



## Panasonic 17<sup>th</sup> HKASA School Invitational Water Polo Championships

### Rules and Regulations

A. Latest FINA Rules except:

i) All Matches: **2 periods 12 mins non-stopping clock, 2 mins break between intervals**

ii) **No overtime for all matches.** Should the scores be level at full time in any game for which a definite result is required, there shall be a penalty shootout to determine the result.

iii) Penalty Shootout: Teams will be requested to nominate five players and goalkeeper who will participate in the penalty shootout. **Goalkeepers and players who have committed 3 major fouls in the game are ineligible** to be listed among those players to shoot. Should teams still be tied following the completion of the initial five penalty shots, another five different players shall then take alternate shots until one team misses and the other(s) score.

iv) Win: *3 points*    Draw: *1 point*    Lose: *0 points*

If at any stage during the round-robin or classification matches, teams need to be ranked and there are teams with equal points, further classification shall be established as follows:

1. The first comparison shall be based on goal difference, and if still tied, then based on goals scored.
2. If still tied, the team winning the game between them shall be placed higher.
3. If the game between them was tied, then the results against the highest placed team in the group shall be considered.
4. If the game between them was tied, then penalty shootout will be held to determine the classification.

Teams shall report to the Marshall Table with **players' student cards** 15 minutes prior to the scheduled match. Only registered players with valid student cards are eligible to compete in the competition. In any game where a team competes with player without valid student card, the walk-over rule shall apply, i.e. lose 0-5. Team fails to commence play at the set time of the match will be regarded to have given a walk-over to the opposing team.

B. Shot Clocks (30 Seconds possession) (**Classification Matches Only**)

C. No Timeout in the whole tournament except the 1<sup>st</sup> - 3<sup>rd</sup> **Classification Matches** (two 1 min Timeouts).

D. Shot Clock blanked for last possession when less than 30 seconds in period.

E. Brutality: Out of next game. 2 brutality: Out of the tournament.



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#### F. Number of Players:

i) Each team shall consist of 11 field players and 2 goalkeepers. Declare a maximum of 13 players 1 hour prior to start of the 1<sup>st</sup> game of the competition day and the same 13 players must play throughout the **competition day**. Any changes in team roster must be approved by the Organizing Committee.

ii) A team shall start the game with not more than 7 players, one of whom shall be the goalkeeper and wear cap no. 1. The other caps shall be numbered 2 to 13. 5 reserves may be used as substitutes, and 1 reserve goalkeeper shall wear a red cap numbered 13 and shall be used only as a substitute goalkeeper.

#### G. Team Presentations:

I. Number of Bench: 6 players, 3 staffs.

II. Caps on at all times.

H. Benches and re-entry area are on the opposite side of table.

I. Cap Colour: 1<sup>st</sup> team listed is white.

J. No show: **10 minutes before game start**. Team will lose 0-5.

K. No appeal or complain to referee or table, only attend to Tournament Manager (Mr. Marcus KOO)

L. Captains are required to collect caps from the table 15 minutes before the game and return to the table within 10 minutes after the game.

M. Water Polo Rules can be checked on the FINA Website ([www.fina.org](http://www.fina.org)).

N. Any further information will be e-mailed to the contact person. Make sure those e-mails work.