



# Waterbasket Rules



## **WATERBASKET RULES**

### **ART. 1 THE GAME**

#### **1.1 Waterbasket game**

The game of waterbasket is played in the water by two teams of five players each one. Each team can be composed by men and women. The use of flippers is strictly forbidden. The goal of the game is to make the ball enter the opponents' basket and avoid the opponents' team to release goals.

The game is controlled by referee, umpires, table officials (a scorer, an assistant scorer and a timekeeper) and by a commissioner, if present.

#### **1.2 Basket: opponents'/own**

The basket that is attacked by a team is the opponents' basket and the basket which is defended by a team is their own basket.

#### **1.3 Winner of the game**

The team that has scored the greater number of points at the end of the playing time shall be the winner.

### **ART. 2 FIELD**

#### **2.1 Playing field**

The playing field is in the water and must be 180 cm deep at least. The field has a rectangular shape with dimensions of 20 m in length by 15 m in width. The above-mentioned dimensions can be modified in case of restrictions of the structure in which the game is going to be played but cannot be reduced more than 5 m per part.

#### **2.2 Lines**

Boundary markings of the field must be placed in order to make it visible. Parallel markings shall be placed along the length of the rectangular field. Playing lines are:

**2.2.1 the white line**, which is the middle line of the field and it is the line where the game shall begin (picture 1).

**2.2.2 the red line**, which is the line where the attacking player is to take place in case he/she has to throw-in the ball (corner-throw). The distance between the yellow line and the end line shall be 4 m (picture 1).

**2.2.3 the yellow line**, which is the line that marks the 2-point goal area, outside that area the ball entering the basket will score 3 points. The yellow line marks also the place for the free-throw. The distance between the yellow line and the end line shall be 4 m (picture 1).

The yellow line marks also the area where the attacking player has to stay behind or on line with the last defending player. This is true both when the attacking player has an active part and when he has a passive part as for the action of play.

#### **2.3 Team bench area**

The team bench area shall be placed outside the field and, if possible, on the opposite side referring to the table of the officials. (picture 1).

#### **2.4 Lighting**

Lighting of the field must be adequate for the play of the game in order to make the match possible and visible.

#### **2.5 Duties of the hosting team**

The hosting team shall provide for the equipment needed for the play of the game (balls included), the adequate condition of it must be certified by the referee.

### **3 Equipment**

#### **3.1 Floating baskets**

Floating baskets must be unsinkable, they shall be made of rigid materials and have a regular backboard (95-115 cm width and 60-65 cm height) with a metallic 45 cm diameter ring provided of a net. The baskets shall be placed 130 cm high from the level of the water. The height of the baskets from the level of the water can be modified 3 cm more or less. The above mentioned board shall stick out from the base of the structure non less than 12 cm and non more than 24 cm in order to guarantee safety for the players.

#### **3.2 Ball**

The ball shall be round and waterproof. The ball must be made of suitable substance to permit the grasping in the water. The weight of the ball shall be not less than 350 g and not more than 500 g. The circumference of the ball shall be not less 60 cm and not more than 70 cm. The color of the ball is to be well visible in the water and to the players.

#### **3.3 24 Seconds shot clocks**

Shot-clocks showing 24 seconds count-down shall be placed on the touchline near the basket and, if possible, on the basket board. They shall be visible both to the players and to the referee (picture 1). There shall be at least two shot-clocks placed at the bottom of each half-field. Shot-clocks shall have different audible warnings in order to signal both the end of the time of the game and the end of the 24 seconds available for the action of play.

#### **3.4 Distinctive marks to denote the field**

Distinctive marks to denote the different areas of the field shall be placed either along the sides of the field or on the marks of the lanes. In any case they shall be parallel on both sides. There shall be white marks to denote the middle line of the rectangle, yellow marks to denote the 4 m line or offside line, that limits the 3-points goal area, and red marks to denote the 2 m line (see picture 1).

#### **3.5 Scoreboard**

The scoreboard shall be the same as those used in basketball.

#### **3.6 Signalling discs**

Signalling discs to report fouls shall have serial numbers till 4, when signaling discs are not available the assistant scorer may use hands.

