

METROPOLITAN COMPETITION RULES

2019-2020

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INTRODUCTION

These Competition rules are made under the authority of Water Polo Western Australia (Inc) (WPWAI) to ensure a fair and equitable competition.

The Competition rules contain various directions and requirements of WPWAI and are binding on clubs, players, club officials, referees and Tribunals.

Competition rules are made for the dominant purpose of ensuring a safe and fair system or framework within which water polo may be regulated and conducted.

GOVERNING DOCUMENTS

The Constitution of the Water Polo Western Australia (Inc) are the authority under and through which we govern and manage the business of Water Polo in WA.

The Competition Rules of Water Polo Western Australia (Inc) are the framework within which water polo is regulated and conducted. All games shall be played under FINA Rules of Water Polo 2017-2021, unless expressed otherwise in the WPWAI Rules

WPWAI also makes policies. Such policies formalise the WPWAI position on specific issues and/or details the required procedures considered important to effect competent and prudent management and operations.

The Board also pass resolutions. Resolutions are a procedural means of formalising and recording a decision, rule, policy or position on a specific issue. The Board may delegate any power (other than the powers of delegation and appeal), authority, duty or function conferred on it by these Rules to a person or persons. Limitations which apply to the Board also apply to such delegations.

Any determination, interpretation or variation of any Rule by the Board shall be final and binding upon members of WPWAI.

Sub-committees, Advisory Groups and forums may provide recommendations to the Board and General Manager to act on. These recommendations are non-binding, but provide a procedural means of formalising and recording advice to the Board or General Manager on a specific issue

DEFINITIONS

Board means the Board of the WPWAI.

Board Member means a member of the Board of the WPWAI.

Club Official means a person elected or appointed as a club committee member, coach, team manager, support personnel, timekeeper or any other person acting in an official capacity for a club.

Coach means the senior or head coach of a team, all other coaches are deemed as assistant coaches.

General Manager means the General Manager (or Executive Officer or other title) of WPWAI and includes any person acting in that position.

Sport Development Manager means the manager who is in charge of competitions and development of water polo for WPWAI.

Player means a person registered to play in WPWAI.

Official means Club, referee or WPWAI Official as defined.

WPWAI Official means a Board Member, staff or any person appointed by the WPWAI to act on its behalf.

WPWAI means the incorporated body, Water Polo Western Australia Inc.

SPIRIT OF THE GAME STATEMENT

1. The objective of the WPWAI Spirit of the Game statement is to recognise that there is a critical element of the conduct of a game of Water Polo that cannot be the subject of written rules nor of regulation by the administrators of the competition.
2. This element is the fairness, decency and honesty which coaches, players, referees and spectators must bring to the conduct of the game on every occasion and in all situations, which arise in the conduct of the game.
3. Water Polo games are played to be won and Water Polo is a contact sport so it is expected that games will be hard fought and physically demanding. However, WPWAI also requires that each game is played within both the written rules of the game and the Spirit of the Game.
4. Each participant is personally responsible for ensuring their behaviour is fair, decent, honest and respectful.
5. The desire for victory must not outweigh:
 - (a) the ideals of sportsmanship which are the foundation of the game, and
 - (b) the reputation and integrity of WPWAI and its competitions.
6. At the end of a game each person involved with the winning team should honestly be able to say that the team played fairly, decently and honestly, and behaved in a sportsmanlike manner in victory.
7. At the end of a game each person involved with the losing team should honestly be able to say that the team played fairly, decently and honestly, and behaved in a sportsmanlike manner in defeat.
8. Even in the heat of the game all participants must conduct themselves fairly, decently and honestly and with respect for:
 - (a) Officials
 - (b) the opposition;
 - (c) WPWAI;
 - (d) the game of Water Polo.

Rule 1 - ANNUAL TEAM NOMINATIONS

1.1 Nomination process

- a) All clubs shall nominate teams for each competition (as prescribed by WPWAI) to the Sport Development Manager via the outlined process.
- b) Team nominations will close at the time determined by Water Polo WA for the season. No team nomination will be accepted after the due date, unless approved by the General Manager, in conjunction with the WPWAI Board at their absolute discretion.
- c) Teams accepted to play in the nominated year shall pay the nomination fee as specified by WPWAI.
- d) The General Manager, in conjunction with the WPWAI Board, has the right not to accept a team's nomination or may at their absolute discretion apply such additional conditions as they deem appropriate for a team's nomination to be accepted.
- e) At their absolute discretion, the General Manager, in conjunction with the WPWAI Board, may fine a club as prescribed where the club nominates a team after the advertised nomination date.
- f) All clubs in the metro Senior State League (B grade and below) must supply a second referee as per the instructions of Water Polo WA.
- g) Any club which withdraws a nominated team from any competition before round 3 of the relevant season shall not receive a financial penalty.
- h) Any club which withdraws a nominated team from any competition after round 3 of the relevant season shall pay the full team nomination fee.
- i) Any club which has a team that forfeits four qualifying games in one season will have their team removed from the competition.

