



## ATLANTIS CITY WATER POLO AND AQUATICS

### INTERMEDIATE LEAGUE RULES AND REGULATIONS AND FORMAT 2026

#### League Rules

- All players must attend the same school they are playing for, unless dispensation has been granted prior to the league beginning.
- The white-capped team is on table duty for the game after they have played for A grade and B Grade. C Grade will be done by ACWPA Crew.
- Teams may consist of up to 11 players (including goalkeepers).
- There can only be a maximum of 11 players plus 3 officials on the team bench.
- Teams must have caps that resemble the colour they are appointed on the draw.
  - Numbers must be clear in contrast to cap colour. Referees need to be able to read the numbers.
- Standard World Aquatics rules apply to players or officials who are red carded or have been excluded for brutality or misconduct.
- World Aquatics rules apply to tied positions in the preliminary round.
- Games drawn that require a definite result (semifinals and non-medal playoffs) will move to 'Golden Goal' sudden death (first goal wins)
- If a gold medal or bronze medal match is drawn at the end of regular time, World Aquatics rules will be applied with a penalty shootout.
- Points will be awarded as follows: Win = 2, Draw = 1, Loss = 0
- Official game ball #4 for A and B Grade and #3 for C Grade

- A team on table duty will need 3 people (one of those MUST be a supervising parent or teacher who is experienced with doing table duty).

### **Playing Format:**

#### A Grade

- Four (4) quarters of four (4) minutes - Actual Time (Stop Clock as per World Aquatics Rules)
- Shot clock - 28 seconds, 18 second reset (Or current World Aquatics Ruling Applied)
- Full Length Pool @ Dio
- Size 4 Ball
- 2 Players and 1 Adult Required for Table Duty

#### B Grade

- Four (4) quarters of five (5) minute - Running Clock
- No Shot Clock
- No Substitutions Allowed in Final Minute of the 4th quarter – Yellow card to be awarded to coaches to fail to adhere to rule + penalty throw awarded. This is to prevent teams subbing in close games to run down the game clock.
- B Grade Full Length Pool @ Epsom Girls
- Size 4 Ball
- B Grade Table Duty: 2 Players and 1 Adult Required

#### C Grade

- Four (4) quarters of five (5) minute - Running Clock
- No Shot Clock

- No Substitutions Allowed in Final Minute of the 4th quarter – Yellow card to be awarded to coaches to fail to adhere to rule + penalty throw awarded. This is to prevent teams subbing in close games to run down the game clock.
- C Grade Half Length Pool @ Dio
- Size 3 Ball
- C Grade Table Duty: Atlantis

Players are permitted to play in higher grades but are not able to play down nor play in a different team in the same grade. To let games play on, this may happen if the opposition agree, and the team playing higher graded players, takes the default loss

#### Points Tie Break Procedure and Result Games

- Refer to Appendix 1
- Games drawn that require a definite result (semifinals and non-medal playoffs) will move to 'Golden Goal' sudden death (first goal wins)
- If a gold medal or bronze medal match is drawn at the end of regular time, World Aquatics rules will be applied with a penalty shootout.

World Aquatics rules that will be applied during the league:

- The possession time to be reset to 18 seconds (A GRADE ONLY) after
  1. a corner throw awarded;
  2. a rebound after a shot which does not cause change of possession
  3. at an exclusion.
- Inside the 6m area, when a player is swimming with and/or holding the ball and is impeded (attacked) from behind during an attempt to shoot, a penalty foul must be awarded (unless only the ball is touched by the defender).

- Free throw shall be taken from the location of the ball (except if the foul is committed inside the 2m line).
- A goal may be scored from a free throw awarded outside 6 metres from a direct shot or after fake or dribble or putting the ball on the water. (Referees shall use signals if the foul happened outside the 6m line.)
- A player taking a corner throw may shoot directly or swim and shoot without passing or pass to another player.
- An additional substitution re-entry area will be at any place between the goal line and the centre field line for flying substitutions.
- The goalkeeper is allowed to move beyond and touch the ball past the half distance line.

### Important Notes

- No changing on pool side
- No warm up on pool deck parallel to the field of play
- Use rubbish bins provided
- No use of school grounds

### Team Lists

Players are permitted to play in higher grades but are not able to play down nor play in a different team in the same grade. To let games play on, this may happen if the opposition agree, and the team playing higher graded players, takes the default loss.

Teams may consist of up to eleven (11) players and a maximum of five (5) team officials, unless granted an exemption by ACWPA prior to the start of the league – however no more than eleven (11) players may play in any one game and no more than three (3) team officials are allowed on the bench.

