



Hong Kong Water Polo League 2024 - 2025

2024 - 25年度香港水球聯賽

Rules & Regulations (Round Robin)

賽例及規則 (循環賽)

1. Hong Kong Water Polo League 2024 - 2025 (The Game) Competition regulations are modified from the competition regulations of World Aquatics. Otherwise stated, the game's competition regulations shall follow the latest official version of the World Aquatics.

香港水球聯賽2024 - 2025 (比賽) 比賽規則根據世界泳聯比賽規則修改。
如無另外說明的，比賽規則以世界泳聯最新官方版本為準。

2. The Field of Play & Equipment 場地及裝備

2.1. Court 場地

- 2.1.1. Dimensions of 22m x 20m.

尺寸為 22米 x 20米。

- 2.1.2. An area for flying substitutions must be available on the lateral outer side of the field of play, on the side where the team benches are situated.

比賽場地外側、球隊席所在一側必須有可供替換的區域。

2.2. Ball Sizes 球尺寸

- 2.2.1. Size 4 in Women's Group. 女子組為 4 號球。

- 2.2.2. Size 5 in Men's Group. 男子組為 5 號球。

3. Team composition 球隊組成

- 3.1. Each team must consist of a maximum of thirteen players: A team must start the game with not more than seven players, one of whom shall be the goalkeeper and who shall wear the goalkeeper's cap.

隊最多由十三名球員組成：一支球隊開始比賽時的球員不得超過七名，其中一名守門員並應戴上守門員的球帽。

- 3.2. Six reserves may be used as substitutes (Only Cap Number 13 can be a substitute field player or reserve goalkeeper).

6 名替補球員可以作為替補 (只有 13 號球員可以擔任替補場上球員或替補守門員)。



3.3. A team playing with less than seven players shall not be required to have a goalkeeper.

少於七名球員的球隊可無需配備守門員。

3.4. Each player can only play for one club team in the whole league including round robin and playoffs stage.

整個聯賽包括循環賽和總決賽階段，每位球員只能為一支球隊效力。

3.5. Players must participate in the category that matches their gender identity.

球員必須參加與其性別認同相符的類別。

4. Players Eligibility 選手資格

4.1. All players must be 2024 – 2025 registered athletes of HKGSA and registration to HKGSA must be completed before the game.

所有選手必須是2024年至2025年中國香港游泳總會（泳總）之註冊運動員，並且必須在比賽前完成其註冊。

4.2. All athletes must represent a HKGSA affiliated club.

所有運動員必須代表泳總附屬成員。

5. Game arrangement 比賽安排

5.1. Double round robin in Women's Group. 女子組雙循環賽。

5.2. Double round robin in Men's Group. 男子組雙循環賽。

6. Duration of the Game 比賽時間

6.1. All matches - 2 halves with 8 mins each (stopping clock), 2-min break between halves.

所有比賽 - 分上下半場，每個半場 8 分鐘（停錶計時），半場之間休息 2 分鐘。

6.2. One Time Out per team.

各球隊各有一次暫停機會。

6.3. Each game shall have a winner at full time in any game. There shall be a penalty shoot out to determine the result. It will happen immediately after the end of the 4th period, there is a 1-minute break during.

(Details refer to WA Water Polo Rules Appendix 6 - Penalty Shoot Out)

每場比賽都應有一隊獲勝者。如果在法定時間內打和將透過點球賽來決定結果。點球賽將在下半場結束後1分鐘的休息時間後立即舉行。（詳情請參閱世界泳聯水球規則附錄6 - 點球賽）



7. The league points shall be scored as follows:

聯賽積分將根據以下情況：

- 7.1. Win in regular time = 3 points
例行時間內獲勝 = 3 分
- 7.2. Win after penalty shootout = 2 points
點球賽後獲勝 = 2 分
- 7.3. Loss after penalty shootout = 1 point
點球賽後落敗 = 1 分
- 7.4. Loss in regular = 0 point
例行時間內落敗 = 0 分

8. The ranking is determined as follows:

名次確定如下：

8.1. Greatest number of points obtained in all round-robin matches.

所有循環賽中獲得的最高分。

8.1.1. If 2 teams shall have equal points, further classification shall be established as follows:

如果兩隊積分相同，則進一步分類如下：

8.1.2. The team winning the game between them shall be placed higher.

雙方比賽對賽紀錄獲勝的球隊將排名靠前。

8.1.3. If the game between them was tied, then the results against the highest-placed team(s) in the group shall be considered.

