

WPWAI General Management Competition Rules

(Metro and Regional)

2025-2026

Review History

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1. INTRODUCTION

The Constitution of Water Polo Western Australia (Inc) (WPWAI) is the authority under and through which WPWAI governs and manages the sport and business of Water Polo in Western Australia.

The Competition Rules are made under the authority of WPWAI to ensure the following guiding principles:

- To provide a safe, fair and inclusive game environment for all involved;
- To promote, develop and ensure the effective management of the WPWAI Senior State League and Junior State League;
- To recognise that WPWAI competitions sit within a national framework;
- To adopt good governance and integrity within the WPWAI competition
- To create an exciting and even competition that appeals to the public

The intent of this document is to provide clear and unambiguous guidance to all members of WPWAI on the conduct of the Senior State League and Junior State League Competitions. The Competition Rules have various directions and requirements of WPWAI, clubs and officials and are binding on all clubs, players and officials. All players and officials on registering for the season agree to abide by the Competition Rules.

All WPWAI competitions play under the Rules and Regulations of Water Polo as determined by World Aquatics (AQUA). These Rules and Regulations are updated annually and published by World Aquatics (AQUA). WPWAI may deviate from these Rules and Regulations in order to provide rules that better suit the WPWAI competition needs.

Any matter of any kind whatsoever not dealt with or provided for in this document may be dealt with in such manners as WPWAI determines.

2. GOVERNING DOCUMENTS

The Competition Rules of WPWAI are the framework within which water polo competitions are regulated and conducted. The competitions will be conducted in accordance with, and should be read in conjunction with, the following rules and policies:

[World Aquatics Competition Regulations](#)

[Improper Use of Drugs and Medicine Policy](#)

[Concussion in sport | ASC](#)

[WPA Membership and Registration Policy 2025](#)

[WPA Code of Conduct 2022](#)

[National Sanctioning Policy 2025](#)

[WPA Inclusive Uniform Guideline](#)

The WPWAI Board may delegate any power, authority, duty or function other than the powers of delegation and appeal, conferred on it by the Rules to any person or persons. Limitations that apply to the Board will also apply to any such delegations.

Any determination, interpretation or variation of any Competition Rule by the WPWAI Board shall be final and binding upon all members of WPWAI participating in competitions under which these rules are enforced. The Competition Rules may be updated from time to time.

Sub-committees, Advisory Groups (e.g. Competition Advisory Group, Officials Advisory Group) and/or forums may give non-binding recommendations to the WPWAI Board and Chief Executive Officer (CEO) to act on. These recommendations are a non-binding procedural way of formalising and recording advice to the Board or CEO on a specific issue.

3. DEFINITIONS

Term	Definition
Board	The Board of the WPWAI
Board Member	A member of the Board of the WPWAI
Chief Executive Officer	Means the Chief Executive Officer or other title of WPWAI and includes any person acting in that position.
Club	An incorporated water polo organisation that comprises individual members who participate in water polo activities and whose objectives include fielding teams in competitive Water Polo tournaments, competitions, and matches sanctioned from time to time by WPWAI or WPA or any State Member of WPA that aligns with and is consistent with the objects of WPWAI.
Club Official	A person elected or appointed as a Club committee member, Coach, team manager, support personnel, table official or any other person acting in an official capacity for a Club.
Club Representative	A person who is a current member of an affiliate club office holder or executive committee member with authority to represent the interests of their member club.
Coach	Senior or head coach of a team; all other coaches are deemed to be assistant coaches.
Competition	A group of Grades for purposes of competition (i.e.: Men's, Women's, Juniors).
Competition Advisory Group (CAG)	A group set up by WPWAI to provide advice to WPWAI on matters relating to the effective operation, planning and administration of all WPWAI endorsed competitions and events. The CAG is an advisory group and as such has no delegated authority to make binding decisions on behalf of WPWAI.
Competition Coordinator	Any person/s that has been provided the delegated authority by the CEO or Board for the purposes of administration of any WPWAI competition.
Competition Week	This means the playing week for fixtures and competition which commences Sunday and ends on the following Saturday.

