

WORLD AQUATICS COMPETITION REGULATIONS GLOSSARY

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Disclaimer: Due to frequent revisions and modifications to World Aquatics' Competition Regulations, this Glossary is also subject to further changes.

PART ONE: RULES APPLICABLE TO ALL AQUATIC SPORTS

Term	Definition
Aquatics	All sports disciplines governed by World Aquatics, including Swimming, Open Water Swimming, Diving, High Diving, Water Polo, Artistic Swimming, Masters, and any other discipline that may be governed by World Aquatics from time to time.
Aquatics Integrity Unit (or AQIU)	World Aquatics' independent integrity unit established under the World Aquatics Constitution and comprised of Supervisory Council, Chief Ethics and Compliance Officer, Adjudicatory Body, Investigatory Body and Anti-Doping Advisory Body.
Athlete(s)	A person (i) who is taking part in aquatics competitions and events at national or international level, organised in accordance with the World Aquatics Constitution, World Aquatics Rules and/or regulations of World Aquatics Members or affiliated entities and/or (ii) who is registered by his/her respective National Federation.
Bureau	The World Aquatics Bureau.
Bureau Member	Any member of the Bureau, elected or appointed.
By-laws	The World Aquatics By-laws.
Coach(es)	An individual involved in the instruction and training of a team and/or an Athlete.
Construction	The act or result of putting different things together.
Configuration	An arrangement of elements in a particular form, figure, or combination.
Continental Organisations	Organisations formed by World Aquatics Members of the same geographical continent, approved and recognised by World Aquatics.
CPR	Cardiopulmonary resuscitation.
Executive	The organ of World Aquatics pursuant to Article 18 of the World Aquatics Constitution.
Executive Director	The person appointed as the World Aquatics Executive Director, pursuant to Article 23 of the World Aquatics Constitution.
Independent Swimwear Expert	A biomechanical or other suitably qualified independent expert.
Integrity Code	The World Aquatics Integrity Code
Material	All physical material/fabric used to produce every element of the swimwear.
Member (or World Aquatics Member)	A National Body recognised by World Aquatics to be a member of World Aquatics.
National Body	A body which is established to represent the development and organization of Aquatics in a particular country.
National Federation	A National Body of Aquatics recognised by World Aquatics and, as such, being a (World Aquatics) Member.
NOC	A National Olympic Committee recognized by the IOC.

Official(s)	Any person elected or appointed to any position within World Aquatics, a Continental Organisation or a World Aquatics Member.
President	The person elected as World Aquatics President under Article 16 or who fills any vacancy pursuant to Article 14.14 of the World Aquatics Constitution.
Product	A piece of Swimwear of a certain design/shape/material (to give examples: men classic, women closedback, goggles, cap, etc...). The end result of the manufacturing process, to be offered to the marketplace to satisfy a need or want. Considering that the product is the end result of the manufacturing process it can consists of one or many elements. All the elements of the product have to be fixed, attached to each other and have to have practical meaning according to the product functionality.
Product Line	The number of products that have similar construction and only vary in colours, sizes and shapes. Any variation in colours, shapes and sizes should not lead to any change of physical / technical parameters of the material the product consists of. Examples: One Product Line of the swimsuits can include number of products of different shapes such as: Classic (Men), Pants-Short (Men), Pants-Long (Men), Full-Knee (Men), Full- Long-Leg (Men), Classic (Women), Full-Knee (Women), Full-Long-Leg (Women) as well as any possible modifications of the basic shapes (Open/Closed back).
Race	A single race in swimming (for ex. 50m Freestyle, 4x100m Freestyle Relay, etc.) or in open water swimming (for ex. 10km, Team Relay, etc.).
Sample	A particular Product and/or a piece of material used in Product construction of Swimwear being submitted for the approval process.
Submission Date	The last date by which an application for approval shall be received by World Aquatics in order for such application to be accepted.
Substitution	An entered competitor that is substituted/replaced by another entered competitor.
Swimwear	A swimsuit, a wetsuit, a swim cap or goggles.
Sport Nationality	Affiliation and Eligibility to represent a World Aquatics Member.
Technical Committees	The World Aquatics Technical Committees listed in Article 25.2 of the World Aquatics Constitution.
Tier	A Level of International Competition as defined by World Aquatics.
World Aquatics Office	The office managed by the Executive Director under the supervision of the President.
World Aquatics Rules	Means the By-laws and any other rules and regulations adopted by World Aquatics other than the World Aquatics Constitution.
World Championship(s)	The World Aquatics World Championship(s).
World Swimming Championship(s)	The World Aquatics World Swimming Championship(s) (25m).

PART TWO: SWIMMING RULES

Term	Definition
Call Room	A room to which the Athletes report prior to the race.
Exchange	Occurs during relays when one Athlete touches the swimming pool wall and the next Athlete dives in to the swimming pool.
False start	Occurs when an Athlete initiates a start before the starter officially starts the race.
Flip/Tumble/turn	Used in freestyle and backstroke races, where Athletes somersault before reaching the wall and push off with their feet, never touching the wall with their hands.
Lane lines/ropes	The dividers used to create lanes.
Lead-off athlete	The first Athlete in a relay.
Leg	The portion of a relay swum by one team member.
Negative split	A race strategy in which an Athlete swims the second half faster than the first.
Reaction time	The elapsed time between the starting signal of the race and the time the Athlete leaves the block or touchpad in backstroke races.
Reserve	The two non-qualifying Athletes/teams with the fastest times, who are potential replacements for any qualifying Athlete/team that is unable to, or chooses not to, swim.
Splits	Intermediate times within a race.
Starting blocks	An elevated platform on the deck at the end of a lane from which an Athlete starts an event, except in backstroke events (when Athletes start in the water).
Strokes	There are four strokes as follows: - Freestyle - Backstroke - Breaststroke - Butterfly Individual Medley is made up of equal portions of all of the above four strokes.
Swim-off	An extra race used to determine which Athlete(s) or relay teams will advance to the semifinals, or final, in the case of a tie for the last qualifying position(s). A swim-off may also be held to determine reserve positions.
Touchpad	An electronically-sensitised panel which is placed into the water at the end of a lane to record an Athlete's intermediate or final time in an event.
Video judging	Overhead and underwater cameras around the competition pool, used by the referee and appointed judges to confirm and initiate rule infraction reports.