如果他們之間的比賽打成平局，則應考慮對陣小組中排名最高的球隊的結果。

8.1.4. The first comparison shall be based on goal difference, and if still tied, then based on goals scored.

第一次比較應根據淨勝球數進行比較，如果仍然平手，則根據進球數進行比較。

8.1.5. The comparison shall be made first compared to the highest-placed team (or teams, if tied) in the group.

比較應先與小組中排名最高的球隊（或多於一隊球隊平局的情況下）進行比較。

8.1.6. If still tied, the results against the next highest placed team (or teams, if tied) shall be used in succession until all results have been considered.

如果仍然平局，則應連續使用對陣下一個最高排名球隊（或球隊，如果平局）的結果，直到所有結果都被考慮在內。

8.1.7. If still tied, the teams shall shoot penalty shots to determine which team shall be placed higher. The game will follow the procedure and protocols in Appendix 6, World Aquatics Water Polo Rules. 12.



如果仍打平，則兩支球隊將罰球，以確定哪支球隊名次較高。比賽將遵循《世界泳聯》中的附錄6第 1 2 條程序和協議。

- 8.1.8. If there is more than one tie in a group, the highest placed tie shall be determined first.

如果一組中有多於一個平局情況，須首先確定名次最高的平局。

- 8.1.9. If it is the situation where there is more than one tie in a group and it is not possible to determine the highest placed team then all results within the group shall be used to determine the highest placed team.

如果出現小組內多於一場平手且無法確定排名最高的球隊的情況，則應使用該組內的所有成績來確定排名最高的球隊。

9. In case of a team not showing up after 5 minutes of the official starting time of the match, the result of the match shall be 5-0, with the present team being the winner.

如果比賽正式開始時間 5 分鐘後仍未到場的球隊，則比賽結果為 5-0，出席的球隊將被判獲勝。

10. Teams can get into the pool 15 minutes before their game and do the warm- up. Teams need to arrive at the marshalling area 10 minutes before their game.

各隊可於比賽前15分鐘進入泳池熱身。各隊需在比賽前 10 分鐘到達召集區。

11. Tournament Structure 賽事結構

11.1. The Match Allocation 比賽安排

The schedule allocation will be based on the playoffs results in the HKGSA Pilot Club Water Polo League 2024-24. For example, DLS as the champion last year's women's open will be counted as W1 in this year. For teams that didn't participate last year, their rank will be based on their club abbreviation order in letters.

賽程安排將根據 2023-24年度中國香港游泳總會屬會水球先導聯賽總決賽成績而定。例如，去年女子公開賽冠軍DLS今年將被計算為W1。對於去年沒有參加的球隊，他們的排名將根據俱樂部英文縮寫字母順序排列。



11.2. Schedule of Games 比賽日程

Day	Date	Remarks	Game Time	Court 1				Court 2			
				Game #	W	VS	B	Game #	W	VS	B
1	5/9/2024	Training Game									
2	12/9/2024		21:05	1	M2	VS	M5	2	M3	VS	M4
3	19/9/2024		21:05	3	M4	VS	M2	4	M5	VS	M1
4	26/9/2024		21:05	5	M1	VS	M4	6	W1	VS	W2
5	3/10/2024	Malaysia Open (4-6 Oct)	21:05	7	M4	VS	M5	8	M2	VS	M3
6	10/10/2024		21:05	9	M3	VS	M1	10	W3	VS	W1
7	17/10/2024		21:05	11	M5	VS	M3	12	M1	VS	M2
8	24/10/2024		21:05	13	M3	VS	M4	14	W2	VS	W3
9	31/10/2024		21:05	15	M4	VS	M2	16	M5	VS	M1
10	7/11/2024		21:05	17	M1	VS	M4	18	M2	VS	M5
11	14/11/2024	School Inv (16-17 Nov)/Buffer									
12	21/11/2024		21:05	19	M4	VS	M5	20	W1	VS	W3
13	28/11/2024	USFHK (30 Nov - 1 Dec)/Bueffer									
14	23/1/2025		21:05	21	M5	VS	M3	22	M2	VS	M3
15	6/2/2025	CNY period/Buffer									
16	13/2/2025		21:05	23	M3	VS	M1	24	W3	VS	W2
17	20/2/2025		21:05	25	M1	VS	M2	26	W2	VS	W1
18	27/2/2025	Buffer									

12. Any player ejected for brutality will automatically miss the next game with possibility of substitution for that game. 2 or more counts of brutality will result in the player missing the rest of the Tournament with possibility of substitution for the remaining games.

任何因暴力行為而被驅逐的球員將自動缺席下一場比賽，並可被其他隊員替換。2次或以上的殘暴行為將導致該球員缺席餘下的比賽，但可被其他隊員替換參加餘下的比賽。