



**3-1:** The ball shall be round and yellow or gold in color. ~~and may have colored panels.~~ The ball may have colored areas, such as panels, pentagons, or circles, provided that the ball is predominantly yellow or gold in color. The colored panels areas must be as manufactured (not hand-painted)....

**Rationale:** The emphasis in this rule is that the ball must be predominantly yellow or gold. The use of other manufactured designs in addition to panels will meet this requirement.

**4-1:** Each team shall have two sets of caps, one white and the other a dark contrasting color. The caps of the home team may be any dark color that contrasts with the color of the ball and with the color of the numbers. Dark caps may not be yellow, gold, orange, powder blue, light gray, pale green or similar light colors. The caps of the home team field players may be divided into thirds or quarters ~~or alternating colored panels~~, with the thirds or quarters ~~or panels~~ consisting of two colors, ~~one two~~ a solid dark color such as navy blue or black, and the other one (or two in the case of a cap with four quarters), a solid color such as powder blue, medium blue, orange or green (this panel must not be white), provided that the caps are clearly distinguishable from the caps of the goalkeepers (the caps of the field players may not be divided into red and white ~~panels~~ thirds or quarters or red and dark thirds or quarters), that the numbers on the caps are white, yellow or gold, are clearly visible, are of the correct size and that the numbers are on the darker portions of the cap. No logos or other designs may be in the panels with the cap numbers. The caps of the field players of the visiting team shall be solid white. (White field players' caps may not be divided into thirds or quarters with alternating colored panels; they may not have stripes, stars, checkerboard pattern, etc.)

**Rationale:** This provides more specific description of what is permitted on the players caps, especially white field player's caps.

**4-1: NOTE:** Beginning July 1, 2013, and currently recommended, teams may have only two types of team identifications on the caps, each not to exceed a size of six square inches. The team identification may consist of team name, initials of the school, team logo, mascot or other similar design. Team identification may be on both the front and the back of the central panel of the cap, but may not extend across the entire top of the cap. Additional cap numbers on the middle panel, one on the front and one on the back of the cap, will be required. These shall be a minimum of 4 centimeters in height.

**Rationale:** The more precise description of the type, size and location of team identification will assist the buyers and sellers of caps. The requirement that the team identification may not be located on the side panels of the cap leaves more area for the cap numbers and makes them more visible. The addition of an extra cap number on the middle area in the back and/or front of the cap aids in the identification of an excluded player by the referees and by the score table.

**5-4-1: ART. 1...** Players shall wear non-transparent, one-piece swim suits. Suits shall completely cover the buttocks and breasts. The women's suit must have a solid high back with broad straps (style optional for goalkeepers one-piece suit). ~~The goalkeeper may wear either this type of suit or a competitive one-piece suit with straps at least one inch in width (the straps may not be spaghetti straps).~~

**INTERPRETATION:** The suit of the goalkeeper must be a competitive one-piece suit.

**Rationale:** The type of suit currently required for goalkeepers may restrict mobility. This change would mean that the rule would revert back to the rule used in NFHS up through 2008-9. The current prohibition of spaghetti straps and the requirement for a competitive suit with a strap width of one inch would be eliminated for the goalkeepers to allow for increased ease of movement.

**5-4-1:** If a player's suit does not meet the specifications for suits as described in the rules book, the player will be required, if possible, to change suits. If this is not possible and if the game is played with non-conforming suits, the referee must notify the state or district association of the offending team of the nature of the offense so that this deficiency will be corrected in the future and the state association may assess the appropriate penalty under state association policy.

**Rationale:** The original intent of Rule 4-6, lack of adherence to the cap rule, was to provide an option to forfeiture of the game or to the removal of a player for the remainder of the game for the use of a non-compliant cap. Since this rule did not cover suits, the suit rule needs the addition of this same type of wording.

**5-4-3:** Before taking part in a game, the players shall remove any articles likely to cause injury, including, but not limited to, the following: jewelry, medical or religious medals, watches, swim goggles, ~~protective helmets~~ Sharp fingernails or toenails shall be trimmed.

**Interpretations:**

1. This list is not meant to be all-inclusive. A referee needs to judge each article for its potential to cause injury. A referee should not allow a finger splint or a padded or unpadded plaster of paris cast, for example, as these are regarded as likely to cause injury, either to the player wearing the item or to the opposing player. A manufactured protective foam helmet designed to protect the athlete in the event of further contact to the head may be worn following state association policy for medical accommodations. Any cap worn over the device or any painting of the number on the device itself must comply with Rule 4, Caps.

**Rationale:** This helmet is designed to be used by players who have previously suffered a possible concussion. All state association policies and procedures should be followed for clearance to wear.

**7-1-1: ART. 1...** The referees shall be in absolute control of the game. The authority of the referees over the players, coaches, team officials, goal judges and desk officials shall be effective during the entire time that the referees, players, coaches and team officials are within the precincts of the pool. The referees retain clerical authority until the completion of any reports, including those imposing disqualifications, that are in response to actions occurring while the referees had jurisdiction. State associations may intercede in the event of unusual incidents after the referees' jurisdiction has ended or in the event that a contest is terminated prior to the conclusion of regulation play.

**Rationale:** Administrative duties for meet referees may need to continue after the contest to

document actions which occur during the competition. This revision illustrates the difference between the meet referees' jurisdiction during the competition and other administrative responsibilities such as submitting specific reports after the competition is completed. In addition, clarifies that state associations may continue to develop and implement policies that allow for review of unusual incidents that occur while the meet officials have jurisdiction or after the competition is completed.

**7-4-3:** Warning: If a coach or team official is disruptive or if the assistant coach or other team official stands instead of remaining seated on the bench, that person may be issued a verbal warning by the referee. ...

**NOTE:** A coach may also be issued a warning if the coach, in the opinion of the referee, persistently takes too long to substitute after a goal or at other times.

**Rationale:** The increasing length of time for the substitution of players after a goal is becoming an increasing problem. The coach may wait, for example, before completing his/her substitutions until the opposing coach has made his/her substitutions.

**7-4-4:** Yellow Card: A yellow card may be issued to the head coach, to the assistant coach, to other team officials on the bench, or it may be issued to the bench (the players collectively on the bench....

**NOTE:** A yellow card may be issued to the coach if, in the opinion of the referee, he/she persistently takes too long to substitute after a goal or at other times after a warning.

**Rationale:** The increasing length of time for the substitution of players after a goal is becoming an increasing problem. The coach may wait, for example, before completing his/her substitutions until the opposing coach has made his/her substitutions.

**13-3: NOTE 3** The referees shall ensure that the correct number of players is in the water before starting the game or for restarting after a goal or time-out or at the beginning of the period. Should play be restarted with an extra player in the water or with too few players in the water, the referee shall stop play and correct the situation. This also applies to Rule 15, Restarting after a Goal, and Rule 7-9-c, Correctable Errors, starting with an incorrect number of players at the beginning of a game, after a goal or after a time-out.

**Rationale:** Although the rule has always stated that the referee shall ensure that the correct number of players is in the water before starting or restarting play, this note clarifies that this rule applies to starting with too few players as well as too many at these four times. The wording in each rule will be the same.

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