



STATE LEAGUE - JUNIOR COMPETITION RULES 2017/18 V.1

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 light colour caps and second mentioned team wears dark coloured caps. Clubs can wear their own coloured caps if it is appropriate. There must be distinguishable differences in the colour of the caps. Teams must abide by this rule otherwise they game will not be played and forfeit could be given as a penalty.
- 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 WPWAI Judiciary Rules
- 1.11 At the discretion of the Referee's coordinator, certain games / fixtures may be allocated a Supervising referee which will have the full authority of and in addition to the appointed referees'. The appointed Referee coordinator must be dressed in official clothing and identifiable as a supervising referee. It is preferable that the Supervising referee will make themselves known to both competing team coaches.
- 1.12 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.
- 1.13 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)

2.2- 14 & Under Age Group (A Division)

- 2.2.1. Pool Dimensions – not less than 25 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)
- 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 5 minutes actual time, use 7 minutes actual time where possible (subject to pool space)
- 2.5.3. Shot Clock – 30 seconds.

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 Games are to be played on Monday nights.
- 4.2 There is no limit on the number of team nominations from clubs in any age group (unless all games are to be played on Monday nights only and there are not enough pool space available for teams to compete)
- 4.3 Clubs nominate their teams online through Sports TG after receiving the registration form from WPWAI.
- 4.4 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. There are no changes allowed on team list after the first 3 rounds unless a request is considered to be exceptional circumstances by WPWAI.
- 4.5 For grading purposes, each competition is to be assessed during the first three rounds by the WPWAI Competition Manager to determine whether teams have been nominated into the appropriate league. Any decision made to move a team up or down (based on the performance and the strength/experience of the players in the team in question) a grade by the WPWAI Competition Manager is to be determined in consultation with the WPWAI Competition Committee Chair and the nominated teams in the division, during or straight after the first three rounds.
- 4.6 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 To be registered, a person must be registered on the WPWAI Player Registration system- Sports TG.
- 5.3 If the registration is subject to a Player Transfer and Clearance, the player is not permitted to register with the destination club until the transfer is approved.
- 5.4 Any person who makes a false declaration on his/her application for registration shall have his/her registration cancelled and fined as prescribed by WPWAI
- 5.5 Players may only play for the club they are registered with through WPWAI.
- 5.6 Any player not checked in by half-time is ineligible to participate in the game unless approved by the referee and the opposition coach. This may



- only occur after a goal has been scored or at stoppages due to quarter time or half time breaks.
- 5.7 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 5.11
The name of the player absent on representative duties needs to be recorded on the games sheet.
 - 5.8 In the event of a team being unable to field a minimum of seven (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 7 players. Teams can play games with a minimum of 6 players.
 - 5.9 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. These players must be still from an eligible age group.
 - 5.10 The team sheet must indicate an 'S' beside the substituted player(s) name.
 - 5.11 During the season a player may be a substitute for a maximum of two (2) times.
 - 5.12 The name of the player absent on Representative duties needs to record on the games sheet.
 - 5.13 Players from teams which incur a bye during competition cannot play in a lower division in the fixture in which the bye occurs.
 - 5.14 Each team competing in the 16&U competition could have the maximum of 4, born 2004 players listed for the season.
 - 5.15 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.
 - 5.16 Player loan agreements between clubs and junior composite team arrangements are optional but it is subject to approval by WPWAI Junior age group players are not permitted to play more than 3 games a week, across senior and junior competitions. Please refer to junior and senior eligibility rules separately.

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 The eligibility in regards to the number of games for players per finals will be set up on sports TG at the beginning of the season after round 4. This is subject to change if any team withdrawal would occur midseason.
- 6.3 No players can play in two finals unless they are listed players as per in rule 5.11 or they are players playing in 16&U and 18&U competitions.
- 6.4 No player can play in two finals within an age group.



- 6.5 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 5.11.
- 6.6 Only players qualified for their own age group final are able to play up an age group if they chose to.
- 6.7 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.
- 6.8 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.
- 6.9 16&U junior age group players are eligible to participate in the 18&U junior age group finals but rule 6.6 still applies.
- 6.10 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.
- 6.11 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.
- 6.12 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.
- 6.13 Qualification for finals shall be determined in order on competition result ladder by –
 - 6.13.1. 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"
 - 6.13.2. If two teams finish on the same number of points or percentage of possible points further classification will be established as follows
 - 6.13.2.1. Teams Total Goal Difference
 - 6.13.2.2. Teams Total Goals For
 - 6.13.2.3. Total Number of Points Accrued in Games Played Against Each Other
 - 6.13.2.4. Goal difference in games against each other
 - 6.13.3. For the purpose of 6.13.2.1 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.
 - 6.13.4. 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 that 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 and goals scored. Exclusions are optional. Failure to enter game results in



- time could result in the home club's team forfeiting the match depending on the teams'/clubs' reason for not updating scores and results up in time.
- 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.

8. Forfeiture/Withdrawal

- 8.1 If a club is not ready to field a team of at least 6 players (including the Goalie), that team shall receive a forfeit and be deemed to have lost five (5) goals to nil (0).
- 8.2 A team receiving its 4th forfeit has to be withdrawn from the competition unless the WPWAI Competition Committee decides otherwise.
- 8.3 Clubs will be fined \$150 for every team which withdraws from the competition or accrues four forfeits. The forfeits referred to in this rule only relate to forfeits in which the game was not played. They do not relate to forfeits incurred due to illegal players. A club playing a person other than in accordance with the constitution and rules of Water Polo WA shall automatically forfeit the game in which such person had taken part.
- 8.4 When a player has played for two (2) junior teams in the same fixtured round and is in breach of the competition rules for doing so, a forfeit shall be awarded against the team from the higher division. If the teams concerned are from the same division, a forfeit shall be awarded against the team which played the latter game.
- 8.5 Teams are penalized with \$20 for each forfeited game that was not played due to insufficient number of players available.
- 8.6 Clubs are invoiced at the end of the season for the forfeits they have had during the season.

N.B. Judiciary provisions are found in the WPWAI Judiciary Rules.