

2015 Rules – as of 11.04.2015

General Rules

Field dimensions: 15m x 10m

Goal dimensions 10' x 3'

Ball dimensions: Circumference of 65 – 68cm

Officials and referees: 1 referee and 1 secretary. The secretary will track game time, goals, and ejections.

Game Balls: Each pitch will have three game balls. During play, each bench (located opposite the table & referee) is responsible for 1 game ball and will be required to fetch all missed shots and errant passes that leave the field of play on their half of the pitch. When a ball is blocked by a goalie or defensive field player and the ball goes out of play, the defensive team will gain possession. At this time the defensive team's bench will pass the extra game ball to their goalie and play will begin immediately. Any deliberate delay of game will be subject to game delay rules and referee interpretation, and will result in loss of possession. The secretary will not be responsible for "ball boy" duties.

Line Judge: There will be no line judges. The referee will make final call on all goals.

Number of players: Teams of 4 players (5 for boys 14 & under (youth)) with rosters of 7 players per team per match. Each team must designate a roster of 7 eligible players prior to each match. In the event of a brutality, red card, injury, or match exclusion no additional players can be added to the "eligible players list" during the match.

Colors of caps: Each team will provide their own caps. Please notify Hong Kong Beach water polo if you do not have access to caps. Any colors (within the same team) is acceptable.

Each match consists of a best of three games format (6 goals for men/women, 4 goals for youth, scored by one team wins and concludes an individual game).

Even score (Draw) during preliminary round matches: Match concludes on an even score (draw), with points/placing for the purposes of the ranking of teams for the final rounds being calculated/awarded on a count back of the aggregate number of goals scored by a team during the preliminary rounds.

Even score (Draw) during final round matches: Match that conclude on an even score (draw), will be determined by a shoot-out (three, 5 meter shots for each side). Sudden death shoot-out if the score is tied after three shots.

Duration of game: Saturday games: 7 minutes – running time; Sunday games: 7 minutes running time. The clock will only stop in the event of an injury or 5 meter penalty shot.

Time of possession: No set time.

Change of possession may be imposed for wasting time (7-10 seconds of no/stagnant play will indicate wasting time, which, at the discretion of the referee, may lead to a change of possession).

Restart after goal: Play must be started by the goal keeper. Play begins immediately after a goal is scored.

Restart of Each Game: Once an individual game has concluded, the re-start for the next game is from the centre of the court with teams lined up on, and swimming from, their own goal line.

Timeout: There are no timeouts, except in the case of player injury. An injury timeout can be called by the offensive team or by the referee (with consideration of game time and situation). The clock will stop during an injury timeout.

Dispute Resolution: HKBWP will designate a two member Dispute Resolution Committee. Team captains may direct questions, concerns, comments, or complains with respect to game play, rules, and referees to the Dispute Resolution Committee. After reviewing the situation, the Dispute Resolution Committee will respond to the team captain. All rulings of the Dispute Resolution Committee will be final. The Dispute resolution committee members will be announced prior to tournament start.

Ejections & Substitutions

Personal fouls, exclusions and Yellow Card: Single exclusion and yellow card warning for aggressive play. Two yellow cards given to a single player in the one match (in any of the 3 games) will lead to exclusion for the match. Substitution will be permitted.

Ejection Rules: When a player gets an exclusion foul (kick out), he swims to penalty/substitution zone* one his side. After touching the corner marker (a colored buoy) attached to that corner of the pitch, he can return to play. Failure to comply results in an additional exclusion foul.

*Penalty/substitution zone – Only one penalty/substitution zone per side. The zone is located in the corner opposite the referee and table. Each bench will be located directly behind their respective penalty/substitution zone.

Each player can have a maximum of 3 major fouls/ejections in a match (consisting of 3 games). After the 3rd major foul/ejection, the player is excluded for the remainder of the match. Substitution will be permitted.

Red Card (Out for Match): A player will be excluded from the game and remaining games in a match, if, in the opinion of the referee, the relevant player exhibits unsportsmanlike conduct, uses offensive language, or engages in dangerous or persistent foul play. Substitution will be permitted.

Red Card (Brutality): A player will be excluded from the tournament effective immediately if the relevant player kicks, hits or otherwise comes into contact with or attempts to come into contact with a second player in a manner which does, or in the opinion of the referee may, cause serious harm or injury to the second player. Substitution will not be permitted until the completion of the game, in which the Red Card was issued.

Substitution Rules: When a substitution takes place, the out-going player swims to the marker at the penalty/substitution zone*. After he touches the marker, the incoming player must swim into the pitch, touch the marker, and enter play.

Scoring

Goal Score: Only field players may score. The goalie cannot score or shoot on goal. Any goalie shot on goal will result in a change of possession.

Direct shot after foul: Allowed beyond 6.0 m (to be indicated on the pontoon).

Goal Keeper & Shot Block

Goal keeper Fouls: The goal keeper, like field players, can make a regular foul and major foul/ejection.

Goal Keeper Substitution: The goal keeper can substitute at the completion of each game but not during running game time. Exceptions will be made only due to injury. (Team captains are responsible for notifying the secretary and referee of a goal keeper substitution during a match.)

Shot block & goalie block: If a shot is blocked by a field player or goal keeper and the ball goes out of play, the defensive team will gain possession and the ball will be given to the defensive goal keeper. Play must be resumed by goal keeper and will begin immediately.

Corner Throw & Sideline Throw

Sideline Throw: If the defensive team causes the ball to go out of bounds (on sideline) and no shot attempt occurred, the offensive team will take the ball at the side line for a “sideline throw”.

Corner Throw: If the defensive team causes the ball to go out of bounds (on end line) and no shot attempt occurred, the offensive team will take the ball at the corner for a “corner throw”.

Direct shot from side line throw: Not Allowed

Direct shot from corner throw: Not Allowed