



STATE LEAGUE - SENIOR COMPETITION RULES 2017-18

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, etc.
- 1.6 Water Polo WA highly recommends all players wear a mouthguard.
- 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 and applied 20 minutes before jumping in the pool).
- 1.9 The playing week (round) 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 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 Competition manager and the Referee Commission. 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 Game (subject to pool space)

Reserve Men

- 2.1.1. Pool Dimensions –25 meters long and 20 meters wide
- 2.1.2. Game Durations – 4 quarters of 5 minutes' actual time (subject to pool space it could be 6 minutes actual time) For finals, 7 minutes' actual time to be used
- 2.1.3. Shot Clock – 30 seconds.

Reserve Women

- 2.1.4. Pool Dimensions –25 meters long and 20 meters wide
- 2.1.5. Game Durations – 4 quarters of at least 5 minutes actual time (subject to pool space it could be 6 minutes actual time
- 2.1.6. For finals, 7 minutes' actual time to be used
- 2.1.7. Shot Clock – 30 seconds.

2.2 – All other Grades

- 2.2.1. Pool Dimensions – not less than 20 meters long and 20 meters wide.
- 2.2.2. Game Durations – 4 quarters of 5 minutes' actual playing time or 7 minutes straight playing time.
- 2.2.3. For finals, 5 minutes' actual time to be used
- 2.2.4. Shot Clock – 30 seconds.

3 Table Officials & Referees

- 3.1 Each team must supply a table official. The team mentioned first is to supply the time keeper and the team mentioned second is to supply the table secretary.
- 3.2 Clubs are encouraged to supply a second/club referee for all Wednesday night games at their designated home venue.
- 3.3 In neutral pools (Tom Hoad Aquatic Centre and Dive Pool), first mentioned teams on fixtures are to provide club referee where possible.
No penalties apply if rules 3.2 and 3.3 are not fulfilled but best effort is requested from clubs and teams to support the games with a club referee when possible.
- 3.4 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.
- 3.5 Matches must start and finish on time. Referees are to calculate the length of the quarters, once both sides are ready to start. The quarter length will



be dependent on the total allocated time left. This will ensure the following games will start on time.

- 3.6 Time outs apply for Grand Final matches only.

4 Player Eligibility

- 4.1 All players must be registered with Water Polo WA.
- 4.2 To be registered, a person must be registered on the WPWAI Player Registration system- Sports TG.
- 4.3 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.
- 4.4 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 Players may only play for the club they are registered with WPWAI through.
- 4.5 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.
- 4.6 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 (that is still eligible junior age group) or division team of that club may be used to complete the team to a maximum of seven (7) players.
- 4.7 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.
- 4.8 During the season a player may be a substitute for a maximum of three (3) times
- 4.9 Where a team has player(s) or official participating in National League, State or National water polo programs a replacement from a lower age group or division may be played without penalty and such shall not be considered a ‘substitution’ for the purposes of rule 4.8 The name of the player absent on Representative duties needs to record on the games sheet. These players must be still from an eligible junior age group.
- 4.10 Teams can play games with a minimum of 6 players.
- 4.11 In the qualifying rounds, players, other than those covered in substituting, are not permitted to drop more than one (1) club grade per fixtured round (week) in which a player is eligible to participate



- 4.12 Players from teams which incur a bye during competition cannot play in a lower division in the round in which the bye occurs unless eligible to play under Rule 4.15
- 4.13 Clubs with more than one (1) team in a division are required to submit their list of players for those teams. The lists must be provided to Water Polo WA every year prior to the start of the competition. The players named cannot play for another team in the same grade. Any changes to the player lists must be supplied in writing to Water Polo WA.
- 4.14 No female player can play in the Men's competition and no male player can play in the Women's competition unless written permission is obtained from the Board of Directors
- 4.15 Juniors who compete in a junior grade can play for opposition clubs in senior grades applying for loan agreement via Sports TG, only if their junior club does not have a team in that senior grade. Teams playing ineligible players will incur a forfeit for the games the ineligible player/s play in.
- 4.16 A junior athlete can play two senior games each week (not more than three games per a week across juniors/seniors) and only play these senior games in Premier League and a Senior State League grade.
- 4.17 A player playing under a Loan Agreement may only play Premier League for the Loan Club however they may play any other grade/division in their Club of Origin.
- 4.18 A person eligible to play in 14&U age group competition is not eligible to play in the State League Senior competition.
(Note WPWA and the clubs have a 'duty of care' to their members to allow only those that have a holistic 'readiness' to compete at that level. Holistic readiness is defined as, and not limiting to: physical, emotional, psychological, tactical, technical and social)

5 Team nominations

- 5.1 Clubs are invited to enter multiple teams in each gender.
- 5.2 At least 14 days prior to the commencement of the 2017/2018 Premier League season, each club must submit to WPWA a team list with the names of those players who are nominated to play the Premier League Competition and/or the Reserve Competition (Team List).
- 5.3 If a club nominates more than one team to play in the Premier League then a separate Team List must be prepared for each team nominated.
- 5.4 A player can only be listed on one Team List.
- 5.5 The Team List must identify those players who will play Premier League only (Exclusive Premier League Player).

