

# CAPITAL VALLEY CONFERENCE WATER POLO

ADOPTED BY THE CVC ATHLETIC BOARD: April 19, 2010  
LAST REVISED: January 21, 2016

## 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 Game times shall be indicated on the officially adopted league schedule.

## Section 6 - Game Results

6.1 The home school shall be responsible to notify Max Preps 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 qualifying spots, seeding and extra All Conference slots.
  - 10.2.1 Tie breakers for two teams tied, one qualifying spot or to determine the higher seed.
    - 10.2.1.1 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 After 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.

10.5 If tied teams qualify for the playoffs. A coin flip will determine the higher seed.

## **Section 12 - All-Conference**

*Revised: August 19, 2015*

12.1 The water polo coordinator shall call a meeting for Monday evening following the completion of the league season. Coaches shall be informed of the meeting time and location at least a week in advance. Notification shall be by phone and/or Email.

12.2 An all-conference team of boys and a team of girls shall be chosen.

12.3 Schools will be awarded positions on the All-Conference team in accordance to their finish in League competition. Each school will make their own determination as to who will be placed on the All-Conference team. When there is a tie(s), if there is an extra All Conference slot, all tie breakers will be applied in order. The team who earns the higher slot will be awarded the extra slot. Should the tie breakers not resolve the issue, coaches will vote on individuals nominated. If a tie exists after one ballot, a coin flip will decide the issue.

12.3.1 A total of fourteen positions shall be selected.

12.3.2 The automatic and at large positions shall be as follows:

### **EIGHT TEAM LEAGUE**

<u>Finish</u>	<u>Selections</u>
1st Place	3
2nd Place	3
3rd Place	2

### **SEVEN TEAM LEAGUE**

<u>Finish</u>	<u>Selections</u>
1st Place	3
2nd Place	3
3rd Place	2

4th Place	1	4th Place	1
5th Place	1	5th Place	1
6th Place	1	6th Place	1
7th Place	1	7th Place	1
8th Place	4	At Large	2
At Large	2		

12.3.2.1 Coaches will select the At Large Positions through a ranking system.

12.3.2.2 Each school may nominate a number corresponding to the number of at large positions available.

12.3.2.2.1 If schools do not use all their automatic positions, those positions are added to the number of at large positions.

12.3.2.3 Coaches will rank every player nominated starting from 1 for the best player numerically through the last player nominated. Coaches will rank their own players.

12.3.2.4 The Coordinator shall total the numbers. The players with the lowest numbers will be added to the All-Conference team.

12.3.2.5 In the event of a tie(s), coaches will vote.

12.3.2.5.1 If the vote does not break the tie, the tie breakers used for playoffs shall be applied.

12.3.2.5.2 If the tie breakers do not break the tie a coin flip shall determine.

12.4 A ballot shall be taken to name the MVP. Each school shall have one vote to name the MVP from the automatic positions to be on the All-Conference team. A school may vote for its own candidate. An MVP for both boys and girls will be chosen.

12.5 Each school shall receive 2 Second Team Positions.

12.6 Total Awards: Fourteen (14) Type of Award: Patch and certificate

12.7 All conference selections shall be forwarded to the league commissioner and the media.

12.8 No all-conference team shall be selected below the varsity level.