout the game.

STARTING THE GAME CLOCK AFTER INITIAL START OF PERIOD: Same procedure on Colorado as initial start, but done:

- After a foul, when the player puts the ball in play.
 - This includes, but is not limited to, passing the ball to another player, dropping the ball from a raised hand into the water, throwing the ball into the air, or spinning the ball in the hand or a hard ball fake. If the player spins the ball in his/her hand, he/she has put the ball in play since the ball has left the hand. The referee administering the free throw will indicate the ball is in play by dropping an arm from horizontal to vertical position.
- After a goal, when the ball leaves the hand of the player taking the restart.
- On a neutral throw, when one player touches the ball (the player may touch the ball before it lands in the water).
- On an offensive foul, (with the ball in the air when the offensive foul is called) when the team awarded the free throw takes possession of the ball, except if the ball is inside the 2m area (in that case, the free throw shall be taken on the 2m line).
- On a goal throw, when the ball is put into play anywhere within the 2-meter area by the player closest to the ball (this is usually the goalkeeper).
- 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.)
- After an exclusion foul, when the ball leaves the hand of the player putting the ball in 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 or no player leaves the pool after an exclusion, the referee will stop play, remove the correct player, allow the incorrect player to re-enter, reset both clocks to the time of the exclusion then restart play.
- After a time-out, when the ball is put into play. If a time-out is called immediately after an exclusion foul is awarded, the game clock should still be at the time of the exclusion, and the shot clock should show 30 seconds. 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 before the time-out was called, the clocks should not have started. In that case, ask the referee if the game clock should be reset to the exclusion time and the shot clock reset to 30 seconds. Do not reset the clocks without checking with the referee.

- If, before the expiration of 30 seconds of possession, a player throws the ball into a vacant area of the pool, the referee will 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 game clock when the ball is put into play. Note: Do not run the clock while the player is swimming over to get the ball.

SHOT CLOCK: At the beginning of each period, the game clock and shot clock are started when the first player gains possession of the ball.

The SHOT CLOCK will start when the game clock starts. You can reset the clock by hitting the RESET button on the bottom left side of the keyboard or by using the push button connected to the “Shot clock reset button” connection on the external Water Polo Interface Box. This will put the shot clock back to full shot time as you have defined it. The shot clock only stops when the game time is stopped or when it counts down to zero.

RESET THE SHOT CLOCK AT THE FOLLOWING TIMES:

- After a goal. Start the shot clock when the player puts the ball in play.
- After an attempt at a goal, even if the same team regains possession of the rebounding ball. Reset the shot clock immediately when the ball leaves the hand of the player taking the shot; reset again when a player of either team gains possession of the rebounding ball.
- After an exclusion foul committed by a player on defense. Reset the shot clock and the offense retains possession of the ball.
- After a double exclusion foul where the original team on offense maintains possession of the ball. Do not reset the shot clock and start the clocks when the player on offense puts the ball in play. makes a water
- However, if there is a double exclusion (one player from each team), and the original team on defense gains possession of the ball, reset the shot clock.
- When a neutral throw is awarded. Reset the shot clock and start the clock when one player gains possession of the ball.
- 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. If there is a scramble for the ball, only reset the clock once possession changes. 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.
- In the case of a ball-under call. Reset the shot clock if the referee signals “ball under.” This ordinary foul results in a change of possession and a new shot clock. If in doubt, check with the referee before resetting the shot clock.
- When a penalty throw is awarded. If the game clock and shot clock are integrated, the shot clock will start with the game clock when the ball leaves the hand of the shooter. Immediately reset the shot clock as this is a shot. If the shot is missed and the ball rebounds, reset the shot clock again when a player of either team gains possession of the ball.

