

Type of garbage	Ships outside special areas	Ships within special areas	Offshore platforms (more than 12 nm from land) and all ships within 500 m of such platforms
Food waste comminuted or ground	Discharge permitted ≥3 nm from the nearest land, en route and as far as practicable	Discharge permitted ≥12 nm from the nearest land, en route and as far as practicable	Discharge permitted
Food waste not comminuted or ground	Discharge permitted ≥12 nm from the nearest land, en route and as far as practicable	Discharge prohibited	Discharge prohibited
Cargo residues ¹ not contained in wash water	Discharge permitted ≥12 nm from the nearest land, en route and as far as practicable	Discharge prohibited	Discharge prohibited
Cargo residues ¹ contained in wash water	Discharge permitted ≥12 nm from the nearest land, en route and as far as practicable	Discharge permitted ≥12 nm from the nearest land, en route, as far as practicable and subject to two additional conditions ²	Discharge prohibited
Cleaning agents and additives ¹ contained in cargo hold wash water	Discharge permitted	Discharge permitted ≥12 nm from the nearest land, en route, as far as practicable and subject to two additional conditions ²	Discharge prohibited
Cleaning agents and additives ¹ in deck and external surfaces wash water	Discharge permitted	Discharge permitted	Discharge prohibited
Carcasses of animals carried on board as cargo and which died during the voyage	Discharge permitted as far from the nearest land as possible and en route	Discharge prohibited	Discharge prohibited
All other garbage including plastics, synthetic ropes, fishing gear, plastic garbage bags, incinerator ashes, clinkers, cooking oil, floating dunnage, lining and packing materials, paper, rags, glass, metal, bottles, crockery and similar refuse	Discharge prohibited	Discharge prohibited	Discharge prohibited
Mixed garbage			

When garbage is mixed with or contaminated by other substances prohibited from discharge or having different discharge requirements, the more stringent requirements shall apply