PART THREE: OPEN WATER SWIMMING RULES

Term	Definition
Acclimatisation	The process of adapting to warmer or colder water temperatures and conditions prior to a marathon swimming race.
Beeline	The most direct and straightest route to a specific point during a race.
Boxed-in	To get caught in between swimmers so as to not be able to swim in the direction or at the desired pace.
Breakaway	To speed up or increase the pace in order to create separation from the rest of the swimmers.
Call room	A designated indoor or outdoor area or room where the swimmers gather before the race, often to listen to pre-race instructions from race officials or to store their personal gear before the race.
Chop	Wave action at the surface of the water caused by wind. Small, frequent waves that are irritating to open water swimmers because they impede forward movement and can reduce visibility from the surface of the water.
Corrected course	The most direct course to the next turn buoy accounting for drift due to actual or anticipated currents, wind and wave action.
Course	A direction or route taken by a swimmer. The path over which a race is run. The location in which a race is conducted.
Current	A portion of a large body of water moving in a certain direction.
Cut buoy	In the case of a swimmer who did not properly round a required turn buoy, a violation of the rule that requires the swimmer to return and correctly round the turn mark.
Directional buoys	Buoys on the line of the course between Turning buoys, which can be passed on either side. Usually smaller than Turning buoys and of a different colour.
Dive Start	The swimmers begin the race by diving off a fixed start platform.
Drafting	To swim close behind another swimmer (or swimmers) in order to take advantage of their slipstream, especially in a race.
Escort boat	A boat or similar watercraft that accompanies or leads a swimmer for protection and/or guidance in the open bodies of water.
Feeding platform	A boat or other temporary or fixed floating structure used by coaches to provide fuel (i.e., food) or hydration (i.e., drink) to swimmers in a race.
Finishing funnel	Funnel to guide swimmers to the finishing gate.
Flag	A flag indicates: - Yellow flag - warning - Red flag - disqualification
Leading the pack	To swim ahead of a group of swimmers in an open water race.
Outside Time Limit (OTL)	Refers to swimmers that failed to complete the course within the statutory time limit of thirty (30) minutes after the first swimmer finishes the race.
Starting platform	A dock or floating structure where the swimmers stand to start a marathon swimming race.
Splits	Intermediate times within a race.
Split rank	The swimmer's rank at intermediate (split) times in a race.
Touchpad	A narrow, flat area, which is placed above the water at the end of the race to record a swimmer's final time in an event. The touchpad contains an antenna which detects transponders as athletes finish.
Transponder	A device worn by a swimmer that identifies the swimmer as he/she touches the touchpad at the finish line, or passes an intermediate timing point.
Turning buoy	A buoy that must be rounded in order to complete the course (either clockwise or anticlockwise, depending on the course configuration).

PART FOUR: DIVING RULES

Term	Definition
Approach	The forward steps taken by a diver when executing a running dive from either the springboard or the platform. The run shall be smooth, aesthetically pleasing, and in a forward direction to the end of the springboard or platform with the final step being from one foot. The approach varies depending on the type of dive being performed and may consist of forward steps by a diver on running dives, and the initial movements by a diver after commencing a stationary position on standing dives.
Armstand Dive	When the diver executes an armstand by holding a stationary and steady balance in the straight vertical position on the end of the platform. When a dive commences from an armstand/handstand position on the edge of the platform.
Backward Dive	The diver begins at the end of the board with the back toward the water and rotates backwards.
Body Position	The orientation of the diver while performing a dive.
Degree of Difficulty	A quantitative measure of how hard a dive is to perform. The degree of difficulty is based on a standard formula defined in the World Aquatics rule book that considers starting position, approach, somersaults, flight position, twists, and unnatural entry.
Dive	A distinct component of the event in which the diver performs a single dive, while attempting to earn the maximum number of points.
Dive List	The list of dives of all the divers for each phase of the competition. The dives are submitted by the divers on the dive sheet. For the synchronised events, the divers compete in the order in which the two divers are shown on the dive sheet.
Dive Order	The order in which divers perform their dives. - Individual events: For the preliminaries, the dive order is randomly generated. For the finals, the dive order is the reverse order of the preliminary ranking. In case of ties for any qualifying place, the dive order for the tied divers will be determined by a draw. - Team event: The dive order is decided by a draw. Within a team, the divers dive in the order of their choice.
Dive Sheet	A statement of dives that must be signed by the diver and coach, and then submitted to officials prior to the start of competition.
Dives without Limit	The dives representing each of the dive groups (forward, backward, reverse, inward, twisting, armstand (platform only)).
Entry	The point in a dive in which the diver passes through the water. The entry can occur feet-first or head-first depending on the type of dive. The entry into the water shall in all cases be vertical, not twisted, with the body straight, the feet together, and the toes pointed. The final point in a dive in which the diver makes contact with the water. The entry can occur feet-first or head-first. The entry into the water should ideally be vertical, not twisted, with the body straight, the feet together, and the toes pointed.
Free Position	The diver has the option of using a combination of the three positions; the free position is used only in dives that include twists.
Forward Dive	The diver faces the front of the board and rotates forward.
Inward Dive	The diver stands on the end of the board with the back toward the water and rotates forward toward the board.