Competition Management System (CMS)	Means the approved electronic management system used for the registration of teams, players, and competitions i.e., Revolutionise.
Division	Means a group of Grades for purposes of a competition. <u>Division One (1):</u> Senior League: PWL/A Grade, A Reserves and B-C Grade Junior League: A Grade Performance - 12U, 14U, 16U, 18U <u>Division Two (2):</u> Senior League: D-G Grade Junior League: B Grade Development - 12U, 14U, 16U, 18U
Emerging Player	Means players between 16 and 21 years identified as well advanced on the state performance pathway. (For the avoidance of doubt, this includes players selected to 17U, and 19U state teams in 2023, 2024 and /or 2025.) This definition only applies to the Senior League Division A competition.
Fairest and Best	The Fairest and Best is an award presented by WPWAI based on the total number of votes allocated by referees' post-match in accordance with Rule 12.1 in the Qualifying Games.
Grading Session	A club forum hosted by WPWAI and CAG for the purpose of agreeing with team nominations and grades for the upcoming season.
Grade	Means an individual grade for purposes of the Competition (i.e., A, B, C, 14U A, 14U B).
Graded Player	Means any player who plays four (4) games across JL Div 1: PWL, A Reserves, SL B-C.
Junior Player	A player aged 18 years and under.
Junior League (JL)	The junior league of competition as organised by WPWAI.
Loan Player	A player may be listed in a team that is not their primary club, via Loan Player Agreement. Appendix A
Neutral Venue or Pool	Perth High Performance Centre (PHPC) <u>entry via PHPC front desk</u> : Indoor 8 Lane (I8L 1 or 2)/Tom Hoad Aquatic Centre (THAC 1 or 2), WP Pool (WPP, WPP 1 or 2), Dive Pool, Outdoor 8 Lane Pool (O8L 1 or 2); Christchurch /MLC; UWA Crawley and any other pool so designated by WPWAI.

Official/(s)	Includes Club Official (Coaches, Managers, Delegates) WPWAI Official and Referees.
Officials Advisory Group (OAG)	A group established by WPWAI to provide advice to WPWAI on matters relating to the effective operation, development, education, planning and administration of all WPWAI referees, coaches and table official matters.

Perth Water Polo League	Perth Water Polo League (PWL) Senior League A Grade competition
PWL Reserve	Perth Water Polo League Reserve (PWLR) Senior League A Reserve Grade competition.
Player	Means a person registered to play in WPWAI competition.
Premiership Club	This means a club that list A and B Grade Senior teams.
Primary Club	This means the club where a player is first registered to play for that competition year.
Primary Team	This means the team where a player is first registered to play for that competition year.
Qualifying Game	Means a game played in a Competition that is not a Semi-Final or Grand Final.
Referee	Means an approved and qualified person who referees competition games.
Re-graded Player	Means a player who has had their grading changed with written permission of WPWA or by playing four games in a higher grade than their original grading in that season.
Regional Advisory Group (RAG)	A group established by WPWAI to provide advice to WPWAI relating to effective planning, administration, and operation, of WPWAI endorsed competitions and/or events in the country regions.
Restricted Player	Means a player identified as above the standard of the majority of players in the WPWAI Senior State League. Includes athletes listed as top 8 of an Australian Water Polo League (AWL) team; and or any athlete with a current National Athlete Categorisation of Developing and above within the WPAL Athlete Management System. This definition applies to the Senior League competition where such players are expected to nominate as an PWL/A Grade player only.
Round	Means games scheduled, or for the period determined by WPWA.
Sanctioned	Means official approval from WPWA for purposes of water polo activities.

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Secondary Club	Is the club where a player has received a dispensation to play at in addition to their Primary Club for a specific reason. Examples include but are not limited to; the Primary Club not offering the appropriate level of competition e.g. A Grade; or for regional players to play in metropolitan competitions; or for a Junior Player to play with a different club in seniors.
Senior Player	A player aged 18 years and older.
Senior League (SL)	The senior league of competition as organised by WPWAI
Spectator	A person who watches a water polo event.
Team	A group of players forming one side in a competitive game or sport.
WPAL	Is Water Polo Australia Limited, the recognised governing body and National Sporting Organisation for Water Polo in Australia. Water Polo Australia or “WPA”, where used throughout this document has the same meaning.
Water Polo Western Australia Inc (WPWAI)	Mean the incorporated body for water polo in Western Australia and is referred to as Water Polo Western Australia Inc., “Water Polo WA” or “WPWAI”, where used throughout this document has the same meaning.
WPWAI Official	Is a Board Member, WPWAI staff or any person appointed by WPWAI to act on its behalf.
World Aquatics	Means World Aquatics, the international governing body for aquatic sports including water polo.

