

## **Tournament Game Rules**

### **Titans Cadet and Senior Women's Invitational Feb 2-4, 2007**

At any water polo event pool time is the major constraint in how we can offer the games. Therefore we will use FINA rules with the following modifications to allow us to remain on schedule since all games are scheduled one hour apart.

#### **Game rules during regular time:**

- We will be running 4x 6-minute quarters for each game with 2 minute breaks between quarters, with stop time.
- We will switch to straight running time when a 10-point spread between teams is reached, except for gold medal games.
- Each team will be allowed 1 time-out per game in regular time.
- Shot clocks will be used in all games.
- The break between quarters is only 2 minutes (or shorter if we are behind schedule).
- Ties are allowed except for playoff games, in which case we will have overtime.

**Note:** There may be a 5-10 minute interval in the actual playing area for warm-up between games, depending on the finish time of the previous game. Therefore, we suggest that all coaches spend a few minutes warming their team up on deck prior to entering the water and we will have a designated deck area for this purpose.

#### **Overtime procedures for tied medal games (at the end of regular time):**

- Teams will have a 1 minute break between the game and the start of overtime.
- Teams will stay in the end they finished the 4th quarter with the same colour caps. Referees will switch sides.
- Teams are allowed 1 time-out during overtime.
- No quarters or stop time is used. Simply play until the first goal is scored, then the game is finished and the winner declared.

#### **Tie breaking to determine the ranking of the teams for playoff games:**

The principle behind this tie breaking rule is to eliminate running up the score and having a result with a team not involved in the tie be a deciding factor on breaking the tie.

**1st** - Head to head result in a game played between the two teams.

**2nd** - If three teams are tied the results amongst the three teams only will be used to determine the highest plus/minus total for the final ranking.

If two of these teams have the same plus/minus ranking the head to head result between these two teams will determine the ranking.

If all three teams remain tied in the plus/minus ranking a shoot out will occur amongst the three teams at the end of round robin play. Time will be communicated to the teams by the tournament committee.