



INTER-CLUBS 2021 – KINGS PARK DURBAN

10 – 11 DECEMBER

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1 COMPETITION FORMAT

1.1 TEAMS AND TEAM CATEGORIES

There is no restriction on the number of teams that can be entered into the following categories:

- Open Men
- Open Ladies
- Open Masters (over 35)
- Women's Masters (over 35)
- International Teams

The competitor's classification is based on their age in the year the competition takes place as per CMAS rules. Any player under 18 years of age, playing in this competition is required to provide authorisation from parent / guardian.

Due to the large number of team entries and the great difference in the strength of the teams the competition in the Men's League will be run by dividing the teams into two groups based on the results / ranking from the previous year.

The top 4 – 6 teams from the previous year will go into Group A and the remaining teams will compete in Group B. Each group will play for their respective trophies / medals.

In order teams to be able to move up into Group A the winners of Group B will play the lowest ranked in Group A – the winner will then be eligible to play in Group A the next year.

If there are only three or four teams in the category there will be a double round robin plus finals games.



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1.2 COMPETITION AND GAME FORMAT

1.2.1 Round Robin / Group Games:

1. Each round-robin match will have two halves of 10 minutes each, with a 2-minute break in between halves, and a 3-minute break in between games. **No** time-outs during games.
2. No stoppages of the clock in the last 2-minutes of game play in each game.
3. Penalty shots will be awarded as penalty goals in the last 30 seconds of each half of pool games.
4. Games will be run on independent timing systems.

1.2.2 Semi-finals and Play-off Games:

1. Each game will start according to the game schedule.
2. Each round-robin match will have two halves of 10 minutes each, with a 2-minute break in between halves, and a 3-minute break in between games. **No** time-outs during games.
3. No stoppages of the clock in the last 2-minutes of game play in each game.
4. Penalty shots will be awarded as penalty goals in the last 30 seconds of each half of pool games.
5. Games will be run on independent timing systems.
6. If the normal time ends in a draw the following will occur:
 - 7.1. The sides will swop ends.
 - 7.2. Two-minute break before start of extra time
 - 7.3. Play two, 5-minute halves with 1-minute break between halves
8. If there is still a draw after extra time, there will be a 1-minute break, no changing of ends and golden goal will be played:
 - 8.1. Game will only end after goal has been scored
 - 8.2. No stoppage of play unless penalty has been awarded
 - 8.3. No time-outs in golden goal period



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1.2.3 Final Games

1. Each round-robin match will have two halves of 10 minutes each, with a 2-minute break in between halves.
2. Time will stop in the last 2-minutes for any stoppages or infringements of normal or over-time play.
3. Each penalty will be played, and the clock will be stopped during play.
4. One time out per team per half during the final games.
5. Time out for team will be 1 minute.
6. If the normal time ends in a draw the following will occur:
 - 6.1. The sides will swop ends
 - 6.2. One-minute break before start of extra time
 - 6.3. Play two 5-minute halves with 1-minute break between halves
7. If there is still a draw after extra time, there will be a 1-minute break, no changing of ends and golden goal will be played:
 - 7.1. Game will only end after goal has been scored
 - 7.2. No stoppage of play unless penalty has been awarded
 - 7.3. No time-outs in golden goal period

1.3 COMPETITION RANKING AND FINALS FORMAT

1.3.1 Once the round robin games have been completed, teams are ranked by the following formula (as per CMAS rules):

1. Points (2 for a win, 1 for a draw, 0 for a loss, -2 for a forfeit)
2. RR matchup (if two teams have equal points, then the team that won during the RR is placed higher)
3. Most wins in RR
4. Least number of losses RR
5. Least goals scored against in RR
6. Toss a coin

1.3.2 If a team forfeits a game:

1.3.2.1 Team which forfeits will be subtracted with 2 points.

1.3.2.2 A score of 6 goals against forfeiting team will be recorded

1.3.2.3 It is required that the team that is forfeiting the specific game, fill in the required document – Team Forfeit Document Number OFM TOU 01.

