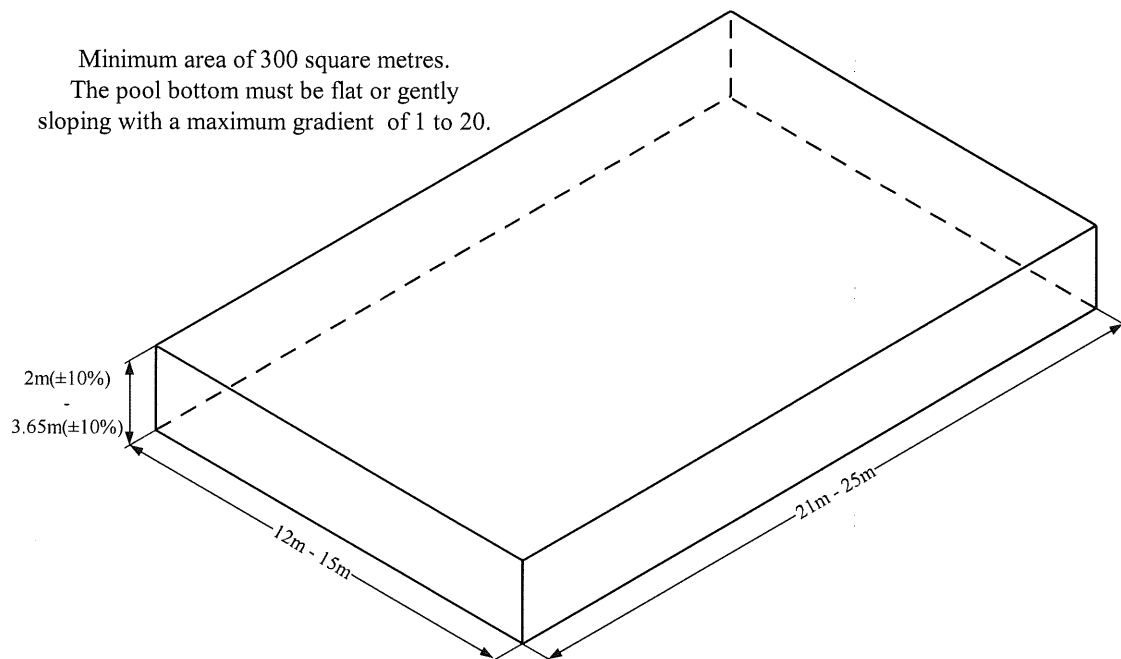


FIGURE 2A **PLAYING AREA DIMENSIONS**

The depth of the water shall be between 2m and 3.65m, with a $\pm 10\%$ allowance with the approval of the World Tournament Director. Pools shallower than 2m must be considered "fast and safe" by the World Tournament Director.