- On a goal throw or corner throw. Start the shot clock when a player puts the ball in play.
- The shot clock is NOT reset when the ball goes out of bounds on the side of the pool and was last touched by a defensive player, unless a shot was taken.
- The shot clock should be set to blank automatically when less than 30 seconds remain in the period and a new period of possession is awarded (the shot clock should not be set to assume the game time).
- The buzzer on the shot clock will sound at the end of 30 seconds of continuous possession of the ball without a goal attempt. The referee will whistle and award the ball to the opposing team. Reset the shot clock and start it when the player puts the ball in play.
- 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 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 clocks stop on the referee's whistle. Reset the shot clock as there is a change in possession. Both clocks should start when a player puts the ball in play.
- Stop the shot clock when the referee whistles for a time-out (do not reset the shot clock). Start the shot clock when the player puts the ball in 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 player is substituted. The shot clock is not reset.
- If an incorrect player or no player leaves the field of play after an exclusion foul or if the referee starts the period or after a goal or after a time-out with the incorrect number of players in the water, the referee will stop play, correct the situation, and instruct the timer to reset both clocks to the correct time. Restart both clocks when the ball is put into play.

There are 6 keys for the SHOT CLOCK:

- **ON** will turn the clock on if it is currently off.
- **OFF** will turn the clock off if it is currently on.
- **EDIT** will allow you to edit the time; this only works if the game clock is STOPPED. The Shot time will be highlighted on the control screen and you can type the desired shot time using the numeric keypad and then press enter. The new shot time is displayed on the screen and appropriate scoreboard modules.
- **RESET** will reset the shot clock to the primary time that is defined in Game Setups. The clock can also be reset to the primary shot time by a button connected to the Water Polo Interface Box.
- If you mistakenly reset the shot clock, the **UNDO RESET** key returns the shot time to what it was before Reset was pressed.

TIMEOUTS

- **START TIMEOUT** starts a timeout for the team you have chosen. Each team has their own timeout buttons. To start the timeout timer, press Start Timeout. This key is only active when the game time is stopped. If you have enabled partial timeouts, you will be presented with two softkey options when you press the Start Timeout key. These options will let you either start a full timeout or a partial timeout.
- **EDIT # OF TIMEOUTS** allows you to edit the number of timeouts remaining for each team. Each team has a limited number of timeouts, set in Game Setups. If you charge a timeout to the wrong team or if you need to add a timeout for an overtime game you can do it with this key.
- **CLEAR TIMEOUT** This key will clear the current timeout. If you wish a timeout to end before the clock has run down to zero, press this key.

EXCLUSIONS: For an exclusion, the offender is removed for 20 seconds of actual play or until a goal is scored or there is a change in possession, whichever is shorter.

- 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. Inform the referee which team is down a player and how much time remains on the exclusion.
- **EJECT A, B, C**
 - These keys are used to set up to three player ejection (exclusion) timers concurrently per team (A,B,C). Each key is used independently to keep track of the eject times, though the system will move up automatically if the eject number above it is empty. These keys are active at all times. When a player is ejected, press Eject to set the eject timer. The default eject time is set in Game Setups. You then have the opportunity to enter the ejected player's cap number. Type the number using the numeric keypad and press Enter. The program will then add one foul to the player number you entered. You can show the number of fouls that each player has on the scoreboard. This feature is also set in the Game Setups. Pressing the Eject key will also reset the shot clock. Note: If you do NOT want to enter a player number, press Quit or Enter to clear the display screen and return the keyboard to normal operation.
- If you have given a player an ejection by mistake, correct the number of fouls that the player has listed. Hit the softkey Edit Fouls. Use the Team, Up and Down softkeys to select the player that you wish to edit. When you have the player's fouls highlighted use the + Foul and - Foul softkeys to correct the number. Press Quit to exit the Edit Fouls menu. **YOU DO NOT NEED TO DO THIS. THE COLORADO DOESN'T MATTER FOR EJECTION NUMBERS, JUST TIME.**
- **EDIT EJECT TIME A, B, C**
 - Allows you to individually edit the eject (exclusion) times for each of the three eject timers for each team. These keys are only active when the game time is stopped. Press Edit Eject Time for the desired player, type the new eject time

using the numeric keypad and press Enter. The new eject time is displayed on the screen and on the scoreboard.

