

Article XIII – Water Polo

1. PRACTICE
 - A. “Organized Practice” is defined as a practice which is attended by the players and a coach, and at which the coach directs, instructs and drills the player, players and/or the whole team.
 - B. Practice shall not be held on Sundays or Christmas.
2. STARTING DATES – No organized practice for seniors, juniors or sophomores may begin prior to the Friday of the 6th week of the annual NFHS/CCS Official Calendar. See page 11.
3. STARTING DATES FOR FRESHMEN – Freshmen may not begin practice until the Wednesday after the other levels start their practice.
4. COACHING STAFF LIMIT – The number of coaches for water polo, paid or volunteer, is 2 per level, per gender with a maximum of 6 coaches per gender if there are three levels of League competition.
5. GAMES AND GAME LIMITS
 - A. It is considered to be a “game” whenever two schools meet in any competition in any CIF-approved sport. The game limit for all levels of water polo is 24 matches and 2 scrimmages, with each match counting one against the maximum.
 - B. A tournament counts as the minimum number of contests guaranteed.
 - C. An alumni contest shall not be included in the game limit of any sport.
 - D. Games shall not be played on Sundays and Christmas.
 - E. All games shall be played according to the National Federation Rules.
 - F. The varsity team shall play seven-minute quarters, and the JV and Frosh teams shall play six-minute quarters.
6. STARTING TIMES Starting times for all games shall be designated on all schedules and must be observed under the penalty of forfeiture. Game times and/or locations can be changed by mutual agreement from each school’s Athletic Director and WCAL Commissioner approval.

	Varsity	JV	Frosh (F/S 2018)
Without Lights No Frosh	3:30	After varsity	
Without Lights With Frosh	3:30	After varsity	After JV
With Lights	6:30	5:30	4:30

7. SCRIMMAGES
Teams can have two (2) scrimmages per year.
8. SCHEDULE
A single round robin League schedule shall be played each year by the varsity, JV and frosh teams.
9. ELIGIBILITY
 - A. Moving Up OK, But No Downward Movement After League Begins: No player of a team whose name appears on an eligibility list may be moved to a team of a lower classification once the League starts, even though he/she may not have played in nor suited up for a League game. A player may be moved up to a team of a higher classification at any time during the season and his/her name shall be added to the official eligibility list as soon as possible, with proper and prompt notice to the other schools.
 - B. Temporary Moves to the Varsity: Once League play begins, a player on a lower-level team may be moved to the varsity team on a temporary basis for up to two non-league contests. Specific approval from the Commissioner must be obtained in advance. The player is considered to have moved up regardless of whether he/she plays in the contest. The maximum number of contests for the season for that player cannot be exceeded.
 - C. Seniors: Senior athletes are not eligible for junior varsity competition.

10. SPORT-SPECIFIC RULES

A. Levels of Competition

Boys – There shall be varsity, JV and freshman (frosh/soph. in 2018) competition.

Girls – There shall be varsity and JV competition.

B. Freshman-Only Teams

Girls Schools may add a freshman-only team if they so desire. This freshman-only team shall not be part of the normal League schedule, but schools that have such a freshman-only team may schedule practice matches with other schools.

11. POSTPONEMENTS

A. The home team must notify the visiting team by noon on the day of the scheduled game.

B. The visiting team shall cooperate fully with the rescheduling plans of the home team.

C. The makeup game shall be rescheduled within five school days. Makeup games shall be rescheduled in the order of the original schedule.

D. The League Office shall be notified of any schedule changes and rescheduling of games.

12. ROUND ROBIN COMPETITION WINNERS

A. The winner of the round robin competition shall be determined by a point system as follows:

1. Two (2) points for a game won.

2. One (1) point for a game tied.

3. Zero (0) points for a game lost.

13. VARSITY PLAYOFFS AND LEAGUE CHAMPIONSHIPS

A. There shall be a playoff for the varsity only. The winner of the round robin will be a league champion. If a different team wins the playoffs that team is also considered a league champion. However, the #1 seed to CCS is the team that has the greatest number of points after combining points earned from the final standings of the league schedule together with the points earned from the league playoffs (See below).

If a tie exists between two or more teams after combining the points from the round robin and league playoffs the team that finished highest in the playoff tournament will receive the #1 seed of the 5 automatic entries to CCS.

