

## Master's Nationals Rules:

**Official Rosters:** Rosters may not change after the first whistle of the tournament. Any change requests prior to the tournament must have approval from USA Water Polo and is subject to a late roster change fee.

**ID Check:** Prior to the start of each game, all rostered athletes and coaches must show a photo ID. Acceptable forms of identification include a USAWP membership card with photo uploaded (including temporary cards), driver's license, copy of passport, school issued ID, or US Immigration identification.

**Cap Color:** First team listed wears white caps and starts the game sitting on the bench to the left of the Official Table. Teams shall switch ends at half time.

### Length of Period:

Championship	Length of Period
20 +	7 minutes
30 +	7 minutes
40 +	7 minutes
45 +	7 minutes
50 +, and older	6 minutes

**Red Cards:** A participant who receives a red card shall not participate in the team's next game in that division, and until the suspension is served, shall not participate with any team in any division.

**Brutality/Violence:** A participant penalized for a violation of Rule 21.11 of USA Water Polo Rules (brutality/violence) shall not participate in the team's next game in that division, and until the suspension is served, shall not participate with any team in any division, and may be subject to additional punishment by action of the Championship Finals Management Committee.

**Shoot Out:** In the event that a game is tied at the end of regulation, the game shall be determined by shoot out, which shall be conducted in accordance with the USA Water Polo rules except that:

- a. Both teams shall shoot at the same goal
- b. Teams scheduled to play the next game shall be permitted to warm up at the end of the pool opposite the goal at which is taking place so as not to delay the start of the next game.

### Tie-Breakers:

In the case of teams tied in game points, teams advance according to the FINA tie breaker rules, stated in the *FINA By Laws*:

**Two Way Ties** - BL 9.6.3.1 If two (2) teams shall have equal points, further classification shall be established as follows:

BL 9.6.3.1.1 The team winning the game between them shall be placed higher

**Three Way Ties** - BL 9.6.3.2 If three (3) or more teams shall have equal points, further classification shall be established as follows:

BL 9.6.3.2.1 The results among the tied teams shall determine which team is placed highest.

BL 9.6.3.2.2 If, at any time during the application of the procedure set out in this BL 9.6.3.2, the number of tied teams is reduced to two (2), then BL 9.6.3.1 shall be used to

determine which of the two (2) remaining teams is placed higher.

BL 9.6.3.2.3 The comparison shall be made first, upon the points of the games among the tied teams, second, the goal difference, and third, based upon goals scored.

**Protests:**

To protest a misapplication of the rules in a game a head coach or team official named on the game roster must:

- a. do so within 30 minutes of its ending time (recorded by referee on the score sheet)
- b. immediately pay a \$100 cash Protest Fee to the Site Director, who holds it in behalf of USAWP
- c. describe the incident and nature of the protest in writing, stating the USAWP rule that has been mis-applied on the Protest Form provided in coaches packet.
- d. The site director shall **immediately** notify these parties of a completed filing
  1. the non-protesting team's head coach
  2. the lead referee at the game site, or in his/her absence, the head referee(s)
  3. the Protest Committee who shall timely hear all protests, and whose decision shall be final.

\*If an adverse condition or circumstance is known prior to the start of a game, a written protest along with the one hundred dollar (\$100) Protest Fee must be lodged with the Site Director before the signal to start the game is given, at which point the Head Referee will notify the non-protesting coach. Teams will proceed with the game at the scheduled time.