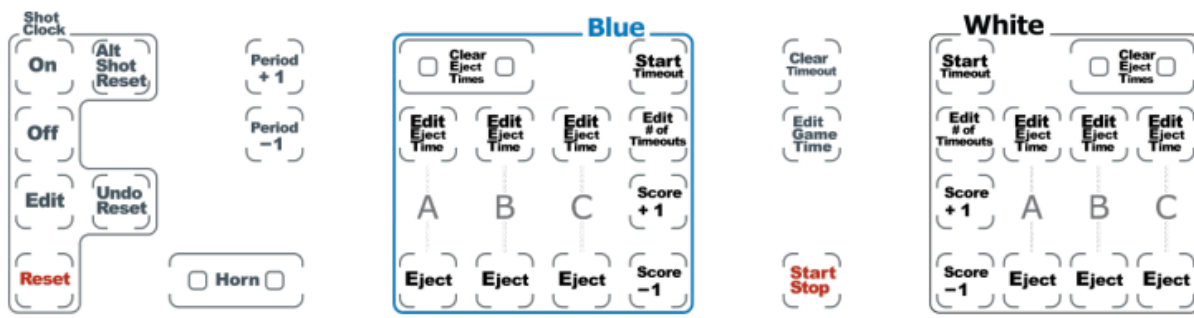
- **CLEAR EJECT TIMES**

- These are actually two keys that act as one, which is done as a safety measure to make sure that you do not clear running eject (exclusion) times by accident. Both keys must be hit together in order to function. When hit they will Clear all three eject (penalty) timers. These keys will clear (reset to zero) any and all eject times for that team. After a score by the opposite team you can clear all current ejects. This is quicker and easier than having to edit each time to zero.

OVERTIME

- If a game is tied at the end of regulation time, and there will be an overtime period, merely hit Period +1 key. This will take you into the Break Period before the overtime begins. You may edit all period times and break times in Setups as detailed in Chapter 3. All other operations are identical to a regular game. If the overtime continues again just hit Period +1 key to go to the next Overtime Break Period, and then on to the next Overtime Period.

KEYBOARD



- **PERIOD + 1** Moves the game timer to the next timing period instead of waiting for the game timer to expire for the current period. This key will only work when the game clock is STOPPED. This key moves you from a game period to the break before the next period, or from a break to the next game period. Note that pressing this key resets the timer for the period you were timing.
- **PERIOD - 1** Moves the game timer to the previous timing period. Allows you to select the previous timing period manually. This key will only work when game clock is STOPPED. This key moves you from a game period to the preceding break, or from a break to the preceding game period. Note that pressing this key resets the timer for the period you were timing. If you need to set the time, press the Edit Game Time button on the console, enter the correct time with the numeric keypad, and press enter.
- **HORN** This is actually two keys that act as one, which is done as a safety measure to make sure that the horn is not sounded by accident. Both keys must be hit together in order to sound the game time horn as well as the shot clock horn. These keys are active at all times. Sounding the horn does not affect any function of the timer.

- **SCORE + 1** Advances the score for this team by one point. This key is active at all times. When a goal is scored, press the Score + 1 key for the appropriate team. You then have the opportunity to enter the scorer's cap number. Type the number in using the numeric keypad and press Enter. The program will then add one goal to the player number you entered. You can show the number of goals for each player has on the scoreboard. This feature is set in the Game Setups. The current scoring is displayed on the screen at all times. Note: If you do not want to enter a player number, press Quit or Enter to clear the display screen and return the keyboard to normal operation.
- **SCORE -1** Subtracts one point from the score of a team. This key is active at all times. This is used to correct a score entered in error; press this key as required to display the correct score. If you have given credit to a player for scoring a goal in error, or given credit to the wrong player, press the softkey Edit Goals. Use the Team, Up and Down softkeys to select the player(s) that you wish to edit. When you have a player's goals highlighted use the + Point and - Point softkeys to correct the number. Press Quit to exit the Edit Goals menu. If you need to erase all of the goals, you can use the Clear All Goals option in the Edit Goals softkey menu.
- **EDIT GAME TIME** Allows you to edit the time remaining in the current period. Refer to the Game Setups softkey section in this chapter for instructions on changing the default time for a period. This key is only active when the game timer is stopped. Pressing this key highlights a small window on the main game control screen which shows the current game time. Type the new game time in using the numeric keypad and press Enter. If you pressed this key by mistake, press Quit to return to the game timing screen without changing the game time.
- **START/STOP** This key starts or stops the game timer. Any other clock that is running will also stop, including the shot clock and penalty clocks. This key is active at all times. To start the timers, press Start/Stop once; press this key again to stop the timers. The game time and all other clocks can also be started and stopped by the game time switch on the Water Polo Interface Box.
- **Numeric Keypad** Whenever a numeric entry is required, use the keypad on the far right of the keyboard insert to make the desired entry. Press C/E to clear an entry field if you have typed the wrong numbers. After typing in the numbers press Enter to accept the entry. There is an Enter key to the right of the screen on the console case, as well as one on the numeric keypad itself; you may press either Enter key to accept an entry. If you press Quit no entry will be recorded -- you will not enter anything and will return to what you were doing.