4. SPIRIT of the GAME STATEMENT

- 4.1 The aim 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 or of regulation by the administrators of the competition.
- 4.2 This Spirit of the Game can be defined as the element of 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 and from the WPA Code of Conduct.

- 4.3 Water Polo games are played to be won, and Water Polo is a contact sport so it is expected that games will be competitive and physically demanding. However, WPWAI also requires that each game be played within both the written rules of the game and the spirit of the game.
- 4.4 Each participant is personally responsible for ensuring their behaviour is fair, decent, honest, and respectful.
- 4.5 The desire for winning must not outweigh:
- (a) the ideals of fair play or good sporting manner;
 - (b) the reputation and integrity of WPWAI and its competitions.
- 4.6 At the end of a game each person involved with the game should honestly be able to say that the teams played fairly, decently, and honestly, and behaved in a good sporting-manner, regardless of being the winner or loser.
- 4.7 In the heat of the game all participants must conduct themselves fairly, decently, and honestly in accordance with the principles of the Think. Act. Play. Guidelines and with respect for:
- (a) all Officials (Delegate, Referee, Coach, Assistant Coach, Manager);
 - (b) all Players;
 - (c) WPWAI;
 - (d) all relevant Policies and Code of Conduct; and
 - (e) the game of Water Polo.

5. PLAYER and OFFICIALS' REGISTRATION

- 5.1 All players and officials must be registered with WPWAI to be eligible to play, coach, manage or referee at the relevant times and prior to taking part in any match.
- 5.2 To be registered, a person must be registered on the WPWAI CMS, and fees paid.
- 5.3 Any person who makes a false declaration on their application for registration shall have their registration cancelled.
- 5.4 Any team found to be playing an unregistered player(s) will forfeit all games the unregistered player(s) has played in and be fined in accordance with Rule 21.

6. LOAN PLAYERS

- 6.1 Players may only play for the Primary Club they are registered with through WPWAI CMS unless:
- (a) a loan arrangement as set out in Appendix A for a Secondary Club has been applied for; and
 - (b) granted by WPWAI.
- 6.2 Loan players maybe subject to conditions imposed by WPWAI in relation to the Grade they must play at either their Primary or Secondary Club to facilitate the loan.
- 6.3 Loan players must be approved by WPWAI with the Secondary Club as a player with dispensation being granted by WPWAI via the CMS prior to playing with the Secondary Club.
- 6.4 A Player 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.
- 6.5 An exemption via Rule 6.1 can be used for WPWAI-controlled state competition tournaments only.
- 6.6 Loan players training to remain with primary club or per agreement with secondary club.

7. ANNUAL TEAM NOMINATIONS

- 7.1 Clubs shall nominate teams for each competition and grade by the means advised by WPWAI.
- 7.2 Clubs must ensure:
- (a) Teams nominate for an appropriate Grade aligned to player ability, and willingness to commit to level of competition;
 - (b) Team lists are entered into CMS as nominations in preparation for the Pre-Season Grading Session
 - (c) compliance with any limitations applied from time to time to maximum or minimum number of teams from any one club competing in the Grade.

7.3 WPWAI will advise Clubs the time and date team nominations will close. No team nomination will be accepted after the closing date, unless:

- (a) a request is made in writing stating the reason why nominations are late;
- (b) the request is approved by WPWAI and, where appropriate, in liaison with the CAG.

7.4 Teams accepted to play in the nominated year shall pay the team nomination fee as specified by WPWAI by the due date.

7.5 WPWAI Board has absolute discretion to:

- (a) Reject a team's nomination; or
- (b) Apply appropriate conditions for a team's nomination to be accepted;
- (c) Fine a club as prescribed in Rule 21 where the club nominates a team after the advertised nomination date.

7.6 Any club that withdraws a nominated team from a Competition after the completion of round 4 of the relevant season shall pay the full team nomination fee.

8. TEAM GRADING

8.1 Clubs shall nominate their teams for competitions and Grades in accordance with Rule 7.

8.2 CAG will review team nominations and prepare an initial grading report. Information and documents to assist with initial grading will include but are not limited to:

- (a) previous competition results;
- (b) submitted team lists from the clubs; and
- (c) any submission from the club regarding a nominated team, player and/or team Grade, if required.

