25th HKGSA School Invitational Water Polo Championships

Rules and Regulations

Boys' Water Polo Category:

A. Latest WORLD AQUATICS Rules except:

i) **Match duration and periods:**

- Gold Medal Matches: 4 periods of 6 minutes stopping clock, with 2-minute intervals after the 1st and 3rd periods and a 3-minute halftime interval; teams (players, coaches, officials) shall change ends at halftime.

- All Matches except gold medal matches: 2 periods of 8 minutes stopping clock, with a 3-minute halftime interval

ii) **Extra time and Penalty shootouts**

- No overtime will be played in any match. For any match where a definite result is required and the score is tied at full time, the winner shall be determined by a (PSO) Penalty shootout.

- Each team nominates 5 players and 1 goalkeeper to participate; any goalkeeper or player with 3 major fouls in the game is ineligible to shoot. If still tied after the first 5 shots per team, the same 5 players take alternate shots until one team scores and the other does not.

iii) **Win:** ***3 points*** **Lose:** ***0 points***

iv) 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. The Field of Play & Equipment

i) Court dimensions: 25m x 20m

ii) Ball size: Size 5

C. The ranking in each group is determined as follows:

i) Greatest number of points obtained in all group matches

ii) If 2 teams shall have equal points, further classification shall be established as follows:

1. The team winning the game between them shall be placed higher.
2. If the game between them was tied, then the results against the highest placed team(s) in the group shall be considered.
3. The first comparison shall be based on goal difference, and if still tied, then based on goals scored.
4. The comparison shall be made first compared to the highest placed team (or teams, if tied) in the group.
5. If still tied, the results against the next highest placed team (or teams, if tied) shall be

used in succession until all results have been considered.

6. If still tied, the teams shall shoot penalty shots to determine which team shall be placed higher. Each team shall nominate 5 players and a goalkeeper who will participate in the penalty shoot-out. The team shall shoot 5 penalty shots at the goal of the other team, alternating shots. If a tie exists after each team has taken 5 shots, then teams shall take sets of alternate shots until one team scores and the other does not. The procedure shall be conducted following the final game of the round or at the first practical opportunity.
7. If there is more than one tie in a group, the highest placed tie shall be determined first.
8. If it is the situation where there is more than one tie in a group and it is not possible to determine the highest placed team then all results within the group shall be used to determine the highest placed team.

D. Shot clock

i) A 28-second possession clock will be used in all matches.

ii) For Second possession after shoot on goal will be 18-second

iii) The shot clock will be blanked (not displayed) for the last possession when there are fewer than 28 seconds remaining in the period.

E. Timeouts:

i) No timeouts are allowed in any match except the Bronze Medal Match and the Final.

ii) In the Bronze Medal Match and Final, each team may request 2 timeouts of 1 minute each.

iii) If the coach of the team in possession requests an additional timeout to which the team is not entitled, play is stopped and the opposing team restarts at the half-distance line.

iv) If the coach of the team not in possession requests a timeout, play is stopped and a penalty throw is awarded to the opposing team, and will lose 1 timeout if the team remain.

F. Brutality & Exclusions:

i) 1st brutality: Out of next game. 2nd brutalities: Out of the tournament.

ii) Player will be excluded from the game after 3 exclusions

G. Team composition and players:

i) **Team composition:**

- Each team must consist of a maximum of 14 players.
- 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 14. 7 reserves may be used as substitutes, and 1 reserve goalkeeper shall wear a Red Cap No. 13 and shall be used only as a substitute goalkeeper. A team playing with less than 7 players shall not be required to have a goalkeeper.

ii) Allow substitution of players before each match; it is not limited to player injuries or unexpected circumstances.

iii) Teams must submit the final team list 10 minutes before each match;

H. Team Presentations:

i) Number of Bench: 7 players, 3 Team officials

ii) 3 Team officials need wear in same style uniform

iii) Caps on at all times.

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

J. Cap Colour: 1st team listed is White.

K. White Team shall on the opposite side of Jury table Right side during the game start

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

M. No appeal or complain to referee or table, only attend to Water Polo Committee.

N. 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.

O. Water Polo Rules can be checked on the WORLD AQUATICS Website (https://www.worldaquatics.com)

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

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Rules and Regulations

Boys' and Girls' Water Polo 4vs4 Category:

A. Latest WORLD AQUATICS Beach Water Polo Rules except:

a. **Match duration and periods:**

- 2 periods of 7 minutes running time, with a 3-minute halftime **interval; teams shall change ends at halftime.**

b. **Extra time and penalty shootouts**

- No overtime will be played in any match. For any match where a definite result is required and the score is tied at full time, the winner shall be determined by a penalty shootout (PSO).

