

Seattle Otters International Open 2007 Tournament Guidelines

The Seattle Otters International Open Water Polo Tournament is a USWP sanctioned event and subject to the guidelines as outlined for tournament play by USWP. All teams participating must be registered with USWP and all coaches, referees, and players must be registered with USWP. Teams participating in the tournament from locations outside the United States must be registered with their governing body for the sport of Water Polo, such as FINA or BCWPA (in the case of European players or players from Canada) and must be able to prove membership. The Seattle Otters will expect every player, coach, referee to show current registration before participating in their first scheduled game. We will provide on deck registration for USWP for those players unable to produce a valid USWP membership card or other proof of membership. In the event a player must register on-deck but claims to have paid their USWP dues – they must still register, the fee will be held until the end of the event and returned if proof of membership is provided. After the tournament, players must contact USWP to receive payment of duplicate fee. We will pull current rosters for all US team within 72 hours of the event from the USWP web-site as an alternative means of identifying registered USWP members. Use of this contingency plan is subject to approval of the Zone Chairman for Zone 5.

The following procedures and standards will be in effect for the tournament.

1. USWP rules shall apply except as set out below.

2. Protests

A. All protests must be submitted in writing to the head referee or tournament director within 30 minutes of the conclusion of the game being protested.

B. The Protest Committee shall consist of 3 members: the 2 referees involved in the game and the Head Referee. The Tournament Director will also attend the protest meeting to observe the proceedings. In the event the Head Referee is a member of the game staff for that protested game, the Tournament Director or a referee whom the two teams deem to be neutral will act as the 3rd member of the committee.

C. The decision of the Protest Committee shall be rendered within 3 hours of the protest being registered or before the next game being affected by the protest.

3. Brutalities and un-sportsman-like conduct

A. Any player ejected for a brutality will not be allowed to play in their next scheduled game.

B. Un-sportsman like conduct in or out of the pool may result in disciplinary action ranging from action taken by the referees under USWP rules to reprimand or legal action if warranted.

C. Conduct deemed unlawful will not be tolerated and may be referred to the appropriate authorities.

4. Game Scheduling

A. Game length and schedule shall be determined by the organizers and shall be based on available pool time and total number of teams participating in the event.

B. All games are 4 quarters of 6 minute stop time.

C. All tied games will be determined by sudden-death. All necessary overtime periods will be 3 minutes with a 1-minute break between periods. If there is a tie after 2 overtime periods, the game will be determined by shootout.

5. Officials

A. To provide a quality event, the organizers will make every attempt to schedule Otter team members or volunteers throughout the day for minor officiating jobs such as table help and goal judges.

B. Teams should be prepared, however, to provide at least one knowledgeable player per day to assist at the scorekeepers table. This will be arranged through the volunteer coordinator.

6. Table Procedures

A. If the Game Clock is not operational, then 1-minute left will be shown by holding up an indicator. The type of indicator will be announced to table staff, referees, and captains.

B. If the Shot Clock is not functional, then 10 seconds left will be shown by holding up an indicator. The type of indicator will be announced to table staff, referees, and captains.

7. Tie Breaking Procedures in Standings

A. If 2 teams are tied in standings, then the winner of the game between the 2 teams shall be determined the higher seed.

B. If more than 2 teams are tied in standings, or if the teams did not play each other, the following shall be instituted with the understanding that:

i. At any of the following tie-breaking stages, if only 2 teams are tied, then section 7(A) shall apply.

ii. The tie-breaking stages below shall be applied in order as set out. The order of breaking the standings are:

a. Net result of goals for and goals against in games among the tied teams.

b. Difference between the total goals for and total goals against, up to 8 per game.

c. Ranking of total goals for, up to 16 per game.

d. Coin toss

8. Forfeits and Defaults

A. Both forfeit (defined as conceding a game after the start of the game) and default (defined as not showing for a game or having enough players to begin a game) will result in a score of 8-0 in favor of the non-defaulting or non-forfeiting team.

9. Co-ed Division

A. Teams playing in the co-ed division must have at least 2 women and 2 men in the water at all times.

B. In the event of a penalty regarding 9(A), the penalty will be the same as USWP rules governing illegal substitution.

10. Coach and Team Responsibilities

A. Player cap numbers must remain the same throughout the duration of the tournament. Each goalie substitute should have a regular cap number.

B. Teams shall provide a complete final team roster (preferably typed or printed) with cap numbers beside the player's name before the first scheduled game to the score table.

C. Ensure that USWP rule pertaining to player nails being clipped and jewelry removed are followed.

D. Make certain all players understand that the ejection area will be opposite of the scorekeeper's table.

E. No player will be permitted to play on 2 different teams in the same division.

F. A warm-up pool is provided. There may or may not be time to warm up in the game pool before your match begins. Scheduling is tight and games may need to begin immediately following the completion of the prior game. Please be ready.

11. Head Referee

A. Prior to the tournament, the head referee develops game assignments for the tournament and makes sure each referee knows their schedule. They also assist with travel and lodging arrangements, if needed.

B. At the tournament, the head referee supervises the conduct of the tournament and chairs any protest committee.

C. After the tournament, submits a Head Referee Report to the tournament director, no less than 48 hours following the tournament.

12. Referees

A. Referees shall follow the USWP Referees Code of Conduct.

B. Referees shall be responsible for running the games on time and in a timely manner.

C. Referees shall report to the Head Referee. In the event of an incident, they should record the parties involved and the situation. Incidents that would require further action include, but are not limited to: brutalities, disrespect by players and coaches, unprofessional conduct exhibited by officials, violations of the USWP Referees Code of Conduct, protests filed, circumstances requiring any schedule changes, forfeits, and defaults.

13. Tournament Director

A. The tournament director will coordinate the various aspects of the tournament.

B. The tournament director will serve as an observer at protest proceedings.

C. The tournament director will approve and post the tournament schedule, as well as, standings at the end of the preliminary round.

D. The tournament director will compile a final report for the tournament committee and provide copies to participating teams upon request.