FIGURE 2B **PLAYING AREA MARKINGS**

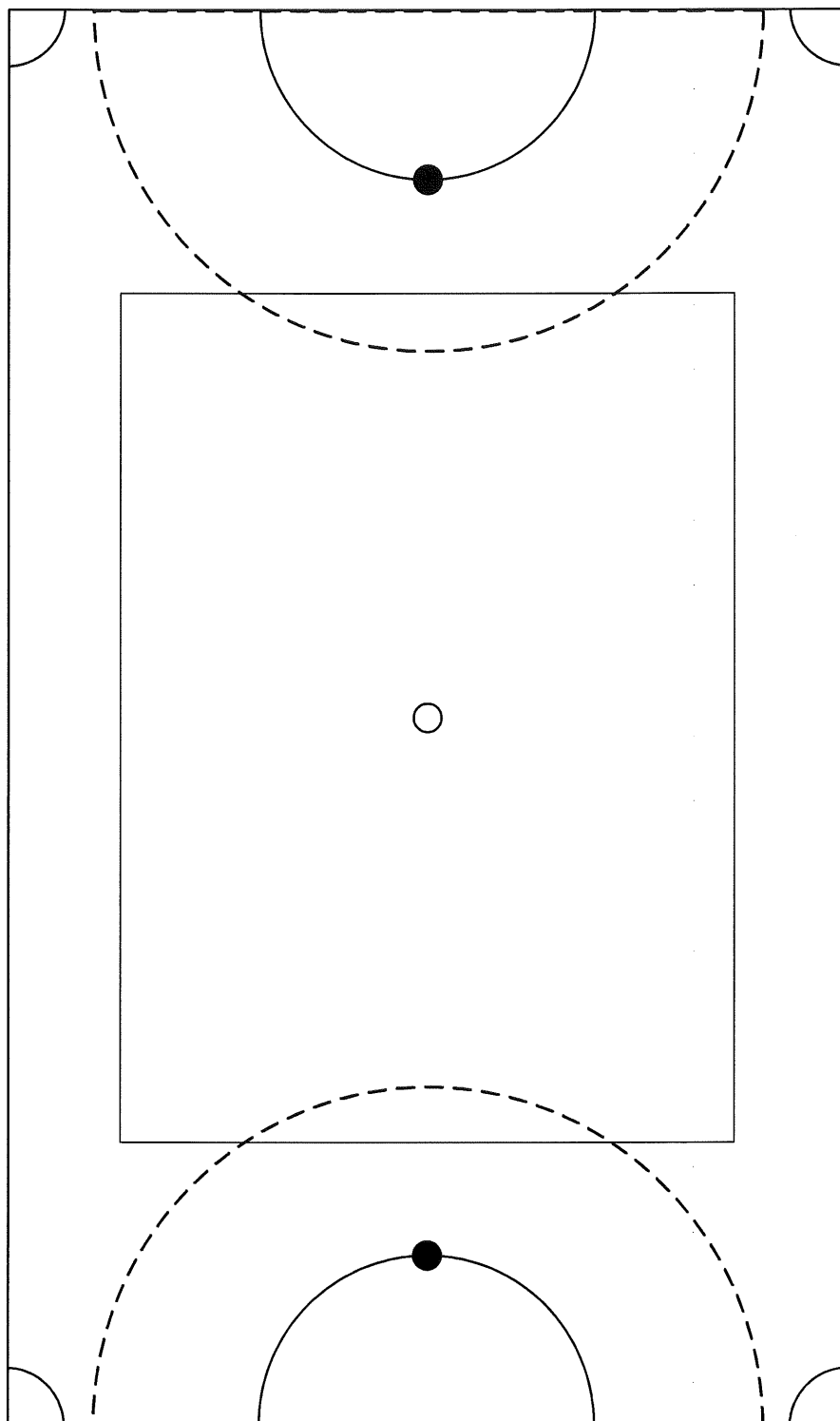


FIGURE 15A PLAYING AREA LAYOUT: DECK SIDE-SUBSTITUTION

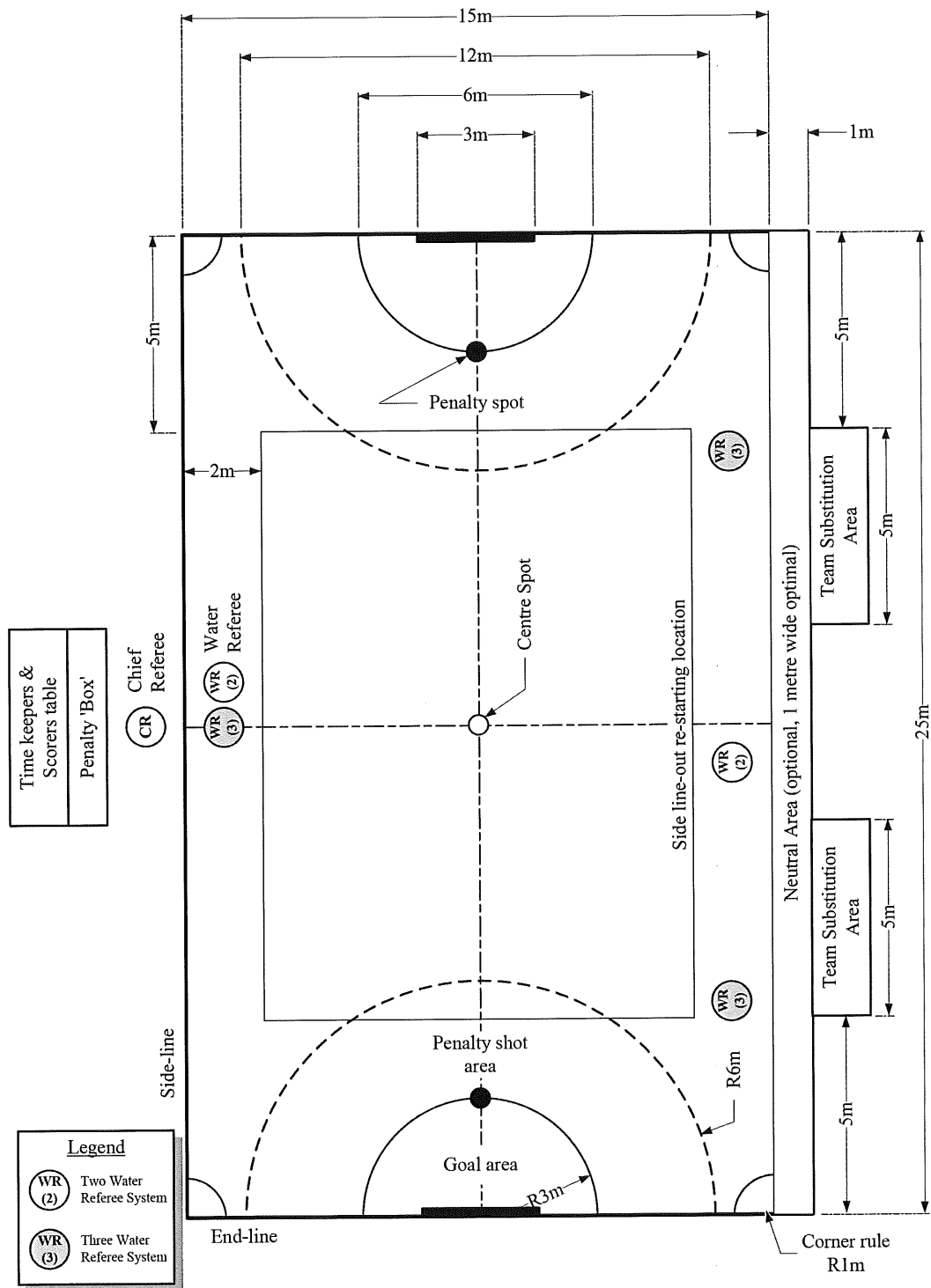


FIGURE 15B PLAYING AREA LAYOUT: IN-WATER SIDE-SUBSTITUTION

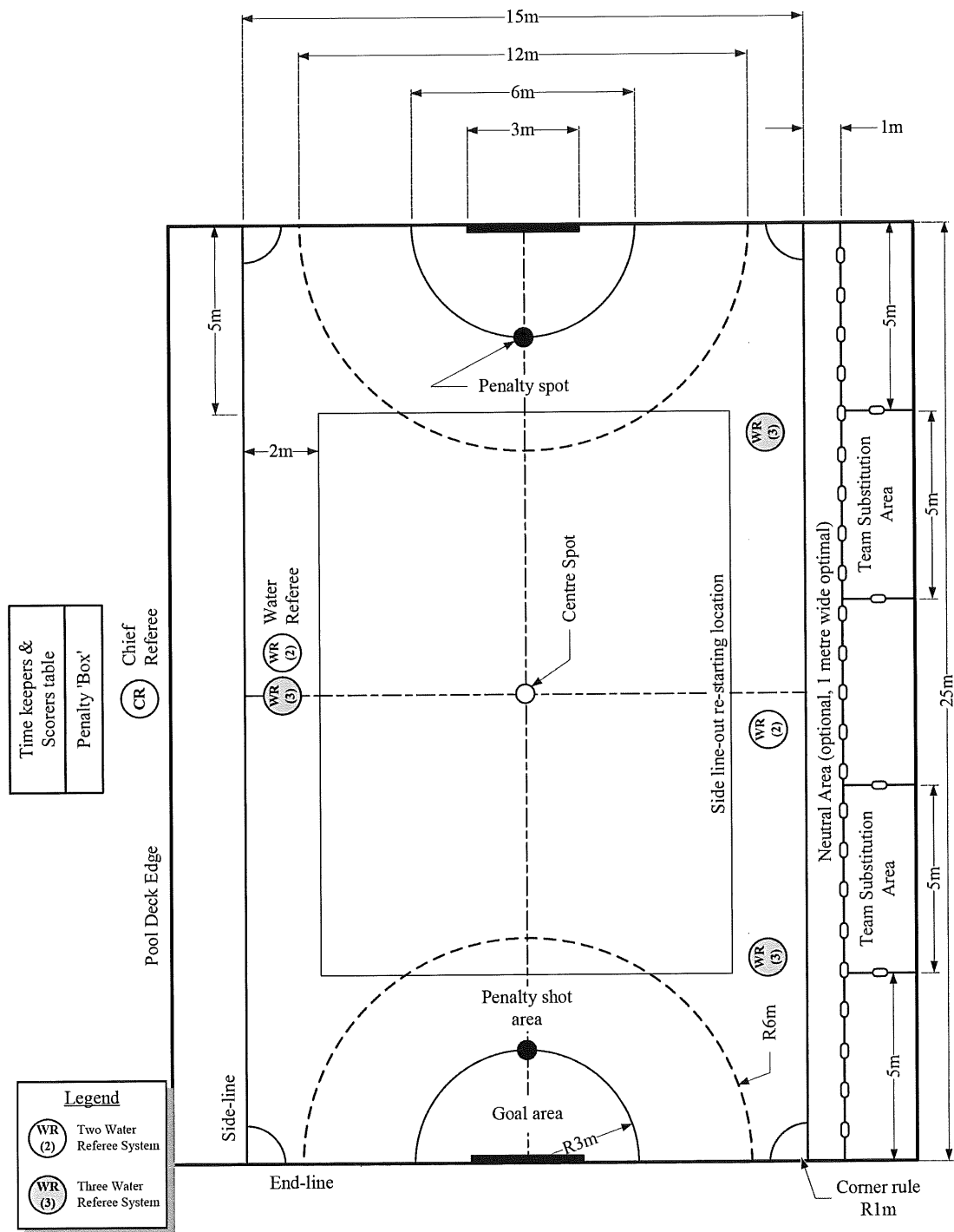


FIGURE 15C

PLAYING AREA LAYOUT, END-LINE SUBSTITUTION

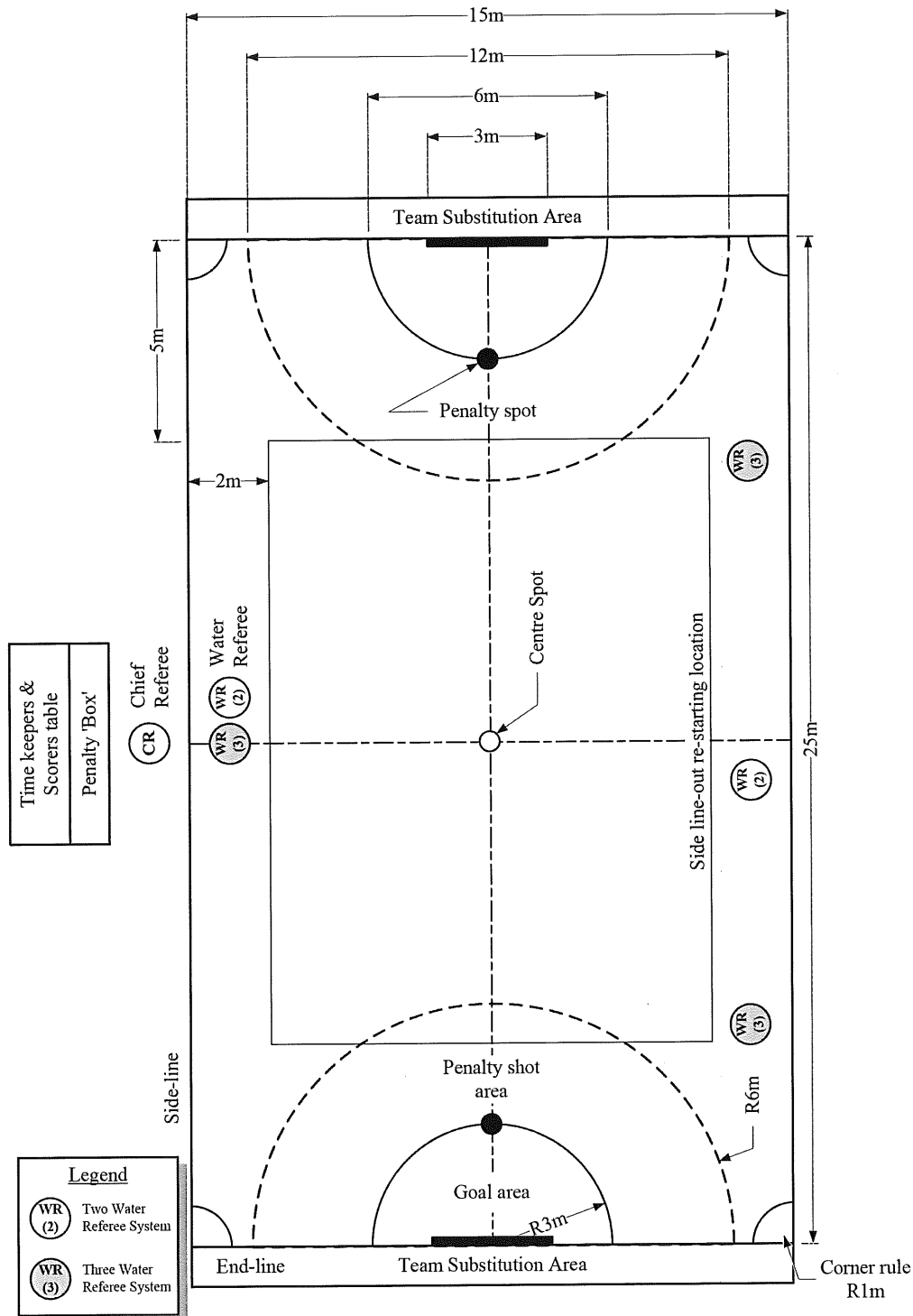


FIGURE 3A THE GOALS

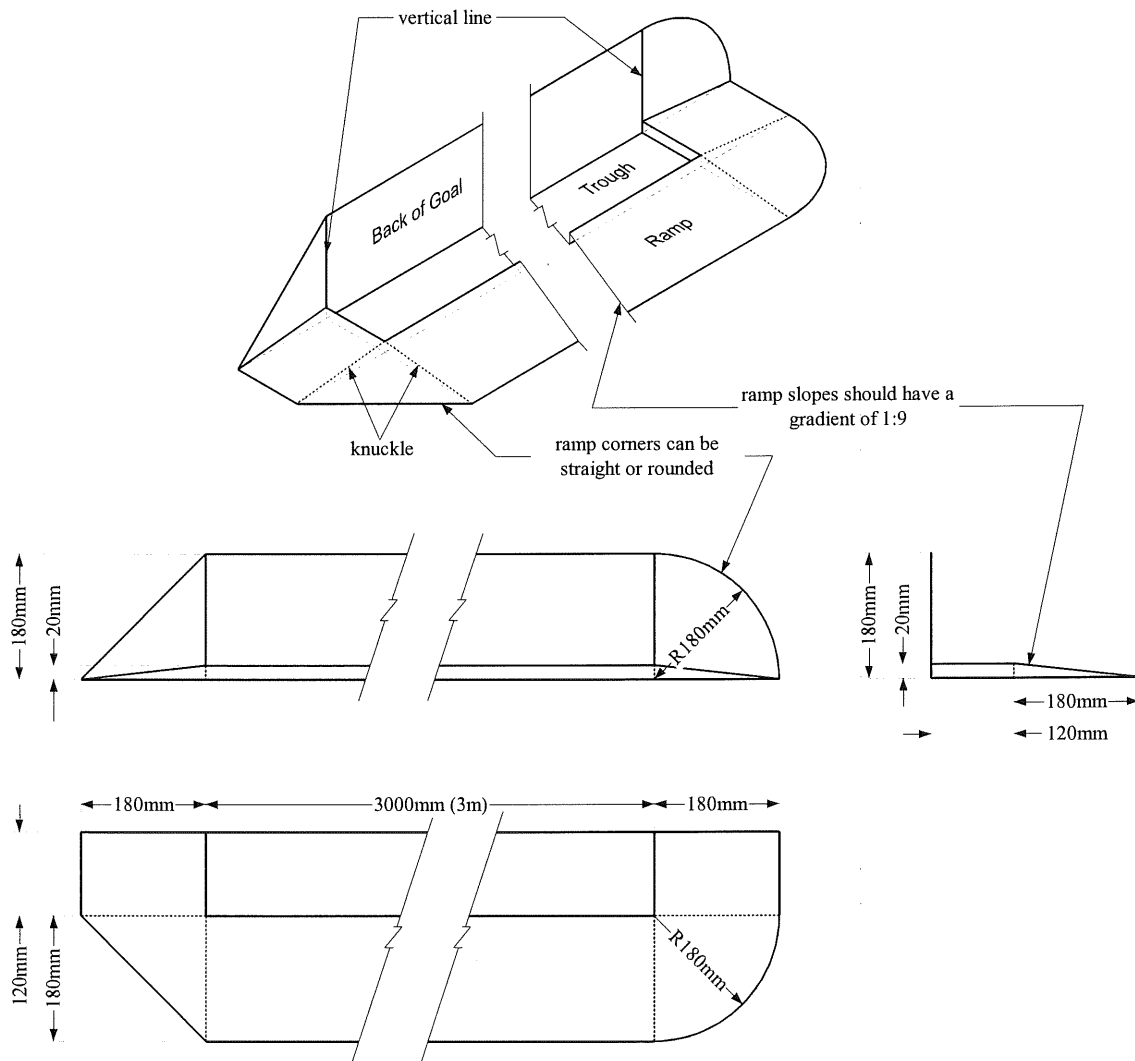


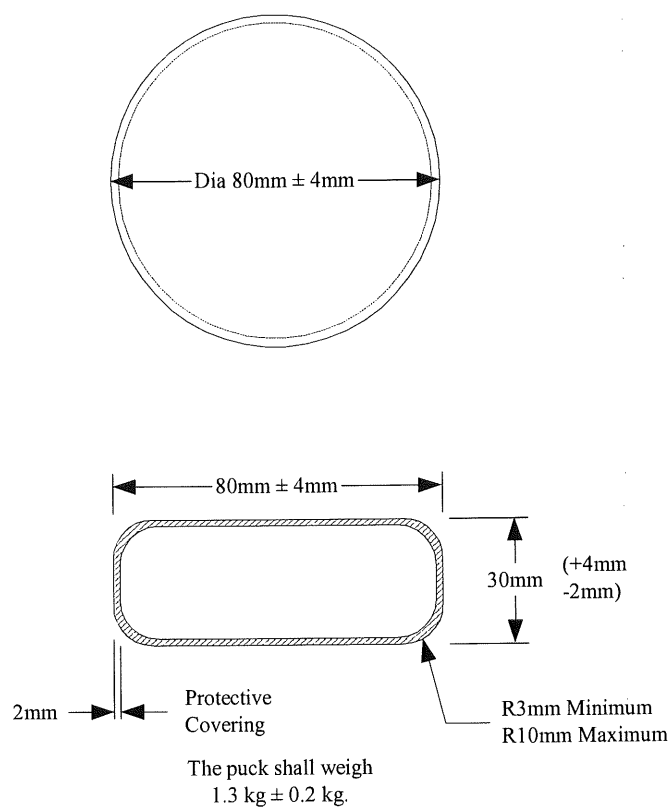
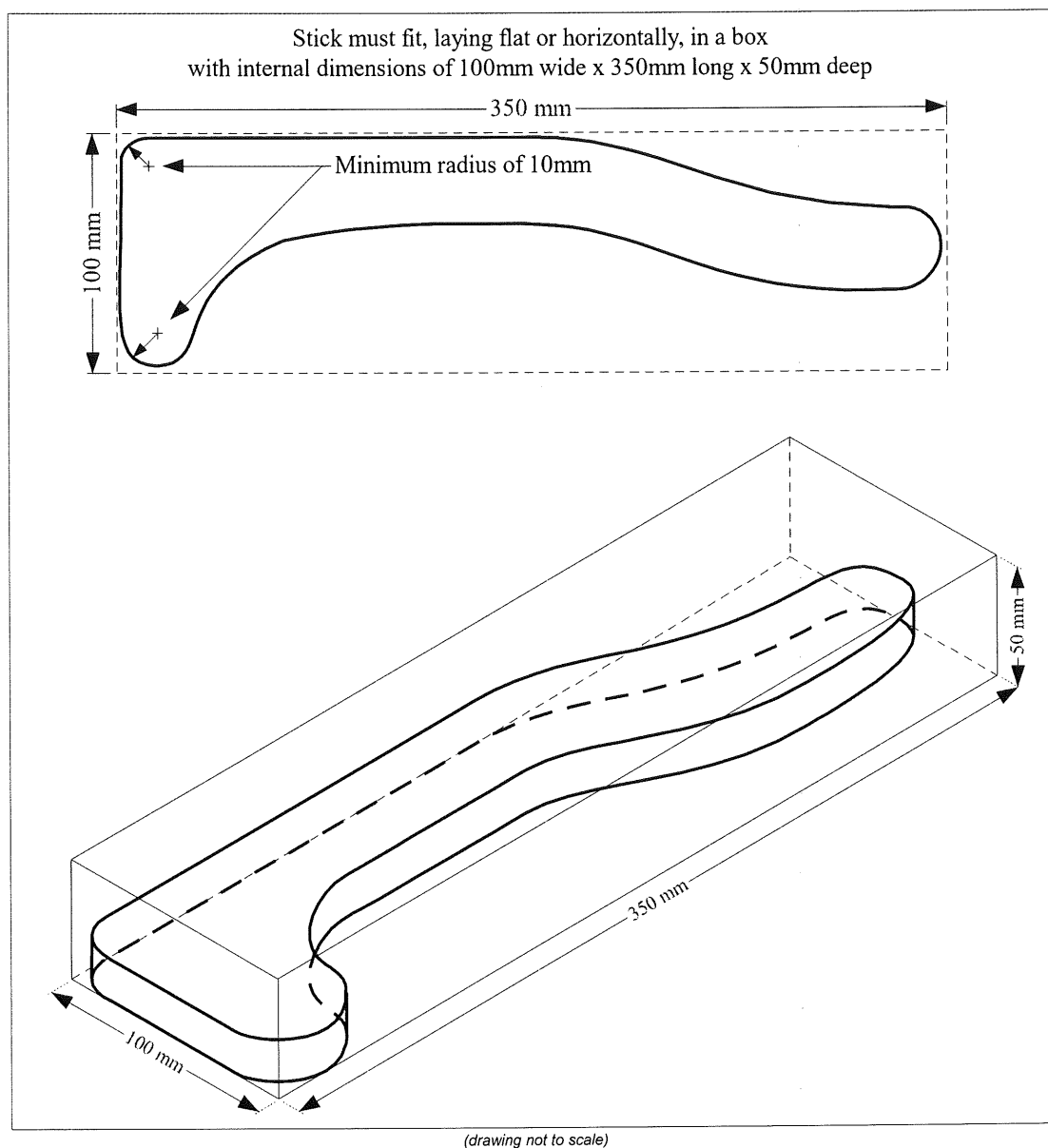
FIGURE 12A**THE PUCK**

FIGURE 11A**THE STICK**