### **Art. 4 TEAMS**

#### **4.1 Definition**

A team member is eligible to play when he has been authorized to play for a team according to the regulations, including regulations governing age limits, of the organizing body of the competition. A team member is entitled to play when his name has been entered on the score-sheet before the start of the game and as long as he has not been disqualified before or during the game.

#### **4.2 Rule**

Each team shall consist of:

- Not more than 12 team members entitled to play, 5 first-team players and 7 substitutes, including a captain.
- A coach and, if a team wishes, an assistant coach.
- A maximum of 5 team followers who may sit on the team bench and have special responsibilities, e.g. team manager, doctor, physiotherapist.

- There shall be 5 players at least before the beginning of the game. During the game the number of players on field cannot be less than 3 otherwise the game is lost by default.

#### **4.3 Uniforms and equipment**

All the players of a team shall wear same colour caps. Caps of both teams shall have well visible numbers and be of contrasting colours.

##### **4.3.1 Unauthorized garments and objects**

Any article that may cause injury, such as watches, rings, necklaces etc, shall be removed. The referee shall value the presence of dangerous objects and long nails.

##### **4.3.2 Swimming costumes**

It is possible to wear either one-piece costumes or swimming trunks, in any case all the players of each team shall wear same kind and colour.

#### **4.4 Other equipment**

Any other equipment that hasn't been mentioned in this article must be approved by the Waterbasket Technical Commission of the Italian Basketball Federation.

### **5 Accident and injury of a player**

#### **5.1 Definition**

If accident or injury occurs, a referee may at the referee's discretion suspend the game in order to value the seriousness of it. Referee shall decide either to stop immediately the game or wait till the ball is out of the field, in any case neither the injured player nor the other members of the teams shall suffer any damage. During first aid the timekeeper will apply a stoppage period.

#### **5.2 Substitution**

When first aid is needed for a period longer than 3 minutes, the injured player shall be substituted.

#### **5.3 Bleeding player**

If a player is bleeding, the referee shall immediately order the player out of the water. The injured player can re-entry only after the wound has stopped bleeding and has adequate dressing.

#### **5.4 Free-throws**

If the injured player is to take free-throws and needs to be substituted free-throws shall be taken by his substitute. The substitute has to play at least the following action of play before he can be substituted as well.

### **ART. 6 Captain: duties and powers**

#### **6.1 Definition**

The captain represents his team on the playing field. He may communicate in a courteous manner with the referee to take information during the stoppage period.

#### **6.2 Captain as a coach**

In case of absence of the coach or of his assistant, the captain shall act as a coach.

#### **6.3 Duties of the captain**

The captain shall, immediately at the end of the game, inform the referee whether his team is going to protest against the result of the game and, eventually, sign the score-sheet in the space marked 'Captain's signature in case of protest'.

### **ART. 7 Coach: duties and powers**

At least 20 minutes before the game is scheduled to begin, each coach or his representative shall give the scorer a list with the names and corresponding numbers of the team members who are eligible to play in the game, as well as the name of the captain of the team, the coach and the coach assistant. All team

members whose names are entered on the score-sheet are entitled to play, even if they arrive after the beginning of the game.

### **7.2 Beginning of the game**

10 minutes before the game is scheduled to begin the coach shall communicate to the scorer the five players that are going to play.

### **7.3 Powers**

Only the coach and his assistant are allowed to stay in the bench area. They can reach the officials table to gather information (only during stoppage periods). They are the only people who may communicate in a courteous manner with the players in the playing field. In case of substitution of the captain the coach shall communicate it to the referee.

### **7.4 The captain as a coach**

In case of absence of the coach and his assistant, the captain shall act as a coach. If the captain has to leave the playing field he may continue to act as a coach. In case the captain has to leave the competition area for a disqualifying foul or injury, his substitute as captain shall act as a coach as well.

## **ART.8 Playing time, tied score and extra periods.**

### **8.1 Playing time.**

The game shall consist of 4 periods of 8 minutes each. Periods can increase or decrease of 1 minute. Any change must be communicated before the beginning of the game or of the competition. During time-outs or other kind of stoppages timekeeper shall stop the time. A clock signal shall sounds for the end of each period and for the end of the 24 seconds of the action of play.

### **8.2 Interval of play**

There shall be intervals of play of 2 minutes between the first and the second period and between the third and the fourth period. The interval of play between the second and the third period shall consist of 3 minutes.