A team shall start the game with no more than six (6) players, one (1) of whom shall be the goalkeeper and shall wear the goalkeepers cap. Up to five (5) reserves may be used as substitutes. Only one (1) goalkeeper needs to be on the game sheet and substitutions (for all positions) can be made during the games.

All players not in the pool in the game at that time, and the coaches and managers except for the head coach, must be seated on the bench and not move away from the bench from the start of play, except for substitutions and during intervals between quarters. The head coach of the attacking team may move to the 6m line at any time.

### Timeouts

No time outs in any games.

### Caps and Uniform

White/Light Caps: Left hand side of the Table Duty (as seen from Table Duty)

Blue/Dark Caps: Right hand side of the Table Duty (as seen from Table Duty)

Teams with customised caps might be ordered by the referee(s) to revert to wearing standard white/blue caps if their cap color is deemed of not enough contrast with the other team.

### Warm Up

Warm Up is only allowed inside the Field of Play prior to the game. Dry land warm up is not allowed in the immediate vicinity of the Field of Play.

### Table Duty

Teams scheduled for Table Duty (see Game Schedules) must supply three people for Table Duty: Secretary (game sheet), Timekeeper (clock), and Assistant (flags and foul board).

- 2 Players and 1 Adult Required for Table Duty

### Protests

- Protests must be emailed to the head referee and the competitions manager within one working day of the completion of the game
- Referees and pool controllers will not accept protests in person

Any result queries must be emailed to the competitions manager within a day of the completion of the game

### Judicial Committee

The judicial committee shall consist of:

1. The Head Referee
2. An ACWPA delegate
3. Another league referee

If any of the above individuals have been involved with the issue at hand directly, they will be replaced by another league referee or ACWPA delegate. The decision made by the judicial committee shall be final.

### Disciplinary Procedures

- All disciplinary issues will be resolved using the WPNZ framework for players i.e. physical misconduct immediate 1 game suspension
- Team officials will be subject to 1 game suspension if red carded
- ACWPA will not be applying demerit points

Please note

A head coach must be listed on the team sheet. If the head coach is red carded and they are deemed to be coaching from the stands or any other area, they will be ordered from the venue and further sanctions will be applied following a meeting of the disciplinary committee. This applies to all red carded team officials and/or players.

During a game an assistant coach is not accorded the privileges of the head coach; when the head coach is red carded, the assistant coach may only call timeouts and perform substitutions, however has no privilege to 'coach' the team nor to move to the 5m line. They must remain seated on the team bench.

An assistant (replacing) coach will have the privileges of the head coach in the next game played by that team.

Spectator Entry is free to all pools.

ACWPA wishes all teams involved good luck for the league!

# Atlantis Appendix 1

## WPNZ Appendix 2 – Competition Points Tie Break Procedure (World Aquatics)

### 20.9.1.11.1.1

If two (2) teams shall have equal points, further classification shall be established as follows:

The team winning the game between them (including penalty shoot-out if any) shall be placed higher.

If there is more than one tie in a group, the highest placed tie shall be determined first.

#### WPNZ Additional Ruling

In addition to WA 20.9.1.11.1.1, where a head-to-head result was also tied (e.g. in a round robin stage), further classification shall be established as follows:

1. Head-to-Head – the winner of the game between the tied teams, including penalty shoot-out if applicable
2. Game Results – against the highest placed team in the group
3. Goal difference – against the highest placed team in the group
4. Goals scored – against the highest placed team in the group
5. Repeat step 2 for each other next highest team in the group, in succession
6. A Penalty Shoot-Out will determine the ranking order

### 20.9.1.11.1.1.2

If three (3) or more teams shall have equal points, further classification shall be established as follows:

The results among the tied teams shall determine which team is placed higher.

The comparison shall be made:

*first, upon the points of the games among the tied teams.*

*second, the goal difference (excluding the goals from penalty shoot-out) among the tied teams,*

*third, based upon goals scored among tied teams.*

If still tied, the games played against the highest placed team (or teams, if tied, the team or teams not involved in the tie) shall be considered.

*The first comparison shall be based on goal difference, and if still tied, then based on goals scored.*

*If still tied, the results against the next highest placed team (or teams, if tied) shall be used in succession until all results have been considered.*

*If still tied, and there is no practical manner to determine the ranking, the final classification between the teams in the tie shall be decided by coin-toss.*

*If there is more than one tie in a group, the highest placed tie shall be determined first.*

*For the purpose of calculating either goal difference or goals scored, the goals in any penalty shoot-out will not be taken into consideration.*