

## 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 been given by the Executive Officer.
- c) A player is not allowed 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 the Water Polo Coordinator.
- 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.

### 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 goalkeeper 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 goalkeeper. 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. The team winning by more than 10 goals must restrict players to only score 5 goals per player for the remainder of the game.

## 6. SCORING

- a) Schools are to collect score cards and submit them to SACSSGSA by Monday 12pm of the following week.
- b) The referee will keep record of the official score and will fill in the score card at the end of each quarter/half.
- c) All scorecards must be collected at the end of each game and kept for the entirety of the season in case of a protest or any issues that may arise.
- d) If there is a dispute in the Premiership Table and/or qualification of a player being allowed to take the field for a particular team, notification is to be received by the Executive Officer, Ph 08 8301 6879 or email [sacssgsa@cesa.catholic.edu.au](mailto:sacssgsa@cesa.catholic.edu.au) by Monday 12pm the week following the round in question. After this time, no disputes or amendments to the Premiership Tables will be considered.
- e) SCORE CAPPING (Only to be applied to A/B, B & C Grade competitions & not to be applied in Finals)
  - Any wins larger than the capped score will be rounded down and recorded accordingly on the Premiership Table, with the correct score recorded for reference to the side of the results document.
    - **Water Polo – score margin capped at 8 goals**
  - If a team is beating their opposition by a large margin, the winning team should use their discretion in implementing Fair Play for the remained of the game or until the margin reduces to a reasonable one. This could include some of the following suggestions:
    1. The main scorer can be sent back to be the goalkeeper.
    2. The winning team must shoot goals from inside the 5m shooting area to score a goal. (This rule is particularly important in the middle grades)
    3. Making the team take a set number of passes before attempting to score.
    4. Restricting dominating players from scoring.
    5. Rotating the stronger players out of the pool.
    6. Removing the 6<sup>th</sup> player and continuing play with only 5 players in the pool for as long as the winning team feels it appropriate to do so.

## 7. UNIFORM

- a) General neat appearance to be maintained.
- b) Players MUST wear the correct team uniform that has been set out by their school. Any player wearing the incorrect uniform in round 1 will be given a warning. After that, a penalty will be enforced.
- c) 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.

- d) Both the Venue Coordinator and both teams must be informed of the infringement at the time of the penalty being handed down.
  - The definition of a player out of uniform and a penalty to be applied-  
*A player that is wearing the incorrect coloured bathers, cap etc.*
- e) Each team must wear different coloured caps, with the goalkeeper wearing red.
- f) The team must play short for the time indicated, no matter how many players available.
- g) NO jewellery to be worn, this includes rings, watches, necklaces and earrings.
- h) All players must have their finger and toenails cut and at a reasonable length and will be checked at the beginning of each game by the referee.

## **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.
- d) Allocate pool space for every game.

## **9. RESULTS**

- a) Schools listed as the home team for each round are responsible for inputting results onto Google Sheets by 12pm, Monday of the following week. If unable to, please email SACSSGSA.
- b) SACSSGSA- Email: [SACSSGSA@cesa.catholic.edu.au](mailto:SACSSGSA@cesa.catholic.edu.au)

## **10. FORFEITS**

- a) The forfeiting school is responsible for contacting the opposition school with regard to a forfeit by 12pm on the day of the competition, as well as contacting the Venue Coordinator and SACSSGSA.
- b) Failure to notify opposition will incur a \$ 75.00 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 final, a team must get approval from the Executive Officer to bring up a player from another team.
- c) If there is a dispute in the Premiership Table, notification is to be received by the Executive Officer, Ph 08 8301 6879 or email [sacssgsa@cesa.catholic.edu.au](mailto:sacssgsa@cesa.catholic.edu.au) by Monday 12pm the week of the Play Offs, Semi Finals or Grand Finals. After this time, no disputes or amendments to the Premiership Tables will be considered.
- d) If in the finals round for 1<sup>st</sup> V 2<sup>nd</sup> 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 FINALS 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.