8.3 WPWAI will invite a maximum of two Club Representatives per club to a pre-season Grading Session to:

- (a) review and agree on nominated teams and nominated Grade for each competition,
- (b) provide clubs the chance to appeal or challenge any nominations and gradings provided that any challenge is notified to WPWAI at least 3 business days prior to the Grading Session,
- (c) ensure the integrity of WPWAI competition through collaborative agreements between clubs, and

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- (d) CAG will recommend a decision to the WPWAI Board for final approval.
- 8.4 Agreed team nominations for all Grades from the Grading Session will be presented to the WPWAI board for ratifying, and considered final, subject to rule 8.5.
- 8.5 During the season, WPWAI may relegate or promote a team for Competition and Grade composition at its absolute discretion. Such decision will be with liaison with the WPWAI Competition Coordinator and CAG.
- 8.6 There will be no adjustment of competition points for teams promoted or relegated as the Win Ratio (WR%) in the CMS accounts for the movement of teams in a Competition. Fairest and Best votes for players in teams that are moved will be carried forward in the determination of the Fairest and Best award.
- 8.7 Any team that forfeits four Qualifying Games in one season will be removed from the final series.
- 8.8 All correspondence in relation to the nominations and Grade of teams must be sent to the WPWAI Competition Coordinator by a Club Representative.

9. FIELD of PLAY and DURATION of GAMES

9.1 The relevant Competition will use the following equipment, field of play sizes and game durations:

Table 1.1	JL 12U	JL 14U	JL 16U	JL 18U
Junior League	Div One (1): A Grade Performance Div Two (2): B Grade Development	Div One (1): A Grade Performance Div Two (2): B Grade Development	Div One (1): A Grade Performance Div Two (2): B Grade Development	Div One (1): A Grade Performance Div Two (2): B Grade Development
Ball Size	Size 3	Size 4	Boys - Size 5 Girls - Size 4	Boys – Size 5 Girls – Size 4
Field Size	Length 20m> <25m, Wide 15m	Length 20m> <25m, Wide 10-15m	Length 20-25m, Wide 10-25m	Length 20-25m, Wide 10-25m
Game Duration (including finals) *actual/running	4 quarters of 5 minutes of actual playing time or 7 minutes running clock. 2 min break between periods and 2 min break at half time.	4 quarters of 5 minutes of actual playing time or 7 minutes running clock. 2 min break between periods and 2 min break at half time.	4 quarters of 5 minutes of actual playing time or 7 minutes running clock. 2 min break between periods and 2 min break at half time.	4 quarters of 5 minutes of actual playing time or 7 minutes running clock. 2 min break between periods and 2 min break at half time.
Age group eligibility	Born: 2014, 2015	Born: 2012,2013,2014,2015	Born: 2010, 2011, 2012, 2013	Born: 2008, 2009, 2010, 2011

Table 1.2	Premier League: Division One (1)	Senior League: Division One (1)	Senior League: Division Two (2)
Senior League	PWL/A Grade and A Reserves	B-C Grade	D-G Grade
Ball Size	Men - Size 5 Women - Size 4	Men - Size 5 Women - Size 4	Men - Size 5 Women - Size 4
Field Size	Men & Women: 25m Length 20m wide	Men & Women: 25m Length (Minimum 22.5m) 15-20m wide	Men & Women: 25m Length (Minimum 15m) 15-20m wide Lowest grade may be played in 15m wide pool
Game Duration (including finals)	4 quarters of 8 minutes of actual playing time. 2 min break between periods and 3 min break at half time.	4 quarters of 5 minutes of actual playing time. 2 min break between periods and 2 min break at half time.	4 quarters of 5 minutes of actual playing time. 2 min break between periods and 2 min break at half time.
Age group eligibility	Born: 2010 or older athletes.	Born: 2010 or older athletes	Born: 2010 or older athletes

10. PRE-MATCH REQUIREMENTS (A. Setup/Pack down and B. Player/Team General)

A. Setup/Pack down

10.1 Home teams playing in their Home pool are responsible for:

10.1.1 Senior Competition (PWL, A Reserves, B-G Grade)

- (a) setting up of the venue fifteen (15) minutes before the scheduled start time of the first fixtured match at the venue;
- (b) ensuring that timing equipment used is of an appropriate standard and in working order;
- (c) cones are set and an official's table is erected and WPWAI approved Game Sheets and flags are available.
- (d) at the conclusion of the final fixtured match at the venue to pack down with the assistance of the Away team.
- (e) If a club fails to setup or pack down a fine prescribed in Rule 21 applies.