Rule 2 - TEAM GRADING, RELEGATION AND PROMOTION

2.1 Clubs nominate their teams online after receiving the registration form from WPWAI.

2.2 For grading purposes, in each competition, the process will be as follow;

2.2.1 Each club will nominate a team/s for the relevant competition.

2.2.2 WPWAI, in conjunction with the Competition Advisory Group committee, will review nominated teams for each competition and decide on an initial grading. Documents to assist with initial grading include but not limited to:

- Previous year competition results;
- Submitted team lists from the teams; and
- A submission from the club regarding grading, if required.

2.2.3 After initial team nominations and grade acceptance by Water Polo WA, any decision made to move a team up or down a grade is at the absolute discretion of the Water Polo WA Board, which may seek the advice and input of management staff and the Competition Advisory Group.

2.3. Water Polo WA Board may relegate or promote a team for fixturing and grade composition at its absolute discretion. All correspondence in relation to grading of teams must be sent to the General Manager.

Rule 3 - PLAYER AND OFFICIALS REGISTRATION

3.1 All players and officials must be registered with Water Polo WA to be eligible to play, coach or referee.

3.2 To be registered, a person must be registered on the WPWAI designated online registration system.

3.3 If the registration is subject to a Player Transfer, the player is not permitted to register with the destination club until the transfer is approved.

3.4 Any person who makes a false declaration on their application for registration shall have his/her registration cancelled and fined as prescribed by WPWAI.

3.5 Players may only play for the club they are registered with through WPWAI, unless a loan arrangement has been applied for and granted by WPWAI.

3.6 Players on loan (Primary to Secondary Club) must play at their primary club's highest grade.

3.7 Loan players must be approved online with their secondary club as player with dispensation via the membership platform.

3.8 An individual member may only represent one (1) primary club as a player at National or State competitions / tournaments in any one season (as per season dates defined in that State) as determined at the start of the season. An exemption via rule 3.5 can be used for WPWAI controlled state competitions / tournaments only.

3.9 Unless authorised via rule 3.5 an individual member may only undertake water polo activities as part of secondary registered club in social / school competitions.

Rule 4 - TEAM COMPOSITION

4.1 Prior to Round 4, clubs must send their full and final team list for each team nominated. After round 4, players are able to play up a grade, but are unable to play down a grade, unless approved by WPWAI. Teams playing ineligible players, as deemed by the competition rules, will forfeit all the games these players have played in.

4.2 If a player will arrive after the time the game is scheduled to start, but before half time, then teams should assure the player's name is on the game sheet and inform the referee that the player is running late. The player can then join the team bench when they arrive. The referee is responsible for checking the game sheet at half time to ensure all players named on the game sheet are present. Any players arriving after half time are ineligible to participate in the game.

4.3 A junior age player can play a maximum of 3 games each week (competition week) across the junior and senior competition, unless an exemption is submitted to and granted by WPWAI. Failure to comply will result in a forfeit as per rule 4.1.

4.4 16 and under players are able to play in the 18 and under competition with there being no requirement for clubs to limit the number of these players. These junior players can play a maximum

two games in the same junior round, one for their 16's and one for their 18's team. Failure to comply will result in a forfeit as per rule 4.1.

4.5 No player can play two games in the same age group or grade on the same day. Failure to comply will result in a forfeit as per rule 4.1.

4.6 A player playing in the 14 and under competition is ineligible to play in the 18 and under Junior League or in any Senior Competition. All born 2006 and 2007 players are eligible to play in the 14 and under or the 16 and under competition but not eligible to play in both in any 1 fixture week.

4.7 Teams can play games with a minimum of six (6) players. In order to provide seven (7) players a maximum of two (2) players from a lower age group or grade can be used as substitutes.

4.7.1 During the season a player may be a substitute for a maximum of three (3) times.

4.7.2 Where a team has player(s) participating in official Australian Water Polo League, State or National water polo programs a replacement from a lower grade or junior age group may be played without penalty. This would NOT be a 'substitution' for the purposes of rule 4.7. The name of the player absent on representative duties needs to be recorded on the games sheet.