Pike Position	In the pike position the body shall be bent at the hips, but the legs must be kept straight at the knees, the feet shall be together, and the toes pointed.
Platform	A rigid and horizontal diving platform that is at least 6m long and 3m wide. The platform height is 10m. A stationary, rigid diving platform that is at least 6m long and 2m wide. The platform height is 10m.
Reserve	The two non-qualifying divers with the highest scores are potential replacements for any qualifier that is unable to, or chooses not to, dive in the final.
Reverse Dive	The diver begins with the forward approach but rotates backward toward the board.
Somersault	When a diver rotates around his/her horizontal axis in a circular manner. This can be performed in any type of dive.
Springboard	A diving board at least 4.8m long and 0.5m wide that is fixed to a moveable fulcrum 3m above the water. The springboard projects beyond the edge of the pool. A flexible diving board fixed at 3m above the water. The springboard projects beyond the edge of the pool.
Straight Position	In the straight position there is no bend at the waist or knees.
Take-off	When a diver executing a dive leaves the springboard or platform. The take-off is the divers final contact with the springboard or platform, and can determine the speed, height, angle and distance of the dive.
Tuck Position	The body is bent at both the waist and the knees, and the thighs are drawn to the chest, while the heels are kept close to the buttocks.
Twisting Dive	Any forward, backward, reverse or inward dive with lateral rotation.

PART FIVE: HIGH DIVING RULES

Term	Definition
Approach	The element of the dive immediately following the starting position. For standing dives, the approach commences when the high diver leaves the starting position, begin the swing of the arms, bends the legs and begin the pressure on the platform. For running dives, the approach commences when the high diver leaves the starting position and begins walking towards the end of the platform.
Armstand Dives	A group of dives in which a high diver begins a dive from an armstand position at the end of the platform.
Back rotation control entry	The "back rotation control entry" is a particular body movement the high diver performs at the end of the dives with backward rotation (back and reverse). It consists of a half back rotation and allows the diver to look at the water and control his body until entering the water.
Backward Dives	A group of dives in which the high diver begins at the end of the board with the back toward the water and rotates backwards.
Balk	When a diver stops his dive after leaving the starting position. This illegal movement of the diver will result in a two point deduction from each judge's award for: (1) a false start in which a diver leaves the starting position but then stops the action, (2) a loss of balance during an armstand dive resulting in the return of any part of the diver's body to the platform, or (3) any movement of the hands during an armstand dive after both feet left the platform.
Barani entry	The Barani is a particular body movement the high diver performs at the end of the dive. It consists of a half forward rotation with a half twist and allows the diver to look at the water and control his body until entering the water.
Blind entry	The Blind entry is a particular body movement that the diver performs at the end of the dive. It consists of a half forward rotation (with no twist) in which the diver cannot see the water until the end of the dive.
Cast	A term used to describe an entry in which a high diver's body is entering the water off-axis, or tilted sideways.
Degree of Difficulty (DD)	A rating of the difficulty of a dive as determined by the Degree of Difficulty Formula. The D.D. multiplied by the sum of the remaining judges' awards after cancellations when calculating the total score for a dive determine the result.
Dive List	The list of dives (often dive sheet) of all the high divers for each phase of the competition. The high diver must submit the dives on the dive sheet.
Entry	The conclusion of the dive as the high diver enters the water. An entry in high diving is always feet-first, head-first entries are not allowed.
Failed Dive	A dive that receives zero points.
Flying Dive	A dive performed in a pike (B) or tuck (C) position with a straight position (A) for at least 90° at the beginning of the dive.
Forward Dives	A group of dives in which the high diver faces the water and rotates forward. Forward dives can be executed standing or running.
Free Position (D)	Twisting dives where the high diver can use any of the positions straight, pike, or tuck or any combination of them.
Intermediate Dive	A dive with a limited DD (the limited DD is higher than the DD for the required dive. If a dive with a higher DD is used, this dive receive only the limited value. If a dive with a lower DD is used, this dive receive the calculated DD following the rules.

Inward Dives	A group of dives in which the high diver stands on the end of the platform with the back toward the water and rotates forward toward the platform.
Judge	High diving official who evaluates the performance of each dive and makes an award on a scale of 0 (lowest) to 10 (highest).
Over	A term used to describe a dive that has over-rotated at the entry.
Optional dives (Dives with no limit of DD)	The two (2) dives from two (2) different groups with no restriction concerning limit of Degree of Difficulty (DD).
Pike Position (B)	A dive position in which the body is bent at the hips, the legs are straight at the knees, the feet together, and the toes pointed. The position of the arms is optional.
Platform	A rigid and horizontal diving platform that is on 27m for men's competition, on 20m for women's competition and on 15m or 12m for junior competitions. Strongly recommended: Additional training platforms on 10m, 7.5m and 5m.
Press	The action of a high diver loading the body weight into the legs prior to take-off.
Referee	High Diving official who manages the competition and ensures that all regulations are observed.
Required Dive	A dive with a limited DD. If a dive with a higher DD is used, this dive receive only the limited value. If a dive with a lower DD is used, this dive receive the calculated DD following the rules.
Reverse Dives	A group of dives in which the high diver begins with the forward approach but rotates backward toward the platform.
Rip Entry	An entry into the water that creates little splash and is accompanied by a sound similar to fabric ripping.
Running dive	Any dive that utilises a forward approach with steps with a take-off with both feet together.
Save	A term used to describe a high diver's deliberate movement underwater to make the dive appear to enter the water as vertically as possible.
Short	A term used to describe a dive that is under-rotated at the entry.
Split Tuck or Pike	A flaw in the tuck or pike positions in which a high diver separates, or splits, the legs apart during the execution of the dive.
Spotting	A technique in which a high diver visually sees or "spots" a specific reference point to aid orientation during a somersaulting dive.
Square	A term used to describe an entry that is not twisted.
Square-out	The method of stopping the twist in dives that combine somersaulting and twisting.
Standing Dive	Any dive that begins from the front end of the platform without taking any steps or bounces prior to take-off.
Straight Position (A)	A dive position in which the body is straight without bending at the knees or hips, feet together and toes pointed. The arm positions is optional. Formerly called the "layout" position.
Starting position	The position a high diver takes before the dive begin, and the point in which a judge begins to evaluate the dive.
Take-off	When in a standing or running dive a high diver leaves the platform with both feet.