### **8.3 Interval before the beginning of the game.**

There shall be an interval of play of 20 minutes before the game is scheduled to begin in order to organize the game and fill in the forms.

### **8.4 Beginning of the periods.**

Each period begins when the ball leaves the hands of the referee in the middle of the field and the players, on each side, swim from the end of the field towards the ball after the referee's whistle.

### **8.5 Method of scoring.**

The team that has scored the greater number of points at the end of the playing time shall be the winner. Each ball entering the basket after a shot from the yellow line area shall score 2 points and from the outside that area shall score 3 points. If the player is on the yellow line the goal shall score 2 points. Each goal made with any free-throw shall score 1 point.

#### **8.5.1 Draw: extra-period. The winner.**

In case of draw at the end of the fourth period, there shall be an extra period of 3 real minutes. During this period time-out shall not be permitted.

In case of draw at the end of the extra period in order to get a winner there shall be a set of free-throws as follow:

- Each team shall shot five free-throws in alternating order of different players;
- The only five players on the field at the end of the extra period can shot the free-throws;

- The order of the players who are going to shot the free-throws shall be communicated to the referee by the coaches;
- In case one team has scored a number of goals that the other team cannot mathematically reach with the free-throws that are left the game shall be over;
- In case of draw after the five free-throws the same procedure (same order of players) shall continue till one of the team has released an extra goal with the same number of free-throws;
- Only the nominated players for the free-throws are allowed to stay on the field during the shots;
- All the players but the one who is going to shot shall stay on the other half of the field respect to the one where free-throws are being shot;

#### **8.6 Foul during clock signal sound.**

In case of foul committed on the opponent's half of field during or right before the clock signal sound, free-throws shall be shot before the beginning of the following period. If the aforesaid foul is committed during the last period, free-throws shall be shot without the chance to take the ball after the bounce.

### **ART.9 Beginning and end of a period or of the game**

#### **9.1 Beginning of a period**

Periods begin after the referee's whistle when the ball leaves his hands in the middle of the field and the players, on each side, swim from the end line of their own basket towards the ball.

#### **9.2 Exception to the beginning of the game**

The game cannot begin if one of the teams is not on the playing field with 5 players ready to play. If all the players are not on the playing field within a period of time equal to the sum of 2 periods without interval, the game is lost by forfeit.

#### **9.3 Warm-up**

Before the beginning of the game each team can warm-up within their own half of field area.

#### **9.4 Choice of the field**

Before the beginning of the game captains of both teams shall agree on the part of the field they want to start playing in the presence of the referee. In case of lack of accordance between the captains the choice shall be made by drawing lots. The choice of the field shall be kept unchanged for the first two periods. At the beginning of the third period teams will change side till the end of the game.

#### **9.5 End of a period or the game**

Periods and game shall end when the clock signal sounds the end of the time of the game.

### **ART 10. PLAYING REGULATION**

#### **10.1 General characteristics of the game.**

The game of waterbasket shall be played without personal contacts between opponents neither with hands nor with feet. When a player controls the ball he can only use his arms to get free from an opponent blocking that doesn't allow him to keep his position and his freedom of action. The all other cases of personal contacts are considered as fouls. Depending on the seriousness of the foul the referee shall punish it by a throw-in to the opposing team (ordinary foul) or by recording the name of the player who has committed the foul (penalty foul). If a penalty foul is committed within the opponent's backfield area the referee shall punish it by recording the name of the player who has committed the foul and by 2 free throws to the opposing team. One more free throw is given when penalty foul is committed on the player who has released a goal.

## **10.2 Moving of the players.**

Players can move along the field by swimming with the ball in front of them or by keeping the ball with their hand on the level of the water. In both cases opponents are allowed to hit the ball and gain it without personal contacts. If a player moves on with the ball in his hand out of the water the referee shall give throw-in to the opposing team.

## **10.3 3 Seconds.**

When a player rises his hand with the ball on it opponents cannot either touch the ball nor touch the arm of the player. In this case the player cannot maintain the over-said position for more than 3 seconds. Within 3 seconds he shall either throw the ball towards the basket, either pass the ball to an other player or throw the ball into the water and keep swimming, otherwise the referee shall give the ball to the opposing team.

