

STATE LEAGUE - JUNIOR COMPETITION RULES 2016/17

1 General

- 1.1 Rules of the game shall be the current rules laid down by the Federation Internationale De Natation Amateur (FINA) from time to time, unless otherwise varied or amended hereby.
- 1.2 Teams are allowed to have two goalkeepers listed for their games.
- 1.3 Clubs must supply their own individually numbered caps.
- 1.4 The first mentioned team on fixtures wears white and second mentioned team wears blue caps. Clubs can wear their own coloured caps. Should the caps be not white or blue, the first mentioned team must have lighter color set closer to white and the second mentioned team wears the darker closer to blue set.
- 1.5 Each team shall line up five (5) minutes before the time advertised for the match, to be inspected by the referee to ensure sheets are filled in correctly and that each player has nails checked, mouth guards, etc.
- 1.6 Mouth guards are strongly recommended.
- 1.7 Game sheets must be completed in legible print including first name, surname. If teams enter on the game sheet the names of players not participating in the game, a forfeit will be recorded against that team.
- 1.8 Sunscreen is encouraged to be used and must be alcohol based (not slippery).
- 1.9 The playing week for fixtures and competition commences Saturday and ends Friday.
- 1.10 Misconduct towards referees and officials will not be tolerated. All players, officials and spectators reported by referees for misconduct, bringing the game into disrepute, or brutality shall be administered under the Water Polo WA judiciary procedures (and as per FINA rules) – See General Competition Rules
- 1.11 There shall be no discussion pool side with referees. Questions concerning clarification in relation to scores and player exclusions should be directed to the game secretary. Questions related to interpretations should be directed to the pool controller or in writing to the Referee Commission.
- 1.12 During the qualifying rounds, a team shall receive four (4) points for a win, two (2) points for a draw, one (1) point for a loss and **MINUS 1 (-1)** points for a forfeit

2 Field of Play and Duration of Games (subject to pool space)

2.1- 14 & Under Age Group (B Division)

- 2.1.1. Pool Dimensions – not less than 20 meters long and 15 meters wide.
- 2.1.2. Game Durations – 4 quarters of 7 minutes running clock. (subject to pool space)
- 2.1.3. Use of 30 seconds shot clock where possible



2.214 & Under Age Group (A Division)

- 2.2.1. Pool Dimensions – not less than 20 meters long and 15 meters wide.
- 2.2.2. Game Durations – 4 quarters of 5 minutes actual time or 7 minutes running clock. (subject to pool space)
- 2.2.3. Use of 30 seconds shot clock where possible

2.3- 16 & Under Age Group (B Division)

- 2.3.1. Pool Dimensions – not less than 25 meters long and 20 meters wide.
- 2.3.2. Game Durations – 4 quarters of 5 minutes actual time or 7 minutes running clock (subject to pool space)
- 2.3.3. Use of 30 seconds shot clock where possible

2.4- 16 & Under Age Group (A Division)

- 2.4.1. Pool Dimensions – not less than 25 meters long and 20 meters wide.
- 2.4.2. Game Durations – 4 quarters of 5 minutes actual time or 7 minutes running. (subject to pool space)
- 2.4.3. Use of 30 seconds shot clock where possible

2.5- 18 & Under Age Group

- 2.5.1. Pool Dimensions – not less than 25 meters long and 20 meters wide.
- 2.5.2. Game Durations – minimum 4 quarters of 7 minutes actual time (subject to pool space)
- 2.5.3. Shot Clock – 30 seconds.

2.6 Re-entry area for exclusion fouls shall be the corner of pool where the team bench is situated.

3 Table Officials

- 3.1 Each team must supply a table official. The team mentioned first is to supply the timekeeper and the team mentioned second is to supply the table secretary. Club representatives must work together when officiating.
- 3.2 For matches where 1 clock is used for 2 playing fields a referee will count off 30 second shot clock lapse and 20 second exclusion foul lapse.
- 3.3 Matches must start and finish on time. Referees are to calculate the length of the quarters, once both sides are ready to start.
- 3.4 The quarter length will be dependent on the total allocated time left. This will ensure the following games will start on time.
- 3.5 Time outs apply for Grand Final matches only.



4 Team nominations

- 4.1 There is no limit on the number of team nominations from clubs in any age group.
- 4.2 Clubs nominate their teams online through Fox Sports Pulse after receiving the registration form from WPWAI.
- 4.3 The first three (3) rounds will be used by clubs to finalize their team rosters for the season. Prior to the fourth round clubs must send in their full and final nominated team list for each team.
- 4.4 If necessary, the competition committee hold a meeting before the 4th round and based on their recommendations teams could be asked to move down or up a division within the nominated age group.
- 4.5 Players must remain in their nominated team for the duration of the season. This applies to all junior grades.

