

Catholic Secondary Girls Sport South Australia

Provided by SA Catholic Secondary School Girls Sports Association



Game Rules: Water Polo

The Team

- Shall consist of six (6) players in the pool at one time.
- Maximum of twelve (12) players per team.
- A team must have four (4) players to take the pool or else a forfeit loss results and a scratch match should be played.
- Teams must supply their own basic first aid kit, however a backup kit will be available at the venue if required.

Uniform

- General neat appearance to be maintained.
- Players MUST wear the correct team uniform that has been set out by their school. Any player wearing the incorrect uniform in Round One (1) will be given a warning. After that, a penalty will be enforced.
- Penalty for non-compliance of uniform is that the offending student may not take the pool for the first one (1) minute at the commencement of each quarter.
- 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.
- Each team must wear different coloured caps, with the goalkeeper wearing red.
- The team must play short for the time indicated, no matter how many players available.
- NO jewellery to be worn, this includes rings, watches, necklaces and earrings.
- 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.

Player Eligibility

- Players are only eligible to play one (1) game per day, unless approval is given by the Executive Officer prior to the game and both teams have been notified.
- A player can 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.
- 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.

Referees

- Referees to be supplied at each venue by the Water Polo Coordinator.
- Referees must be suitably qualified and have previous experience refereeing games.

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Play

Match Duration:

- Four (4) x five (5) minute quarters
- One (1) minute break at quarter and three-quarter time, and two (2) minute break at half time.
- Game must be completed in the 30min time allotted.

Rules:

- Water Polo is conducted under the rules of the F.I.N.A. unless otherwise stated.
- MINOR FOULS:
 - There are seventeen (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 thirty (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 two (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 five (5) meter shooting area for year eight (8) grade only.
 8. For a goalkeeper to score when playing at Pembroke.
- MAJOR FOULS:
 - There are nine (9) major fouls, the usual penalty for which is exclusion from the game for a period of twenty (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 five (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 (3) 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.

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Scoring & Timing

- The referee will keep record of the official score and will fill in the score card at the end of each quarter/half.
- 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.
- Timing will be done by the Referee responsible for each game.
- SCORE CAPPING (Only to be applied to A/B, B & C Grade competitions & not to be applied in Finals)
 1. 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 eight (8) goals**
 2. If a team is beating their opposition by a large margin, the winning team should use their discretion in implementing Fair Play for the remainder of the game or until the margin reduces to a reasonable one. This could include some of the following suggestions:
 - a) The main scorer can be sent back to be the goalkeeper.
 - b) 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)
 - c) Making the team take a set number of passes before attempting to score.
 - d) Restricting dominating players from scoring.
 - e) Rotating the stronger players out of the pool.
 - f) Removing the sixth (6th) player and continuing play with only five (5) players in the pool for as long as the winning team feels it appropriate to do so.

Forfeits:

- The forfeiting school is responsible for contacting the opposition school with regard to a forfeit by Twelve Noon (12.00pm) on the Thursday of the day of the game as well as contacting the Venue Coordinator and SACSSGSA.
- Failure to notify the opposition and the Venue Coordinator will incur a \$ 75.00 forfeit fine.
- Forfeit score is 6-0 and no premiership points will be awarded to the forfeiting team.

Points Allocation:

- 3 points for a win
- 2 points for a draw
- 1 point for a loss
- 3 points for a forfeit win (Score to be 6 - 0)
- 0 points for a forfeit loss (Score to be 0 - 6)

Finals:

- In Term One (1), there will be one (1) round of Finals in the last week of competition for A grade competitions only.
- First (1st) and second (2nd) will play off for first (1st) position, third (3rd) and fourth (4th) will play off for third (3rd) position etc.

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- For all other grades (including mixed A/B grades), final standings will be determined by the Premiership Table at the conclusion of all rounds.
- 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.
- 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 by Monday, Twelve Noon (12.00pm) the week of the Finals or the conclusion of the general rounds. After this time, no disputes or amendments to the Premiership Tables will be considered.
- For first (1st) V second (2nd) finals only, if the game is a draw at the end of official time, then a penalty shootout one (1) for one (1) to a total of five (5) shots will occur.
- If at the end of the penalty shootout, the game is still a draw then the penalty shootout will continue with the remaining players on the team until a team is one (1) goal up.
- No matches in the FINALS rounds are to be rescheduled, unless there are extenuating circumstances for both schools involved, and the Executive Officer agrees upon an acceptable solution.
- All games must be played at their allocated venues unless approval is given by the Executive Officer to change the venue.