



U14 State Age Championships

Competition Rules & Player Eligibility

1. **Tournament Director:** The Tournament Director will be appointed by Water Polo NSW (WPNSW) who shall have absolute discretion to determine all matters and administer the tournament. If for any reason the Tournament Director is not present the Referees Coordinator shall have the same delegated authority (unless the Tournament Director has specifically appointed another person in a temporary capacity).
2. **Registration:** All players must be registered with an affiliated Club of WPNSW for the current season (or respective State Association for invited teams/players) and playing regularly for their nominated club.
3. **Eligibility:** Players are to be born 2002 or later with only three (3) players born 2004 or later allowed per team (except as otherwise specifically approved by WPNSW).
4. **Teams:** Clubs are allowed to enter two teams with up to thirteen (13) players per team allowed to participate during the Tournament. Additional teams from a Club require approval by WPNSW.
5. **Starting Times:** Scorecards must be completed/confirmed and teams ready to commence at least 5 minutes prior to the schedules starting time. Players are to enter the water for warm up with caps being worn. Due to the tight scheduling, games will commence strictly at scheduled times & after breaks regardless whether teams are ready – if players are not already in the pool when the whistle is blown to commence play then players are required to enter the field via the exchange box otherwise an incorrect exchange foul will apply and the player will be ejected for 20 seconds. Coaches are responsible to ensure teams re ready to commence play at the scheduled start time and recommencement from breaks – referees are to issue a yellow card to coaches who do not comply with this requirement.
6. **Caps & Balls:** The first named team shall wear white caps and start from the left side of the official table. Each team must supply two (2) match balls at the start of each game to the referees.
7. **Playing Conditions:** This tournament will be played under the rules for Junior & Youth level competitions as approved by FINA on 7th October 2014 and as adopted by Water Polo Australia (WPA) as summarised below:
 - 7.1 Length of Field – 25 meters for Boys & Girls
 - 7.2 Number of Players – maximum of six (6) players including one (1) goalkeeper participating in the pool at any time
 - 7.3 Ball Size – Size 4 (women's) used by both Boys & Girls
 - 7.4 Modified U14 Rules (adopted by WPA in 2014) – these rules shall remain in effect except for the 'pressing' rule, which no longer applied. These modified rules that will remain in effect are summarised as follows:
 - 7.4.1 Team Size – A minimum of 11 players and a maximum of 12 players are able to participate per team for EACH game. In the event that less than the minimum 11 players are able to play then a forfeit shall be recorded except in the following situations:
 - A doctor's certificate is provided to the tournament director at the time of the game or within 30 minutes after the scheduled conclusion time.

- Where other exceptional circumstances occur during the tournament, the Club is required to provide a detail information in writing to the Tournament Director prior to the scheduled game commencement time.
 - Where exceptional circumstances occur prior to the commencement of the tournament that lead to a player being unable to participate or attend the tournament, Clubs are required to clearly demonstrate in writing to the satisfaction of the Tournament Director prior to the tournament that there has been a genuine endeavour to replace said player.
- 7.4.2 The tournament Director shall treat each occurrence on an individual basis and make a determination in his/her sole discretion without any precedents being established nor needing to be adhered to.
- 7.4.3 Player participation – every player must play a quarter of the game within the first half (except in the instances of injury and players fouled out) with substitutions being made at a time out called at the referees' discretion at approximately the middle of each of the first two quarters.
- 7.4.4 Exclusion Re-Entry – on exclusion, no timeframe will be applied. The player must swim to the re-entry box, rise to the surface within the box, then re-enter.
- 7.4.5 Free-Throw Show – no shot on goal is allowed from a free throw.
- 7.4.6 Centre Forward/Centre Back Rotation – after any foul received, the centre forward and the centre back must swim out allowing for a new centre forward.
8. **Officials:** Each team is required to provide the following people who must be available at the scheduled start times. Infringement penalties apply per incident is people are not available at the required time to attend to duties.
- One (1) competent table official for your own game to act as time keeper or secretary. All nominated persons are required to read the WPA Table Officials Teaching Manual. Link: http://issuu.com/waterpoloaus/docs/wp_aust_table_officials_manual_vers
 - One (1) suitably qualified or competent referee for the next game after the team plays OR as appointed by the Referees Coordinator. Referees are to be appropriately attired including wearing a white shirt.
 - One (1) player to act as goal judges in the game after you play.

