



MARIST EASTERN LEAGUE



2026 LEAGUE RULES, DETAILS AND INFORMATION

League Rules

- All players must attend the same school they are playing for unless dispensation has been granted prior to the League beginning.
- Each team MUST have a school contact person on the entry form with contact details. This person must be a school teacher or administrative person from the same school the team will be playing under.
- The white-capped team is on table duty for the game after they have played.
- Teams may consist of up to 11 players (including goalkeepers).
- There can only be a maximum of 11 players plus 3 officials on the team bench.
- Players can only play for one team in this League. If players play for more than one team in the League, every team the player has played for may lose competition points.
- Teams must have caps that resemble the colour they are appointed on the draw.
 - Numbers must be clear in contrast to cap color. Referees need to be able to read the numbers.
- Games consist of 4 x 4 minute quarters with shot clock for Division 1, and 4 x 5 minute quarters running clock for Division 2.
- Standard FINA rules apply to players or officials who are red carded or have been excluded for brutality or misconduct.
- FINA rules apply to tied positions in the preliminary round.
- Games drawn that require a definite result (semifinals and non-medal playoffs) will move to 'Golden Goal' sudden death (first goal wins). Golden goal will consist of 3 minute intervals with 1 minute rest between intervals.
- If a gold medal or bronze medal match is drawn at the end of regular time, FINA rules will be applied with a penalty shootout.
- Points will be awarded as follows: Win = 2, Draw = 1, Loss = 0
- Official game ball, size 3 Kap7.
- A team on table duty will need 3 people on duties (clock, score sheet, and exclusions). One of those will need to be a supervising coach, teacher, or parent.

Entry to Pools

- Free for all

Important Notes

- No changing on pool side
- No warm up on pool deck parallel to the field of play
- Use rubbish bins provided
- Sacred Heart has limited parking available
- No use of school grounds

Team Lists

Teams may consist of up to eleven (11) players and a maximum of five (5) team officials, unless granted an exemption by Marist Water Polo prior to the start of the League – however no more than eleven (11) players may play in any one game and no more than three (3) team officials are allowed on the bench.

A team shall start the game with no more than six (6) players, one (1) of whom shall be the goalkeeper and shall wear the goalkeepers cap. Up to five (5) reserves may be used as substitutes. Only one (1) goalkeeper needs to be on the game sheet and substitutions (for all positions) can be made during the games.

Timeouts

The taking of Time Outs is not permitted during Eastern League games.

Presentation

Teams must be available to present themselves to the referee(s) no later than fifteen (15) minutes prior to the scheduled game start time.

Caps and Uniform

White/Light Caps: Left hand side of the Table Duty (as seen from Table Duty)

Blue/Dark Caps: Right hand side of the Table Duty (as seen from Table Duty)

Teams with customized caps might be ordered by the referee(s) to revert to wearing standard white/blue caps if their cap color is deemed of not enough contrast with the other team.

Warm Up

Warm Up is only allowed inside the Field of Play prior to the game. Remaining areas of the Sacred Heart Aquatic Centre are not reserved for the League and could be for public use and are not accessible to competitors. Hire of these areas may be arranged upon application to the pool management. Dry land warm up is not allowed in the immediate vicinity of the Field of Play.

Table Duty

Teams scheduled for Table Duty (see Game Schedules) must supply five (5) people for Table Duty: Secretary (game sheet), Timekeeper (clock), Assistant (flags and foul board) and two (2) goal judges. Failure to fulfill Table Duty will result in a NZ\$50 fine payable before the next game the team participates in, or disqualification of the team may result. Repeat offenders will risk disqualification. Those appointed for Table Duty shall report at the table at least five (5) minutes prior to the commencement of the next game. We request that an experienced adult from your school helps with Table duty.

Entry into the Competition Venues

Misbehavior in or outside the venues may result in a venues' ban.

No pool side changing. No alcohol or smoking permitted in and around any of the competition venues.

Please note

A head coach must be listed on team sheet. If the head coach is red carded and they are deemed to be coaching from the stands or any other area, they will be ordered from the venue and further sanctions will be applied following a meeting of the disciplinary committee. This applies to all red carded team officials and/or players.

During a game an assistant coach is not accorded the privileges of the head coach; when the head coach is red carded, the assistant coach may only call timeouts and perform substitutions, however has no privilege to 'coach' the team nor to move to the 5m line. They must remain seated on the team bench.

An assistant (replacing) coach will have the privileges of the head coach in the next game played by that team.

Players may NOT play in multiple teams across multiple divisions/grades. Players may only represent one team in this League.

Unforeseen Circumstances

In any circumstances not covered by the above rules, Marist Water Polo reserves the right to decide upon any matters arising at its sole discretion. Please note that Marist Water Polo has the right to change the order of games in the game schedule.

Protests and complaints NOT filed by Team Managers or Coaches via schools@maristwaterpolo.co.nz will NOT be considered or responded to.

There will be no spectator fees charged.