4.7.3 The players substituting shall also be eligible to play in their own age group or grade. This will be the only game counted towards qualification for finals.

4.7.4 The team sheet must indicate an 'S' beside the substituted player(s) name and player must be registered for the game online via member pool results as a "fill in" player.

4.8 Players from teams which have a bye or forfeit during a competition week cannot play in a lower grade or other team in their grade during this week.

4.9 Player loan agreements between clubs and junior composite team arrangements are subject to the approval of WPWAI. All requests will be decided on a case by case basis. Water Polo WA will publish loan player agreements via its website.

4.10 Where a club has multiple teams in the same grade, players must not play across teams in the same grade and all changes to the team list must be supplied to WPWAI for endorsement a week before the next game. Team list must be changed and emailed to SDM.

4.11 An "A" Grade team list must identify those players who will play "A" Grade only, referred to as an "Exclusive A Grade Player". These players are defined as being an AWL listed squad member, unless an exemption has been approved by Water Polo WA.

4.12 Players outside the defined list, as referred to in rule 4.11, are eligible to play in both the A Grade and B grade in the same fixture week. These players are also eligible to play in both finals as long as they are qualified.

4.13 In the event of a dispute, the matter will be referred to the Board for determination.

Rule 5 - MATCHES

5.1 WPWAI shall determine the fixtures for qualifying and finals matches for the year.

5.2 No team shall play in any match without sanction of WPWAI.

5.3 From qualifying round matches WPWAI shall keep for each grade a premiership table showing matches won, matches lost, matches drawn, points scored for and against, and premiership points determined as follows:

- a) 3 points for winning a match.
- b) 1 point for a drawn match.
- c) 0 points for a loss.
- d) Minus 1 (-1) for a forfeit.

5.4 All official matches, as deemed by WPWAI must use an approved sponsor's Water Polo Ball (refer to fine table).

5.5 Teams forfeiting will result in a fine as described in Fines Table

5.6. Qualification for finals shall be determined in order on competition results ladder by –

1. Teams total number of competition points gained divided by the maximum number of possible competition points and multiplied by 100 to give a “percentage of possible points”.
2. If two teams finish on the same number of points or percentage of possible points, further classification will be established as follows -
 - a. Goal difference in games played against each other.
 - b. Teams Total Goal Difference.
 - c. Teams Total Goals For.

5.7 Where a match is abandoned or terminated before the scheduled end, or the result of the match is in dispute, WPWAI, at their absolute discretion, may determine the result or else order the match be replayed at such time and place as they see fit.

5.8 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 where it is needed.

5.9 Matches must start and finish on time. If the start of the game is delayed for any reason, 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.

5.10 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 for brutality shall be administered under the Water Polo WA Judiciary Procedures.

5.11. The playing week for fixtures and competition commences Sunday and ends on Saturday.

5.12 Clubs are to notify Water Polo WA, in writing, that they are forfeiting. If done within 48 hours the prescribed fine will be halved.

Rule 6 - FIELD OF PLAY AND DURATION OF GAMES – (Please refer to New FINA rules and their implementation to WPWAI competitions table top row in regards to timing/shot clock)

	14's	16's	18's	Seniors (B Grade and below)	A Grade
Ball Size	Boys- Size 4 Girls- Size 4	Boys- Size 5 Girls- Size 4	Boys- Size 5 Girls- Size 4	Men's- Size 5 Women's- Size 4	Men's- Size 5 Women's- Size 4
Field Size	20m> <25m Length 15m Wide	25m> Length 20m Wide	25m> Length 20m Wide	25m> Length 20m Wide	Men's- 30m Length (minimum 25 meters) and 20m wide Women's 25m Length and 20m wide
Game Duration (including finals)	4 quarters of 7 minutes running clock.	4 quarters of 5 minutes actual time or 7 minutes running clock	4 quarters of 5 minutes actual time or 7 minutes running clock	4 quarters of 5 minutes' actual playing time (6mins for B Grade*) or 7 minutes straight playing time.	4 quarters 8 mins actual playing time.
Shot Clock	30 Seconds Shot Clock Where Possible	30 Seconds Shot Clock Where Possible	30 Seconds	30 Seconds	30 Seconds
Players in field	7	7	7	7	7
Age group eligibility	Born 2006,2007,2008 and 2009	Born 2004,2005,2006 and 2007	Born 2002,2003,2004, and 2005	Born 05 or older athletes	Born 05or older athletes

***Subject to pool space and availability**

Rule 7 - TABLE OFFICIALS AND REFEREES

7.1 Each team must supply a table official. The team mentioned first is to supply the time keeper. Failure to provide a table official will result in a fine as per Fine Table 1.