COLORADO SOFTKEYS

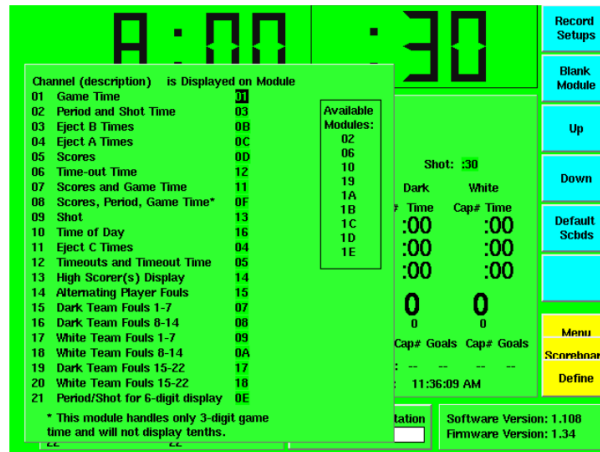
SOFTKEYS This section describes the operation of the Water Polo softkeys. The softkeys are the column of six unlabeled keys to the immediate right of the display screen. The function of each key varies depending on the operation selected. The screen displays the function currently available directly to the left of each softkey. If no label appears next to a softkey, that key is inactive. Each softkey's functions are organized in layers or levels. The first level consists of the six softkeys displayed when you first enter the Water Polo Program. This is the main softkey menu. When you press one of these softkeys, a second level offering more specific choices is

displayed in most cases. In general, pressing a second level softkey executes an action or prompts you to enter data. On the lower right side of the screen below the bottom softkey is a graphic that shows the menu that you are in. If you press a softkey by mistake, or want to return to the main screen after using a softkey, press Quit. If you have not pressed Enter after typing an entry, pressing Quit exits without saving that entry. Below is a picture of the main softkey menu. More details will be under each main menu option:



- **SCOREBOARD** This softkey provides access to special scoreboard control and display features. Press the Scoreboard softkey to display the Scoreboard softkey sub-menu.
 - **DEFINE MODULE:** This key allows you to send a channel of information to a scoreboard module. Press the Define Module softkey to display your current scoreboard module definitions. The left and middle columns on the screen indicate the scoreboard channel and the display description. The right column

indicates the scoreboard module where this information is displayed, see below:



- Scoreboard channel information can be displayed in areas you define on a matrix or video board, or on the separate lines, or modules, of a single- or multi-line scoreboard. Scoreboard module definition for a single-line or multi-line scoreboard is a straightforward operation. Each module of scoreboard has a multi-position DIP switch on its control board, which controls the data that each individual module displays. You could go up on a ladder and change the DIP switch settings in order to get different data to display on that module OR you can redirect the data you wish to that module number from the timer. To change a module definition, press the Up or Down softkey to highlight the desired data line that you wish and press Enter. You will see the softkeys change to show the letters A - F. Use the numeric keypad to enter numbers and softkeys to enter letters. When you have entered the desired module definition, press Enter to accept the entry. If you change the wrong module or enter the wrong information, press C/E to clear your entry and try again or Quit to go back one level of menu without saving. After defining scoreboard modules, press Quit to return to the previous screen.
- If there is data that you do not want displayed on the scoreboard you can **BLANK** it out. Press the Up or Down softkey to highlight the desired data line that you wish blanked and press the Blank Module key. The System 6 screen will show “Blanked” instead of a module number for items that have been blanked. Press Blank Module again to cause the data to show again.
- You can return to the factory default settings by hitting the **Default Scbds** key.
- **RECORD SETUPS** will save these changes for future games. If you do NOT hit Record Setups, then when you exit from the Water Polo Program, you will lose all the changes you have made and all previously saved settings will return.
- **SCOREBOARD TEST** Displays the numeral 8 on all available scoreboard modules; the 8’s will appear to dance back and forth on the scoreboard. This will test each digit segment for proper operation and each module for proper connection to your timer. Press any other key to end the test. If any segments or digits do not operate properly, check all cable connections and run the test again. If your scoreboard still does not work properly, it may need service. For CTS

