

# **2022 Term Four Junior Secondary School Competition**

# **Venue: Jellie Park**

TUESDAY A Grade Girls 7.15pm - 9.30pm 25<sup>th</sup> Oct, 1<sup>st</sup>, 8<sup>th</sup>, 15<sup>th</sup>, 22<sup>nd</sup> 29<sup>th</sup> November.

THURSDAY A Grade Boys 7.15pm - 9.30pm 20<sup>th</sup>, 27<sup>th</sup> Oct, 3<sup>rd</sup>, 10<sup>th</sup>, 17<sup>th</sup> Nov, 8<sup>th</sup> December.

## Venue: QEII

WEDNESDAY B Grade Competition 4.00pm – 9.30pm 26<sup>th</sup> Oct, 2<sup>nd</sup>, 9<sup>th</sup>, 16<sup>th</sup>, 23<sup>rd</sup>, 30<sup>th</sup> November.

#### **Entries**

A-Grade Girls

**B-Grade Girls** 

A-Grade Boys

**B**-Grade Boys

Open Friday 16<sup>th</sup> September 2022 via **Superforms from Sporty.co.nz**. **Please note, you will** need to complete the main registration form which is located via the School Competition Registration Information tab and then scroll down to find your School. Once this form has been completed please go to the Sporty Dashboard and using Team Builder enter your teams into the correct grades.

Entries Closes:- Friday 7th October 2022.

A grade teams are required to be named by Wednesday 19th October.

## **Cost**

A Grade will cost \$700 per team. This cost **DOES** include pool entry. B Grade will cost \$700 per team. This cost **DOES** include pool entry.

#### **Team and Grade Conditions**

- 1. Teams will consist of up to a maximum of 13 players per team.
- 2. Teams must have a minimum of 10 players before entering a team.
- 3. Players named in an A Grade team cannot then play in B Grade team.

- 4. Games will be played on the 45 minutes
- 5. A maximum of 6 teams per grade per gender will be able to enter the A Grade Competition.
- 6. If entries exceeded spaces available, teams will be graded based on previous Results.
- 7. First named team wears white caps unless unavailable.
- 8. Entering this competition is an acceptance that each team will abide by the <u>CWP code of conduct.</u>
- 9. If the number of teams entered exceed the number of places available, CWP may need to impose restrictions on the number of teams a school may enter.

#### Draw

All teams will be expected to play on their allocated night. If any of the above dates clash with a school event, a school representative must notify <a href="mailto:development@canterburywaterpolo.org.nz">development@canterburywaterpolo.org.nz</a> prior to Monday 10<sup>th</sup> October. The draw will be available on Friday 17<sup>th</sup> October and will be available on the Canterbury Water Polo website.

#### Results

Results will be uploaded to the Canterbury Water Polo website each week. It is the school's responsibility to check these are correct. Results & draws are posted on our website: <a href="https://www.canterburywaterpolo.org.nz">www.canterburywaterpolo.org.nz</a>

#### Table Duty

A table duty will accompany the weekly draw. Failure to show to scheduled duty will result in a \$50 fine to the school concerned. Schools will not be able to play until this is paid.

## **Equipment**

It is expected that all teams will provide their own playing caps. If this is not possible, please let Canterbury Water Polo know.

Canterbury Water Polo will provide playing balls.

With direction from the Pool Controller, teams scheduled for the first game of the evening are asked to help with set up. Teams scheduled for the last game of the evening are kindly asked to help with pack down.

### Defaults

If a team wishes to default, they must notify Canterbury Water Polo <u>at least 24hrs prior to</u> <u>the scheduled game</u> otherwise you may incur a \$50 default fine. A simple explanation will be needed for the purpose of the results sheet. Please note that a default is a loss and will not result in a reschedule of the game.

#### Cancellation

In the event of any cancellations the named Team Manager will be contacted and the website will be updated accordingly.

Email: <u>development@canterburywaterpolo.org.nz</u>

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