The other four automatic entries to CCS will be the other four teams with the greatest number of combined points. If any teams are tied in points for any of the automatic entries to CCS after combining the round robin points with the playoff points the tie(s) will be broken by how the teams finished in the playoffs. However, the winner of the round robin championship must be included as one of the five teams that qualify automatic entries into CCS. If teams are still tied after the playoffs the entry to CCS will be determined by a coin flip. The point systems are as follows:

Final League Classification

The WCAL must have final league placement (1-7th) after the league ending tournament for both CCS qualification and CCS seeding purposes. The water polo coaches have come up with this proposal for that purpose.

Points will be awarded as follows:

Round Robin:

1st Place	6 points
2nd Place	5 points
3rd Place	4 points
4th Place	3 points
5th Place	2 points
6th Place	1 point
7th Place	0 points

*If two or more teams are tied in round robin placing, the respective “place” points will be added together and split by those teams (example: tie for 3rd place between two teams...3rd and fourth place points added together and divided by two meaning 3.5 points for each team).

Tournament:

1st Place	6 points
2nd Place	5 points
3rd Place	4 points
4th Place	3 points
5th Place	2 points
6th Place	1 point

League final placing will be based on round robin points added with the tournament points. If two teams are tied with total points, the tie breaker (and the higher CCS seed) will go to the team that finished higher in the league tournament.

If there are less or more than seven teams in the playoffs a different playoff format shall be established by the Commissioner and the ADs.

NOTE: If a tie exists between two or more teams for a place in the standings after completion of round robin play, the teams involved in the tie will add all the points awarded to the number of places that are affected by the tie, divide those points and then award each team involved in the tie the proportionate number of points equally. For example - if there is a three way tie for 1st place - you add the total points for 1st, 2nd and 3rd places (18 points), and divide that number by three (6 points each). You then award each of the three teams tied 6 points under this example.

For Playoff competition the points earned will be the same as the round robin competition. (e.g., 1st place get 7 points, 2nd place 6 points.)

The overall league standings, and subsequent order of placement within the CCS Playoffs, will be determined by combining the points earned from the round robin with the points earned from the league playoffs.

- B. There shall be no playoff to determine the lower level championships. The winners of the round robin shall be declared league champions. In the case of ties for first place in the lower level leagues, regardless of the number of teams involved in the tie, all teams shall be declared co-champions.
- C. For varsity only, in the event that two teams tie for the round robin championship, the team that has defeated the other shall be declared the round robin champion and shall receive all the benefits associated with being the round robin champion.
- D. For varsity only, if three or more teams are tied for the round robin championship, the team with the greatest number of wins within the tie shall be designated the first place team and declared the round robin champion. This team shall receive all the benefits associated with winning the round robin championship.
- E. For varsity only, if a tie still exists after tiebreaker “D” above, the overall league champion will only be the team that has the highest number of combined points from the round robin and league playoffs. Seeding for the playoffs shall be determined by Section 14, “Method for Breaking Ties in League Standings for League Playoffs.”
- F. If there are seven teams in the playoffs the game format shall be as follows.

WCAL League Tournament Schedule

Mon – Play in game (loser eliminated from WCAL tournament)

Game A- #7 at #6 (4:00pm)

Tues - Quarter Finals

Game B- Winner of Game A at #3

(4:00pm) Game C- #5 at #4 (4:00pm)

Thurs - Semi Finals

Boys at TBD (Rotating schedule between Sacred Heart Prep, Bellarmine, St. Francis)

Game D- The lowest seed winner of the Quarter Final Matches shall play the #1 seed.

Game E- The highest seed winner from the quarter finals shall play the #2 seed.

Girls at TBD (Rotating schedule between Sacred Heart Prep, Bellarmine, St. Francis)

Game D- #2 vs Winner of Game B (4:00pm)

Game E- #1 vs Winner of Game C (5:30pm)

Fri - 5th Place Games

Site to be at Junipero Serra

3:30-Girls Loser Game B vs Loser Game C (5th place game)

4:30-Boys Loser Game B vs Loser Game C (5th place game)

Sat - Championship

All Games at TBD (Rotating schedule between Sacred Heart Prep, Bellarmine, St. Francis)

3:00-Girls Loser Game D vs Loser Game E (3rd place)

4:30-Boys Loser Game D vs Loser Game E (3rd place)

6:00-Girls Winner Game D vs Winner Game E (Championship)

7:30-Boys Winner Game D vs Winner Game E (Championship)

If there are less or more than seven teams in the playoffs a different playoff format shall be established by the Commissioner and the ADs.

