

RULES FOR USE AT PAIGNTON SWIMMING CLUB JUNIOR
WATER POLO FESTIVAL,
CLENNON VALLEY POOL, SUNDAY 3RD OCTOBER 2010,
1-5PM.

ENTRY REQUIREMENTS.

1. Players will be born in the years 1999 - 2002.
 - 1.1. In an effort to widen the opportunities for new or small teams to compete, some over-age players shall be allowed on the following basis.
 - 1.1.1. Over-age players will be born in the year 1998 and not before.
 - 1.1.2. Over-age players will not have competed in this tournament, for any team, in any previous year.
 - 1.1.3. Over-age players shall not constitute more than 33% of the team up to a maximum of three players. Any team wishing to field four players will, by definition, have sufficient numbers to compete purely within the age-group of the tournament.
 - 1.1.4. No more than two over-age players shall be permitted to be in the water at any time – enforcement of this rule shall be dependent upon the coach of the team concerned.
 - 1.1.5. Teams fielding over-age players shall not be eligible to win the tournament and the results of their matches shall be excluded from the working of the league and the team itself shall be excluded from the final placings.
 - 1.1.6. Over-age players shall not be entitled to win the award for the scorer of the highest number of goals on the day, although their team-mates that are within age group shall be eligible for this award. All participating players on the team, regardless of age, shall still receive certificates of participation in the event.
 - 1.1.7. The nominated captain of the team shall not be an over-age player.
2. Teams without an appropriate (CRB checked) chaperone will not be allowed to compete. It will be the responsibility of the Coach of the entering team to ensure that a suitable chaperone is provided. Any team not fulfilling this obligation will be excluded from the Tournament and no refund will be made.
3. Teams withdrawing from the Tournament at less than one weeks notice (i.e. notice received by a representative of Paignton Swimming Club by and not after Saturday 25th September 2010) shall not be entitled to receive a refund of their entry fee.

GOALS, BALLS & CAPS.

4. Goals will be free-standing on pool-side, the whole of the ball must enter the goal (and be visible behind the goal posts) to score; contact with wall immediately below the goal shall not constitute a goal.

5. Green, Size 3 balls will be used.

6. Hats will be either WHITE or BLUE, no other coloured hats shall be used.

ORGANISATION OF THE TOURNAMENT.

7. The Tournament shall be run on a League basis, with points awarded in the following manner: two points for a win and one point for a draw. The team finishing with the most points shall be declared the winner.

7.1. Results shall be entered into a league, or group table. Goal difference shall be used to separate teams on equal numbers of points following the conclusion of all the games in the league or group. Should teams still be equally placed then the team with the most goals scored in their favour shall be awarded the higher place (to encourage attacking play), should the teams still be equally placed then the result of the game between the teams shall be used to decide their final placing if possible. If teams are still equal then the team with the least major fouls shall be awarded the higher placing in the league (to encourage clean play).

7.2. Dependent upon the number of teams entering the tournament, teams may be split into two groups, with play-offs between the groups for final placings, ie Highest team in Group 1 v Highest team in Group 2, Second team in Group 1 v Second team in Group 2 and so on.

THE PLAYING AREA.

8. The matches shall be played “across” the two shallow ends of the pool, giving each pitch a playing area of 13m length by 8m width, with pool depth varying from 0.9m to approximately 1.3m.

9. Red cones shall be set at a distance of 2m in front of each goal, yellow cones at 4m in front of each goal, and green cones at halfway.

10. The edge of the playing area on the side of the pool furthest from the Referee shall be marked by a rope.

11. Balls striking the pool-side before the surface of the water, or outside the field of play on the opposite side of the pitch to the referee, shall be deemed out of play and possession shall be awarded in accordance with the normal rules of Water Polo.

TEAMS, COACHES & SUBSTITUTES.

12. Teams will comprise up to 13 players, with a maximum of 5 in the water at any one time, one of whom shall be a Goal-Keeper.

13. Coaches of playing teams will be permitted to advance to the halfway point to coach, but may not interfere with, or obstruct, the referee.

14. Substitutes and Assistant Coaches shall stay behind the goal line, and will not advance along the side of the pitch. No persons other than the players, coach, assistant coach or chaperone, shall be allowed on poolside.

15. ALL entry to the water will be by “sit and slide” or use of the steps, NO JUMPING OR DIVING at any time, any player jumping or diving into the pool, even during periods of non-play, such as between matches, after the scoring of a goal and before the restart, shall be awarded a Major foul.