Three positions (E)	A dive position in which the position straight (A), pike (B) and tuck (C) must be used, the straight position (A) as the second position.
Tuck Position (C)	A dive position in which the body is bent at both the hips and the knees and the hands are held on the lower legs with the knees and feet together.
Twisting Dive	A group of dives in which the high diver combine any forward, backward, reverse or inward dive with lateral rotation.

PART SIX: WATER POLO RULES

Term	Definition
5 metre line	The line from where penalty throws should be taken.
6 metre area	An area within six metres of the goal line where a foul may result in a penalty throw.
Actual Play	Teams play four periods, each period consisting of eight minutes of actual playing time; a total of 32 minutes. Actual play starts at the beginning of each period, when a player touches the ball, stops on every stoppage indicated by the referee or shot clock and continues after every stoppage when the player puts the ball into play according to the rules, shoots or passes the ball.
Action shot	A shot taken by a player when the teams have an equal number of players in the pool.
Advantage	The opportunity of an attacking player and/ or the attacking team to continue to play the ball in order to generate an opportunity to score. Referees must officiate such that the attacking team can maintain its advantage.
Aggressive foul play	Behaviour that can lead to injuries of opponents. The intention of these kind of fouls is to destroy and completely stop the advantage or progress of the match or a player, or to provoke the opponent. It is dangerous play, without a clear intention to injure the opponent player, but typically is caused by emotions.
Assist	This occurs when a player passes the ball to a teammate who scores. The player who scored is credited with the goal.
Assistant referee	See "Goal Judge".
Attacking player	Player whose team has possession of the ball; the team controls the ball and has the opportunity to score a goal.
Attacking referee	The referee who is giving primary attention to the attacking situation in front of the goal to the referee's right.
Bad pass	A pass which cannot be reached by the attacker, regardless of whether or not the player has been fouled. There are no sanctions against the defending player in the case of a bad pass.
Ball under	Ordinary foul called against a player for taking the ball under water when tackled by an opponent or with intent to hide a ball from an opponent.
Block a shot or pass	To stop the ball's flight with hand, arm or body.
Cap numbers	The players wear caps numbered 1 to 13. The first goalkeeper wears number 1 and the second goalkeeper wears number 13. A player shall not be allowed to change their cap number during the match except with the permission of a referee and with notification to the secretary.
Caps	The players wear caps numbered 1 to 13. The first goalkeeper wears number 1 and the second goalkeeper wears number 13. The goalkeepers shall wear red caps. Caps shall be fastened under the chin. If a player loses the cap during play, the player shall replace it at the next appropriate stoppage of the match when the player's team is in possession of the ball. Caps shall be worn throughout the entire match. For international matches, the caps shall display on the front the international three letter country code and may display the national flag.
Centre back	A defender whose primary responsibility is to mark the attacking centre forward.
Centre forward	An attacking player whose primary position is near the opponent's two metre line and generally between the width of the goal posts.
Centre shot	A shot made by a player in the centre forward position.
Corner throw	Throw awarded to the attacking team on the defender's two metre line on the side nearest to which the ball crossed the goal line after having been touched by the defending goalkeeper.
Counter attack	The transition by the attacking team that brings the ball quickly from one end of the field to the other in an attempt to score before the defensive team can get into position.

Defending player	Player whose team does not control, and does not have possession of the ball; a player trying to defend the team's goal.
Defensive referee	The referee who is controlling the attacking situation to the referee's left. This referee generally maintains a position no closer to the goal being attacked than that player of the attacking team furthest back from the goal.
Delaying the match	Intentionally preventing attacking players from proceeding with the action or any interference against the spirit of the game with the intention to prevent a probable goal.
Designated lateral substitution area	See "Flying substitution area".
Direct shot	The ball may be shot directly at the goal: A) following a free throw when the player, the ball and the foul are outside the 6 M line, B) from a penalty throw, C) from a corner throw.
Disproportionate movements	To make any movement with intent to kick or strike, even if the player fails to make contact.
Disqualification	A ruling by officials that a competitor or team has broken the rules of the sport and cannot be considered for placing in an event unit, a phase or an event.
Double exclusion	See "Simultaneous Exclusion".
Dribble	To swim with the ball or progress the ball by swimming. A player dribbling the ball is in possession of the ball but is not holding the ball.
Drive	An attacking move by a player who is facing an opponent and who attempts to aggressively swim by that player to a position of advantage closer to the goal.
Driver	A player who is driving towards the goal, usually starting from a stationary position facing an opponent attempting to aggressively swim by the opponent to a position of advantage closer to the goal.
Exclusion for twenty (20) seconds	A major foul by a defender which results in the exclusion of the defender for twenty (20) seconds and the award of a free throw to the offensive team. A substitute is allowed after the expiration of twenty (20) seconds, when the ball changes possession or when a goal is scored.
Exclusion foul	A foul where a player is excluded from taking part in the match for a period of time as prescribed in the Rules.
Exclusion with substitution	This occurs when a player has been excluded from the remainder of the match by the referee, usually for misconduct, violent play, disrespect or simulation. A substitute is allowed after the expiration of twenty (20) seconds, when the ball changes possession or when a goal is scored.
Exclusion with substitution after four (4) minutes	This occurs when a player has been excluded from the remainder of the match by the referee, for brutality. A substitute is allowed after the expiration of four (4) minutes.
Exclusion re-entry area	The location from where a player or substitute returns to the field of play after an exclusion.
Extra player shot	A shot taken by a player whose team has more players in the pool than the opposing team.
Fake	To simulate a shot.
False start	To begin the start of play improperly, either before the signal from the referee or pushing off from or affecting the alignment of the goal.
Field of play	The part of the water officially marked as the place for the action of a water polo match.
Flying substitution	The ability of a team to exchange players during play from the flying substitution area.
Flying substitution area	The area designated by the rules at the side of the field of play where flying substitutions may occur.
Foul	A violation of a rule resulting in a stoppage of the match clock and the awarding of a free throw. There are two types of fouls. See "Physical foul" and "Technical foul".
Free throw	A method of putting the ball into play after an ordinary foul, an exclusion foul or a restart after a timeout, a goal, an injury including bleeding, the