1.3.3 The numbers in the Play Off games refer to rankings obtained from the round robin games.



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No. Teams	Round Robin	Play Offs	Total No. Games / Team
2 Teams	6 rds	1v2 Final	7
3 Teams	3 rds	1v2 Final	6-7
4 Teams	2 rds	2v3 winner (2v3) v 1 1x Semi-final Final	6-8
5 Teams	2 rds	2v3 4v5 winner (4v5) v loser (2v3) winner (2v3) v 1 1x Semi final <i>optional</i> 3/4 play off grand final	8-10
6 Teams	*1.2 rds	1v4 5v6 loser (1v4) v loser (2v3) winner (1v4) v winner (2v3) 2v3 2x semi-finals <i>optional</i> 3/4 play off grand final	8-9
7 Teams	1 rd	1v4 5v6 loser (1v4) v loser (2v3) winner (1v4) v winner (2v3) 2v3 2x semi-finals <i>optional</i> 3/4 play off grand final	6-8

* 1.2 Rds Explained:

1st Round Robin

5 games

2nd Round Robin

2 games each pool

Team 1

Team 2

Team 3

Team 4

Team 5

Team 6

Rank 1

Rank 2

Rank 3

Rank 4

Rank 5

Rank 6

} Pool 1

} Pool 2



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2 PROTEST AFTER A MATCH

- 2.1 Only the team Captain or Team Representative may put forward a protest.
- 2.2 The protest must be announced to the Tournament Referee and Tournament Officer within 15 minutes of the end of the match.
- 2.3 Written protest must be in English and must be submitted within an hour of the end of contested match. Form OFM TOU – 13 to be completed.
- 2.4 Written protest must be accompanied by a deposit of R 1 000 (thousand Rand) in cash
- 2.5 If the above-mentioned requirements are not fulfilled, the protest will not be accepted.
- 2.6 The sum of R 1 000 (thousand Rand) will be refunded if the protest is considered valid.
- 2.7 A jury is chaired by Tournament Referee. Other members may include:
- Tournament Manager and in the event that TM not available then the Tournament Officer for the provision of tournament options
 - President of SAUWHF and / or SAUWHF Men's / Ladies representative or an Executive SAUWHF member
 - Two level two referees chosen among the referees of the tournament. Referees to be nominated prior to start of tournament.
- 2.8 A meeting secretary will be appointed for the session. The position is administrative and non-voting.
- 2.9 A jury may:
- The Jury may listen to all people it deems helpful to reach a decision
 - The jury can utilise any resource it deems helpful to reach a decision
 - The decision shall be made by a majority using a hand vote. In the event of a tie, the vote of the President will be final
 - The decision of the Jury is final
 - The Jury's decision is provided immediately in writing to the Tournament Referee who will advise the complainant and others involved
 - The members of the Jury and Tournament Referee must comply with the secrecy of the deliberations
 - The jury decision is final, and no appeal of the jury decision is permitted or will be entered into.
- 2.10 In the event of an incident becomes physical (person or object) the Tournament Referee together with the Tournament Officer and either the Junior President or Senior President of SAUWHF can impose an immediate ban on the player / players until such time as a hearing can be conducted.



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3 PRESENCE OF A COACH / ASSISTANT COACH IN THE WATER

- 3.1 The coach is allowed in the water during games.
- 3.2 Coach/ assistant coach must wear a clearly identifiable coloured cap not to be confused with players or referees (i.e. Green).
- 3.2 The presence of the coach should not touch, move, or block the view of the referee or camera.
- 3.4 If coach is guilty, team will be liable for fine or risk losing team deposit.
- 3.5 A coach may be in the water during other games; but must abide to above mentioned rules.

