



## 23rd HKGSA School Invitational Water Polo Championships

### Rules and Regulations

- A. Latest WORLD AQUATICS Rules except:
- i) **All Matches: 4 periods 8-mins non-stopping clock.** There shall be a two-minute interval between the 1st/2nd and 3rd/4th periods, and a three-minute interval at half time. The teams, including the players, coaches and officials, shall change ends at half time.
  - 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 the teams be still tied following the completion of the initial five penalty shots, the same five 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*
  - v) 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: 30m 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 Clocks (30 Seconds possession) will be applied in all matches.

E. Timeouts:

- i) No Timeout in the whole tournament except the **Bronze Medal Match and Final** (each team can request 2 timeouts during the match, each lasting 1 minute. Both timeouts can be called in the same quarter).
- ii) If the coach of the team in possession of the ball requests an additional timeout to which the team is not entitled, the game shall be stopped and play shall then be restarted by a player of the opposing team putting the ball into play at the half distance line.
- iii) If the coach of the team not in possession of the ball requests a timeout, the game shall be stopped and a penalty throw awarded to the opposing team.



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- F. Shot Clock blanked for last possession when less than 30 seconds in period.
- G. Brutality: Out of next game. 2 brutality: Out of the tournament.
- H. Number of Players:
- i) Each team shall consist of 11 field players, 2 goalkeepers and 2 reserved players.
  - 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;
  - iv) 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 No. 13 and shall be used only as a substitute goalkeeper.
- I. Team Presentations:
- i) Number of Bench: 6 players, 3 staffs.
  - ii) Caps on at all times.
- J. **Mixed-gender is not allowed.**
- K. Benches and re-entry area are on the opposite side of table.
- L. Cap Colour: 1<sup>st</sup> team listed is white.
- M. No show: **10 minutes before game start.** Team will lose 0-5.
- N. No appeal or complain to referee or table, only attend to Water Polo Committee.
- O. 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.
- P. Water Polo Rules can be checked on the WORLD AQUATICS Website (<https://www.worldaquatics.com>)
- Q. Any further information will be e-mailed to the contact person. Make sure those e-mails work.