5 Player Eligibility

- 5.1 All players must be registered with Water Polo WA.
- 5.2 Players may only play for the club they are registered with through WPWAI.
- 5.3 Any player not checked in by half-time is ineligible to participate in the game unless approved by the referee. Check –in prior to this is dependent on the referee and approval by the opposition coach. This may only occur after a goal has been scored or at stoppages due to quarter time or half time breaks.
- 5.4 Where a team has player(s) participating in official National League, State or National water polo programs a replacement from a lower junior age group or division may be played without penalty and such shall not be considered a ‘substitution’ for the purposes of rule 5.5.
The name of the player absent on representative duties needs to be recorded on the games sheet.
- 5.5 In the event of a team being unable to field a minimum of six (7) players, a maximum of two (2) players of a lower age group or division team of that club may be used to complete the team to a maximum of six (7) players
Teams can play games with a minimum of 5 players.
- 5.6 Teams competing in the 16&U B divisions are to play with 6 field players and a goalkeeper at a time and do not use shot clock.
These alterations are in place for them only due to the late FINA rule changes that impacted our 2016-17 WPWAI season.
- 5.7 The players substituting shall also be eligible to play for their own age group or division team in that round and only that game will be recorded with regard to qualifying for the finals. The team sheet must indicate an ‘S’ beside the substituted player(s) name.
- 5.8 During the season a player may be a substitute for a maximum of two (2) times.



- 5.9 The name of the player absent on Representative duties needs to record on the games sheet.
- 5.10 Players from teams which incur a bye during competition cannot play in a lower division in the fixture in which the bye occurs.
- 5.11 Each team competing in the 16&U competition could have the maximum of 4, born 2003 players listed for the season.
- 5.12 Other than these players, no player can play two games in a given week, unless playing in the 16&U and the 18&U competitions.

6 Qualifications for Finals

- 6.1 A player must play at least 5 games or 25% of the games, whichever is least in the qualifying rounds per a team per a division in the State League Junior competition to qualify for finals for that particular team.
- 6.2 No players can play in two finals unless they are listed players as per in rule 5.10 or they are players playing in 16&U and 18&U competitions.
- 6.3 No player can play in two finals within an age group.
- 6.4 Players eligible to play in the 14&U age group final series can chose to play up in the 16&U age group finals, but can't play in both 14's and 16's finals unless listed as per in rule 5.10.
- 6.5 Only players qualified for their own age group final are able to play up an age group if they chose to.
- 6.6 If players played in two age groups and were eligible to do so, they must qualify for finals within each age group/team to be eligible for both finals.
- 6.7 Finals are defined as both Semi and Grand finals, so any player playing in a semifinal is considered to be committed to that final series.
- 6.8 16&U junior age group players are eligible to participate in the 18&U junior age group finals but rule 6.5 still applies.
- 6.9 To play in both 16&U and 18&U finals, players must be eligible for both finals within their teams by playing the minimum number of games required for finals eligibility.
- 6.10 If the player's team withdraws from the competition in the season, the player loses all registered games which he/she had before, for eligibility for playing in finals.
- 6.11 Players may play in a higher division in the finals than that for which they have qualified for but cannot play in a lower division.
- 6.12 Qualification for finals shall be determined in order on competition result ladder by –
 - 6.12.1. Teams' total number of points. (In divisions where teams play uneven number of games, competition points gained will be divided by the maximum number of possible competition points and multiplied by 100 to give a "percentage of possible points"
 - 6.12.2. If two teams finish on the same number of points or percentage of possible points further classification will be established as follows



- 6.12.2.1. Teams Total Goal Difference
- 6.12.2.2. Teams Total Goals For
- 6.12.2.3. Total Number of Points Accrued in Games Played Against Each Other
- 6.12.2.4. Goal difference in games against each other
- 6.12.3. For the purpose of 5.5.2.1 the calculation of goal difference shall be made after excluding from each team's calculation its best result with its widest winning margin of goals.
- 6.12.4. Should circumstances not covered by these rules and affecting the determination of placing arise then the Competitions Committee should determine what action should arise

7 Online Results

- 7.1 The first fixtured team for each game is responsible for the entering of all game data into the Sports TG database. The games are played on Mondays; Results must be entered by midnight on Wednesday.
- 7.2 Required data includes final score, team lists and Fairest and Best votes. Goals scored and exclusion are optional. Failure to enter game results will result in the home club's team forfeiting the match.
- 7.3 Teams have until 5:00pm Thursday to e-mail a protest about a result. If protest is upheld the result is changed.
- 7.4 If a club continually enters false results the club's team associated with the incorrect score will forfeit the match (3 strikes rule). Game scores locked by noon Friday.

N.B. Player Transfer, Forfeiture/Withdrawal, Registration System and Judiciary provisions are found in the General Competition Rules 2016/17