

2009 SOUTHERN PACIFIC REGIONAL JUNIOR OLYMPICS RULES

USAWP RULES WILL BE USED WITH THE FOLLOWING EXCEPTIONS AND CLARIFICATIONS!

The first team listed shall wear white caps and sit to the left of the score table from the vantage point of someone sitting at the score table.

Since the rules do allow for a coin toss, one may be requested prior to the game to determine choice of starting ends.

Teams shall switch ends at halftime; the rules do not allow for switching ends each period.

All periods shall be of 5 minute duration except for the 18U Divisions which shall be of 6 minute duration. ALL BREAKS, INCLUDING HALF-TIME SHALL BE 2 MINUTES IN DURATION.

Possession Clocks shall be set for 30 second possessions for all divisions except for the 10U COED which shall be 45 seconds, smaller balls than for women, smaller goals and smaller course size as well.

The men's size ball will be used for the 18U Boys and 16U Boys divisions. The women's size ball will be used the 14U Boys, 12U Boys, and all female divisions. The 10's will use an even smaller ball.

Some locations may be short on warm-up space. Regardless of the timing, the teams shall receive a minimum of 5 minutes in front of the game goals immediately prior to their game.

Each team shall have 2 x 1-minute timeouts per game.

Bracket play games may end with a tie. Bracket ties will be determined using the FINA-USAWP tie-breaking procedures WITH THE FOLLOWING EXCEPTION: For the 3-team brackets, if two teams tie for first in a bracket, THE FIRST TIE BREAK WILL BE "LEAST GOALS BY THE THIRD TEAM" , then goal difference, then total goals. This change has been approved to keep the teams focused on defensive strategies versus having to advance by scoring many goals. This change ONLY applies for three team brackets, and only if the top two teams are tied. In all other cases, 4 team brackets or 3-team brackets where there is a 3- way tie or if the bottom two teams are tied, the normal FINA-USAWP tie-breaking rules shall apply. Advancement or elimination tied games requiring a winner will go directly to shootout.

RED CARDS: Any COACH receiving a red card shall be required to sit out the next game for that team in that division, AND ALL GAMES IN BETWEEN IN THE EVENT THAT COACH IS COACHING ANOTHER TEAM IN ANOTHER DIVISION.

RED CARDS: Any PLAYER receiving a red card shall be required to sit out the next game for that team in that division, AND ALL GAMES IN BETWEEN IN THE EVENT THAT PLAYER IS PLAYING IN ANOTHER DIVISION.

BRUTALITIES: Any PLAYER receiving a brutality shall be required to sit out the next game for that team in that division, AND ALL GAMES IN BETWEEN IN THE EVENT THAT PLAYER IS PLAYING IN ANOTHER DIVISION.

PROTESTS: After each game one of the referees shall place the ending time on the score sheet as determined by a world clock device such as a cell phone. A head coach wishing to protest an incorrect application of the rules may do so within 30 minutes of the conclusion of the game out of which the protest arose by giving the site director \$100 cash and writing the protest on the back of the original score sheet. The site director will notify the lead official if there is one at that site or one of the head officials if a lead official is not present or available. If necessary the head referees may bring this to the Championship Finals Management Committee for this event in the event that his protest makes it to committee.