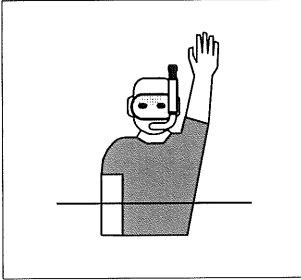
- The stick must fit in a box 100mm x 350mm x 50mm.
- Minimum corner radius around the perimeter edge of the entire stick is 10mm.
- Edges where surfaces intersect must be rounded.
- The stick must be uniformly black or white.
- The stick may be of any shape or design within the minimum and maximum dimensions given. The illustration is only a guide. Knob(s) on stick is/are allowed.

The stick must not be capable of surrounding the puck or any part of hand, nor encapsulating the puck by more than 50%, or locking the puck to the stick.

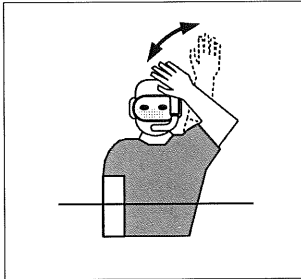
FIGURE 13A

SIGNALS

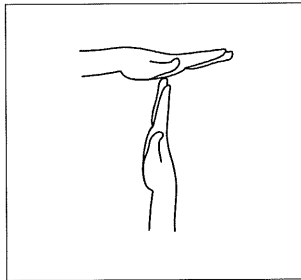
13.1.1 Ready to Start Play



13.1.2 Stop Play



13.1.3 Time



13.1.4 Equal Puck

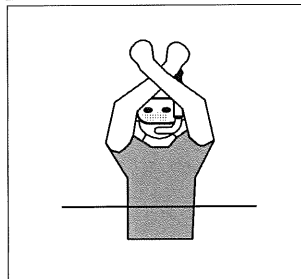


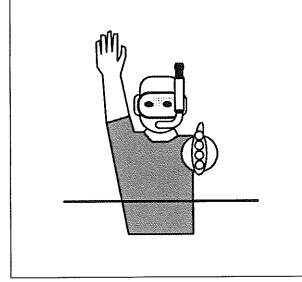
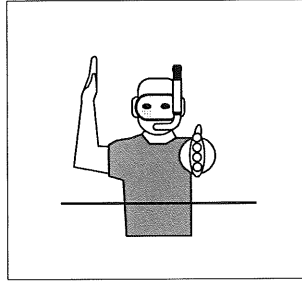
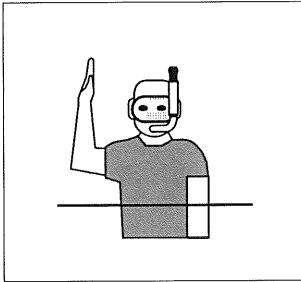
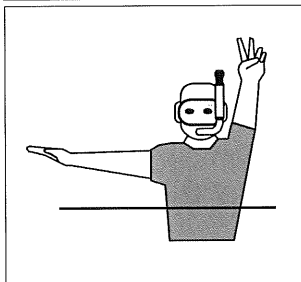
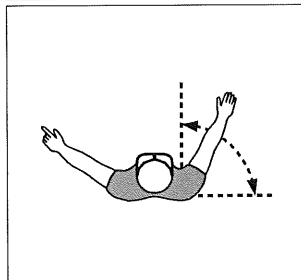
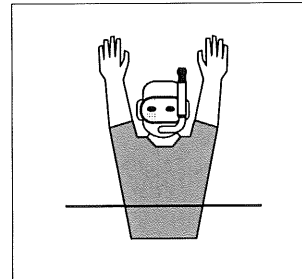
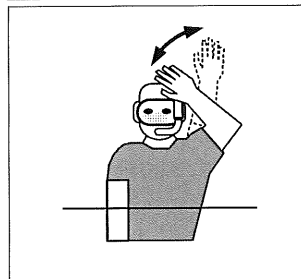
FIGURE 13B**SIGNALS****13.1.5 Advantage Puck****13.1.6 Time Penalty****13.1.7 Total Dismissal****13.1.8 Goal**