	replacement of a cap, the referee calling for the ball, the ball leaving the side of the field of play or any other delay.
Front position on a defender	An offensive player establishing an advantageous position, that is, a position between a defending player and the opponent's goal.
Goal	The result of the ball fully crossing the goal line past the front line of the goal posts and underneath the crossbar.
Goal	The structure into which the ball must fully enter in order to score.
Goal area	A rectangular box extending two metres from the lateral outsides of the goal posts to the two metre line opposite the goal line. In this area, attacking players must not enter without possession of the ball, unless they are behind the line of the ball.
Goal Judge	An official seated on the goal line responsible for assisting the referee in determining if the ball has entered the goal or passed the goal line, including who last touched the ball as well as for throwing a new ball according to the referees' instructions.
Goal line	The end of the field of play, formed by the front face of the goal post.
Goal throw	The throw awarded to the defending team to restart the match.
Goalkeeper	An individual member of a team, wearing cap number 1 or 13, whose main role is to prevent the ball from entering the goal.
Half distance line	The line which divides the length of the field of play into two equal halves at its midpoint.
Hold an opponent	To use the hands, arms or legs to hold onto an opponent with the intention of restricting movement.
Holding the ball	Lifting, carrying or touching the ball but not including dribbling the ball.
Illegal player	A player not entitled to participate in the match.
Illegal timeout	A requested timeout to which the team is not entitled.
Impede	To obstruct movement with unallowed physical acts, like holding or blocking an opponent.
Improper entry	Entry of a player into the match during play not in accordance with the rules.
Improper re-entry	Entry of a substitute into the match during play not in accordance with the rules.
Interfere with a free throw, goal or penalty throw	To disrupt or interfere with any of these throws.
Kicking	A blow, strike or forceful thrust with the foot to an opponent's body or face, which is a personal foul.
Match	A match is a contest between two teams. It is a part (unit) of the tournament. A match consists of four periods of eight (8) minutes actual play. There is a two (2) minute interval after the first and third periods, and a three (3) minute interval after the second period (half time). If the scores are tied at full time in any match for which a definite result is required, a penalty shoot-out will be held to determine the result.
Match exclusion	This occurs when a player is excluded from the remainder of the match. It may arise as a result of the player committing three exclusion fouls, striking, showing disrespect or for misconduct.
Match officials	The match officials consist of the referees, World Aquatics delegate, TWPC evaluator, goal judges, timekeepers and secretaries.
Misconduct	Any improper behaviour, including being disrespectful towards a referee or opponent, as well as showing disregard for an instruction from the referee.
Neutral throw	Method of putting the ball into play when neither team has possession. The referee restarts play by throwing the ball into the pool between two opposing players, giving each an equal opportunity to recover the ball.
Offending player	A player committing a foul according to the rules.
Offensive foul	A foul committed by an attacking player resulting in a free throw awarded to the defending team.
Official table	The designated location where other necessary officials and authorised persons carry out their responsibilities during a match.

Pass	To throw the ball from one player to a teammate or to the area controlled by a teammate. To throw the ball towards a teammate (or to oneself) with the intention of keeping control of the ball (as opposed to the intention to score a goal).
Penalty foul	Any foul committed inside 6 metres preventing a probable goal. Additionally, violent actions or delaying the match may result in a penalty.
Penalty Shoot-Out	The method of determining a definite result for a match should the scores be level at full time
Penalty Shoot-Out competition	If three or more teams are tied in the final group ranking after applying the World Aquatics tiebreaking rules, results of the penalty shoot-out competition(s) will decide the final group ranking.
Penalty throw	A free shot at the goal from the 5 metre line defended only by the goalkeeper. The defending goalkeeper shall be positioned on the goal line between the goal posts and may move forward after the referee gives the signal for the shot to be taken. Defending players may only enter the 6 metre area after the ball has left the hand of the shooting player.
Persistent foul play	Unallowed fouls of defending players, which are stopping the attack. The intention of these fouls is not to injure an opponent, but to destroy the flow of the match, advantage and speed, as well as to intimidate the opponent.
Personal foul	Individualised foul recorded against a player, when the referee awards an exclusion or a penalty foul.
Physical foul	Physical contact of a player preventing an opposing player from continuing with movement.
Player	An individual member of a water polo team.
Possession	Possession of the ball is when a player from one of the teams is holding or swimming with the ball.
Possibility to play the ball	When the player in possession of the ball is able to continue playing by putting the ball into action.
Probable goal situation	Situations in which the attacking player is facing the goal and there is no defending player between the attacking player and the goalkeeper, and without a foul, a goal would most likely be scored. There are also probable goal situations when the goal is empty and the ball is nearby.
Pull back	To pull an opposing player.
Push-off	To use the hand, arm, foot or another body part to push off an opponent to gain an advantage.
Red card	Signal from the referee to indicate an exclusion from the remainder of the match to a player, coach or any team official.
Referee	An official responsible for conducting the match with designated functions according to the rules.
Reserve	A team member who is not playing at the time.
Restart	See "Start".
Shot	An attempt to score by purposely directing the ball towards the opponent's goal.
Shot clock	A team has either thirty (30) or twenty (20) seconds to shoot the ball at the goal, depending on how they gained possession. The shot clocks count down the remaining time and are located at the edge of the pool in each corner.
Simulation	To pretend to be fouled.
Simultaneous exclusion	When two players from opposing teams are simultaneously excluded.
Sink	To push an opponent under the water.
Spirit of the game	Defining characteristic of the sport. Playing within the spirit means playing to win while respecting teammates, opponents and the game itself. It is defined by understanding the rules and playing with integrity and honesty in mind.
Sprint	See "Swim up"
Starting line-ups	Starting line-ups represent the six players and a goalkeeper of each team which will start the match.