If your clubs official/s have to be chased up then the club failing to provide the required official will be fined \$100 infringement.

9. Match Times:

- Preliminary, Play-Off & Qualifying Games: 4 x 6 minute running time with no time outs and no extra time allowed if game drawn + 1 minute breaks at each quarter and 2 minutes for half time. Total time allocated per game = 35 minutes. Games to commence 5 minutes after scheduled start time allowing time for warm up.
- Semi-Finals: 4 x 5 minute actual time with 2 minutes at each break + 2 time outs allowed per team. Penalty shootout to occur if game drawn at end of normal time. Total time allocated per game = 50 minutes. Games to commence 5 minutes after scheduled start time allowing time for warm up.
- Grand Final: 4 x 5 minute actual time with 2 minutes at each break + 2 time outs allowed per team. Penalty shootout to occur if game drawn at end of normal time. Total time allocated per game = 60 minutes. Games to commence 5 minutes after scheduled start time allowing time for warm up.

10. **Points:** Win = 3 points, Draw = 2 points, Loss = 1 point. Forfeit/Disqualified = 0 points. In the event of a forfeit/disqualification the result will be 5-0 unless a match is played and the margin is greater.
11. **Positions:** will be decided on points. If two (2) teams shall have equal points, then FINA BL 6.6.3 tie breaking rule shall apply as follows:
 - 11.1 The team winning the game between the two (2) teams shall be placed higher.
 - 11.2 If the game between the two (2) teams resulted in a tie, a further classification shall be established based on their results against the other teams in order of their ranking, first based upon goal difference, and next based upon goals scored. The comparison shall be made first compared to the highest team and then if still ties to the next highest team and so on.
 - 11.3 If they are still tied, each team shooting five (5) penalty shots at its opponents goal in alternate succession shall resolve the tie. See 12 for penalty shootout procedure. The procedure shall be conducted following the final game of that round or at the first practical opportunity.
 - 11.4 Goal difference shall be used for the purposes of deciding positions where teams have not played each other during the tournament.
12. **Penalty Shootout:** Each team shall nominate five (5) players who finished the game. Penalty shots taken at opponents' goal in alternate succession, per team, by each nominated player. If a tie shall exist after this procedure, each team shall take alternate shots until one (1) team scores and the other team misses. The team shooting order shall be maintained.
13. **Player AWARDS:** Referees to note at the bottom of the scorecard 3/2/1 points for players at the conclusion of the game with Most Valuable Player (MVP) being acknowledged to the player with the most points awarded during the tournament. 'Tournament 6' to be names at the conclusion of the tournament with selections being organised by the Tournament Director.
14. **Judiciary:** Tournament Director shall decide on any suspensions deemed necessary and convene a Judiciary Panel to hear any appeals. Judiciary provisions of WPNSW Rules shall be used as guidance to determine suspensions and working of the Judiciary.
15. **Protests/Appeals:** All protests and/or appeals must be in writing to the Tournament director, within one (1) hour of the completion of the relevant game with a fee of \$50 refundable only if successful. Shall be determined at the discretion of the Tournament Director.
16. **Infringement Penalties/Fines:** Clubs not fulfilling obligations in accordance with the rules or as instructed by the Tournament Director shall have a fine of \$100 applied per incident.
17. **Other Rules:** all other WPNSW and FINAL rules apply. Any inconsistencies between rules, the tournament rules shall prevail followed by WPNSW rules.