16. Substitutions of players shall follow the normal conventions of Water Polo, where the player leaving the playing area must leave the pool at the designated area before being replaced.

16.1. The only exception to Rule 15 is in the event of an injury, accident or illness, when substitution of a player should be effected as quickly as possible from any point. Play shall be briefly suspended whilst this substitution takes place.

ORGANISATION OF GAMES.

17. Games shall be run as two halves of 6 minutes “running clock” with two minutes between halves and four minutes between games (this is dependent upon number of teams entering, and may vary from this proposed timing).

18. The first named team on the match schedule shall wear WHITE hats and will start on the spectator viewing area side of the pool.

19. The match shall commence on the given signal from the central table.

20. Both sides shall be in the water, touching the wall upon which their own goal rests, and shall swim for the ball, which shall be introduced to the field of play by the referee.

21. Players not active in the game may be standing but may not jump from the bottom of the pool to intercept the ball.

22. Players in possession of the ball may only travel with the ball by swimming, no walking with the ball shall be allowed.

23. Players may catch the ball two handed but must pass, shoot or otherwise control the ball single-handed.

24.1. Passing and shooting may take place from a standing position, one-handed, but a standing player may not be in possession of the ball whilst standing for more than three seconds. Should a player be in possession for more than three seconds whilst stood, the Referee shall sound a whistle and possession shall be awarded to the opposing team.

24.2. If a player in possession stands to pass or shoot, then they must do so before moving again, they may not stop, lift the ball, and then move again with the ball (even by placing the ball upon the water and swimming), should a player do this then a minor foul will be given and possession awarded to the opposing team. Repeated occurrence of this foul in a game may result in the awarding of a Major foul and exclusion of a player, if, in the referees opinion, it is inhibiting the flow of the game.

24.3. No player in possession shall walk with the ball, should a player do this then a minor foul will be given and possession awarded to the opposing team. Repeated occurrence of this foul in a game may result in the awarding of a Major foul and exclusion of a player, if, in the referees opinion, it is inhibiting the flow of the game.

24.4. Whilst a player is standing with the ball they may not be challenged physically from any side; any opposing player may only stand to block, one-handed, and not within arms length of the player in possession. Should a player challenge an opponent whilst that opponent is stationary with the ball, then a minor foul shall be awarded against them, and they must retreat do a distance of at least two metres. Repeated occurrence of

this foul in a game may result in the awarding of a Major foul and exclusion of a player, if, in the referees opinion, it is inhibiting the flow of the game.

25. Goalkeepers privileges extend to the 4m line, and goalkeepers may not advance past the halfway line.

25.1. Goalkeepers may pass the ball with two hands from within their own 4m area, but may not walk with the ball.

26. No corners shall be awarded.

27. No Timeouts shall be permitted.

28. Fouls, be they minor, exclusion or Penalty, shall be awarded in accordance with the normal rules of Water Polo (unless modified within these rules) within the discretion of the Referee and in consideration of the age and experience of the players. The Referee's decision is final and coaches are asked to set an example by accepting them with good grace.

29. Free throws awarded outside 4m may be taken as shots on goal – providing they are taken promptly.

30. Penalties will be taken from the 4m line and will be taken in accordance with the normal rules of water polo.

30.1. At a penalty the goalkeeper shall start with their back in contact with the wall below their goal.

31.1. Players excluded for “Major” fouls shall leave the water beside the coach and wait until waved back in by the table official or Referee.

OFFICIALS.

32. There shall be one Referee per game, along with table officials for each game and a central table.

33. The timing of halves for both games will be carried out by a single, central table, which will start and finish both games at the same time. It is the Coaches responsibility to ensure that the team is ready at the start of each period of play, the central table shall signal the beginning of play irrespective of the apparent readiness or otherwise of any team. The central table will be solely concerned with the start and finish of each

period of play and the ringing of a “one minute” bell in each half of play. This table will not be concerned with any other aspect of play.

34. Each individual game will have it's own table which will be responsible for recording and displaying the score of that game, the timing of exclusions and the recording of match sheet data.

PHOTOGRAPHY & VIDEOING OF GAMES.

Photography and video recording is permitted at the Tournament, providing all photographers register their details with the Leisure Centre Operator on the day. If you or your players would prefer not to be photographed we would ask you not to enter a team. Photographs of the event may be used for publicity purposes after the event in accordance with ASA Guidance.