Start	The commencement of play at the beginning of a period, after a goal or after the referee has called for the ball and stopped play.
Statistics	Statistics evaluate the performance of the teams and players.
Steals	Winning a ball from an attacking team without foul.
Substitute	A player entering the field to replace a player already in the field of play or an excluded player.
Swim up	At the beginning of a period the ball is placed in the middle of the field of play and once the whistle is blown to signal the start of the match, teams sprint towards the middle of the pool to gain possession of the ball.
Tackle	To hold, sink, pull back or impede a player who is holding the ball.
Tactical foul	Any foul by a defender with the objective to stop the flow of the match with intent to take away an advantage, especially the counter attack.
Team standings	Position in order of achievement of the teams by points and goals.
Technical error	A technical error committed by any match official during a match which could affect the match result.
Technical foul	An action against the rules, e.g., false start or restart, to strike the ball with clenched fist, two hands, etc
Technical Water Polo Committee (TWPC)	The Technical Water Polo Committee is a standing committee in charge of technical matters of Water Polo.
Throw	Any movement by hand releasing the ball, with intent to put the ball into play or pass or score.
Tiebreaking	The World Aquatics rule applied to determine the final group ranking in the event of ties.
Timeout	A one-minute stoppage of play available to the attacking team at any time, except at the awarding of a penalty throw or during a VAR review. Each team is entitled to two timeouts per match.
Transition	The phase of the match when a team changes from offense to defence or from defence to offense.
Turnover	A turnover occurs when an offensive player or team loses ball possession to the opposing team before a shot has been taken. This can result from a player getting the ball stolen or sent out of the field of play, having a pass intercepted, committing an ordinary foul, or committing a turnover (offensive) foul.
Video Assistant Referee (VAR)	Video technology and assistant referee, which the referee may use to make a final decision after reviewing a situation.
Violent action	An action by a player intended to cause harm or to injure another player or official, regardless of whether contact is made or not.
Visibly putting the ball into play	The ball must leave the hand of the player with the ball. Throwing the ball from a player's left to right hand is considered putting the ball into play.
World Aquatics TWPC Commission	The World Aquatics TWPC Commission is an executive body with the responsibility of conducting championships. It is composed of the World Aquatics Bureau liaison, together with the Chairman, Vice Chairman and the Secretary of the TWPC.
Yellow card	Warning signal from the referee to the coach for inappropriate behaviour or insufficient bench discipline, or for repeated simulation and persistent foul play of a team.

PART SEVEN: ARTISTIC SWIMMING RULES

Term	Definition
Acrobatic Routine	This routine promotes the powerful and innovative acrobatics that athletes are now performing in the water. They perform seven acrobatics, one from each of the four acrobatic groups plus three free choices for a total of seven transitions. Hybrids are free but no Degree of Difficulty is awarded. All acrobatic movements are divided into four Main Groups: A for "airborne". All elements in this group are performed by a "featured-swimmer" in the air (Jumps and throws) B for "balance". Acrobatic movements in this group are performed on a support/base (subgroups Stack and Lift) C for "combined". Encompasses characteristics of both upper groups. P for "platform". The coordinated effort of team members to form a stable support on which one or more swimmers is lifted to pose or perform actions. May have jump or "dismount" ending (water entrance). Total time is 3:00 +/- 5 seconds.
Artistic Impression (IMPR)	Artistic Impression components are: Choreography, Musicality (including synchronisation with music), Performance are judged by the Artistic Impression Panel. Transitions are also judged by the Artistic Impression Panel. The category includes: • Choreography and Musicality: consider the creative skill of composing a routine that combines artistic and technical elements. The design and weaving together of variety, creativity, and innovation of all movements; elements and transitions. The pool coverage. Expressing the mood of the music, use of the music's structure and the movements and synchronisation with music. • Performance - the manner in which the duet/team presents the routine to the viewers: the walk-on and deck movements. The use of body language to express physical and emotional power, confidence, and total command of the performance. • Transitions. consider the artistry and mastery of varied and purposeful movements, propulsions and strokes that link routine elements.
Commission	• The commission structure comes under the responsibility of World Aquatics. • The primary duties are to: • Ensure that the rules and directions of World Aquatics are adhered to • See that the event runs faultlessly • Advise the organisers within the scope of their duties • Be the official representative of World Aquatics • Make the roster for officials and judges.
Deck Work	Deck work refers to designated starting point to the achievement of a stationary positions may not exceed thirty (30) seconds for technical and free duets teams and acrobatics, when the routine starts in the water the time allowance for the athletes to achieve a stationary position in the water does not exceed thirty (30) seconds Timing of the performance starts with the walk on and finishes accompaniment. When the first competitor moves past the starting point. It ends when the last competitor assumes a starting position. Timing of the deck work begins with the accompaniment and end at the last competitor leaves the deck.
Degree of Difficulty (DD)	A quantitative measure of how hard an element, hybrid or acrobatic is performed. The degree of difficulty of can be found for Duet and Team technical elements, World Aquatics Hybrid Degree of Difficulty Chart and World Aquatics Acrobatic Difficulty Catalogue. World Aquatics defines all Degrees of Difficulty.
Difficulty (DIFF)	The third panel of judges for free routines (weighted 30%). Difficulty in free routines represents the quality of being hard to achieve, difficulty of all movements and of synchronisation.