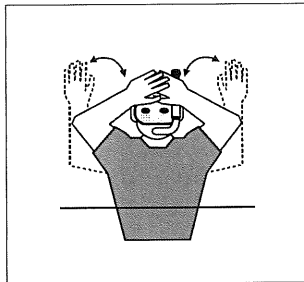
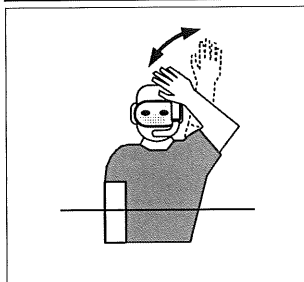
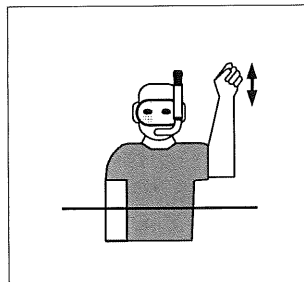
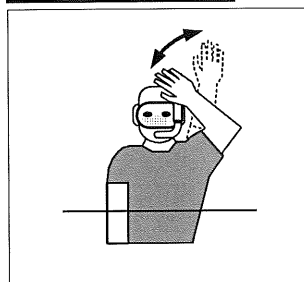
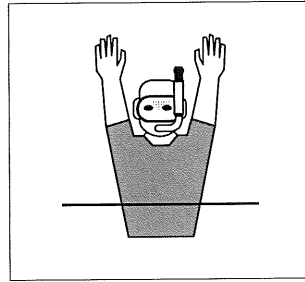
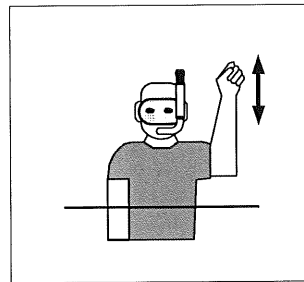
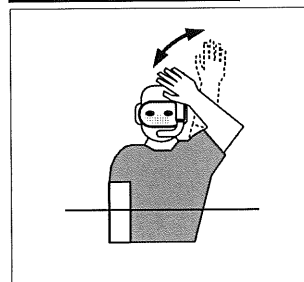
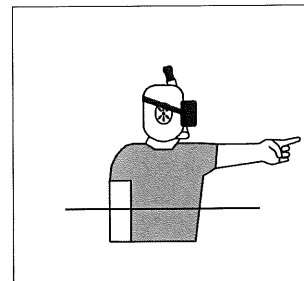
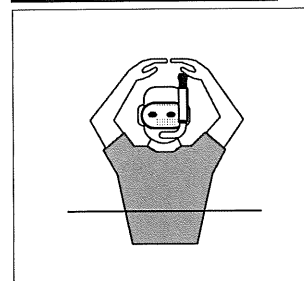
FIGURE 13C**SIGNALS****13.1.9 No Goal, or Goal Successfully Defended (Penalty Shot)****13.1.10 Penalty Shot****13.1.11 Penalty Goal****13.1.12 Team Time-Out**

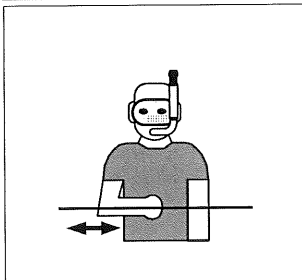
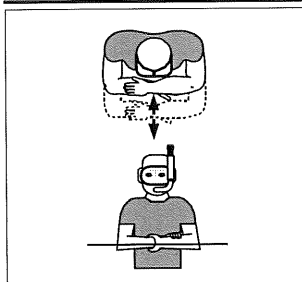
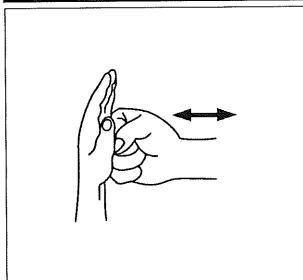
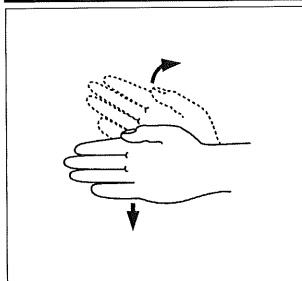
FIGURE 13D**SIGNALS****13.1.13 Illegal Use of Free Arm****13.1.14 Obstruction, Barging, Blocking, Shepherding****13.1.15 Advancing the Puck with the Glove, Free Hand, or Body****13.1.16 Illegally Stopping the Puck**

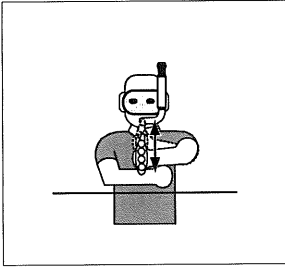
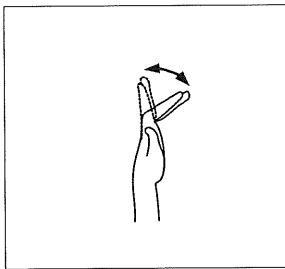
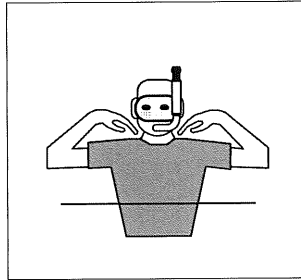
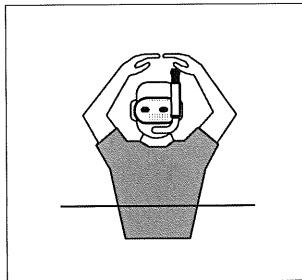
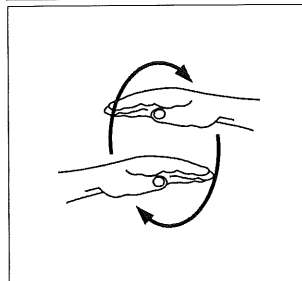
FIGURE 13E**SIGNALS****13.1.17 Stick Infringement****13.1.18 Call by Referee****13.1.19 Official's Time Out (Time Suspension)****13.1.20 Illegal Substitution**

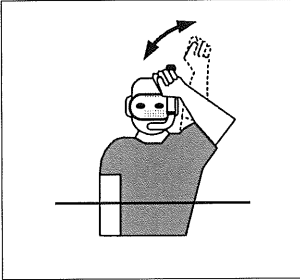
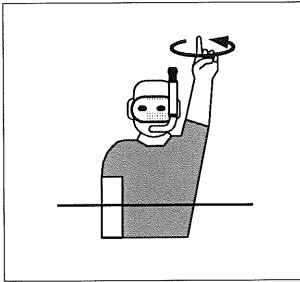
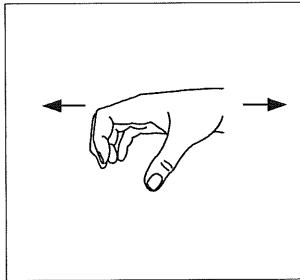
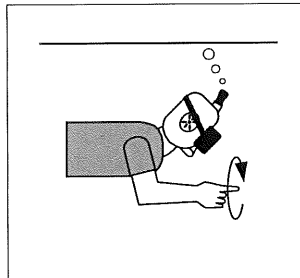
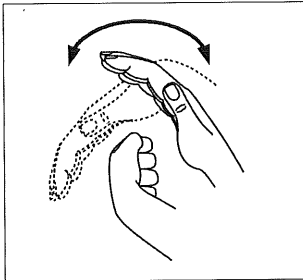
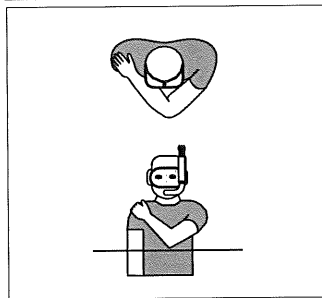
FIGURE 13F**SIGNALS****13.1.21 Un-Sportsmanlike Conduct****13.1.22 Breaking, False Start, or Encroachment****13.1.23 Grabbing and/or Pulling on Wall Barriers or Gullies****13.1.24 Infringement Seen but the Advantage Rule is in Effect**

