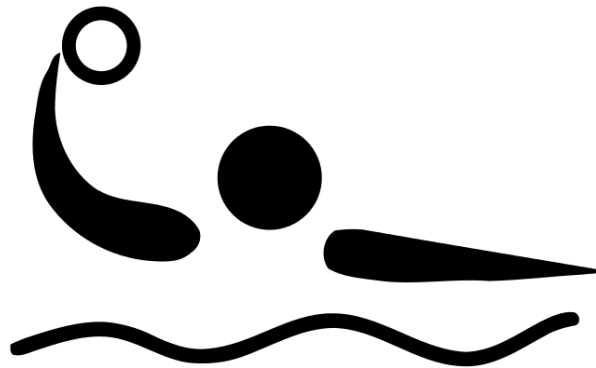


FUSION FITNESS AND AQUATICS

WATER POLO TOURNAMENT



- July 24th and 25th @ 4pm
 - 5 Players Per Team
- Played in the Fusion Fitness and Aquatics Pool
 - \$10 Per Player (\$50 Per Team)
 - Registration Deadline: July 21st
- Each Team Guaranteed At Least 3 Games
 - \$3 Spectator Entry Fee

Rules and Gameplay

Please Read and Share With Members of Your Team

- Each team must have at least one player of the opposite gender.
 - Example: 4 Males : 1 Female, 4 Females : 1 Male, 2:3, Etc.
- Due to pool size, rules of play will not be that of traditional water polo.
- Each game will consist of two 10-minute halves with a 2-minute halftime.
- In the case of a tie, there will be an additional 2-minute sudden death overtime. If the tie is not broken after this, there will be a sudden death 2v2 additional overtime until one team has scored.
- Play begins with all players positioning themselves with one hand on the lane line that is positioned at their defending end, sides will be decided with a coin toss before play begins.
- Referee will blow a whistle and throw the ball to the middle of the pool to signify the beginning of play.
- Each team will race to get the ball from the middle in which possession of the ball begins.
- Each team may have only one player (a goalie) who stands directly in front of the goal.
- Once a player gains possession of the ball, they must stop where they stand until they pass or shoot the ball (much like in ultimate frisbee). However, dropping the ball in the water will not result in turnover of

possession. *This rule is not common to water polo, but must be implemented to accommodate to pool size.*

- A player may not hold the ball for more than 10 seconds.
- Defenders must be an arms-length away from the ball handler and may not wrestle or slap the ball away from an opponent when their opponent is in possession of the ball.
- Out-of-bounds territories will be signified with cones positioned on the walls around the pool as well as lane lines positioned behind goals.
- Whoever the ball last touched when hit out of bounds, the ball will go to the opposite team and will begin possession at their defending end of the pool.
- When a goal is scored, the defending team will gain possession of the ball at their defending end of the pool.
- Referee will keep time on a stop-watch, and time will pause for out-of-bounds plays, penalties, and goals.
- After halftime, teams will swap defending goals.
- SPORTSMANSHIP IS KEY: Foul Language, Arguing/Fighting, Unnecessary Roughness, and other inappropriate actions will not be tolerated. Failure to obey these rules will result in team disqualification from the tournament.
- Masks are required on deck for those who are not vaccinated.
- Team name must be appropriate!!!
- For questions or registration details, feel free to contact Fusion Front Desk at (217) 532-3896, or Shaw Riggs at (217) 313-1812.

Team Registration Form

(Team Captain) Name: _____ Age: _____ Gender: _____

Email: _____ Phone Number: _____

Player Name: _____ Age: _____ Gender: _____

Email: _____ Phone Number: _____

Player Name: _____ Age: _____ Gender: _____

Email: _____ Phone Number: _____

Player Name: _____ Age: _____ Gender: _____

Email: _____ Phone Number: _____

Player Name: _____ Age: _____ Gender: _____

Email: _____ Phone Number: _____

Team Name: _____