Difficulty Technical Controllers	Difficulty Technical Controllers check the predeclared difficulty on the submitted Coach Card. The Difficulty Technical Controllers check the following: - The number, order and pre-declared difficulty of Free Elements - The declared order of performance - The declared order of the Technical Required Elements and identify if any part of the Technical Required Elements is omitted or does not conform to the requirements.
Draw	The procedure that generates the start order. There are three draws as follows: - At the first Team Leaders' meeting a draw is performed for the Duet Technical Routine, Duet Free Routine and Team Technical Routine, Team Free Routine and Acrobatics Routine. All teams/duets participate in a random draw.
Duet	A pair of artistic swimmers.
Elements	Execution of Elements is judged by the five Element judges, the Execution panel judges – the level of excellence in performing highly specialised skills. Execution of all routine elements: Technical Required elements and Free elements (Hybrids and Acrobatics).
Free routine	In the free routine, there are no restrictions on music and choreography. The Duet free routine can be no longer 2:45 +/- 5 seconds, and includes a total of seven free hybrids and two pair acrobatics (The Team free routine final can be no longer than 3:30 +/- 5 seconds, and includes a total of seven free hybrids and four free team acrobatics).
Judge Panels	There are two panels of five judges who award scores for routines. There are five Elements. The mark for each element is calculated as follows: the highest and lowest scores for each mark are cancelled, one high & one low, the three remaining marks are added together and the sum divided by three. This result is then multiplied by the DD. For each of the five Artistic Impression Judges' marks the highest and the lowest scores for each mark are cancelled. The three remaining marks are added together.
Meet	An Artistic Swimming competition.
Nose clip	A small clip of hard plastic or wire with a thin rubber coating, used to stop water from entering the nose during underwater movements.
Penalty Points	Penalty points are deducted for the infraction of rules as described in the World Aquatics Rules.
Reserve (Teams)	A swimmer entered in the competition, but not actually swimming. Competitors can be replaced by a reserve up to two (2) hours prior to the start of the respective session. In case of a medical reason the reserve can be exchanged at any time before the start.
Routine	This is an event unit. There are three types of performances in Artistic Swimming events: The technical routine, the free routine and the acrobatic routine.
Routine Result	The score for a routine that is determined by $EL1DD * Ex + EL2DD * Ex - Sy \text{ errors penalty} - \text{other penalties} = \text{Element Score}$ $Ch/Mu \text{ score} + \text{presentation} + \text{transitions} + \text{other penalties} = \text{Artistic Impression Score}$ Within each panel, the score is calculated after dropping the high and low judges' scores. $\text{Elements Score} + \text{Artistic Impression Score} - \text{Other penalties} + \text{Routine Score}$
Score	Points awarded by the judges, between 0-10, with 0.25 point increments.
Synchronisation Technical Controllers	Synchronisation between swimmers (one with the other) will be monitored by three Synchronisation Technical Controllers (STC) that will record the number and type of synchronisation errors observed.
Teams	An Artistic Swimming team is made up of eight swimmers, and up to two of the swimmers may be male. A different combination of eight swimmers may swim in the technical and free routine final portions of a meet.
Technical merit	The level of excellence demonstrated by the swimmers' mastery of highly specialised skills. The technical merit is judged by a panel of five judges on a scale of 0.0 (fail) to 10 (perfect).

Technical routine	The technical routine has required elements with an assigned degree of difficulty that must be performed in a predefined order. Technical routines also have other specific requirements as described in the World Aquatics manual. The duet technical routine has a time limit of 2:20 (including ten (10) seconds deck work) +/- 15 seconds. The team technical routine has a time limit of 2:50 (including ten (10) seconds deck work) +/- fifteen (15) seconds.
Technical Artistic Swimming Committee (TASC)	The primary duties of the TASC, appointed by the World Aquatics Bureau, are: • To ensure that all aspects of World Aquatics competition rules and operation manuals are followed • To oversee the qualification procedures • To oversee the technical conduct of the competition • To run the technical meeting • To recommend the list of judges to be invited to the Games • To advise the organisers within the scope of their duties

PART EIGHT: MASTERS RULES

Term	Definition
Affiliated	A fully affiliated national federation member of World Aquatics.
Age Groups	the segmentation of the participation category in masters events.
Approach	The forward steps taken by a diver toward the end of the platform or springboard. This precedes the hurdle and takeoff and the usually involves three or more steps.
Balk	An illegal movement by a diver, false start - an obvious attempt to start the approach but not complete the dive, a loss of balance on an armstand dive causing feet to touch the platform.
Bulkhead	Moveable end wall of course.
Certification of Pool Length	Measurement of the length of the pool submitted to the TSC or World Aquatics Masters Recorder confirming the length of the pool.
Certifying Official	A person who is responsible for ensuring that all the rules for the competition are in compliance with the World Aquatics Competition Regulations.
Chief Referee	The individual, who is not a judge, is responsible for managing the competition and making sure all regulations are observed.
Chief Timekeeper	The person who verifies and in charge of the timekeepers.
Club	An organization of permanent character which has been an accepted member of a Country/Federation.
Code	Competition Regulations
Completion of the race	The instant that a swimmer touches the wall at the end of the prescribed distance.
Compulsory	Required by a rule.
Concurrently	At the same time.
Course	Designated distance over which the event is conducted.
Decisive game	Deciding game to continue in the tournament.
Deck Movement/Deck Work	Limited to 10 seconds and all swimmers must maintain contact with the deck with at least one extremity.
Degree of Difficulty (DD)	The numerical value assigned to a dive or element based on a formula.
Dive Number	Description of the dive characteristic, of group and position.
Dive Table	The list of dives that divers can select dives to perform Part Four, Appendix 9, 10, 11.
Diving Secretary	Person to record scores of divers and apply DD.
Diving Sheets	Dives that the diver will perform in the order of the dives within an event at a competition.
Double round-robin	Each team plays every other participation twice.
Draw	Random selection by chance.
Duet	A routine that comprises of two (2) swimmers.
Egg beater	A rotatory action of the legs used to support and propel the upper body in an upright position, leaving the arms free.
Electronic Timing	Timing device that automatically stops the time when the athlete touches the Pad.
Elements	A specific series of positions, transitions and movements that are required in a technical competition.
Elements Order Card	Card to be submitted before the routine which highlights order in which the elements will be performed.