4 PLAYER AND TEAM ELIGIBILITY

- 4.1 All players to be paid up members and registered on the SAUWHF website and in so doing have acknowledged the T&C's and the Players Participation Agreement and will be held accountable if not upheld.
- 4.2 All players must conform to the age categories as per CMAS regulations for Seniors and for Juniors, refer to Policy No.: POLJN-01.
- 4.3 For Inter-Club Tournaments a player is required to play for his / her registered Club.
- 4.4 A player cannot be registered with more than one Club within RSA
- 4.5 If a player wishes to play for another Club, a letter of intent to be sent to the Tournament Manager for acknowledgement
- 4.6 International Players in Resident Club or Province:
 - 4.6.1 Two international players may play for a South African team during any SAUWHF tournament irrespective of the number of players in the team.
 - 4.6.2 The abovementioned is applicable to all leagues in the competition.
 - 4.6.3 An international is a player who resides outside of South Africa and is not registered with a local club and cannot register with the Club / Province a month prior to the Tournament.
 - 4.6.4 A letter from either the Province or Club to be forwarded to the Tournament Manger for acknowledgment.
 - 4.6.5 All international players to be registered on the SAUWHF with a Coupon Code available from info@sauwhf.co.za.
 - 4.6.6 Failure to comply with the above rules will result in immediate disqualification.
- 4.7 Local players in an International Team:



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- 4.7.1 All tournaments other than Nationals / Provincial Championships - a maximum number of two local players per international team irrespective of the number of players in the team.
- 4.7.2 Local players must be registered with a local Club.
- 4.7.3 A letter from the Club to be forwarded to the Tournament Manger for acknowledgment.
- 4.7.4 National / Provincial Championships – no local players allowed in an international side.
- 4.7.5 Failure to comply with the above rules will result in immediate disqualification.
- 4.8 No male player may play in the Ladies league
- 4.8.1 In the event of this occurring, both teams may be disqualified. Tournament fees and expenses will not be refunded to team and/or team members.
- 4.9 Movement of players between leagues:
- 4.9.1 A player in a lower league can be promoted to the higher league.
- 4.9.2. This player will not be able to move back to the initial team after being promoted.
- 4.9.2 Players may not be moved from one team to another in the same league.
- 4.9.3 Player can only be promoted within the same Club.
- 4.9.4 Any player moving to a higher league must do so before Semi-Finals of the lower league being played.
- 4.9.5 In the event of this occurring in any situation both teams may be disqualified. Tournament fees and expenses will not be refunded to team and/or team members.

5 EQUIPMENT AND TEAM APPAREL

- 5.1 At the Tournament
- ALL EQUIPMENT (gloves, sticks, mask, mouth guard, snorkel and fins) to comply with CMAS regulations
 - Random checks could be done by the Referees and anyone not conforming will be not be allowed to continue playing until the equipment in question meets the required regulations
 - **Approved Club** cap - if the club does not have then;
 - Dark and light cap to be worn in line with black and white sticks
 - Cap numbering system to be adhered to
 - No RSA or other countries cap may be worn
 - Club bathing costume or any design chosen by the team
 - No RSA bathing costumes or other counties costumes to be worn
 - No Provincial costumes to be worn



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5.2 Medal Presentation at the Pool

- Club apparel, if not then
 - teams to be neat, presentable and cohesive

5.3 Final Function

- As this is a social event, NO RSA clothing will be allowed to be worn
- This event is still under the umbrella of SAUWHF and therefore the Code of Conduct and Players Participation agreement as entered into between the player and SAUWHF will be enforced.

6 TROPHIES

A trophy will be awarded to the men for Most Goals Scored and similarly to the ladies for the Most Goals Scored in the tournament.

In order for these trophies to be awarded, it is VITALLY important that the Captains of each team sign-off the score sheet acknowledging that they have awarded the goals to their correct team members.

After the sheets have been signed, no dispute will be entered into.

NO goals will be awarded to players unless the sheets are signed by their team Captain

7 WATER REFEREE SYSTEM

Each team is required to fulfil their respective referee duties. If a team cannot fulfil duties they are liable to bring a qualified non-playing referee.