- 5.6 Those players not identified as an Exclusive Premier League Player is eligible under this rule to play in both the Premier League and the State League competition within the same fixture week.
- 5.7 If during the course of the season an Exclusive Premier League Player seeks to play in the Reserve Competition for reasons such as returning from injury, unavailable for selection in Premier League Team or any other personal circumstances, the club must, in writing, make a request for an exemption for the Exclusive Premier League Player to the Competition Committee.
- 5.8 If during the course of the season a player who is outside the nominated team list and not a junior player who seeks to play in the Premier League Competition for reasons such as covering a player for injury, national league games or any other personal circumstances, the club must, in writing, make a request for an exemption to play.
- 5.9 Clubs will be fined \$150 for any team which withdraws from the competition.
- 5.10 WPWAI expects that the clubs will have good judgement on the composition of the team lists and who it determines as being an Exclusive Premier League Player and the proper ratio of Exclusive Premier League Players that are required to field a competitive Premier League Team.
- 5.11 The Competition Committee Chairperson and Competitions and Development Manager will review the team lists prior to the commencement of the season. In circumstances where a player is or is not identified as an Exclusive Premier League Player (whatever the case may be) then the Competition Committee Chairperson and Competitions and Development Manager must liaise with the club to establish whether the player ought to be or ought not to be (whatever the case may be) listed as an Exclusive Premier League Player.
- 5.12 In the event of a dispute, the matter will be referred to the Board for determination.
- 5.13 Exclusive Premier League Players may on occasion need to play Reserve grade that week in lieu of playing Premier League.
- 5.14 A Reserve team that does not have the numbers not to play that week and would otherwise need to forfeit the game is NOT an accepted reason to allow Exclusive Premier League Players to play in Reserve.
tactical, technical and social

6 Qualifications for Finals

- 6.1 Clubs must run a report on Sports TG at least two (2) weeks before semi-finals to check on their players' eligibility for finals.
- 6.2 If any questions arise in regards to the eligibility of players, the club secretary must seek clarification from the Competitions Manager a week before the semi-finals at the latest.
- 6.3 A player must play at least 5 games or 25% of the games for their club, whichever is least in the qualifying rounds to qualify for finals. The finals eligibility in regards to the minimum number of games to be played per finals per competition will be set and displayed online via Sports TG and confirmed to all clubs at the beginning of the season once round 4 is completed. This is subject to change if any team withdrawal would occur after round 4.
- 6.4 The team for which a player is eligible during the finals is determined by the most number of games played during the preliminary rounds. If an equal number of games are played in different grades, eligibility shall be for the highest grade played.
- 6.5 For players who are listed in the Premier League squad, a player may play in a maximum of two finals (Premier League and State League), unless they are listed as an "Exclusive Premier League Only Players". "Exclusive Premier League Only Players" are only able to play one final.
- 6.6 Players must still fulfil Rule 6.3 to qualify for the lower grade final in which they are participating.
- 6.7 Players may play in a higher grade in the finals than that for which they have qualified but cannot play in a lower grade.
- 6.8 Qualification for finals shall be determined in order on competition result ladder by –
 - 6.8.1. 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"
 - 6.8.2. If two teams finish on the same number of points or percentage of possible points further classification will be established as follows
 - 6.8.2.1. Teams Total Goal Difference
 - 6.8.2.2. Teams Total Goals For
 - 6.8.2.3. Total Number of Points Accrued in Games Played Against Each Other
 - 6.8.2.4. Goal difference in games against each other

- 6.8.3. For the purpose of 6.10.2.1 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.
- 6.8.4. 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 Grading of teams

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) 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.

8 Responsibilities for Home Teams and Venues with no Home Teams

- 8.1 Home teams shall be responsible for the complete setting up of the venue, for the conducting of competition fixtures, fifteen (15) minutes before the scheduled starting time of such fixtures. As such, they are responsible for ensuring that timing equipment used is of an appropriate standard and in working order, an officials table is erected and that game sheets are available.
- 8.2 HBF Stadium indoor venue – referees along with first mentioned team shall assist with the setup of the pool (time clock/game sheets). Following the last match of the evening, the first mentioned team shall assist the referee with putting away time clock and clearing the pool of all equipment. Time clocks to be stored in the HBF storage in the water polo shed which is outside between the dive pool and the outdoor water polo pool.
- 8.3 Home teams shall be responsible for clearing the pool of all equipment and seeing that it is stored neatly in areas allocated for equipment.



- 8.4 Where there is no home team or both teams are considered to be home club, the club whose team plays last shall be responsible.
- 8.5 When games are fixtured at their home pool, clubs shall provide a person who shall act as pool controller and who shall be responsible in ensuring that the pool and equipment is correctly set-up and removed. Clubs failing to comply with pool controller duties will be fined \$50.
- 8.6 Referees are responsible for sending game sheets to WPWAI.
- 8.7 Game sheets can be sent to Water Polo WA by the following:
Take a photo or scan game sheet and email copy to cdm@waterpolowa.asn.au or to 0400 512 101.

9 Enter Online Results

- 9.1 The first fixtured team for each game is responsible for entering all game data into the Sports TG database.
- 9.2 Second mentioned teams on the fixture are to check data entry before the deadline and report if incorrect details have been entered.
- 9.3 For games played on Wednesdays, results must be entered by AEST midnight on Friday.
- 9.4 Required data includes final score, team lists and fairest and best votes, goals.
- 9.5 Failure to enter required game results in time could result in the first fixtured team forfeiting the game. (subject to circumstances, the team's reasoning for not entering details online in time.)
- 9.6 Teams have until 5:00pm of the following Monday to e-mail a protest concerning results.
- 9.7 If a protest is upheld the result will be changed.
- 9.8 If a club continually enters false results or has incomplete data entry the club's team associated with the incorrect or incomplete details, will forfeit the match (3 strikes rule).
Game scores locked by noon Tuesday.



10. Forfeiture/Withdrawal

- 10.1** 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).
- 10.2** A team receiving its 4th forfeit has to be withdrawn from the competition unless the WPWAI Competition Committee decides otherwise.
- 10.3** Clubs will be fined \$150 for every senior 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.
- 10.4** 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.
- 10.5** Teams are penalized with \$20 for each forfeited game that was not played due to insufficient number of players available. 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.**