

WATER POLO

ENTRY FEE

- 1.1 The entry fee for the 2009/2010 ULU Inter-Collegiate League Season shall be determined by ULU and ratified by ICSC at the beginning of the academic year.

COMPETITION FORMAT

- 2.1 The Water Polo league shall be conducted in accordance with the rules of FINA (www.fina.org)
- 2.2 Fixtures are listed on a Monday, for the completion prior to the following Monday, to allow maximum flexibility in acquiring pool time.
 - 2.2.1 Clubs **MUST** update the website with their dates, along with the venue. Games must be played on the match day of the home side.
- 2.3 Teams will play each team in their respective division both home and away.
- 2.4 Teams will be awarded 3 points for a win, one point for a draw, and no points for a loss.
- 2.5 If a match is forfeited by a team the other side will be awarded the League points plus a 3 - 0 walkover score, whilst a 3 point penalty deduction will be applied to the offending team.
- 2.6 The winner of the league will be the team with the most points at the end of the season, after all the games have been played.
- 2.7 If two or more teams are tied, then the team with the greater goal difference will come first. If teams still can not be separated, the results of the games between the teams concerned shall be the determining factor.

CONDUCT OF MATCHES

- 3.1 Each squad consists of a maximum of thirteen players, of which seven are in the water at any one time. Of these seven, two must be women.
- 3.2 Each game shall be divided into 4 periods of 9 minutes running clock, with 3 minutes allowed between periods. This is flexible and can be adjusted to suit each host's allocated pool time.
- 3.3 Prior to a match, the final squad selection for each team must be completed on the score sheet along with each player's cap number for that game. Following the completion of each match, the score sheet must be given to the league secretary within 48 hours.

MATCH OFFICIALS

- 4.1 It is the responsibility of the home team to provide umpires and to provide table judges.
 - 4.1.1 In cases where there is one umpire lacking, a player from the home side must stand down in order to officiate.
 - 4.1.2 Where there are no umpires available, one player from each side must stand down in order to officiate.
- 4.2 During the match at least one person is to fill in the score sheet accurately as the match progresses and keep time.

SUBMISSION OF RESULTS

- 5.1 **Home team** will be responsible for entering all of their ULU League and cup results into the on-line results system within 48hrs of each completed fixture. **Failure to do this will result in a 1 match penalty point deduction being imposed against the home team.**