7.1 Water Referees need to be nominated by their team representatives before the commencement of the tournament with a copy of proof of referee qualification.

7.2 Each water referee must have a Level 1 referee qualification, confirmed by SAUWHF.

7.3 For the game following their own:

- Black Team will deliver two water referees
- White Team will deliver one water referee

7.4 Water referees must sign score sheet after game.

7.5 Player of the Tournament (Ladies and Men):



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After each game, the referees need to confer and NOMINATE one player who met the criteria below. The player's number and which team (black or white) must be entered into on the score sheet after the game.

- Not necessary for the most goals scored but teamwork and who set up the goals should be looked at.
- Pure skill, although important, will not be the only factor that is considered as a player can have amazing skills but it's not to the benefit of the team and can lead to selfish play. We want to promote team play more than individual skill.
- General attitude towards fellow players and the referees must be a factor.

7.6 In the event of a team not having a suitably qualified referee, the captain or team representative must make arrangements with the SAUWHF Tournament Referee at least 3 weeks prior to the tournament.

7.7 Failure to fulfil duties will result in a portion or the whole of the refundable deposit being retained, and/or a deduction in tournament points. Penalties regarding referee infringements will be implemented as stated below (see point 8).

8 CHIEF REFEREE, TIMEKEEPING AND SCORING SYSTEM

Each team is required to fulfil their respective referee duties. If a team cannot fulfil duties they are liable to bring a qualified non-playing referee.

Round Robin Games

8.1 When a team referee is nominated to be Chief Referee, the team must provide:

8.1.1 Chief Referee, timekeeper and scorekeeper during the periods required indicated per the Chief Referee Roster.

8.1.2 Chief Referee must have a Level 1 referee qualification, confirmed by SAUWHF

8.2 It is the captain's responsibility to check the roster regularly for changes.

8.3 Chief referees and water referees MUST sign the score sheets after each game.

8.4 In the event of a team not having a suitably qualified referee, the captain or team representative must make arrangements with the SAUWHF Tournament Referee at least 3 weeks prior to the tournament.

8.5 Failure to fulfil duties will result in a portion or the whole of the refundable deposit being retained, and/or a deduction in tournament points. Penalties regarding referee infringements will be implemented as stated below (see point 8).

Referee System after Group/ Round Robin Games:

8.6 Each team must nominate two qualified referees willing to fulfil referee duties.

8.7 Referees must be nominated before the start of tournament, final confirmation at team registration.



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- 8.8 Each referee nominated must indicate referee qualification.
- 8.9 Each team is responsible to check referee duties.
- 8.10 Each team will be required to fulfil referee duties during play-off, semi-final, and final games.
- 8.11 Failure to fulfil duties will result in a portion or the whole of the refundable deposit being retained. Penalties regarding referee infringements will be implemented as stated below (see point 8).
- 9 PENALTIES IMPOSED FOR REFEREE DUTY INFRINGEMENTS:**
- 9.1 If team does not bring or fulfil their referee duties during tournament:
- 9.2 1st Offence: Written warning of 1st Offence to team captain/ representative. (Tournament Officer and Tournament Referee to sign warning)
- 9.3 2nd Offence: Written warning of 2nd Offence to team captain/ representative, and a partial deduction of R500
- 9.4 3rd Offence: Written warning of 3rd Offence to team captain/ representative, full deduction of team deposit, and team captain being liable for disciplinary hearing whereby decision will be made in regards to team disqualification or deduction of tournament points. Disciplinary procedure to be followed by SAUWHF officials.
- 9.5 An appeal may be handed in (in writing), before the end of day whereby penalty was given to team.
- 9.6 Tournament Officer, Tournament Referee, and President of SAUWHF (or nominated SAUWHF Executive member) will decide if penalty imposed will be withdrawn or not.
- 9.7 If a team does not fulfil their referee duties, a team may complete the Team Complaint document informing Tournament Officials of infringement – Document Number OFM TOU -02.