## **10.4 Double holding**

A player after raising the ball can either pass it to a team-mate or put it on the water again and keep swimming but he isn't allowed to raise it again twice.

## **10.5 Goal at the clock signal sound.**

If the ball enters the basket when the clock signal sounds the end of the 24 seconds or of the game, the goal shall be considered as valid.

## **10.6 'Advantage' rule.**

When an ordinary foul occurs the referee can apply the 'advantage' rule in case the team that has been fouled can take an advantage in releasing a goal.

## **10.7 Holding the ball with both hands.**

Players are allowed to hold the ball with both hands in order to throw it or pass it but they are not allowed to keep it in the water with both hands.

## **10.8 Interference on the downward flight to the basket.**

When the ball is on its downward flight and a player interfere with it the referee shall consider the goal as valid and award a free-throw to the opposing team.

### **10.8.1 Foul on a player shooting a goal.**

In case a foul is committed on a player who has shot a goal, the referee shall consider the goal as valid and award a free-throw to him.

## **10.9 Stoppage of the ball.**

The ball can be stopped by the defending player when it has left the attacking player's hands only. In case the aforesaid stoppage is committed by touching the ball or the attacking player's arm inside the opponents' backfield area, the referee shall consider it as a foul and award a free-throw to the opposing team.

## **10.10 Held ball.**

A held ball occurs when one or more players from opposing teams have one or both hands firmly on the ball so that neither player can gain control of it. In this case the ball is given to the referee who shall then toss the ball vertically upwards between the 2 opponents.

## **10.11 Cylinder principle.**

In waterbasket game the cylinder principle is the same principle as basketball game. The cylinder principle is defined as the space within an imaginary cylinder occupied by the player on the floor who has the control of the ball. It includes the space above the player and is limited to:

the front by the palms of the hands;

the rear by the buttocks;

the sides by the outer edge of the arms bent at 90°.

In case the defending player overpasses the aforesaid space the opposing team shall be awarded with a throw-in.

## **10.12 Corner-throw or ball out of bounds and throw-in.**

When the ball goes out of bound or hits the bottom of the basket because of the touching of the defending player, the corner throw shall be taken by a player of the attacking team from the 2 meter mark. If the ball goes out of bound because of the touching of the attacking player, the defending player shall throw-in from

the backfield area and his throw cannot pass the center line. If the ball is blocked between the board and the basket, either the corner throw from the 2 meter mark or the throw-in from the backfield area shall be taken depending on the last touching. When the ball goes out of side-bounds throw-in shall be taken by the team that has not touched the ball last.

#### **10.13 Offside.**

An attacking player is offside when his body is beyond the last defensive player within the yellow area. This is true either he is controlling the ball either he isn't. Offside is determined with reference to the **yellow line** and the **end line**. In case an attacking player is offside, the referee shall stop the game and award a throw-in from the point where the offside has been determined.

### **ART. 11 Position of the teams and the referee.**

#### **11.1 Teams**

In order to determine the positions of the teams on the playing field the referee shall toss a coin unless different agreement between the teams was previously reached. At the beginning of the third period the teams shall exchange each other their half of the field of play.

#### **11.2 The referee.**

Usually the referee shall take position on the side where the table of the officials is located unless there are visual obstacles that make him unable to referee.

#### **11.3 Game refereed by two referees.**

In case of a game referred by two referees, each one of them shall take position on one side of the swimming pool and both of them shall have same powers.

### **ART.12 Time-out**

#### **12.1 Definition**

A time-out is an interruption of the game requested by the coach or assistant coach when his team is controlling the ball.

#### **12.2 Rule**

Each time-out shall lasts 1 minute. Time shall be taken when all players have reached the side of the

swimming pool in front of their bench (maximum time allowed to reach the bench and have time out is 2 minutes).

##### **12.2.1 Number of time-outs allowed.**

Each team can have 4 time-outs per game and no more than 1 time-out per period.

#### **12.3 Procedure.**

Only the coach or the assistant coach are allowed to request a time-out by having a visual contact with the referee.

#### **12.4 Method.**

The time-out period:

Begins when the official blows his whistle and gives the time-out signal. Ends when the official blows his whistle and beckons the teams back.

