

2010 Street Games

Water Polo Tournament

Sunday, September 26th 9am-5pm @ the JCC Pool

- Ages 15 and up, MANDATORY co-ed (at least 3 females)
- 7 players (1 optional sub)
- Double Elimination
- \$105.00 per team, awards for winners!

Registration: *Player 1 is Team Captain and primary source of contact

	Name	Age	Sex	Phone	Email
1.	_____	_____	_____	_____	_____
2.	_____	_____	_____	_____	_____
3.	_____	_____	_____	_____	_____
4.	_____	_____	_____	_____	_____
5.	_____	_____	_____	_____	_____
6.	_____	_____	_____	_____	_____
7.	_____	_____	_____	_____	_____
8.	_____	_____	_____	_____	_____

- ✓ Waiver must be submitted for each participant with registration. Request waiver form via email at mush@msquaredcpa.com OR go to www.binghamtonjcc.org Forms are also available at the JCC front desk.
- ✓ Please submit form with payment (checks payable to JCC) to M Squared Management: 113 Court Street, Binghamton NY, 13901 or hand deliver to the JCC front desk no later than 9/21/10. Specific instructions, scheduling, and directions will be provided to the team captain via email by 9/23/10. Any Questions: Contact Scott Burghardt @ 798-0495, or Mark Mushalla at mush@msquaredcpa.com

Basic Rules for Water Polo

1. **Game Time-** Four 7 minute quarters

2. **Player Positions:** Each team is made up of seven players, including the goalie. The goalie is the only player who is allowed to put both hands on the ball. The offensive player closest to the opponent's goal is called the hole-set. In the middle of the pool are four field players called drivers. The drivers continually rotate through the offense, trying to get an open shot for themselves or the hole-set. The last line of defense in front of the goalie is the hole guard. The hole guard is usually matched up one-on-one against the other team's hole-set.

3. **Game Play:** There is a 35-second shot clock that encourages fast and aggressive play by the offense. The game starts off with the referee dropping the ball at mid-pool. The hole-sets from each team must sprint to the ball and whomever gets there first becomes the offensive team. The objective of the game is to throw the ball into your opponent's goal, while only touching it with one hand. The red line cannot be passed by an offensive player unless he has control of the ball at the time. The only exception is when the ball is inside the line and the player remains behind the ball until gaining possession.

4. **Fouls:** There are three levels of fouls, depending on the type of offense: ordinary fouls, exclusion fouls and penalty fouls. Minor fouls like pushing off, shot clock violations or touching the ball with two hands will award a free throw to the team that was fouled. An exclusion foul is called for more severe infractions like pulling a player under the water or impeding a player's ability to take a free throw. This results in the offending player being excluded from the game for 20 seconds. The player is allowed back in the game before 20 seconds have elapsed if there is a scored goal or possession of the ball changes to the other team. Any foul that prevents a sure goal from scoring within the four-meter line, results in a penalty shot from the line.

5. **Substitutions:** You are allowed to have 1 substitute per team and you may substitute in the game at any time, but you may not substitute if a player is sitting out due to a penalty.

6. **Officiating:** Officials will be provided, all decisions are final.