7.2 All clubs in the metro Senior State League (B grade and below) must supply a second referee as per the instructions of Water Polo WA. Failure to comply will result in fines as per Fine Table 1 and a forfeit.

7.3 There shall be no discussion on pool side with referees, only the playing team captain/coach may approach the referee/s at quarter time, half time or after the game to clarify an interpretation/rule. This must be done in a respectful manner and if the referee asks, the player/coach must return to

their bench. Questions related to interpretations can also be directed in writing to SDM and the Competition Advisory Group.

7.4 At the discretion of the Junior League 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 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.

7.5 Time outs apply for Grand Final matches only and A grade games as per in FINA rules.

Rule 8 - PLAYER ELIGIBILITY FOR FINALS

8.1 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 the online competitions platform and confirmed to all clubs at the beginning of the season once round 4 is completed.

8.2 Clubs must run a report through the online database at least two (2) weeks before semi-finals to check on their players' eligibility for finals.

8.3 If any questions arise in regards to the eligibility of players, the club must seek clarification from WPWAI no later than a week before finals.

8.4 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.

8.5 16&U players who are eligible and have played in the 18&U age groups must have qualified for both age groups if they are to play finals in both competitions

8.6 Finals are defined as both Semi and Grand finals, so any player playing in a semi-final is considered to be committed to that final series.

8.7 16&U junior age group players are eligible to participate in the 18&U junior age group, if they have qualified. Born 2006 and 2007 players from the are eligible to participate in the 16&U junior age group, if they have qualified (played enough to qualify in their own age group).

8.8 Players may play in a higher grade in the finals for which they have qualified. They cannot play in a lower grade.

8.10 Players are not permitted to play in two finals in the Senior State Leagues.

Rule 9 - PRE-MATCH PROVISIONS

9.1 Clubs must supply their own individually numbered caps.

9.2 The first mentioned team on fixtures wears white and second mentioned team wears blue caps. Clubs can wear their own coloured caps, should they be not white or blue, the first mentioned team must have lighter colour set (closer to white) and the second mentioned team wears the darker (closer

to blue). Clubs must submit their own coloured caps to WPWAI for approval at least two (2) weeks before round one (1). Failure to comply will result in a forfeit.

9.3 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. Failure to comply will result in fines as per Fines Table 1.

9.4 Water Polo WA highly recommends to all players to wear a mouth guard.

9.5 Game sheets must be completed in legible print including first name and surname.

9.6 Sunscreen is encouraged to be used and must be alcohol based (not slippery).

9.7 Home clubs (senior competition only) shall be responsible for the complete setting up of the venue fifteen (15) minutes before the scheduled starting time. 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. Where there is no home team or both teams are considered to be the home club, the club whose team plays first or mentioned first on fixtures shall be responsible for the setting up of the venue. The team plays the last game is responsible for pack up.

9.8 In neutral venues, the home (first mentioned team on fixtures) club must do set up and assist the second mentioned team in packing up.

9.9 In line with the FINA Rules, the playing uniform shall comprise of bathers and caps registered and approved by WPWAI. Where a player does not wear the correct playing bathers and or caps (A Grade only) the club shall incur a fine as prescribed by Fine Table 1. The referee will note on the game sheet where this rule is breached.

9.10 All players (juniors) must shake the hand of the referee at the start and end of each match

Rule 10 - POST MATCH PROVISIONS

10.1 The first team logging into the team entry site for each game is responsible for the entering of the full time results for both teams and the data for their own team into the online database by the below cut off times.

10.2 Second teams logging in / entering own data are to check the online entered details by the first logged in team and use the protest function of the online system in case of any discrepancy. Should results not be entered or approved by any team within the applicable timeframe, the Club responsible will incur a forfeit for that game.

10.2.1 Required data includes final scores (first team logging in enters), player lists, player goals scored, player exclusions and fairest and best votes (for own team)

10.2.2 Timelines for online results entry:

- Junior Competition - Midnight Wednesday (AEST).
- Senior Competition - Midnight Friday (AEST).
- A Grade - Midnight Monday (AEST).

