

## **Bridgestone Mini (U10) & Maxi (U12) Water Polo Competition**

### **Event Format & Rules**

- Teams will consist of 6 playing members for a 10 player squad.
- Mini Polo (U10) players should be born in the year 2005, or later and Maxi Polo (U12) players should be born in the year 2003, or later
- A trophy will be presented to the winning team, medals to winners & runners up.
- Administration of the event will be provided by Grads WPC.
- Teams without a Chaperone (Team Manager may act as chaperone) will not be permitted to compete. It will be the responsibility of the Coach/Manager of the entering team to ensure that a suitable chaperone is provided. Any team not fulfilling this obligation will not compete.
- Ideally teams should be able to provide a Referee and someone willing to help out with Table duties – Novice officials are welcome, assistance will be provided.
- Referees will inspect players nails before games to help ensure the safety of all players

### **GOALS, BALLS & CAPS.**

Goals will be free-standing (Mini polo style goals) on pool-side, the whole of the ball must enter the goal to score; contact with wall immediately below the goal shall not constitute a goal.

Size 3 balls will be used for mini polo (U10's) and Size 4 will be used for maxi polo (U12's). Competing teams must ensure that they have available a set of white and a set of Blue or other dark colour.

### **ORGANISATION OF THE EVENT**

The Event shall be run on a League basis, with points awarded on the following basis: two points for a win and one point for a draw.

To separate teams on equal numbers of points following the conclusion of all the games, goal difference shall be used. If teams are still equal then the team with the least major fouls shall be awarded the higher placing in the league (to encourage clean play). Should teams still be equally placed then the team with the most goals scored in their favour shall be awarded the higher place (to encourage attacking play).

## **ORGANISATION OF GAMES.**

Games shall be run as **one period of 7 minutes running clock.**

The edge of the playing area will be indicated by the perimeter of the pool and/or lane rope. Balls striking the pool-side before the surface of the water, or outside the field of play, shall be awarded in accordance with the normal rules of Water Polo.

The first named team on the match schedule shall wear WHITE hats and will start on side of the pool nearest the changing room area.

1. 2 metre cones will be in place....NO PLAYERS (from either team), apart from the defending Goalkeeper, will be permitted to enter the two meter area during play without the ball. Referees may award a penalty against teams whose outfield players persistently defend from positions within their 2m area. The 5m cone will be replaced by a 4m cone.
2. Two handed blocking of the ball will result in a penalty throw being awarded
3. Penalties will be taken from the 4m line.
4. Goalkeeper privileges count to 4m line.
5. The "30 second" possession rule shall not be enforced.
6. No corners shall be awarded.
7. No Timeouts shall be permitted, except in case of injury, accident or illness, when substitution of a player should be effected as quickly as possible.
8. Players either in possession of the ball, or challenging for possession, must be swimming. Players not active in the game may be standing but may not jump from the bottom of the pool to intercept the ball.
9. U10's players may catch the ball two handed, U12's must catch with single hand; all U10 & U12 outfield players but must pass, shoot or otherwise control the ball single-handed.
10. Fouls, be they exclusion, minor or Penalty, shall be awarded in accordance with the normal rules of Water Polo, within the discretion of the Referee and in consideration of the age and experience of the players. The Referee's decision is final and coaches are asked to set an example by accepting them with good grace.
11. Players excluded for "Major" fouls shall leave the water at their teams starting end of the poolside and wait until waved back in by the table official or Referee.
12. All U10 & U12 games at Grove Wellbeing Leisure Centre will be played across the MAIN 25m POOL. U10's will play across the shallow end and U12's will play across the deep end.

## **Rule Principals**

### **Minor Fouls = free throw**

Minor fouls or infringements below will result in a free throw being awarded. The free throw must be taken from where the foul occurred, or not closer to the goal. Defenders cannot interfere with the taking of a free throw. The player taking the throw cannot shoot at goal, but must pass.

1. A player cannot throw the ball with two hands
2. A player cannot take the ball under the water.
3. A player cannot walk with the ball, he must swim.
4. A player cannot hit the ball with a closed fist.

5. A player cannot swim on or over other players' legs.
6. NO PLAYER (other than a defending goalkeeper) may be inside 2m without the ball.

**Major Fouls – exclusion for 10 seconds**

1. Holding an opponent and preventing them from moving.
2. Splashing, sinking or pushing an opponent under water.
3. Kicking or striking an opponent, without intent/rough play

**Exclusion for the remainder of the game**

- Aggressive play or use of abusive language are prohibited and players will be excluded for the remainder of the game **WITH** a substitute entering after 30 seconds.

**No contact**

Tackling of the ball only is permitted. No manhandling is allowed even if the player is holding the ball, further an attacker cannot fend off a defender; this will result in a free throw.

**After a goal**

To start play after a goal, players from each time must return to their own half. Play is restarted at the centre line by the team who did not score. The player must throw the ball backwards to a team mate.

**TEAMS, COACHES & SUBSTITUTES.**

Teams will comprise up to 10 players, 6 in the water at any one time, one of whom shall be a Goal-Keeper. Teams may be of mixed gender.

Coaches of playing teams will be permitted to advance to the 4m line to coach, but may not interfere with the refereeing of the game.

Substitutes and Assistant Coaches shall sit behind their goal line end on "hot bench", ALL entry to the water will be by "sit and slide", NO JUMPING OR DIVING at any time. Substitutions of players shall follow the normal conventions of Water Polo.

**OFFICIALS.**

There shall be one Referee per game, along with table officials for each game. Referees will undertake a nail inspection before games.

It is the Coaches responsibility to ensure that the team is ready at the start at the match allotted time and at the start of each period of play.

Table officials will record goals, major fouls, penalties or other noteworthy occurrences during the game.

**PHOTOGRAPHY & VIDEOING OF GAMES.**

Photography and video recording is permitted during the league **providing all photographers register their details with the Leisure Centre Operator on the day.** If you or your players would prefer not to be photographed we would ask you not to enter a team. Photographs of the event may be used for publicity purposes after the event in accordance with Swim Ireland guidance.