



## WATER POLO

### VENUES

ST PETERS COLLEGE  
PEMBROKE SCHOOL  
ADELAIDE AQUATIC CENTRE

### REFEREES The following fees will apply.

Schools will NOT pay the referees on the day. Accounts will be sent to each school.

Through Water Polo South Australia, SAAS had endeavoured to provide Referees at each venue – **however if a Referee fails to arrive, coaches will need to referee the game.**

### LINING UP

Before their game each team shall line up to await the signal from the referee to enter the water and warm up. Late starts will mean time restrictions for offending teams in order to remain on time.

### GAME DURATION

- All games will be 4 x 5-minute quarters in 30-minute time slots, with the exception of all Open A games. Open A games will be 4 x 6-minute quarters in 40-minute time slot.
- Teams will consist of SIX field players and a goalkeeper.
- Teams may have up to a total of THIRTEEN players.

### MATCH BALL

- Size 5 Men for Year 9 to 12
- Size 4 for Primary / Year 8

### AT PEMBROKE POOL

- For games held at the Pembroke Pool the 5m rule which allows a player to shoot from a foul outside 5m will NOT apply. Goals cannot be scored from behind the halfway point.

### AT ST PETERS POOL

- Open A Matches will be based at St Peters
- Any games played at St Peters a Timer and a Shot clock operator will be required by the playing schools

### SPORTSMANSHIP RULE

- If a team is losing by more than 10 goals at Half Time, the coach of this losing team may approach the referee and ask to engage the Mercy rule.  
The SPORTSMANSHIP rule allows the trailing team to add an additional player for the second half (6 v 5 players).

### TEAM NUMBERS

- All grades / games played at St Peters - 7 Players (6 plus Goalie)
- Senior B & C at AAC - 6 Players (5 plus Goalie)
- Middle A games at AAC 7 Players (6 plus Goalie)
- All grades / games played at Pembroke - 6 Players (5 plus Goalie)  
\*\* Wherever possible at AAC, senior games will have first preference to play in the shallow end.

## SAAS PLAYING RULES

### **a) MINOR FOULS:**

- There are 17 ordinary fouls, the penalty for which is a free throw to the opposing team where the offence occurred.
- The most common of these fouls are:
  - 1) To deliberately impede or prevent the free movement of a player not holding the ball, e.g., swimming on shoulders, back or legs.
  - 2) To waste time, e.g., a team may not retain the ball for more than 30 seconds without attempting a shot at goals.
  - 3) To take or hold the ball under water when tackled.
  - 4) To touch the ball with two hands at the same time (goalkeeper exempt).
  - 5) To push or push off from an opponent or to simulate being fouled.
  - 6) To be within 2 meters of the opponent's goal line or to remain there except when behind the line of the ball.
  - 7) For a goalkeeper to score when playing at Pembroke

### **b) MAJOR FOULS:**

- There are 9 major fouls, the usual penalty for which is exclusion from the game for a period of 20 seconds or until a goal is scored, whichever is the shorter.
- These fouls include:
  - 1) To hold, sink or pull back an opponent not holding the ball.
  - 2) To interfere with the taking of a free throw, goal throw, corner throw or penalty throw.
  - 3) For an excluded player to re-enter or a substitute player to enter the water improperly.
  - 4) To kick or strike an opponent or to make disproportionate movement with that intent.
- A five (5) meter penalty throw is awarded for the major foul of committing any foul within the 5-meter area, but for which a goal would probably have resulted.
- A change of possession occurs for a major foul and minor fouls committed by a member of the attacking team during dead time.
- Once a player has three personal fouls against them, they may not take any further part in the game and a substitute is allowed.
- A player who refuses obedience or shows disrespect to the referee is excluded for the rest of the game, with substitute allowed.
- For acts of brutality (deliberately striking or kicking) the player is out for the whole game and NO substitute is permitted.

## RED / YELLOW CARDS

The game official has the right to present a player with a Yellow card as a warning to any of the above playing rule breaches.

- Yellow Card is a warning and can equal 5 minutes' exclusion from the game.
- Red Card is instant removal from the game (The player may be replaced).

The player who receives a Red Card will be presented with a match ban (s); length determined by the reasoning behind the card presentation.

Once the appropriate sanction has been finalised this will need to be communicated to SAAS via the School co-ordinator.

### Category 1 – Verbal Offences and Offensive Gestures

Conduct	Level	Lower - Sanction	High - Sanction
Threat	High	1 match	4 matches
	Medium	1 match	3 matches
	Low	1 match	2 matches
Abuse	High	2 matches	3 matches
	Medium	1 match	2 matches
	Low	Reprimand	1 match
Other	H/M/L	Reprimand	1 match

### Category 2 – Physical Contact Offences

Conduct	Impact	Contact	Lower - Sanction	High - Sanction
Intentional	Severe	High/Groin	4+ matches	5+ Matches
		Body	4 matches	4+ Matches
	High	High/Groin	3 matches	4+ Matches
		Body	2 matches	3 Matches
	Medium	High/Groin	2 matches	3 Matches
		Body	1 match	2 Matches
Low	High/Groin	1 match	2 Matches	
	Body	Reprimand	1 Match	
Careless	Severe	High/Groin	3+ matches	4+ Matches
		Body	2 matches	3+ Matches
	High	High/Groin	1 match	2 Matches
		Body	1 match	2 Matches
	Medium	High/Groin	1 match	2 Matches
		Body	Reprimand	1 Match
Low	High/Groin	Reprimand	1 Match	
	Body	Reprimand	1 Match	

## FORFEITS

Please notify SAAS office and opposing School if this occurs – then referees can be informed.

Updated 2023 Feb