FIGURE 13G **SIGNALS**

13.1.25 Side-Line-Out or Puck Out-of-Bounds



13.1.26 Delay of Game Infringement



13.1.27 Official Caution/Warning

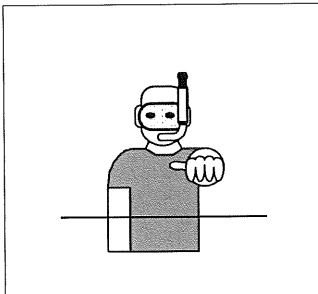
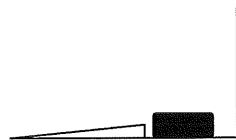
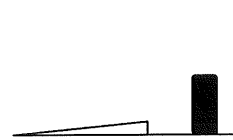


FIGURE 15D SCORING ASSESSMENT: SUCCESSFUL

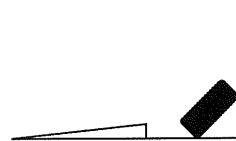
GOAL



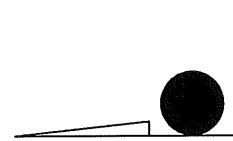
(A)



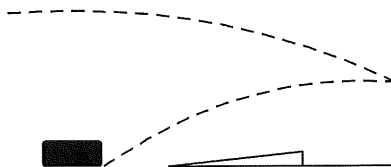
(B)



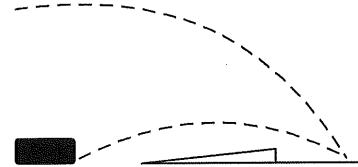
(C)



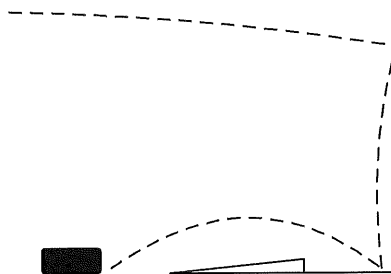
(D)



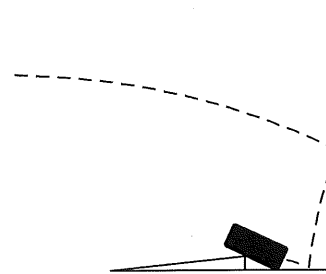
(E)



(F)



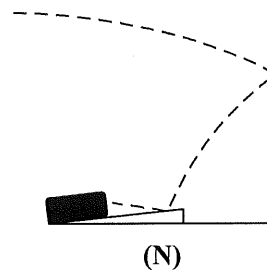
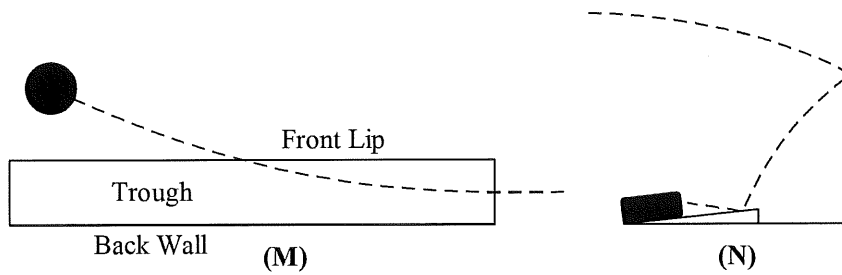
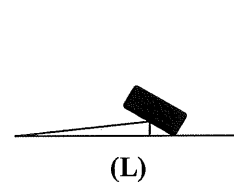
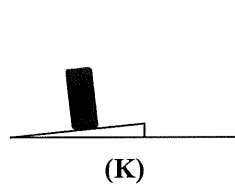
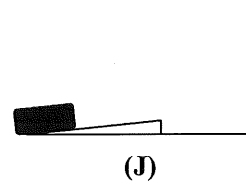
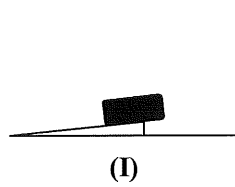
(G)



(H)

FIGURE 15E SCORING ASSESSMENT: UNSUCCESSFUL

NO-GOAL



17.7 - Tabella di selezione delle infrazioni e del tempo di penalità

17.7.1 - Questa tabella si intende come una **guida** per penalità risultante dalle infrazioni alle regole di gioco previste

REGOLA	Infrazione/Fallo	Prima infrazione		Seconda infrazione		Terza o successiva infrazione	Segnale Usato
		Accidentale	Volontaria	Accidentale	Volontaria	Accidentale o Volontaria	
16.3.1	Partenza scorretta	avvertimento di squadra	1 minuto	1 minuto	2 minuti	2 minuti	Falsa partenza
16.3.2.	Stare in piedi nell'area di gioco	avvertimento individuale	1 minuto	avvertimento individuale	2 minuti	2 minuti	Ostruzione
16.3.3	Perdita di tempo/Regola dell'angolo		1 minuto, avvertimento di squadra		1 minuto	1 minuto	Perdita di tempo/Gioco antisportivo
16.3.4	Più di 6 giocatori nell'area di gioco	1 minuto	2 o 5 minuti (5 minuti se usato per fermare una chiara azione da gol)*	1 minuto	2 o 5 minuti (5 minuti se usato per fermare una chiara azione da gol)*	2 o 5 minuti (5 minuti se usato per fermare una chiara azione da gol)*	Sostituzione illegale
16.3.5	Far avanzare il disco illegalmente	avvertimento individuale	avvertimento individuale	avvertimento di squadra	1 minuto	2 minuti	Avanzamento illegale del disco
16.3.6	Prendere il disco con le mani	avvertimento individuale	2 o 5 minuti*	avvertimento individuale	2 o 5 minuti*	2 o 5 minuti*	Avanzamento illegale del disco
16.3.7	Alzare o trasportare il disco con la mazza	avvertimento individuale	2 minuti	avvertimento individuale	2 minuti	2 minuti	Avanzamento illegale del disco
16.3.8	Ostruzione dell'attacco (statica)	avvertimento individuale	1 minuto	avvertimento o 2 minuti	2 minuti	2 minuti	Ostruzione
16.3.8	Ostruzione dell'attacco (dinamica)	avvertimento individuale	1 minuto	avvertimento o 2 minuti	2 minuti	2 minuti	Ostruzione
16.3.8	Ostruzione della difesa	avvertimento individuale	1 minuto	avvertimento o 2 minuti	2 minuti	2 minuti	Ostruzione
16.3.9	Condotta antisportiva		2 o 5 minuti o espulsione definitiva *		2 o 5 minuti o espulsione definitiva *	2 o 5 minuti o espulsione definitiva *	Gioco antisportivo
16.3.10	Impedire illegalmente un gol	avvertimento individuale e a) Rigore o b) Rigore gol	2 minuti e a) Rigore o B) Rigore gol	avvertimento individuale e a) Rigore o B)Rigore gol	2 o 5 minuti * e a) Rigore o b) Rigore gol	2 o 5 minuti * e a) Rigore o b) Rigore gol	Fermata illegale del disco
16.3.11	Coprire/ostruire il disco	avvertimento individuale	avvertimento o 1 minuto*	avvertimento o 1 minuto*	2 minuti	2 minuti	Ostruzione
16.3.12	Prendere il disco usando una ostruzione	avvertimento individuale	avvertimento o 1 minuto*	avvertimento o 1 minuto*	2 minuti	2 minuti	Ostruzione
16.3.13	Ostacolare un avversario	avvertimento individuale	2 minuti	avvertimento o 1 minuto*	2 o 5 minuti*	2 o 5 minuti*	Gioco antisportivo
16.3.14	Rimozione di equipaggiamento	avvertimento individuale	5 minuti	avvertimento o 1 minuto*	5 minuti	espulsione definitiva	Gioco antisportivo
16.3.15	Insultare		2 o 5 minuti*		2 o 5 minuti*	5 minuti o espulsione definitiva	Gioco antisportivo
16.3.16	Rifiutare di accettare la decisione di un ufficiale		2 o 5 minuti*		5 minuti	5 minuti o espulsione definitiva o forfait (se il giocatore non se ne va)	Gioco antisportivo
16.3.17	Aggredire picchiare		espulsione definitiva		espulsione definitiva	espulsione definitiva	Gioco antisportivo
16.3.3	Tirare i disco fuori	avvertimento di squadra	1 minuto	avvertimento di squadra	1 minuto	1 minuto	Fallo laterale
16.3.18	Aggrapparsi alle barriere o alla porta	avvertimento individuale	1 minuto	avvertimento individuale o 1 minuto*	2 minuti	2 minuti	Aggrapparsi alle barriere
16.3.19	Uso illegale della mano libera	avvertimento individuale	1 minuto	avvertimento individuale o 1 minuto*	2 minuti	2 o 5 minuti*	Uso illegale della mano libera
16.3.20	Rimuovere deliberatamente il disco dalla porta		5 minuti		5 minuti	espulsione definitiva	Gioco antisportivo
16.3.21	Gioco Pericoloso (tiro sulla testa, etc.)**	avvertimento di squadra e 2 minuti	avvertimento di squadra e 5 minuti	2 o 5 minuti*	espulsione definitiva	espulsione definitiva	Gioco antisportivo
16.3.22	Lasciare il box delle penalità scorrettamente		1 minuto		1 minuto	1 minuto	Partenza scorretta/Gioco antisportivo
16.3.23	Uso improprio della mazzetta	avvertimento individuale	1 minuto	avvertimento o 1 minuto*	2 minuti	2 o 5 minuti*	Fallo di mazzetta

