



Water Polo

Competition Rules

As at June 2016

In this competition the emphasis is on enjoyment, social atmosphere and skill development/maintenance. While competitiveness is not discouraged, it should be remembered that novice players need some encouragement and the "win at all costs" philosophy is not appropriate. All rules are open to the interpretation of the Referee and their decision is final.

1. Responsibility of Players

All players are responsible for reading and understanding the rules contained herein.

If there are any rules that are not clear please discuss these with the Referee or Convenor prior to the commencement of the game or at half time. Due to time constraints the Referees will not discuss rules or rulings during the game.

2. Responsibilities of the Officials

Referee

The Referee is directly responsible for the game and ensuring the described rules are adhered to. They are responsible for the safety of the players; and the timing and conduct of the game. They have a duty to be respectful and considerate to teams, act in an unbiased manner and ensure the game remains social and enjoyable for all involved.

Convenor

The Convenor is responsible for the management of all the games, teams, venue, equipment and administration. They will be present at all games to ensure First Aid is administered, information is provided and that all players and officials are conducting themselves in an appropriate manner.

3. Conduct of Players

It is the responsibility of all players to conduct themselves in a way that is respectful and considerate to team members, opposing teams, the Convenor, the Referee and any other people concerned. Any behaviour, act or language that is considered inappropriate by the officials (Referee or the Convenor) will not be tolerated. Poor conduct either on or off the court will be determined by the officials and action will

be taken based upon the offence. This can include the removal of a player, or team, from the competition, should they be deemed dangerous or offensive to players or officials.

4. Location

UQ Aquatics Centre, Corner of Union and Blair road, St Lucia.

5. Game Commencement

(a) Teams should arrive ten (10) minutes prior to the commencement of their match to allow for smooth transition of games. All players are also required to bring a form of PHOTO ID for the Convenor to check when signing the team registration form for every game.

(b) For every minute that a team is not able to take the court with the minimum amount of players (see Rule 6), a goal will be awarded to the opposition team. If the game has not started by the end of the first quarter, a 10-0 forfeit is recorded.

(c) Note that as this competition is social, the game may go ahead after the first half; however the 0-10 loss will stand regardless of the actual score.

There are 30 minutes allocated for each game with games running for two 12 minute halves so all teams must be ready for their scheduled game. In all circumstances the game must finish at the scheduled time. See section 8 for more details regarding game length.

6. Number of Players & Substitutions

There is no limit to the numbers of players that a team can register. However, team members can only play in the finals (quarter final, semi-final and grand final) if they have played three (3) or more games during the normal rounds. This must be indicated on the team registration form.

(a) Teams must have started the match with six players on the court

(b) For mixed games, there must be at least two (2) girls in the pool at all times.

(c) Teams are allowed unlimited substitutions, which may only be made whilst in possession of the ball. Substitutions will not be allowed when not in position.

- i) In cases where there is a minor injury to a player on the court and the ball is still in play, the affected team may request an 'injury' substitution (while the ball is still in play) to occur to 1) allow the injured player to come off the court and 2) allow play to continue. Acceptance of this request is at the discretion of the Referee.
- ii) At all times, enforcement of the rules regarding the procedures for substitutions is at the discretion of the Referee.

(d) During finals matches (quarter final, semi-final and grand final), each player on court must have played a minimum of three (3) games to be eligible. If it is found that a player is on court that is ineligible for finals this will result in an immediate 10-0 forfeit by that particular team. It is the responsibility of individual players and team captains to ensure that all their players are eligible for finals matches. While the Referee and Convenor will try to prevent such situations via the team registration form, the responsibility does rest with the individual players and team captains.

(e) Continually breaching these rules will result in the offending team receiving an official warning. Persistent infringement may involve further disciplinary actions applicable to each case.

7. Players' Equipment and Attire

Caps

All players in the team must wear caps. Caps should be coloured so that they are easily distinguished from the opposing team that they are playing and will be provided.

Safety

All players must sign the team registration form before each game which also states that they are a competent swimmer. A competent swimmer is someone who can swim 25m in deep water unassisted. No player can take the court while wearing jewellery of any kind. All watches, necklaces, dangling earrings, bracelets, rings which are not bands MUST be removed prior to the game. The Referee will ask any player breaking this rule to remove the piece of jewellery.

8. Game Length

Games will consist of two halves, each lasting for 12 minutes which is separated by half time break of two (2) minutes between first and second half. No clock stoppages will be made except under exceptional circumstances and will be at the sole discretion of the Referee.

No time outs are permitted.

If a game commences late (and is not deemed a forfeit) then it still must finish at the scheduled time. The length of the halves may be shortened at the discretion of the Convenor.

9. Drawn Matches

Should a regular competition match be drawn at full time, a draw will be awarded.

If at full time in a finals match the scores are level, three (3) minutes extra time intervals will be played until at the end of one of these intervals there is a winner. Each of these extra time intervals will be separated by an interval of one (1) minute.