boards, email support@coloradotime.com, or call customer service, at 800-287-0653 or 970-667-1000.

- **SCOREBOARD BLANK/SCOREBOARD ON** These two keys will either Blank or turn On your scoreboard. When you press Scoreboard Blank, the board blanks all modules except the Time of Day. If you hit Scoreboard Blank a second time it will totally blank your board, including Time of Day. Press Scoreboard On to display information on the board again.
- **SCOREBOARD ORIENTATION** This option allows you to choose where on the scoreboard to display each team's information. Note: For consistency with Display Link this setting must be set to "Blue(Left)- White(Right)" for the template items to function correctly.

GAME SETUPS

Game Setups This softkey menu allows you to set options controlling the parameters and operation of the game, including period, break, shot, alt shot, eject (exclusion) and timeout times as well as timer counting mode. You can also set up a scrolling scoreboard module to show individual scores and players with fouls. Below is the Game Setup Screen:

The screenshot shows the Game Setup screen with the following details:

- Top Left:** Large digital displays showing '8:00.00' and ':30.00'.
- Top Right:** Buttons for 'Default Times', 'Horns', 'Timeouts', 'Scoreboard Time Display', 'Scoreboard Stats Display', and 'More'.
- Center:** 'Period: 1', 'Game: 8:00.00', 'Timeout: --', 'Shot: 30.00'. Below this are columns for 'Dark' and 'White' teams with 'Cap#', 'Time', and 'Goals'.
- Left Side (List of Settings):**
 - Period 1: 8:00 Shot Time: :30
 - Break 1: 2:00 Eject Time: :20
 - Period 2: 8:00 Timeout time: 1:00
 - Halftime: 5:00 Timeouts: 2 REMAIN
 - Period 3: 8:00 Shot horn Time: :02
 - Break 2: 2:00 Game horn Time: :02
 - Period 4: 8:00 Time to Display
 - Break 3: 5:00 Goal Scorer: :10
 - Overtime 1: 3:00 Cycle High Pt: Always
 - Break 4: 2:00 # to Cycle: 3
 - Overtime 2: 3:00 Cycle Time: :04
 - Break 5: 2:00 Cycle # Fouls: Always
 - Sudden Death: 59:59 Foul Cycle Time: :04
- Bottom Left:** A list of numbers: 19, 20, 21, 22.
- Bottom Center:** 'Scoreboard Orientation' with a blue and white selection box.
- Bottom Right:** 'Software Version: 1.125b3K' and 'Firmware Version: 1.44'.

- **DEFAULT TIMES** To set **Period Times, Break Time, Halftime, Overtime, Shot Time, ALT. Shot Time or Eject (Exclusion) Time** hit the appropriate softkey. The softkeys will then ask you which one you wish to change; hit the softkey to respond. Type in the time you wish using the numeric keypad and press Enter. If you type two numbers they will be seconds. If you type three numbers, then the first one will be minutes and the next two will be seconds.

- **HORNS** These keys allow you to set how long the horns for the shot clock and game clock will blow when they are activated (this time is in seconds). You can set whether or not the game horn will sound automatically at the end of a period. There are also two options which allow you to configure on which scoreboard channel the game and shot horn will sound.
- **TIMEOUTS** This key allows you to designate the amount of time each timeout will last as well as how many timeouts each team starts the game with. You can also specify whether the scoreboard displays the number of timeouts used or the number of timeouts remaining. If you need support for Partial (Shortened) Timeouts, you can enable that in this menu. When partial timeouts are enabled, you will be able to set the amount of time each partial timeout will last and how many each team starts the game with. You can also specify whether the scoreboard shows the total timeouts used, total timeouts left, full timeouts used or full timeouts left.