■ significa che il fallo non può essere accidentale

* significa che l'arbitro ha libertà di scelta fra le penalità indicate

** Un disco tirato che viene deviato sulla testa non è "gioco pericoloso" ma ?

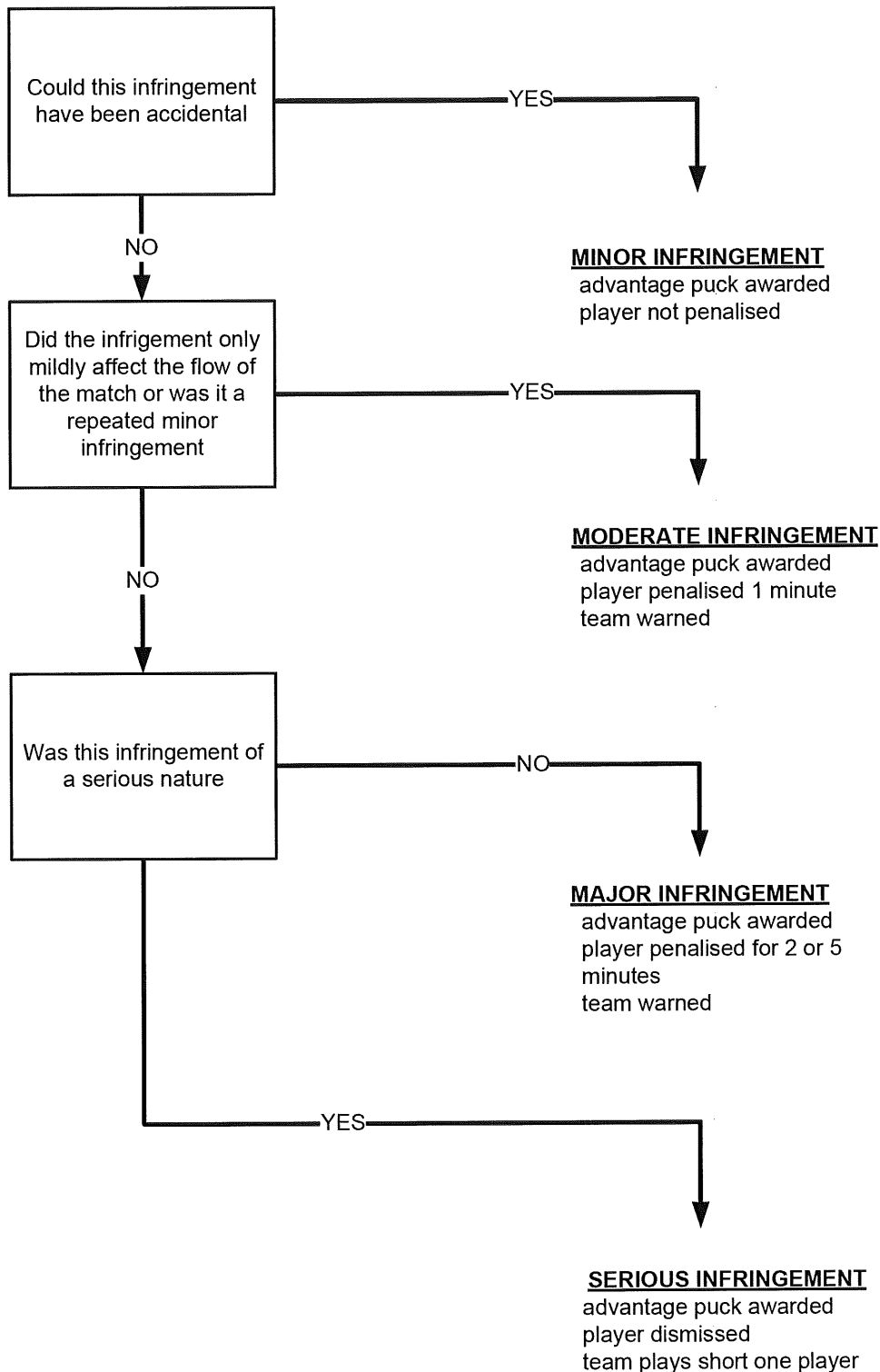
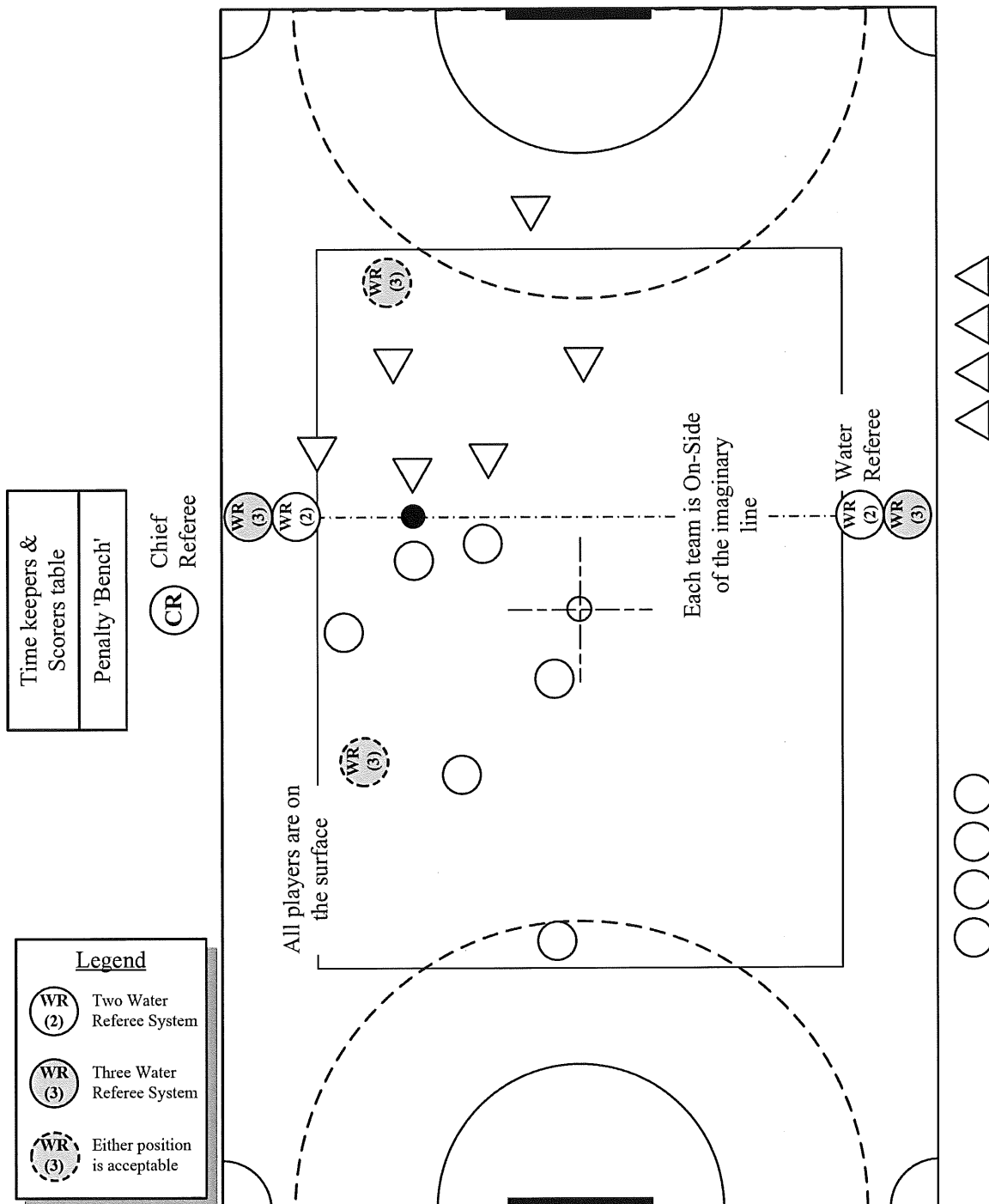