10.2 In Neutral Venues or Pools:

10.2.1 Senior Competition (A Reserves, B-G Grade)

- (a) For the first fixtured match at the venue, the first named team on the fixture, the Home team (White Caps – first named team in the fixture) are responsible for the setup of the pool fifteen (15) minutes before the scheduled start time; and
- (b) At the conclusion of the final fixtured match at the venue the second named team on the fixture, the Away team (Blue Caps) are responsible for the pack down of the pool.
- (c) Setup and pack down of the timing system, cones and table duties items (WPWAI approved Game Sheets and flags).
- (d) If a club fails to setup or pack down a fine prescribed in Rule 21 applies.

10.2.2 Junior Competition Division One (1): JL A Grade Development

- (a) Set up and pack down: WPWAI

10.2.3 Junior Competition Division Two (2): JL B Grade Development

- (a) JL B games played in the Outdoor 8 Lane Pool:
 - i. Setup and pack down by WPWAI.
 - ii. If additional shading is required, Home and Away teams together are to set up and pack down marquees provided by WPWAI and stored in the VenuesWest Green Shed.
- (b) JL B games played in the WP Pool.
 - (i) Setup and pack down by WPWAI and Host Venue agreement.

B. Player/Team General

10.3 Clubs must supply their own individually numbered caps. The first named team (Home team) on fixtures wears white and the second named team (Away team) wears blue caps.

- (a) Clubs can wear their own-coloured caps however if they are not white or blue, the Home team must have a lighter colour set (closer to white) and the Away team a darker colour set (closer to blue).
- (b) If a club fails to supply caps in accordance with this Rule, it will result in the forfeiture of the game and shall incur a fine prescribed in Rule 21.
- (c) During the game time, caps always fastened under the chin. If a player loses a cap during play, the player shall replace it at the next appropriate stoppage of the game when the player's team is in possession of the ball. Caps are to be worn throughout the entire game. World Aquatics Rules: player to not re-enter the pool without cap.

10.4 For PWL and A Reserves Competition, in line with the World Aquatics Rules, the playing uniform shall be the club bathers and caps. Where a player does not wear the correct playing bathers and/or caps:

- (a) The club shall incur a fine as prescribed in Rule 21; and
- (b) The referee will note on the game sheet any breaches of this rule.

10.5 Game sheets:

- (a) Must be completed in legible print including the player's first name and surname who are in attendance prior to the game's scheduled start time. The club shall incur a fine as prescribed in Rule 21.
- (b) Athletes must wear the cap number as allocated on the scorecard. There is to be no swapping of cap numbers except for where a cap breaks or if there are Goalkeeper changes during a game.

10.6 Each team shall line up five (5) minutes before the time fixtured for the match, to be inspected by the referee checks as appropriate: nails (finger and toes) short and not sharp, sunscreen is not slippery (alcohol based) and to ensure game sheets are filled in correctly.

10.7 If a player arrives after the scheduled start time for the game but before half time, then teams are to ensure the player's name is added to the game sheet and the referee is informed. The player can then join the team bench.

10.8 The referee is responsible for checking the game sheet to ensure all players named on the game sheet are present at the pool. Any players arriving during half time or after halftime

are ineligible to participate in the game and their names must not be entered on the team sheet.

10.9 WPWAI highly recommends all players wear a mouth guard.

10.10 Sunscreen is highly recommended for games played during the day and outdoors.

Sunscreen used must be alcohol based and non-slip.

11. MATCHES

11.1 WPWAI shall decide the fixtures for qualifying and finals matches for the given season.

11.2 The Competition Week for fixtures and competition starts Sunday and ends on the following Saturday.

11.3 No team shall play in any official match without the sanction of WPWAI.

11.4 From Qualifying games WPWAI shall keep for each Grade a competition ladder showing matches won, matches lost, matches drawn, points scored for and against, and premiership points determined as follows:

- (a) 2 points for a win.
- (b) 1 point for a draw.
- (c) 0 points for a loss.
- (d) Minus 2 (-2) for a forfeited game (the forfeiting team). The non-forfeiting team will receive 2 points for a win, and the result will be recorded as 10-0 in their favour.
[See section 13].