## **ART.13 PLAYERS SUBSTITUTION**

### **13.1 Definition.**

The substitution of a player is requested by the coach or by the coach assistant.

### **13.2 rule.**

A substitute can become a player during the moment his team controls the ball, during intervals, during stoppages of the game, during time-outs or in case one of his team mates has been sent off.

#### **13.2.1 Method.**

Substitution shall follow the rules but in any case the substitute shall always wait till the player has got out of the field.

#### **13.2.2 Waiting area (Re-entry area).**

The substitute shall wait into the water outside the boundary line of his half of the field of play (picture 1).

### **13.3 Violation of the procedure and penalties.**

In case the substitute doesn't wait till the player has got out of the field of play, the referee shall whistle penalty foul for the entering player, award 2 free-throws to the opposing team and give the opposing team the ball to restart the game.

### **13.4 Substitution during free throws.**

The free-throw shooter, unless he is injured, cannot be substituted before free throwing.

### **13.5 Substitution of all substitutes.**

Substitutes shall always enter the field in case of expulsion of a player until a number of substitutes is available and unless a substitute has been previously injured.

## **ART.14 GAME LOST BY FORFEIT or BY DEFAULT.**

### **14.1 Game lost by forfeit**

A team shall lose the game by forfeit if:

- the team is not present or is unable to field 5 players ready to play. The beginning of the game can be delayed till a period of time equal to the sum of 2 periods not considering the interval (for example if a period is 8 minutes long lasting, then time to be waited shall not be more than 16 minutes.);
- its actions prevent the game from being played;
- It refuses to play after being instructed to do so by the referee.

#### **14.1.1 Penalty.**

The game is awarded to the opponents and the score shall be 10 to 0. Furthermore, the winning team shall receive 3 points in the classification and the forfeiting team shall receive 0 points in the classification. Disciplinary penalties shall be decided by the bodies concerned.

### **14.2 Game lost by default.**

A team shall lose a game by default if, during the game, the team has fewer than 3 players on the playing court ready to play.

#### **14.2.1 Penalty.**

The team which has not a minimum number of player ready to play will have its score reduced to zero and shall receive 1 point in the classification as losing team. The opposing team shall have its score confirmed and shall receive 2 points in the classification as winning team. Disciplinary penalties shall be decided by the bodies concerned. When 2 halves of season are scheduled in the competition the difference between the scorings of the goals shall be considered in case of a draw.

#### **ART.15 ORDINARY FOULS.**

It shall be an ordinary foul to commit any of the following offences which shall be punished by a throw-in:

- to let 24 seconds possession period elapse without trying to shoot a goal;
- to start swimming before the whistle of the referee at the beginning of the game;
- to keep the ball with both hands on the level of the water;
- to hold the ball with one's hands.
- to deep into the water during playing actions;
- to block opponent's view by putting a hand in front of his face;
- to waste time when controlling the ball: 1) to let 3 seconds elapse with the arm raised and the ball on hand, 2) to raise the ball twice consecutively;
- to let the ball pass over the middle line with a throw-in from the end line;
- to stand on the floor of the pool;
- To be Offside;
- To punch the ball;
- To help one's team mate by lifting him in order to make him reach the basket either during attacking actions or defending actions;
- To swim on the opponent's back;
- To block the opponent with one's hands;
- To occupy the space of the opponent who's controlling the ball (cylinder principle);
- To take the ball after shooting a free-throw;
- To hold the ball under the water (in case a player keeps the ball under the water while he's suffering personal contacts by his opponent, the latter shall be booked by the referee);
- To touch the ball with one's feet;
- To block the opponent with one's feet;

Throw-ins shall be taken from the place where the ordinary foul occurred.

#### **ART.16 Penalty fouls or unsportsmanlike foul.**

It shall be a penalty foul any action that can damage the opponent and block the game. Any of the following action shall be considered as penalty foul:

- To hold the opponent back;
- To hit the ball or the arm of the opponent while he's shooting;
- To push the opponent down the water;
- To push the opponent;
- To kick the opponent willingly;
- To splash water on the opponent's face;
- To push the ball away from the basket while it is in its descending flight.

