



BALLARAT JUNIOR WATER POLO TOURNAMENT U12 + U14



Tournament Guidelines 2021

Players

- 1 Age groups for the **2021** tournament are u12 born **2010** or later and u14 born **2008** or later
- 2 The u12 competition is Mixed so teams can be all girls, all boys or mixed.
- 3 An ID and lanyard will be issued to each athlete on Saturday morning. The ID will act as the entry pass to the pool and will have the athletes entitlement details on it including tee shirt size, Saturday night function, Sunday morning breakfast details and emergency contact so please ensure the kids keep it with them.
- 4 Please be ready 15 mins before the nominated start time. Players must wear the same cap number for all matches
- 5 Please ensure athletes have satisfactory warm clothes for between matches. The pool is indoors but there is space outdoors and breakfast on Sunday will be outdoors
- 6 Breakfast will be supplied on Sunday morning for all players. Includes Bacon and egg rolls, cereal, fruit and juice.

Rules and Refereeing

- 1 Rules will be those used in the Victorian State Championships relevant to each grade
- 2 Rules for **2021** tournament will include the 20/30 sec shot clock for u14 games and other recent rule changes
- 3 Games times will be 5 minute quarters, 1 min at $\frac{1}{4}$ and $\frac{3}{4}$ time breaks and 2 mins at $\frac{1}{2}$ time break.
- 4 Pool space and available times are tight so we ask that teams for the subsequent match are pool side by the last quarter of the proceeding match ready to enter the water at the completion of play.
- 5 Each team will be required to supply a referee. As a general rule that referee will be expected to referee the match following their teams game. There will be some nominated tournament referees so the team referee may not have to referee every game following their own.
- 6 Due to pool space and time restrictions the competition is limited to a total of thirty (30) teams across the 3 grades or **ten (10)** teams per grade. Entries will be accepted on a first come, first served basis. The majority of games will be held at the Ballarat Aquatic and Lifestyle Centre (BALC) on Saturday 2nd and Sunday 3rd of October 2021. Depending on entries there may be some games at BALC on the Friday evening and/or some games at the nearby Ballarat Grammar Indoor Pool.
- 7 The aim is to provide each team with 5 regular matches across the weekend, and depending on where the team finishes on the ladder, an extra game in the Gold Medal or Bronze Medal Match. Where we have an odd number of teams entered in an age group, the last team to enter will only be guaranteed 4 round robin matches instead of 5 but we will try and accommodate a 5th match. If this happens the match points and goals scored will only count for the team playing their 5th match, they will not count for the team playing their 6th match.
- 8 Where there are 8 or more teams entered the teams will be randomly split into two Groups A & B. Teams will play 3 or 4 Group games and based on their ladder position will play 1 or 2 cross over matches before finals. Cross over matches will be based on ladder positions from the round games with teams finishing top of their group playing teams from the top of the other group. Similarly, teams finishing in the lower half of the group will play teams in the lower half of the other group to help ensure more evenly balanced matches. A full breakdown of how games will be scheduled is detailed below in the Game Schedule Structure.
- 9 Top 4 teams at the completion of Round Robin / Group matches will play in finals. Teams finishing 1st and 2nd on the ladder play the Gold Medal Match, and teams finishing 3rd and 4th will play the Bronze Medal Match.
- 10 In the event of a drawn final the result will be decided by Golden Goal in a 5th Quarter. Subsequent quarters will also be 5 minutes. There will be a 3 minute break between the 4th and 5th quarters and if necessary a 1 minute break between the 5th and 6th quarter.
- 11 Electronic scoring will be used and game results along with a live ladder will be displayed during the tournament. This live ladder and results can be viewed at www.ballarat/monashuniwaterpolo.com.au
- 12 Lunch breaks and goal change breaks may be shortened to ensure game schedule remains on track



Team Managers

- 1 Team Managers are to ensure their team sign onto the team sheet 30 minutes before the first match
- 2 Team Managers to ensure teams are present 15mins prior to each game & sign in players for all subsequent games
- 3 Backpacks with tee shirts, ID tags, tournament program and sponsor merch for athletes will be distributed to Team Managers upon arrival.

Saturday Night Athlete Function

- 1 The function runs from 5-10pm at Ballarat Indoor Go Kart Centre - 502 Howitt Street Ballarat North
- 2 The function costs \$25 per child and includes the following;
 - Dinner for each child including hamburgers / veggie burger, sausages, drinks and ice cream
 - 3 x laser force games
 - Free Go Kart Licence and 1 x go cart ride
- 3 Parents and siblings are welcome to attend. Tickets will be available for siblings to take part and parents can buy drinks and food on the night.
- 4 Kids must bring their ID tags on the night as it will be clipped as they use each of their entitlements.

