

# 10 Together Tournament 2022

## General rules

All game rules follow the latest FINA rules available at <https://www.fina.org/water-polo/rules>

All players must be at least 18 years old by the time the event starts, and they must be registered as a player for the tournament.

A team can consist of a minimum of 7 to a maximum of 14 players and up to 2 coaches.

If a team does not play a game by fault, the game must be assigned to the opponent team with a score of 5 to 0. If a team shows up late for the game, the opponent will be granted 1 goal for every minute of delay.

## Duration of the games

On the first day the duration of the games will be:

- 2\*6 minutes with 2 minutes break for the Newbies league
- 2\*8 minutes with 2 minutes break for the Recreacomp and Recreachill leagues
- 2\*10 minutes with 2 minutes break for the Competitive league

On the second day the duration of the games will be:

- 2\*8 minutes with 2 minutes break for
  - the semi-finals and finals of the Newbies league,
  - the crossing games, semi-finals, and ranking games of the Recreachill league,
  - the crossing games and ranking games of the Recreacomp league and
  - the Rudemption game of the Competitive league
- 2\*10 minutes with 2 minutes break for
  - the finals of the Recreachill league and
  - the semi-finals of the Recreacomp league
- 4\*6 minutes with 2 minutes breaks for
  - the finals of the Recreacomp league and
  - the semi-finals of the Competitive league
- 4\*8 minutes with 2 minutes breaks for
  - the finals of the Competitive league

The time will start at the beginning of each period as soon as a player touches the ball. At all stop signs, the clock must not be stopped unless at the discretion of the referee for serious reasons.

The 30/20-seconds limit for the duration of the actions will be enforced by the referees.

It is not possible to request a time-out.

## Penalty shots

Only for the semi-final and final phase, in the case of a draw, penalties must be used to determine the result. The penalties will be shot after the game on the time slots reserved for penalty shots. The respective captain of the team must select the five players and the goalkeeper who will participate in the penalty shots in the event of a draw.

Penalty shots will be made at the same end of the field. The players who will shoot the penalties will remain in the water while all the players not involved will have to sit on the team bench.

The team shooting first will be determined by a coin toss.

In the event that the teams draw after completing the five initial penalties, the same five players will then have to alternate shots until a team fails.

### **Ranking and programme**

A win results in 3 points, a draw 1 point and a loss 0 points. The ranking of the first day will be based on the number of points. In the case of a draw, subsequent criteria will be in order: the goal average and the number of goals in. A coin toss will be used if the draw is not resolved.

#### *Competitive league*

- The team ranked first on day one would have to compete in the Redemption game before accessing the gold final.
- In semi-finals, teams ranked 2nd and 3rd on day one would fight their way to gold medal final (first game) while teams ranked 4th and 5th would fight their way to the bronze medal final (second game).
- The loser of the second game will meet the team ranked first on day one for a Redemption game. The winner of this game will move to the gold final. The loser will be ranked 5th.
- Winner of the first game would meet the winner of the Redemption game for the gold final. The loser of the first game would meet the winner of the second game for the bronze medal final.

#### *Recreacomp league*

- After day one, the first three teams of each group will compete for the medals (Top 6). The last two teams of each group will compete for the 7th place.
- In the crossing games of the Top 6, the two firsts of the groups meet the two thirds of the other group. The second of each group meet each other.
- Following the crossing games, the six teams will be ranked based on the number of points. In case of a draw, subsequent criteria would be in order: numbers of goals in during the crossing game, points on day one, goal average on day one, number of goals in since the beginning of the tournament. A coin toss will be used if the draw is not resolved.
- The four best teams would move to the semi-finals (1st meeting 4th, and 2nd meeting 3rd) and then the finals. The two teams at the bottom would play a ranking game for 5th place.
- In the crossing games of the Bottom 4, the team ranked 4th in group 1 would meet the team ranked 5th in the other group and vice versa.
- The two winners will compete for 7th place while the two losers will compete for 9th place. In case of a draw, subsequent criteria would be in order: numbers of goals in during the crossing game, points on day one, goal average on day one, number of goals in since the beginning of the tournament. A coin toss will be used if the draw is not resolved.

#### *Recreachill league*

- The teams would start day two with a crossing game between the two groups of 4 teams from day one (1st of group 1 against 4th of group 2, 2nd of group 1 against 3rd of group two, and vice versa).
- Following the crossing games, the eight teams will be ranked based on the number of points. In case of a draw, subsequent criteria would be in order: numbers of goals in during the

- crossing game, points on day one, goal average on day one, number of goals in since the beginning of the tournament. A coin toss will be used if the draw is not resolved.
- The four best teams would move to the semi-finals (1st meeting 4th, and 2nd meeting 3rd) and then the finals. Teams ranked 5th and 6th would play a ranking game for 5th place and teams ranked 7th and 8th would play a ranking game for 7th place.

*Newbies league*

- In semi-finals, the team ranked 1st on day one would meet again team ranked 4th and team ranked 2nd would meet team ranked 3rd.
- The winners would play for the gold medal final, and the losers would play for the bronze medal final.

The Organizing Committee reserves the right at any time to adapt the rules of the game to sudden occurrences of extraordinary and/or unpredictable nature.