**Moreover during the game the referee shall value any other situation unmentioned above that can be considered as a penalty foul or unsportsmanlike foul.**

Penalty fouls shall be punished by recording the player's name and the number of his cap on the officials' sheets. If foul is committed by the attacking player the referee shall award a penalty throw to the defending team. If foul is committed by the defending player in his half of the field of play area the referee shall award two free throws to the attacking player. After 4 penalty fouls a player shall be substituted. In case no substitute is available the game shall continue with a minimum of 3 players ready to play.

It shall be a disqualifying foul to commit any of the following offences:

To hang on the basket (any goals shall be considered as non valid);

To wave or turn upside-down the basket willingly;

To have violent behavior during the game and to obstruct the referee;

Any of these offences shall be recorded on the official's sheets and be subjected to the examination of the sport judge and of the disciplinary commission.

## **ART 17 FREE-THROWS.**

### **17.1 Definition.**

A free-throw is an opportunity given to a player to score 1 point, uncontested, from a position of 4 metres far from the basket and in front of it.

#### **17.1.1 Additional rule.**

Any fouls during free-throws shall be punished according to the present regulation and depending on the circumstances.

### **17.2 Position.**

The attacking player who is going to shoot a free-throw shall take position on the yellow line in front of the basket. There shall be two defending players on the red line in front of him and two attacking players in front of them. Players not in the free-throw rebound places shall remain behind the free-throw line.

### **17.3 Free-throws.**

Any personal fouls or unsportsmanlike foul committed on the opponents' half of the field of play area shall be punished by awarding two free-throws to the opponent team. The free-throws shall be shot by the players who was fouled unless he's being injured. In the latter case his substitute shall shoot the free-throws.

### **17.4 Additional free-throw.**

One more free-throw is awarded when foul is committed on the player who's released a goal or in case the ball's being deviated in its descending flight.

### **17.6 Free-throw too short.**

In case the player shoots a free-throws too short or in case the ball doesn't reach neither the board nor the basket, it shall be considered as the ball would have gone out of the boundary. Then depending on the situation the second free-throw shall be shot or the defending team shall throw-in the ball.

## **Art.18 THE REFEREE.**

### **18.1 Definition.**

Referees have total control of the game and they have authority on the players all over the pool area as long as the game's over. The decisions of the referee and his interpretation of the regulations of the game is final and shall be accepted by everyone during the game. The referee shall value every situation at his best without assumptions about fouls.

### **18.2 Duties.**

The referee shall whistle the beginning of the game while throwing the ball into the water. He shall control and signal to the officials when a goal is released from the 2-points goal area or from the 3-points goal area by raising his arm and showing the number with his fingers. He shall signal penalty fouls to officials for the report of the name and number and shall whistle ordinary fouls. The referee can disqualify a player or any other person and suspend the game in case of violence accidents in the field of play or obstruction against his work.

In case of suspension of the game the referee shall write a report about it that will be delivered to the sport judge and to the competent bodies.

### **18.3 'Advantage' rule.**

The referee is allowed to avoid whistling a foul in case he thinks that this can be an advantage to the team that has committed it.

#### **18.3.1 Examples.**

Referees have to apply the above-mentioned rule in all its extent, e.g. in case the player who was fouled is swimming towards the opponents' basket with the ball, the referee will not whistle the foul because this would represent an advantage for the team that has committed the foul.

#### **18.4 Powers of the referee.**

The referee can take decisions for violating the rules inside and outside the field of play. In case his decision isn't observed and he cannot keep on doing his fairly job, he can stop the game and order any player, manager or spectator who's obstructing his work to leave the place where the completion is taking place. The referee has the power to suspend the game whenever the attitude of the players or of the public is obstructing the prosecution of the game.

#### **18.5 Two referees.**

In case the game is controlled by two referees, they shall take place on opposite sides of the field. They have same duties and powers so that they cannot invalid one another decisions.

#### **18.6 Simultaneous foul.**

In case two players commit simultaneous fouls the referee shall consider the major infraction. If both fouls are ordinary fouls the referee can either let the game go on or make the two players contend the ball. If both fouls are penalty fouls the two players' names shall be reported to official sheets and sometimes both of them can be disqualified for aggressive acts. In the latter case they shall be substituted and the ball shall be contended between the two substitutes.