- G. In years where there are no SAT/ACT testing conflicts, the 3rd place games and tournament championship games will be 10:00am, 11:30am, 1:00pm, 2:30pm.

14. METHOD FOR BREAKING TIES IN LEAGUE STANDINGS FOR LEAGUE PLAYOFFS

- A. Multiple ties in the standings shall be broken starting with the lowest teams tied, i.e., a tie for fifth place shall be broken before a tie for second place is broken.
- B. The following procedure shall be used to break ties in the order as listed:
1. Head to head competition involves only contests played within league schedule.
 2. Greatest number of wins within the tie.
 3. Greatest number of wins above the tie.
 4. Greatest number of wins versus the highest-placed team above the tie.
 5. Greatest number of wins below the tie starting with the next-placed team below the tie and moving downward.
 6. If a tie still exists, then the Commissioner shall determine the tiebreaker by chance (coin flip or drawing).
- C. In the event that a tie for first place in the round robin cannot be broken any way except through a coin flip, the following procedure for seeding in the league playoffs shall be followed: If more than two teams are tied for first place, the team that wins the coin flip

shall receive the #1 seed in the playoffs. The winner of the second coin flip shall receive the #2 seed in the playoffs. The other team which lost both coin flips shall receive the #3 seed in the playoffs. If there is more than one team remaining after the second coin flip, then an additional coin flip shall decide those teams' seedings in the playoffs.

D. Coin Flips or Drawings

1. When a coin flip or drawing becomes the last option to break ties in team standings, whether for final round robin standings or representation to CCS playoffs, the Commissioner shall determine the time and place for such a drawing. The drawing shall be held regardless of whether the involved schools are present. If a school does not desire to participate in the drawing, the Commissioner shall be notified in writing 24 hours prior to the drawing.
2. The winner of the coin flip or drawing shall be given the higher seed(s), but the seed(s) shall only apply to the League playoffs.

15. OFFICIALS

- A. Officials for all varsity, junior varsity, and frosh/soph League games shall be obtained by the host school.
- B. The number of officials shall be two on all levels.
- C. The officials must be members of an association approved by the Central Coast Section.
- D. If the required number of officials are not present
 1. Varsity – A varsity team may refuse to play any game when less than the number of required officials are on hand.
 2. Lower Levels – Every effort shall be made to play any game below the varsity level when the required number of officials are not on hand. A person or persons, mutually agreed upon by both coaches, may officiate the game.
- E. For further details, refer to General By-Laws Article IV – Special Rulings “Forfeitures” and “Postponements.”

16. GAME CONDUCT

- A. Any player ejected from a League game because of brutality or unsportsmanlike conduct shall not play in his/her next league game. A report shall be made to the League Office.
- B. Coach ejections - While sitting out, the coach may not communicate during a game in any way, including all digital formats, with his/her coaching staff or players.

17. ALL-LEAGUE TEAM

- A. The varsity All-League team shall consist of 26 players selected in the following manner:
 1. Coaches shall select their own players, the number of which is determined by the following allotment:

Finish	First Team	Second Team
1st Place	4	2
2nd Place	3	2
3rd Place	2	2
4th Place	1	2
5th Place	1	2
6th Place	1	2
7th Place	0	2

2. The final standings shall be determined by the points earned in the round robin. If there are ties between teams for the same spot in the round robin standings, the teams

that are tied shall split the total number of allotted players for the All-League team for the total number of slots tied. For example, if two teams tie for 2nd place in the league standings, those two teams will split the allotments for both the 2nd and 3rd place. (e.g. 3 and 2 first team players would be divided by 2 teams, giving each team 2½ All-League players. This amount would be rounded out to 3 players from each team.)

3. If there are co-champions in the league with one team winning the round robin and the second team winning the tournament, then both teams would receive the First Place allotment of players for All-League