- Each team nominates 3 players and 1 goalkeeper to participate; any goalkeeper or player with 5 major fouls in the game is ineligible to shoot. If still tied after the first 3 shots per team, the same 3 players take alternate shots until one team scores and the other does not.

c. **Win:** ***3 points*** **Lose:** ***0 points***

d. 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. **The Field of Play & Equipment**

a. Court dimensions: 10m x 15m

b. Ball size: Size 4

C. **The ranking in each group is determined as follows:**

a. Greatest number of points obtained in all group matches

b. If 2 teams shall have equal points, further classification shall be established as follows:

i. The team winning the game between them shall be placed higher.

ii. If the game between them was tied, then the results against the highest placed team(s) in the group shall be considered.

iii. The first comparison shall be based on goal difference, and if still tied, then based on goals scored.

iv. The comparison shall be made first compared to the highest placed team (or teams, if tied) in the group.

v. If still tied, the results against the next highest placed team (or teams, if tied) shall be used in succession until all results have been considered.

vi. If still tied, the teams shall shoot penalty shots to determine which team shall be placed higher. Each team shall nominate (5) players and a goalkeeper who will participate in the

penalty shoot-out. The team shall shoot 5 penalty shots at the goal of the other team, alternating shots. If a tie exists after each team has taken 5 shots, then teams shall take sets of alternate shots until one team scores and the other does not. The procedure shall be conducted following the final game of the round or at the first practical opportunity.

vii. If there is more than one tie in a group, the highest placed tie shall be determined first.

viii. If it is the situation where there is more than one tie in a group and it is not possible to determine the highest placed team then all results within the group shall be used to determine the highest placed team.

D. **Shot clock**

a. (20) second possession clock will be used in all matches.

b. For Second possession after shoot on goal will be 20-second

c. The shot clock will be blanked (not displayed) for the last possession when there are fewer than (20) seconds remaining in the period.

E. **Timeouts:**

a. No timeouts are allowed in any match except the Bronze Medal Match and the Final.

b. In the Bronze Medal Match and Final, each team may request 1 timeout of 1 minute in each quarter.

c. If the coach of the team in possession requests an additional timeout to which the team is not entitled, play is stopped and the opposing team restarts at the half-distance line.

d. If the coach of the team not in possession requests a timeout, play is stopped and a penalty throw is awarded to the opposing team and will lose 1 timeout if the team remain.

F. **Brutality & Exclusions:**

a. 1st brutality: Out of next game. 2nd brutalities: Out of the tournament.

b. Player will be excluded from the game after 5 exclusions

G. **Team composition and players:**

a. Each team shall consist of a minimum of 6 players and a maximum of 9 players.

b. A team shall start with not more than 4 players, one of whom shall be the goalkeeper wearing cap no. 1; other caps are numbered 2–9, all players can serve as substitutes. The goalkeeper may be changed at any time by exchanging the red cap no. 1, without limitation.

c. Teams must submit the final team list 10 minutes before each match.

H. **Team Composition and Player Entry**

Players entering and exiting the field of play shall follow WORLD AQUATICS Water Polo 4x4 rules regarding player substitution and re-entry.

I. **Fouls and Exclusions**

a. A player shall be excluded from the remainder of the match upon committing five (5) major fouls.

b. Upon exclusion, the excluded player must swim to and touch the designated corner before returning back to the field of play.

c. There shall be no team foul rule applied in this competition.

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J. **Restart of Play**

After every goal, play shall restart from the center of the field. Corner throws are not permitted in this competition.

K. **Clock Management**

a. The match shall generally be played with a non-stop running clock.
b. During the last one (1) minute of the match, if there is a goal difference of two (2) goals, the referee shall apply a stopping clock at each stoppage of play.

L. **Team Presentations:**

i) Number of Bench: 2-5 players, 3 Team officials
   a. 3 Team officials need wear in same style uniform
   b. Caps on at all times.

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

N. Cap Colour: 1st team listed is White.

O. White Team shall on the opposite side of Jury table Right side during the game start.

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

Q. No appeal or complain to referee or table, only attend to Water Polo Committee.

R. 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.

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

T. Special Notes

a. These modified rules are designed to promote fair play, safety, and enjoyment for players who are new to water polo competition.
b. The organizer reserves the right to interpret and enforce these rules.
c. Any matter not covered in this document shall be resolved in accordance with WORLD AQUATICS Beach Water Polo Rules, as determined by the referee or competition jury.
d. Water Polo 4x4 Rules can be checked on the WORLD AQUATICS Website (https://www.worldaquatics.com)