10.3 Game sheets are to be returned by the referees on the day of the match, to Water Polo WA, by the following: Place in letter box on wall of UWA City Beach Club Rooms for matches played at HBF Stadium and photo or Scan game sheet and email copy to WPWAI after each game.

Fine Table 1

	Rule	Fine
Failure to list player on team sheet. (per player)	9.3	\$25
Failure to provide a referee where it is requested by WPWAI	1.1 and 7.2	\$100
Failure to provide WPWAI Approved Ball	5.4	\$100
Ineligible player. (per player) (not exceeding) (\$1000)	3	\$100
Failure to submit results by the prescribed time	10.1	\$50
Forfeited Match		\$100
Incorrect bathers per player (A Grade Only)	9.10	\$25
Failure to provide a table official	7.1	\$25

New FINA rules and their implementation to WPWAI Competitions (subject to equipment)

New FINA Rules + Summary from TWPC	Structural	Referees	Applies to:			
			14&U & 16&U B divisions	16&U/18&U	Senior C-D-E-F Grades and Masters	A & B grades
30/20sec Possession Clock Timekeeper shall reset the clock to 20 seconds when: a) Ball is put into play after awarding a corner throw b) After a rebound from a shot which does not change possession c) After an exclusion Clock is not reset when possession time reads 20 seconds or more	Clocks to have a 20/30 second capability.	As per FINA Rules	30 Second Shot Clock	As per FINA rules	As per FINA rules or NO Shot Clocks!	As per FINA rules

6 metre – Pool Set Up	Blue or Green cone at 6 metre.					
Red 2m, Yellow 5m, Blue/Green 6m, White at halfway.	Lane ropes to display 6m if applicable.	Must play ball or shoot directly	As per FINA rules	As per FINA rules	As per FINA rules	As per FINA rules
A goal may be scored from a free throw taken and awarded outside 6 metres after fake or dribble or putting the ball on the water (ball must be put in to play if not shooting directly).						
Inside 6 metre = Penalty Rule	Cones	Player can be holding the ball	As per FINA rules	As per FINA rules	As per FINA rules	As per FINA rules
When a player is swimming with and/or is holding the ball and impeded (attacked) from during an attempt to shoot, a penalty foul must be awarded (unless only the ball is touched).		Advantage rule applies unless missed shot SIGNAL – hand straight up (no pointing inside or outside the 6m.				

A player taking a corner throw may a) Shoot directly, And after putting the ball in play b) Swim and shoot without passing the ball c) Pass to another player	X	Must be played if not directly shooting	As per FINA rules	As per FINA rules	As per FINA rules	As per FINA rules
Each team may request 2 timeouts at any time during the game.	Air horns or Coach requests loudly	As per FINA Rules	Championship Grand Finals	Championship Grand Finals	Championship Grand Finals	As per FINA rules
There shall be a 3-minute interval between the second and third period (half-time).		As per FINA Rules	1minute quarter breaks, 2 minute half-time break	1minute quarter breaks, 2 minute half-time break	1minute quarter breaks, 2 minute half-time break	As per FINA rules
An additional substitution Re-entry area will be at any place in between the goal line and the centre field line on the team's half of the field of play (for flying substitutions). Exclude must re-enter via re-entry box.	Wide pool, lane ropes Lane ropes with anchor points minimum bench side No lane ropes	Monitor substitutions	Not using new rules	Not using new rules	Not using new rules	As per FINA rules where possible

A free throw shall be taken from the location of the ball, except a) if the foul is committed by a defending player within the defender's 2 metre area, the free throw shall be taken on the 2-metre line opposite to where the foul was committed.		Ball doesn't have to be at the spot of the foul. Must if rebounds for a goal throw and come outside 2 metres.	As per FINA rules	As per FINA rules	As per FINA rules	As per FINA rules
The goalkeeper is allowed to move beyond and touch the ball past the half distance line.	Goal keeper loses privileges of two hands once outside 6 metres. Can shoot in penalty shoot-out (PSO).	As per FINA Rules	As per FINA rules	As per FINA rules	As per FINA rules	As per FINA rules
The use of video monitoring system to determine goal or no goal – VAR (Video Assisted Referee)	2 cameras on either goal line	Referee or Technical delegate to refer to VAR	X	X	X	X
	3 cameras to film games					
	Instant replay					
	Trained specialists to operate technology					
The use of audio equipment by the game referees	Equipment	Referee and Technical Delegate	X	X	X	X
	(could use mobile phone with head phones)					