SHUTDOWN PROCEDURES

1. On Softkey menu chose **MISC**
2. Chose **Shutdown Completely**
3. Press YES to confirm you want to shutdown the system
4. When done, turn off the power on the back of the Colorado.
5. You may unplug it after it is powered off.

SHOT CLOCK CHEAT SHEET

The method of putting the ball back into play is called a "free throw". A player can take a "free throw" by throwing the ball into the air a few inches to himself, or by swimming with it. The desk official must be aware of where the official is requiring the "free throw" to be taken, in order to accurately judge whether the player has put the ball back into play.

The other function of a 30 second timer is to reset the clock for any of the following circumstances:

- The offense takes a shot
- The defense regains possession and is clearly in control of the ball (having the ball tipped by the defense with the offense retaining the ball does not reset the clock).
- The referee calls a "face-off" where he throws the ball to neutral water.
- The 30 second clock expires on the offensive team.
- The referee calls a major foul (exclusion or penalty foul).
- If the ball goes out-of-bounds over the end line without a foul occurring by the defense, the clock is reset.
- If the ball goes out-of-bounds over the sideline the clock does not reset, unless the defense is awarded possession.

The timer should start the clock only when the player taking the "free throw" has put the ball back in play, not when the incident occurs. In other words, the timer should reset the clock when the incident occurs but not start the clock until the player takes his "free throw".

IMPORTANT: The most common mistake occurs when the timer resets the clock when the ball is shot but forgets to reset the clock again after the rebound is finally controlled by one team.



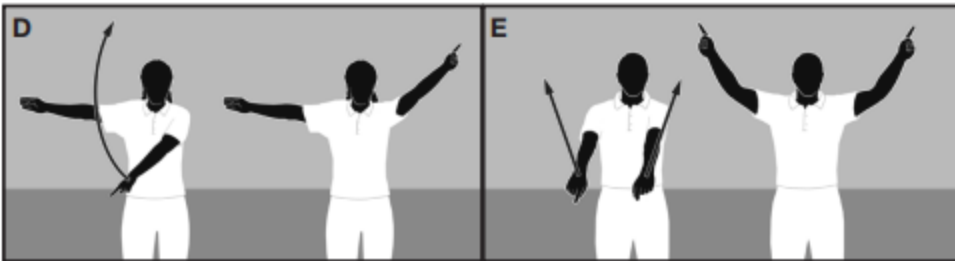
NFHS OFFICIAL WATER POLO SIGNALS



A Start of Period/Restart/
Taking of Penalty Throw

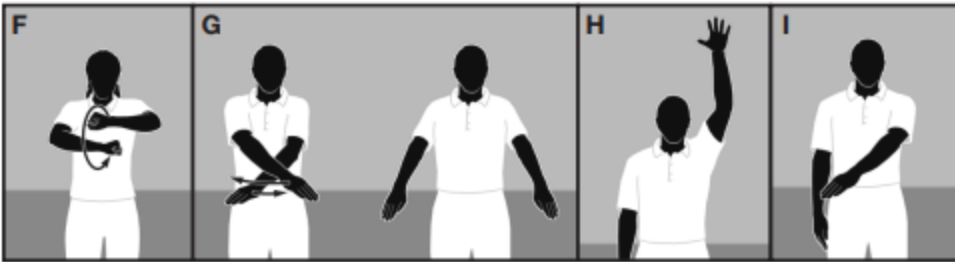
B Direction of Attack/
Ball Placement

C Neutral Throw



D Exclusion of Player

E Simultaneous Exclusion

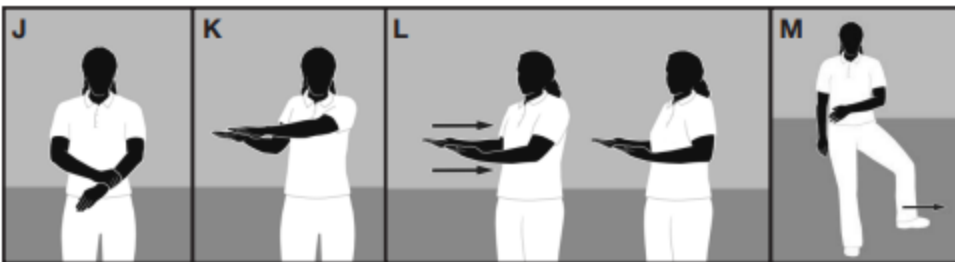


F Game Exclusion
(Minor Misconduct)