11.5 Qualification for finals shall be determined in order on the competition ladder by:

- (a) Teams total number of competition points gained (CP), divided by the maximum number of possible competition points (MCP) and multiplied by 100 to give a “percentage of possible points” (PPP). This is the WR% as determined on CMS.
- (b) If two teams finish on the same WR %, further classification will be established as follows:
 - 1. Goal difference in games played against each other;
 - 2. Team’s total goal difference; and
 - 3. Teams’ total goals for.

11.6 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:

- (a) Determine the result, or
- (b) Order the match be replayed at such time and place as they see fit.

- 11.7 For matches where 1 clock is used for 2 playing fields a referee will count off 28-second shot clock lapse and 18-second exclusion foul lapse where it is needed.
- 11.8 Matches must start and finish on time. If the start of the game is delayed for any reason:
- (a) Referees are to calculate the length of the quarters once both teams are ready to start; and
 - (b) The quarter length will be dependent on the total allocated time left to ensure the following games will start on time.
- 11.9 Misconduct towards Officials will not be tolerated. All Players and Officials reported by referees for misconduct, bringing the game into disrepute, or for violent action shall be administered under the [National Sanctioning Policy](#).
- 11.10 Exclusions in Junior Grade competition in the 12U group will be touch and re-enter. Exclusions are otherwise in accordance with World Aquatic Rules.
- 11.11 During Qualifying Games or Semi Finals no timeouts are available (not including PWL). In Grand Finals, timeouts are available to each team in accordance with World Aquatics rules. In any game that has a running clock in a Grand Final, no timeout or substitution can be called in the final minute of the game.
- 11.12 Spectators are to sit in allocated seating and not to sit in between the team benches.

12. POST-MATCH REQUIREMENTS (A. Referees and B. Clubs)

A. Referees

- 12.1 At the completion of the game, WPWAI referees and the Club referees officiating SL & JL games shall:
- (a) Check the game sheet and ensure that all details including players names, scores and exclusions are correct.
 - (b) Complete any details for players issued with a red card in the Game Report Form (GRF) in accordance [National Sanctioning Policy](#) within the required 24 hours.
 - (c) Award Fairest & Best points for the match;
 - (d) Record if either team did not provide a table official in accordance with rule 21 and
 - (e) Clearly print their name and sign the game sheet. Any unsigned sheets are deemed to be a failure to provide a club referee, and the club will be fined in accordance with rule 21.

B. Clubs

12.2 At the completion of the game, each team shall:

- (a) Take a photo of the game sheet (front and back if required) after the referees have completed their post-match actions as set out in 12.1;
- (b) Enter the data for the game sheet into CMS ;
- (c) The 1st named team (Home team/White Cap) is responsible for:
 - Entering the full-time result for both teams;
 - Uploading an image of the game sheet signed by the referees and the required data for their own team by the cut off time in Rule 12.3;
 - Required data includes player attendance, player goals scored, player exclusions and best & fairest votes for their own team and any fill in players; and
 - Entering the names of the referees for the match.
- (d) The 2nd named team (Away team/Blue Cap) shall check the details entered by the Home team (White Cap) and:
 - Use the dispute function of the CMS in the event of any discrepancy and set out clearly the discrepancy identified;
 - Enter the required data for their own team by the cut off time in Rule 12.3; and
 - Required data includes player attendance, player goals scored, player exclusions and best & fairest votes for own team and any fill in players.

12.3 Timelines for online results entry are:

- (a) Junior Competition – 9pm Wednesday (AWST).
- (b) Senior Competition – 9pm Friday (AWST).

12.4 A Club not complying with Rule 12.2 or 12.3 without reasonable grounds will incur a forfeit for that game and/or fine as prescribed in Rule 21.

12.5 The original Game sheets are to remain with the game equipment container for WPWAI to collect.

12.6 Club Officials are to report incidents in the Game Report Form (GRF) in accordance [National Sanctioning Policy](#).

13. FORFEITS and POSTPONED GAMES.

13.1 Clubs are to notify in writing (this includes email) the Competition Co-ordinator as soon as is possible and at least 48 hours prior to the game if a team is forfeiting.