#### **18.7 Injury.**

If the referee has been injured or if he cannot keep on doing his job for any other reason, the game shall be suspended within 5 minutes and a report of it shall be delivered to the competent body. In case of game controlled by two referees the game shall go on with one referee only.

### **ART.19 REFEREE SIGNALS**

#### **19.1 Referee signals.**

During the game the referee shall signal any interruption of the game by whistling and, in case, by showing with his hands the kind of foul that has been committed or any other infraction and event as followed:

- The beginning of the game shall be whistled.
- Ordinary fouls, throw-ins or corner-throws shall be signaled by pointing to the attacking area of the team that was fouled.
- Penalty fouls shall be signaled by raising the arm and showing the officials the number of the player's cap with the hand.
- Disqualifying signals; the referee shall point to the player who's been disqualified and show him the outdoor.
- Offside signal; the referee shall point to the offside line with one hand and point the defending team in direction of play.
- Free-throws signal; the referee shall raise his arm and show number 2 with his forefinger and his middle finger, this shall mean '2 free-throws'. If one more free-throw is given the referee shall show number 1 with his thumb.
- Contended ball signal; the referee shall show both his thumbs up and then shall point to the two players who are going to contend the ball.
- Time-out shall be signaled as usual.
- Goal released signal; the referee shall whistle to make the goal valid and shall point to the opposite attacking area afterward.
- False start signal at the beginning of the game; the referee shall show the team that is going to have the ball at the center of the field.

### **19.2 Yellow/red card.**

Yellow and red cards are used to book bench personnel only (managers, coaches, assistants, substitutes etc.) whenever one of them has inadequate attitude.

**Yellow card** means first warning signal.

**Red card** means expulsion.

Sometimes red cards can be given without any first warning before. It depends on the kind of violation involved. In this case a report to the competent body shall be delivered.

## **Art.20 OFFICIALS: SCORER/ASSISTANT SCORER – COMMISSIONER - TIMEKEEPER.**

### **20.1 Definition**

Officials are given the responsibility by the Waterbasket Commission of the Italian Basketball Federation to sit at the Jury table and have the following powers and duties. They assist the referee in controlling the game but haven't any power in interpreting and applying the rules since the referee is the only one who can do so.

### **20.2 Commissioner (if present)**

The commissioner shall sit between the scorer and the timer, his primary duty during the game is to supervise the work of the referee in the smooth functioning of the game.

### **20.3 Scorer**

Scorers have the following duties:

- to record events of the game in the officials sheets such as players' names, goals released and names of the players who released them, score, time-outs, penalty fouls and names of the players who committed them, disqualifications and substitutions. They shall record yellow and red cards given by the referee.
- To signal, by acoustic sound, by raising one arm or by showing signaling discs or hands, an irregular substitution. Irregular substitutions shall be punished by the expulsion of the substitute.
- To signal when a player has 4 penalty fouls recorded on the sheets. The player shall be disqualified and substituted.
- To signal time-outs requested over the maximum number allowed.
- To signal time-outs requested by the team which is not controlling the ball.
- To signal irregular entries by reserve players in case regular team players are still in the field of play.

### **20.4 Timekeeper.**

Timekeeper's duties are:

- to record the exact periods of actual play, timeouts and the intervals between periods.
- to record the periods of continuous possession of the ball by each team.
- to signal by acoustic sound the end of the 24 seconds allowed for the action of play and the end of each time-out.
- To signal by acoustic sound the end of periods.