G Game Exclusion
(Flagrant Misconduct)

H Penalty Throw
(5-meter)

I Goal Scored



J Exclusion Foul
for Holding

K Exclusion Foul
for Sinking

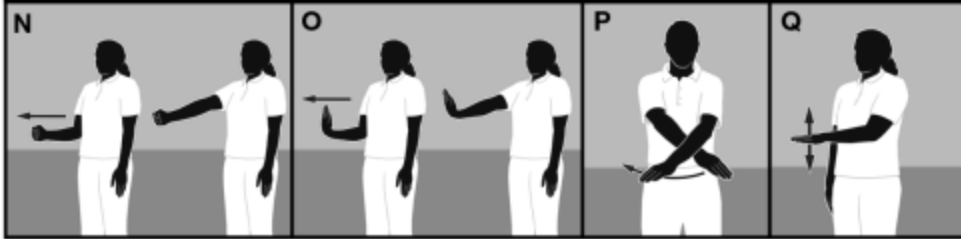
L Exclusion Foul
for Pulling Back Opponent

M Exclusion Foul
for Kicking

PlayPic® PlayPics courtesy of REFEREE (www.referee.com)



NFHS OFFICIAL WATER POLO SIGNALS

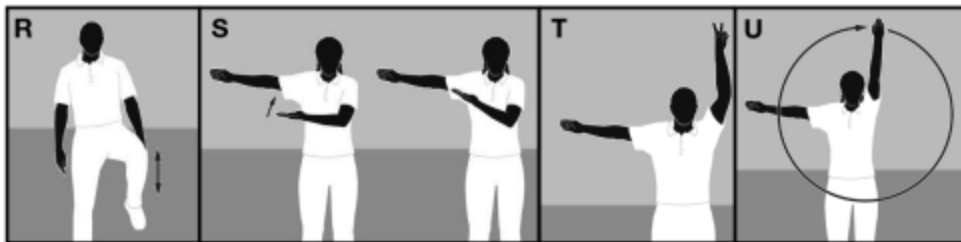


N Exclusion Foul for Striking

O Ordinary Foul Pushing/Pushing Off

P Ordinary Foul Impeding

Q Ordinary Foul Ball Under

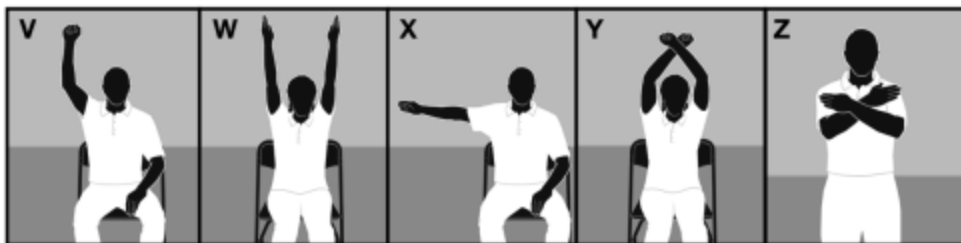


R Ordinary Foul Standing on Bottom of Pool

S Ordinary Foul Undue Delay

T Two-Meter/Corner Throw

U 30-Second Shot Clock Violation



V Goal Judge Start of Period

W Goal Judge Improper Start

X Goal Throw or Corner Throw

Y Goal Scored

Z Coach Requests Free Throw



AA. Indicate Cap Number 1, 2, 3, 4, 5 & 10

BB. Indicate Cap Number 20

CC. Minor Act of Misconduct

DD. Free Throw Outside 6-Meter line/ Direct Shot on Goal

EE. Player Exclusion Minor Act of Misconduct

FF. Simulation Foul

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