FIGURE 17A

EQUAL PUCK



ADVANTAGE PUCK

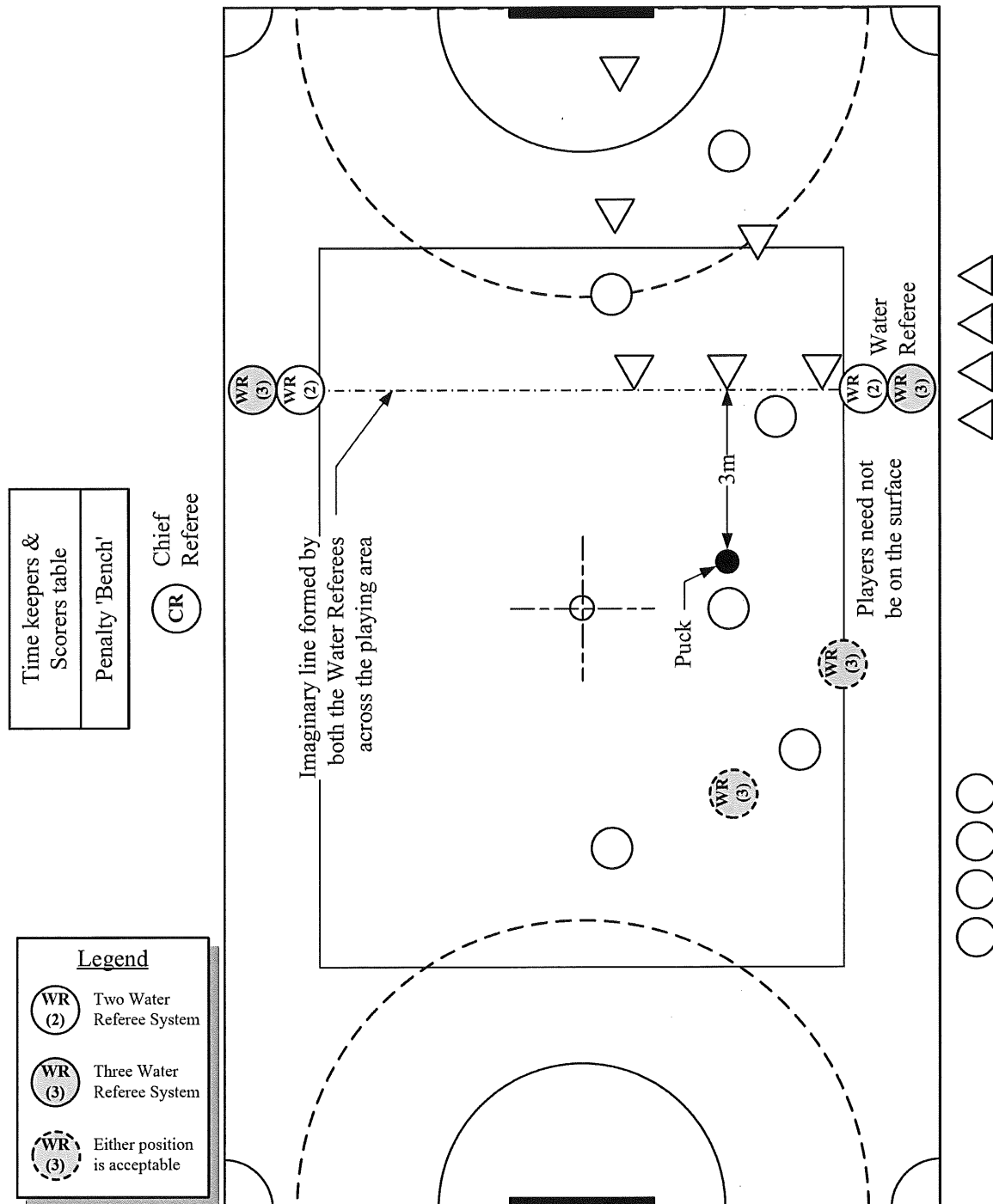
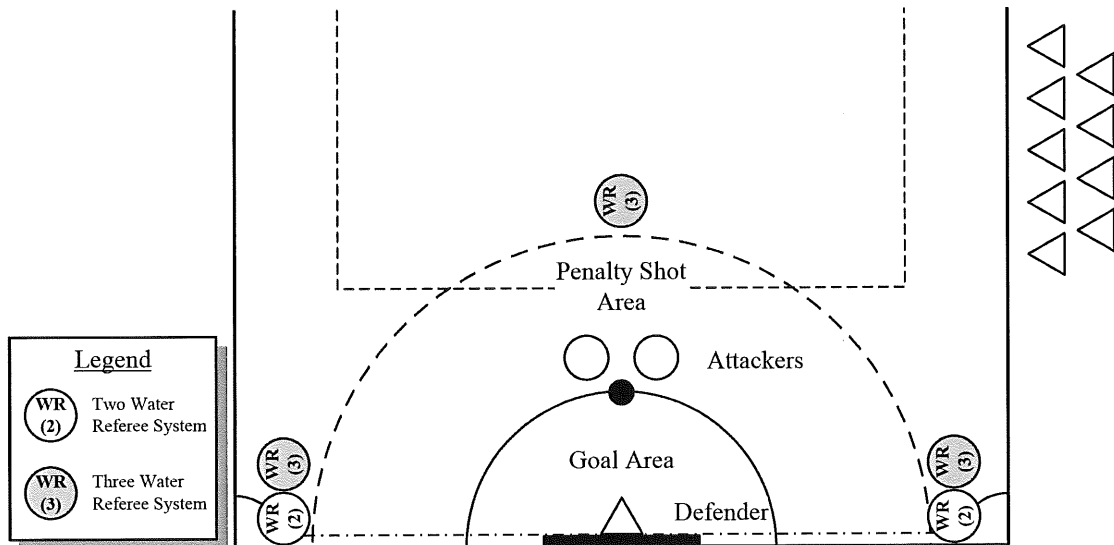


FIGURE 17C**PENALTY SHOT**

ALL PLAYERS OTHER THAN THE THREE INDIVIDUALS DIRECTLY INVOLVED IN TAKING OR DEFENDING THE PENALTY SHOT MUST RETURN TO THEIR RESPECTIVE SUBSTITUTION AREAS