


## GHSWPA Referee Signal Guide Adapted from “Mac Water Polo Rookie Guide to the Whistles”

Call	Whistle	When to Use This	Notes
Start of Game #1	One Whistle <b><i>Tweeeeet</i></b>	Start of Game/Period	Standing at half, both refs ensure proper # of players; ref without ball raises hand when team to right ready, start ref raise right hand when ready and immediately drops hand and whistles to start play; puts ball in play at sprint
Restart after Goal #1	One Whistle <b><i>Tweeeeet</i></b>	Restart after Goal	Standing at half, both refs ensure proper # of players; attack ref raises hand ready, perimeter ref raise hand, drops it and whistles to starts play.
Start Penalty Throw #1	One Whistle <b><i>Tweeeeet</i></b>	Start Penalty Throw	Standing on the 5M line, Attack ref administers throw including goalie alignment if no goal judge, perimeter ref oversees remaining field players. Ref roles reverse if penalty shooter plans to shoot left-handed.
Ordinary or Minor Fouls	#1 One Whistle <b><i>Tweeeeet</i></b>	Ordinary Foul by Defense	Both refs point in direction of attack; drop arm when ball in play. Perimeter ref point at 5m if within 1m and direct shot is available.  Ball does not need to return/advance to spot of ordinary foul.
	#2 Two Whistles - one short, one long <b><i>Twheet-Tweeeeeeeet (“turn OVER”)</i></b>	Offensive fouls (aka contra fouls), pass out of bounds (except goalie tip), shot deflected out of bounds by field player, shot clock and 2m violations.	Both refs point in direction of attack; drop arm when ball in play. Ball put in play at or behind point of foul; at 2m if defensive foul inside 2m.
Exclusion Foul #3	Two part whistle - first for attention, then indicate foul  <b><i>Twheet-Tweet Tweeeeet-Tweeeet (“hey you... YOU'RE OUT”)</i></b>	Examples of Exclusion Fouls: Hold, sink, pull back, kicking, striking (clear intent sufficient – contact not required), Misconduct	Indicate number of excluded player to field and desk.  If whistling a double exclusion, call ball out first. If whistling a turnover with exclusion, first whistle the turnover and then whistle the exclusion.  Ball does not need to return/advance to spot of major foul.
Corner Throw Awarded #4	Two Short Whistles  <b><i>Twheet-Tweet</i></b>	Ball thrown over goal line and last touched by goalie, pass deflected by defense over goal line, ball thrown over goal line by defense.	Any player may take this at 2 meters and the side of the field. Referee blows whistle (once) and drops vertical arm to start action;
Goal Throw Awarded #5	One Whistle  <b><i>Tweeeeet</i></b>	Ball thrown over goal line and last touched by any player except goalie.	Any player may take this inside of 2 meters.
Goal Scored #6	Fading whistle  <b><i>Tweeeeeeeeeeeeet</i></b>	After a goal	Point across the body to the center. Indicate scorer’s number to table. This is exclusively the Attack ref’s call. Stand still during this signal.
Penalty Foul #7	Long blast  <b><i>Tweeeeeeeeeeeeet</i></b>  Signal 5 to the field and the cap number of the offending player to the table	Penalty Foul committed, Penalty Throw awarded	Examples of Penalty Fouls: Fouling inside 5 meters that prevents a probable goal, two hand block attempt inside 5 meters, goalie taking ball under to avoid attack

# GHSWPA Arm Signal Guide Adapted from NCAA Water Polo Rules, Appendix B

 <p>Start/restart/penalty throw, with #1 whistle</p>	 <p>Direction of attack, point to spot for free throw (free, goal, 2m)</p>	 <p>Neutral throw    Holding Impeding    Pushing off</p>	 <p>#3 Exclusion. Point toward excluded player, then toward boundary</p>	 <p>#3 Dual exclusion. Point toward both players, then toward boundary</p>
 <p>#3 Minor Act of Misconduct</p>	 <p>#3 Game exclusion w/sub, "rolled"</p>	 <p>#3 Flagrant misconduct; then signal exclusion</p>	 <p>#7 5m penalty call</p>	 <p>#6 Goal – point then sweep to center</p>
 <p>#3 Pulling back exclusion</p>	 <p>#3 Sinking exclusion</p>	 <p>#3 Kicking exclusion</p>	 <p>#2 2m violation</p>	 <p>#2 Shot clock violation, spin forearm</p>
 <p>Striking an opponent</p> <p>#1 After ordinary, point at 5 if direct shot OK</p>	 <p>Ball under, #1 or #2</p>	 <p>On the bottom, #1 or #2</p>	 <p>#2 Delay in taking free throw, #2</p>	 <p>1,2,3 4,5,10. Larger # on RH</p> <p>20 – then any more digits on right hand</p>