General

- 1 Session times will generally be between 8am and 5:30pm both days assuming each grade has a full complement of 8 teams. The final game schedule will define the actual times. Times will start as late on Saturday and finish as early on Sunday as team numbers allow.
- 2 Full games schedule by grade should be available 1 week prior to the event
- 3 There is ample parking at the venue with several hundred spaces directly adjacent the pool.
- 4 There will be a small fee for spectator entry. The pass will be issued to cover entry for both days
- 5 There is grandstand seating for up to 550 spectators at the pool.
- 6 Tournament specific enquiries can be directed to juniors@monashuniwaterpolo.com.au.
- 7 These Guidelines may change prior to the event
- 8 A Monash club member will be taking photos across the weekend including team photos, action shots and pool side shots. A selection of these will be used on both the Ballarat Tournament website and the Monash Club website. Clubs are also welcome to copies of any of these photos upon request

Merchandise

- 1 Tournament Tee shirts will be available for purchase and we recommend ordering ahead of time. There will be a small number available for sale on the day.
- 2 Delfina will have bathers, backpacks, towels and other merchandise for sale on the weekend at discounted rates.
- 3 Gold medal teams will receive a Delfina Tournament Towel along with their medal

Ballarat Game Schedule Structure

Five Teams Schedule = 12 Games (+1)*										Round
A	B	C	D	E						Games
1	2	4	7							5
11		3	5	8						5
			6	9						5
			12	10						5
13			13	14						4
Extra Games										
5th team to enter gets Position E										
*Potentially have 1 extra game for one team										

Six Teams Schedule = 15 Games										Round
A	B	C	D	E	F					Games
1	2	4	7	11						5
		3	5	8	12					5
			6	9	13					5
				10	14					5
					15					5
Extra Games										

Seven Teams Schedule = 17 Games (+1)*										Round
A	B	C	D	E	F	G				Games
1	2	3	6	9						5
		4	7	10	14					5
		5	8	11	15					5
				12	16					5
				13	17					5
18										4
Extra Games										
7th team to enter gets Position G										
*Potentially have 1 extra game for one team										

Eight Teams Schedule = 20 Games										Group Games	X-Over Games
1	2	3	4	5	6	7	8	9	10		
A	B	C	D	E	F	G	H			A	1
										B	2
										C	3
										D	4
										E	5
										F	6
										G	7
										H	8
Cross-Over Games											
Group A = A + B + C + D											
Group B = E + F + G + H											

Nine Teams Schedule = 22 Games (+1)*										Group Games	X-Over Games
1	2	3	4	5	6	7	8	9	10		
A	B	C	D	E	F	G	H	I	J	A	1
										B	2
										C	3
										D	4
										E	5
										F	6
										G	7
										H	8
										I	9
										J	10
Cross-Over Games											
Group A = A + B + C + D + E											
Group B = F + G + H + I + J											
9th team to enter gets Position J (no crossover game)											
*Potentially have 1 extra game for one team											

Ten Teams Schedule = 25 Games										Group Games	X-Over Games
1	2	3	4	5	6	7	8	9	10		
A	B	C	D	E	F	G	H	I	J	A	1
										B	2
										C	3
										D	4
										E	5
										F	6
										G	7
										H	8
										I	9
										J	10
Cross-Over Games											
Group A = A + B + C + D + E											
Group B = F + G + H + I + J											

Eleven Teams Schedule = 27 Games (+1)*										Group Games	X-Over Games
1	2	3	4	5	6	7	8	9	10		
A	B	C	D	E	F	G	H	I	J	A	1
										B	2
										C	3
										D	4
										E	5
										F	6
										G	7
										H	8
										I	9
										J	10
Cross-Over Games											
Group A = A + B + C + D + E + F											
Group B = G + H + I + J + K + L											
11th team to enter gets Position L (no crossover game)											
*Potentially have 1 extra game for one team											

Twelve Teams Schedule = 30 Games										Group Games	X-Over Games
1	2	3	4	5	6	7	8	9	10		
A	B	C	D	E	F	G	H	I	J	A	1
										B	2
										C	3
										D	4
										E	5
										F	6
										G	7
										H	8
										I	9
										J	10
Cross-Over Games											
Group A = A + B + C + D + E + F											
Group B = G + H + I + J + K + L + M											

Notes:

- 1 Aim is to have 5 games and a possible final for each team across the weekend
- 2 There is a limit of 24 teams entry to keep the tournament over Saturday and Sunday. Can go to a max of 30 teams using Friday Night
- 3 Teams are allocated a letter in their draw via random hat draw, except for 5, 7 & 9 team draws where the last entered team goes last
- 4 For a 5 team draw, potentially have a 5th game for Team E against one of the other teams. The win / loss / draw points will only count for Team E
The opposition team can be chosen based on scheduling availability and / or willingness of the team
- 5 For a 7 team draw refer notes for the 5 team draw but make them relevant to Team G
- 6 For a 9 team draw refer notes for the 5 team draw but make them relevant to Team J
- 7 For an 11 team draw refer notes for the 5 team draw but make them relevant to Team L
- 8 Round games are selected based on the letter grouping. Cross over games are set based on finishing positions from the round games
i.e. In the 10 team schedule game 12 is between F & H from Group B and game 24 is between the 4th placed teams from each group
- 9 Cross over games are set so that teams play teams from the other group of a similar standard
- 10 Game numbers in white are the preferred option for the additional game for the teams E, G, J and L in the 5, 7, 9 and 11 team schedules respectively
- 11 5 min quarters, 1 min 1/4 time break, 2 min half time break, 1 min 3/4 time break
- 12 24 mins total pool time with 30 mins allocated