10. General Rules

Water Polo shall be played in accordance of FINA Water Polo Rules and Water Polo Queensland, except as stated below in 'Sport Specific Rule Changes'. These rules can be found at:

www.fina.org/project/index.php?option=com_content&task=view&id=48&Itemid=119 and
www.australianwaterpolo.com.au/fileadmin/user_upload/docs/Development/2008279342qwpihandbook.pdf

A goal may be scored by a player immediately shooting from outside five (5) metres after the player's team has been awarded a free throw for a foul committed outside five (5) metres. If the player puts the ball into play, a goal can then only be scored if the ball has been intentionally touched by another player, other than the defending goalkeeper.

In a mixed competition if a female player scores a goal it counts as two (2) goals.

11. Scoring and Competition Points

Competition points will be allocated as follows -

- Win – 3 points
- Draw – 2 points each team
- Loss – 1 point
- Forfeit– 3 points to winning team, 0 point to team forfeited.

Notice is needed to give UQ Sport every opportunity to schedule the non-forfeiting team a "make up" game.

Please note that the Competition Coordinator reserves the right to ask a team to leave the competition, without refund, should they forfeit more than two (2) games and do not provide a valid reason. In this instance, what is deemed "valid" shall be at the sole discretion of the Competition Coordinator.

Should teams finish with equal competition points at the end of the regular season then For/Against will be used to separate the teams ie. (Team A goals scored – Team A goals scored against) – (team B goals scored – Team B goals scored against). If there is still a tie the team with greater goals scored finishes above the other team. If it is still a tie the result of the game between those two teams during the season will determine the final position of the teams on the table.

12. Finals

All players must register and play three (3) games during the normal rounds to be eligible to play in the finals (quarter final, semi-final and grand final). If a team uses a player who is not eligible to play in the final rounds an automatic forfeit and disqualification will be recorded to the offending team. See Section 6 (d).

All finals matches must have a winning outcome for one team. See section 9.

13. Team Fixtures

It is the responsibility of the team captain and individual team members to read the draw. All correspondence will be forwarded via e-mail to the team captains and will be available through the website.

Please ensure you check the draw right up to the day of games as the draw may change.

14. Unforeseeable Acts

The following formula is to be used to determine the result for a game that cannot be completed for whatever reason (eg. Serious injury which impedes court, court unsafe, power outages, etc).

- A game called off anytime in the first half will be declared a draw unless one team is leading by a margin of 10 points or more. In this instance the result will stand at the scoreline when the game is called off.
- A game called off anytime in the second half will be determined based on the scoreline when the game was called off.

15. Disciplinary Sanctions

This competition is social. Any rough play, abusive language, bickering or challenge to the Referees authority etc. will not be tolerated. These judgment's will be at the discretion of the Referee and his/her decision is final.

In most instances the following procedure will apply for the above infringements. Note however that the Referee is perfectly entitled to send off any player at any stage for any reason for any period of time if they feel it necessary to do so for player safety or their ability to effectively control the game:

16. Injury and Insurance

A player may call for 'time' due to an injury or illness, although the decision to stop play shall be at the sole discretion of the Referee. If a player is injured, it is their or their team mate's responsibility to immediately inform the Referee. The Referee may stop the game at any time.

For a minor injury, the Referee should send the injured player or a bystander to the Convenor for first aid treatment and to collect an Incident Report Form (this must be completed by the injured or another responsible person before they leave the venue for further treatment).

If a player has a minor injury (or blood on their clothing or their person), they have a maximum of two (2) minutes to be treated (or remove all signs of blood) on field, or they will have to be substituted with another player.

After two (2) minutes have elapsed, the Referee should immediately restart the game. Time for injury will

not be added on to the final half during grading or round games. The Referee can stop a game for any period of time to deal with an emergency.

For a medical emergency, the Referee is to remain with the injured player and send somebody else to inform the Convenor of the emergency.

Time for medical emergencies will not be added on to the final half during grading or round games. See Section 14 for information regarding the protocol for games that cannot continue due to injury.

During time for injury, all players must remain on the field unless involved in a substitution. In the event that a player is bleeding, they must leave the court immediately (for health and safety reasons) and not return until the wound has been cleaned and all blood and blood stained items have been removed and covered. If necessary, the ball and court surface shall be cleaned before play resumes.

During finals matches the above injury rules apply with injury time added to the final half. This includes any time taken for an emergency. However the injury time able to be accumulated is to be a maximum of ten (10) minutes.

Many injuries that occur during officially sanctioned and managed UQ SPORT activities are covered by our insurance policy. For further information regarding insurance please email insurance@uqsport.com.au or call 3365 6612. Alternatively you can contact the Competitions Coordinator on socialsport@uqsport.com.au or call (07) 3365 6612.

17. Grievance and Disciplinary Procedures

Should any player, team or official conduct themselves in a manner that is deemed inappropriate, discriminatory, disrespectful or dangerous, then action will be taken by UQ Sport Officials and Management.

If you feel that a player, team or official has conducted themselves in such a manner, you may lodge a formal [Grievance Form](#) in order to report the incident.

Disciplinary Procedures are in place to ensure that action is taken against any player, team or official who has acted in an inappropriate manner. Any action(s) taken will be at the sole discretion of UQ Sport Officials and Management.