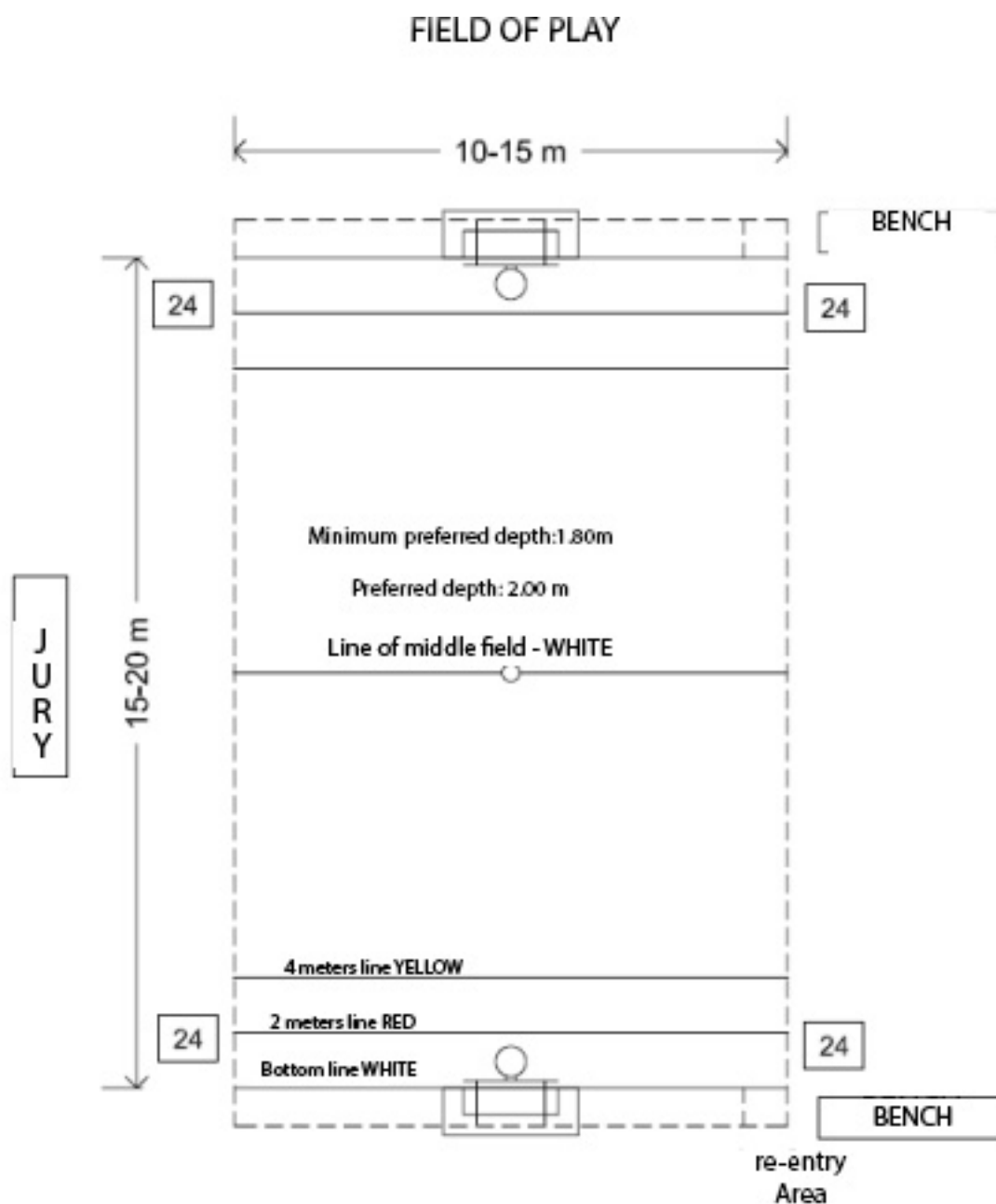
Time keepers signals are valid independently of the referee's action.

### **20.5 Equipment.**

Spare balls to be given to the referee shall be kept at the officials table.

**ADDENDUM:**

**A) FIELD OF PLAY – Picture**



Pic. 1

**B) Final results.**

Final results shall be calculated according to the points gained by the team as follow:

3 points for winning the game

2 points for getting even

0 points for losing the game.

**C) Disciplinary Actions.**

Depending on the violation the sport judge and the disciplinary commission shall take adequate actions against the person who committed it according to the rules and the regulations of the Italian Basketball Federation.

**Waterbasket rules and regulations were written by Mr. Riccardo Ciullini in collaboration with Mr. Vezio Ciapetti, Mr. Silvio Cametti and Mr. Vincenzo Oncini.**

**Waterbasket rules and regulations were translated from Italian by Miss Lisa Fontani with the collaboration of Mr. Giacomo Cellai.**

**Appendix**

Waterbasket is officially recognised in Italy by important public sport institutions, such as Italian Basketball Federation which Waterbasket has joined in with the official admission granted by Italian Olympic Committee (CONI) as well as the admission granted by Italian Paralympic Committee (Department 2).