

RULES & REGULATIONS

The 23rd Asia Pacific Water Polo Tournament (The Game) Competition regulations are modified from the competition regulations of World Aquatics. Otherwise stated, the game's competition regulations shall follow the latest official version of the World Aquatics.

1. THE FIELD OF PLAY & EQUIPMENT

1.1. Court

1.1.1. Dimensions of 30m x 20m. (Men) & 25m x 20m (Women).

1.1.2. An area for flying substitutions must be available on the lateral outer side of the field of play, on the side where the team benches are situated.

1.2. Ball Sizes

1.2.1. Size 4 in Women's Group.

1.2.2. Size 5 in Men's Group.

2. TEAMS & PLAYERS

Team composition

2.1. Each team must consist of a maximum of 13 players: 11 field players and 2 goalkeepers. A team shall start the game with not more than 7 players, one of whom shall be the goalkeeper and who shall wear the goalkeeper's cap. 5 reserves may be used as substitutes and 1 reserve goalkeeper who may be used only as a substitute goalkeeper.

2.2. Field player and goalkeeper is not allowed to change in different games.

2.3. Teams are required to submit the **Team List** of the match to HKGSA **60 minutes** before the games begin.

2.4. Teams are required to report to the call area **20 minutes** before the games begin, where the officials will proceed with the preliminary checks: start list, athletes' identification, WP Caps, swimsuits, fingernails, skin cleanliness, and absence of any potentially harmful objects.

2.5. Any team not ready to start in the water within **5 minutes** after their allotted start time will automatically concede the match 5-0.

3. REFEREES AND TECHNICAL OFFICIALS

3.1. Referees must wear the assigned uniform (**White Polo, White Bottoms and White Sport Shoes**). **Referee's shoes must only be worn on the pool deck.**

3.2. Both referees and technical officials must be present on the pool deck 20 minutes prior to the starting time.

4. DURATION OF THE GAME

4.1. Round Phase: 4 x 6 minutes running clock.

Remarks: Stopping clock will be applied if the score is within 2 goals entering the final 2 minutes in the 4th period.

4.2. Classification & Quarter Finals: 4 x 7 minutes stopping clock

4.3. Medal Rounds will be 4 x 8 minutes stopping clock

5. TIMEOUTS

5.1. Round Phase: **No** Timeouts

5.2. Classification & Quarter Finals: **1** Timeout per team (1 minute each)

5.3. Medal Rounds: **2** Timeouts per team (1 minute each)

6. CLASSIFICATIONS

6.1. Points for all the games during round robin are as follows:

WIN = 3 points, DRAW = 1 points, LOSE = 0 point.

6.2. World Aquatics Water Polo rules will be applied when deciding group standings.

(If two (2) teams shall have equal points, further classification shall be established as follows: The team winning the game between them shall be placed higher. If there is more than one tie in a group, the highest placed tie shall be determined first.)

6.3. Penalty Shoots Out will apply in all matches besides the round phase/robin stage.

7. VIOLENT ACTION

7.1. Any player ejected for Violent Action will automatically miss the next game with possibility of substitution for that game. 2 Violent Action will result in the player missing the rest of the Tournament with possibility of substitution for the remaining games.

8. COMPETITION VENUE ACCESS

8.1. All players & officials should wear the Accreditation Card provided by the **Organising Committee** throughout the tournament.

Please be aware of your belongings at all times! Good luck!