Entry List	Paper sheet, the list of competitors registered to compete in the event.
Execution	Performance level of the skills demonstrated.
Figures	A combination of body positions and transitions performed in a prescribed manner.
Financial Members	Members that pay a membership fee to their federation through their club.
FOP	Field of Play
Free Combination	"Combo" routine combination of all the other events: solos, duets, team segments. All done within the same routine.
Game	Divided into four (4) periods.
Game Roster	Listing by cap number of all players part of the team.
Goalkeeper "Goalie"	A player whose primary responsibility is to defend the goal. May use two hands to defend against a shot.
Heats	A division of an event in which there are too many swimmers to compete at one time.
Highly visible Colour	Noticeable, Bright colors such as pink, white, yellow, light blue, fluorescent.
Hybrid	A sequence of leg movements performed while the swimmer is underwater in a routine.
Ineligible	Not qualified.
Judge	A person who scores and decides the results of a competition.
Management Body of the Competition	Chair, Vice - Chair and Discipline Manager or AQUA representative.
Masters Commission	Chair and Vice Chair.
Masters meet	All competitors are over 25 years of age for swimming, open water, diving and artistic swimming with exception of water polo is 30 years of age.
Meet Director	The person responsible for the organizing and coordination of all aspects of the swim meet-Discipline Manager.
Meet Timing Record	Printed results from the automatic timing system.
Mixed Duet	A routine that comprises of One (1) female/woman and One (1) male/man.
National Masters Recorder	Every National Federation designates a National Recorder who is the only eligible person to submit records for athletes registered to his National Federation or Records swam under the sanction of the National Federation.
Non-competitors	Persons who are not competing such as accompany persons.
One way sprint	Swimming in one direction.
Organising National Federation	the national federation organising the event.
Panel	Judges that score specific aspects of the routines.
Paramount	Most important.
Participant	An individual who takes part in an event.
Periods	Actual playing time that is six (6) or seven (7) minutes.
Platform	A stationary, non-bending diving platform.
Pool length	The distance from one end of the pool to the other.
Possession	Undisputed control of the ball, 35 seconds.
Preliminary round	First part of the competition that determines which teams will advance to the finals medal rounds.
Pre-seeded	Events are seeded prior to day of competition.

Programe	The order of events, may include list of competitors, starting times, warm up, groups, age, sex, event.
Properly registered	A participant that is registered through World Aquatics General Management System (GMS).
Propulsion	Having power to propel (move) through the water.
Qualifying standards/time	The time a swimmer must have previously achieved in order to compete in that event at a designated competition.
Race Organisers	The responsible entity for organizing the Race.
Recognised by World Aquatics	A meet or entity that has been recognised by World Aquatics.
Relays	A race in which four (4) eligible team members each swim a specified position of the the event/course.
Reserves	A player who is not playing at the time.
Rest day	Day in between matches where a team does not have to play any matches.
Results List	Compliation of the swimmer's times of swum and separated by age groups .
Routine	A combination of strokes, figures, and parts thereof, choreographed to music.
Safety marshall	A person who works to identify and address potential safety issues.
Safety Officer	An individual responsible for ensuring compliance, safety of conducting the event.
Safety Officer	A person who is responsible for all aspects for the safety during the competition.
Safety Plan	Written plans for the procedures to be followed in the event of an emergency or a need for medical intervention.
Sanctioned	A meet conducted conforming with all rules of World Aquatics Competition Regulations in which all participating master swimmers are all current registered with Federations.
Scratches	Withdraw an entry from competition.
Semi-Automatic Officiating Equipment	Starts with electronic signal and the finishes are recorded by the button pushed by a timer.
Single round-robin	Each team plays every participation once.
Solo	A routine that comprised of a single swimmer.
Sports Manager	Discipline Manager-person who is responsible in scheduling and assisting the competition.
Springboard	An adjustable diving board that regulats "springiness" resting.
Start end	Short whistles, then long whistling signalling swimmer to get ready to commence the beginning of the race.
Start List	Heat Sheet, a document that lists the order of the events which includes the heat and lane assignments for each swimmer.
Substitutes	Replacement after a goal, during a timeout or between periods.
Synchronised	Divers performing the same dive in unison.
Team	A routine comprised of four (4) to ten (10) swimmers.
Team members	Competitors belonging to the same group.
Technical meeting	A meeting held before the competition to inform competitors, coaches and team designee about the competition.
textile	Open mesh material like cotton, nylon, lycra.
Time Limits	Maximum time allowed in a routine.
Timed Final	Competition where each event is swum once during the meet, final placement is determined by the time.
Turn end	Designated wall for racing and change in direction.

Uniform motion	All elements have to be performed in a uniform motion.
Walk out	How the swimmers walk out onto the deck (starting platform).
Warm up	Non competition activity to prepare for the competition.
Wave	At an open water event, a second or subsequent started used if the start area cannot accomodate all contestants at the same time.
World Aquatics Masters Committee	The Masters representation in charge of technical matters of Masters Aquatics-Swimming, Open Water, Diving, Water Polo, and Artistic Swimming.