

Rule numbers in bold are the significant changes

- 5.1 and 5.6 (Two Goalies) WPTAS will still only require you to have one goalie and you can change the goalie at halftime. If the goalie is changed at any other time (including due to injury), the goalie leaving cannot play again in the game in any capacity.
- 7.3 (Advantage) The referee should allow the advantage to the attacking team i.e. not award a foul if it is not to the advantage of the attacking team.
- **11.3(OT)** If a game requires a result and is tied at the end of regulation time, we will go to golden goal after a two minute break. This will be periods of 6 minutes with a two minute break to switch ends in between until a goal is scored. This should only apply during Finals and Semi-Finals
- 12.1 (Timeouts) Timeouts WPTAS does not allow timeouts
- **19.2**(Free Throw) The defender must move back after committing a minor foul. The notional distance is 1M or roughly an arms-length for younger grades. The intent is not to interfere with the free throw. The player awarded the free throw must put the ball into play immediately. Notionally they should be given 2-3 seconds to do so once in possession of ball.
- **16**(Goal Throw)and **17**(Corner Throw) The player taking the goal/corner throw must put the ball into play immediately. Notionally they should be given 2-3 seconds to do so once in possession of ball. Note the Goal Throw can be taken by any player on the team awarded it.
- **20 Ordinary Fouls**
- **20.16**(Wasting Time) The intent of this rule is the ball must be moved forward and to apply it during the last minute of play of the game. If the goalkeeper is the only player of the team in their half of the pool, they may not receive a pass from a team mate. If the goalie sits with the ball this would be considered wasting time, so they must move forward with the ball or pass it forward.
- 20.17To simulate being fouled.
- **21 Exclusion Fouls**
- **21.1** (Exclusions inside 5m) For exclusions inside the attacking teams 5m the ref must i) signal the exclusion, ii) signal the number to the player and the bench, iii) signal restart. This prevents the situation of the centre back being excluded and the centre forward just receiving a pass for a quick shot on net before the defence can react.
- **21.8** To impede or otherwise prevent the free movement of an opponent who is not holding the ball. Note holding does not include dribbling the ball. This used to be an ordinary foul and can include things like swimming across an opponent's legs or on their shoulders. This foul can be committed by the person in possession of the ball but would be given as a turnover not exclusion.
- 21.10 To use two hands to hold an opponent anywhere in the field of play
- **21.11** Upon Change of Possession (including after a goal) for a defending player to commit a foul on any player (except the one holding the ball) on the other team, anywhere in the attacking team's field of play. In other words, don't foul them the other team in their half unless the person is holding the ball. Any foul with the objective of stopping the flow of the game/counterattack should result in exclusion.
- 22.8 Penalty Fouls Should be applied to situations where a defending player deliberately delays the game e.g. 6-5 with limited time remaining in the game and a defending player deliberately throws the ball before the recommencement of the game to a position in the field that makes it impossible for the attacking team in the remaining time to create a scoring opportunity.