

The 4th International Hong Kong Beach Water Polo Tournament

Rules (as of 21th Oct 2016)



1. Game Format and Duration

- 1.1. Each Game 2 Halves of 5 Mins each , 1min rest Between
- 1.2. Each Halves is 5 minutes running clock. There is no timeout except in the case of player injury or 5m penalty shot.

2. Open Group: 15 Teams

Preliminary: 3 groups of 5 teams in round robin

- 2.1. Game system: Round Robin

Final

- 2.2. Preliminary each group the Champion will go to Flex Studio Cup , the second place will enter Panasonic Cup, the third place will enter Lufthansa Cup, the fourth place will enter Varga Lounge Cup; the fifth place will enter Cable TV Cup;
- 2.3. There will be five cups in the final round. Each cup consists of 3 teams.
- 2.4. Game System: Round Robin

3. Youth Group: 3 Teams

Game system: Double round robin

4. Match Scoring:

Big Score: Win: 3 points/Draw: 1 point/Lose: 0 point

- 4.1. If the Big score DRAW in group will calculate in goal/lose ball different for the ranks
- 4.2. If still tie will count as game between team which were won the game
- 4.3. If still tie will decide by the Tournament Manager

5. No show

No showing up after 5mins of the starting time of the match, will count as lose 0:5

6. Other rules:

- 6.1. For restarting after a goal , goalkeeper puts the ball in play immediately after scoring
- 6.2. Direct shot after foul is allowed beyond 5 metres
- 6.3. Goalkeepers cannot shoot and over half court
- 6.4. NO any corner throw (expected conscious action) Goalkeeper Block to sideline NO corner
- 6.5. NOT allow direct shoot in corner throw
- 6.6. In case of Exclusion Foul , Player need swim to the corner on the opposite side of the referee and touch the marker(a coloured buoy), after touched can back to the field immediately
- 6.7. In case of Substitute , Player need swim to the corner on the opposite side of the referee and touch the marker(a coloured buoy) , the Substituted player can go to the field immediately

7. Major foul

Unlimited Exclusion in the match

If referee to believe players who continue/ conscious major foul, referee can directly to give the players Yellow Card or Red Card (Suspense on that match)

8. Wasting time:

Referee can consider giving foul to team which stagnant play /continue Back Pass goalkeeper

9. Other rules and regulations shall follow the latest version from FINA

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第四屆國際香港沙灘水球錦標賽

球賽規則 (版本: 2016 年 10 月 13 日)



1. 賽制:

- 1.1. 每局兩節五分鐘，中場一分鐘休息
- 1.2. 每節 5 分鐘不停錶 (除五碼罰球及特殊情況)，不設暫停。

2. 公開組: 共 15 隊伍

- 2.1. 初賽:分三個組別，每組五隊，單循環進行。
- 2.2. 決賽:初賽每組首名會進入最高級別盃賽，每組第二名會進入第二級別盃賽，每組第三名會進入第三級別盃賽，如此類推，決賽一共五個級別盃賽，每個杯賽三隊。
- 2.3. 公開組 初賽: 單循環賽制。
- 2.4. 公開組 決賽: 單循環賽制

3. 青少年組共 3 隊伍，以雙循環賽制。

4. 成績計分方

大分: 勝 3 分，和 1 分，負 0 分

- 4.1. 如大分相同，已初賽得失球球差為準，得球差越大為較高排名計算
- 4.2. 如再得到相同分數，再以雙同分數的隊伍對賽成績計算，於對賽勝出之隊伍為較高排名計算，再次未能分出勝負就以總裁判作最後決定。

5. 逾時

5 分鐘尚未到達比賽場區，視為棄權，負方判 0:5 落敗，勝方得 3 分

6. 其他特別規則：

- 6.1. 入球後，需由守門員發球。
- 6.2. 普通犯規後直接射門距離 5 米。
- 6.3. 守門員不得超越半場及射球。
- 6.4. 不設角球，(徐防首方刻意把球送到底線，例如守門員保護球時把球送出底線)
- 6.5. 角球不設直接射門
- 6.6. 犯規出場: 觸摸裁判臺對面角浮波，可以馬上返回比賽場
- 6.7. 換人: 觸摸裁判臺對面角浮波，以交替換人

7. 嚴重犯規

不設三次嚴重犯規停賽

但若球証認為該球員的嚴重犯規次數是屢次/刻意，球證有權出示黃牌警告球員，或直接出示紅牌，該場比賽需要停賽

8. 刻意拖延時間，連續性把球回傳守門員，會視為拖延時間犯規處理

9. 其他一般規則: 根據國際泳聯水球規則