SACSSGSA WATER POLO RULES

Water Polo is conducted under the rules of the F.I.N.A. unless otherwise stated.

1. TEAMS
   a) Maximum of 12 players per team.
   b) 6 players in the pool at any one time.
   c) A team must have 4 players to take the pool or else a forfeit loss results and a scratch match should be played.
   d) Teams must supply their own basic first aid kit, however a backup kit will be available at the venue if required.

2. PLAYER ELIGIBILITY
   a) Players are only eligible to play one game per day, unless approval is given by the Executive Officer prior to the game and both teams have been notified.
   b) A player is able to be bought up from a lower grade to fill in for a team that does not have enough players to take the pool, however this player must not play another game for the day unless approval has be given by the Executive Officer.
   c) A player is not allow to be bought down from a higher grade to fill in for a team that does not have enough players to take the pool unless approval has been given by the Executive Officer and both teams have been notified.

3. REFEREES
   a) Referees to be supplied at each venue by Water Polo SA.
   b) Referees must be suitably qualified and have previous experience refereeing games.

4. MATCHES
   a) 4 x 5 minute quarters.
   b) Game must be completed in the 30min time allotted.
   e) All players must have their finger and toe nails cut and at a reasonable length and will be checked at the beginning of each game by the referee.
5. **SACSSGSA RULES**

a) **MINOR FOULS:**
   - There are 17 ordinary fouls, the penalty for which is a free throw to the opposing team where the offence occurred.
   - The most common of these fouls are:
     1. To deliberately impede or prevent the free movement of a player not holding the ball, e.g. swimming on shoulders, back or legs.
     2. To waste time, e.g. a team may not retain the ball for more than 30 seconds without attempting a shot at goals.
     3. To take or hold the ball under water when tackled.
     4. To touch the ball with two hands at the same time (goalkeeper exempt).
     5. To push or push off from an opponent or to simulate being fouled.
     6. To be within 2 meters of the opponent’s goal line or to remain there except when behind the line of the ball.
     7. To score a goal outside the 5m shooting area for year 8 grade only
     8. For a goal keeper to score when playing at Pembroke

b) **MAJOR FOULS:**
   - There are 9 major fouls, the usual penalty for which is exclusion from the game for a period of 20 seconds or until a goal is scored, whichever is the shorter.
   - These fouls include:
     1. To hold, sink or pull back an opponent not holding the ball.
     2. To interfere with the taking of a free throw, goal throw, corner throw or penalty throw.
     3. For an excluded player to re-enter or a substitute player to enter the water improperly.
     4. To kick or strike an opponent or to make disproportionate movement with that intent.
   - A five (5) meter penalty throw is awarded for the major foul of committing any foul within the 5 meter area, but for which a goal would probably have resulted.
   - A change of possession occurs for a major foul and minor fouls committed by a member of the attacking team during dead time.
   - Once a player has three personal fouls against her, she may not take any further part in the game and a substitute is allowed.
   - A player who refuses obedience or shows disrespect to the referee is excluded for the rest of the game, with substitute allowed.
   - For acts of brutality (deliberately striking or kicking) the player is out for the whole
game and NO substitute is permitted.

c) MERCY RULE (All grades except Senior A)
   - The main scorer can be sent back to be the goal keeper. If the team is winning by more than 10 goals the winning team must shot goals from inside the 5m shooting area to score a goal. This rule is particularly important in the Y8 Water Polo competition.

6. SCORING
   a) Score cards must be given to the venue co-ordinator immediately following the match. If there is no Venue Coordinator then schools are to collect scores and submit them to SACSSGSA the next day.
   b) The referee will keep record of the official score and will fill in the score card at the end of each quarter.

7. UNIFORM
   a) Each team must wear different coloured caps, with the goalkeeper wearing red.
   b) Penalty for non-compliance of uniform is that the offending student may not take the pool for the first 1 minute at the commencement of each quarter.
   c) If any player in a team is out of uniform the team must play short for the time indicated, no matter how many players available.

8. VENUE COORDINATOR
   a) Ensure smooth running of competition (copy of rules must be available at venue)
   b) Provide back-up First Aid Kit (unless the venue has first aid facilities).
   c) Ensure that Blood Policy is brought to the attention of Coaches and Umpires and that it is strictly adhered to.

9. RESULTS
   a) Both schools are responsible for submitting results to the Executive Officer by 3pm, Friday of that week.
   b) SACSSGSA- Email: laura.gilbert@cesa.catholic.edu.au

10. FORFEITS
    a) The forfeiting school is responsible for contacting the opposition school with regard to a forfeit by 12.00 noon on the day of the competition, as well as contacting the Venue Coordinator and SACSSGSA.
    b) Failure to notify opposition will incur a $ 50.00 forfeit fine.
    c) Forfeit score is 5-0 and no premiership points will be awarded to the forfeiting team.
11. POINTS ALLOCATION

a) 3 points for a win  
b) 2 points for a draw  
c) 1 point for a loss  
d) 3 points for a forfeit win  (Score to be 5-0)  
e) 0 points for a forfeit loss  (Score to be 0-5)

12. PLAY OFF

a) Final premiership table is determined by the play-offs:
   Winner of 1 v 2 is first  
   Winner of 3 v 4 is third  
   Winner of 5 v 6 is fifth etc.  

b) If there is a genuine situation of injury before a play off, a team must get approval from  
   the Executive Officer to bring up a player from another team.  

c) Notification to be received by the Executive Officer, Ph 08 8301 6879 or email  
   laura.gilbert@cesa.catholic.edu.au at least 3 days before play off if there is a dispute in  
   the premiership table.  

d) If in the play off round for 1\textsuperscript{st} V 2\textsuperscript{nd} the game is a draw at the end of official time then a  
   penalty shootout 1 for 1 to a total of 5 shots will occur.  

e) No matches in the play off rounds are to be rescheduled. A $60.00 fine will apply and a  
   letter to both school principals must be written explaining the reasons, unless there are  
   extenuating circumstances.  

f) All games must be played at their allocated venues.  

g) In Term 4 there are no Play Off rounds and final placing will be determined on the  
   Premiership Tables.