

CAPITAL VALLEY CONFERENCE

WATER POLO

ADOPTED BY THE CVC ATHLETIC BOARD: April 19, 2010

Section 1 - Starting Date

- 1.1 The dates for the first day of practice, first scrimmage, first game and last game are determined by the Section.
- 1.2 A coaches meeting shall be held prior to the first allowable contest.
Adopted: January 11, 2012

Section 2 - Official Rules

- 2.1 The official rule book shall be the National Federation of State High School Association rule book.

Section 3 - Official Ball

- 3.1 Any regulation water polo ball may be used for league play.

Section 4 - Contacts

- 4.1 Number of contacts will be determined by the Section.
- 4.2 Scrimmages held after the first game shall be counted as a contact.

Section 5 - Game Times

- 5.1 Games will start at 4:00
- 5.2 Games will be played according the following schedule:

GAME ORDER

ODD GAMES

EVEN GAMES

Boys Varsity
Girls Varsity
Boys Frosh-Soph
Girls Frosh-Soph

Girls Varsity
Boys Varsity
Girls Frosh-Soph
Boys Frosh-Soph

Section 6 - Game Results

- 6.1 The home school shall be responsible to notify the media with game results.
- 6.2 The home teams shall provide the official statistician.

Section 7 - Change in Classification

- 7.1 During non-league games, athletes may move from one classification to another.
- 7.2 In league play a player may move only to a higher classification.
- 7.3 An athlete may not participate in more than one classification in one day.

Section 8 - Supplemental Game Personnel

- 8.1 The home school shall provide qualified personnel to operate the game clock and scoreboard.
- 8.2 In the event of a game clock failure, qualified personnel shall relay game clock and shot time to the officials.

Section 9 - Championship

- 9.1 The varsity team with the greatest number of wins in league competition shall be designated as League Champion. In the event of a tie, all teams tied for the best records shall be recognized as League Champions.

9.2 No champion below the varsity level will be recognized.

Section 10 - Playoffs

10.1 The method and number of teams qualifying for the playoffs will be determined by the Section.

10.2 Tie breakers for two teams tied, one qualifying spot or to determine the higher seed.

10.2.1 First tie breaker: head to head competition.

10.2.2 Teams tied for Section playoff berths will play a game at a mutually accepted deep water pool.

10.2.2.1 Cost of officials shall be split among the competing teams.

10.2.3 Third tie breaker: goal differential with tied teams to the next highest opponent in league (maximum 5 point differential).

10.3 Tie breaker with three teams tied. To determine the order of qualification and/or seed.

10.3.1 In a three way tie, the teams shall play each other on the same date and at the same site. The order of the games shall reflect the order presented in the league schedule from that season.

10.3.2 At the conclusion of the tie breaker games, if the tie still exists, the order of rank shall be determined by goal differential in the tie breaker games.

10.4 If after the application of all tie breakers teams remain tied, a coin flip will be used to break the tie.