- 13.2 If notification is provided within the prescribed time, the fine in Rule 21 will be halved but loss of competition points and scoreline as prescribed will still apply.
- 13.3 As provided for in the Competition Rules, matches will also be forfeited and fines applied on the following basis:
- (a) Playing an unregistered player
 - (b) Playing an ineligible player as set out in the rules
 - (c) Playing any player under another registered player's name
 - (d) Failure to enter results in accordance with Rule 12.3 without due reason;
 - (e) Any Junior player playing more than the maximum games per Competition Week in accordance with Rule 17.1 and 17.5.
 - (f) Failure of a club to supply caps in accordance with Rule 10.3
- 13.4 Teams forfeiting a match will result in a fine as described at Rule 21 and loss of competition points and scoreline in accordance with Rule 11.4.d.
- 13.5 Forfeited matches during the final series will incur a fee in Rule 21.
- 13.6 A Game must not be postponed except with the prior written consent of WPWA. Any request for a Game change must be accompanied by written consent from the opposition Club. If a Club requests the postponement of a Game, WPWA reserves the right to require that an alternative date, time and venue are agreed before any such request is granted. A Game postponed may only be played at a date and time mutually agreed by both Clubs and WPWA Referee allocation. The details of the rearranged Game must be communicated in writing to WPWA at least twenty-one (21) Business Days prior to the Game. If a Game is postponed and the Clubs involved cannot reach an agreement as to when the Game will be played, WPWA will determine the date, time and venue of the Game and any such decision is final. If the rescheduled Game incurs a cost, WPWA will pass on that cost to either one or both participating Clubs depending on the circumstances which led to the postponement. If a postponed Game cannot be rescheduled or cannot be completed for any other reason, WPWA reserves the right to declare the Game a 0-0 draw.

14. PLAYER ELIGIBILITY – GENERAL

- 14.1 All players must be registered as per Section 5.
- 14.2 Team Player lists will be entered in the CMS as follows:

- (a) Following WPWAI Board ratification of Pre-Season Grading, and prior to Round 1 of Competition Rules 2025-2026



each Competition, clubs must enter all team player lists for each nominated team in the CMS.

- (b) Prior to Round 4 of each Competition, clubs must finalise their team list for each team nominated in the CMS.
- 14.3 SL players are only permitted to nominate and play in one (1) Senior Grade, except when playing as a fill in (see Rule 14.6) as a Non-Restricted or Emerging Player playing in SL PWL/A Grade or A Reserves.
- 14.4 Restricted Players can only play in the SL PWL/A Grade competition.
- 14.5 Teams can play games with a minimum of six (6) and no more than fourteen (14) players.
 - (a) This start list shall include a maximum of twelve (12) field players and a maximum of two (2) goalkeepers (GK).
 - (b) Each team must have at least one (1) GK on its start list. Even if a team has only one GK, the maximum number of field players remains at twelve (12). The GK must wear a red cap, as the red cap entitles the player to the privileges of a GK.
- 14.6 Senior and Junior Grades:
 - (a) Where SL teams have listed players unable to play, a **maximum** of two (2) players from a lower Grade can be used as fill ins. The total team size, including fill ins must not exceed nine (9) players.
 - (b) JL A & B Grade teams, fill in player rule does not apply.
Refer to 17.2 for ineligibility of same age/grade.
- 14.7 During the Qualifying Games, a player may be a fill in, in a team for a **maximum** of three (3) games across the SL;
 - (a) Players playing as a fill in shall also be eligible to play in games for that Competition Week in their Primary Team (Grade).
 - (b) When playing as a fill in, the games played in the player's Primary Team are the only games in the CMS that are counted towards qualification for finals;
 - (c) The player must be registered for the game in the CMS as a "fill in" player in accordance with rule 12.
- 14.8 Players from teams which have a bye or forfeit during a Competition Week cannot play or fill-in, in any other team in their Grade during the Competition Week. They are only able to play for a team in a higher grade as a fill in player.
- 14.9 Any request for an exemption from this rule 14 and subsequent player eligibility rules 15,

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16, 17 and 18 must be provided in writing to WPWAI at least three (3) business days prior to any match for which an exemption is being sought. All requests will be decided by WPWAI on a case-by-case basis.

14.10 Teams playing ineligible players as deemed by the Competition Rules will forfeit all the games these players have played in or as specified in these rules.

14.11 In the event of a dispute, the matter will be referred to WPWAI for determination.

14.12 If athletes from a team that forfeits or is disqualified do not take part in a scheduled fixture, their attendance will not count towards finals eligibility. However, the opposing team will count as having “played” in that fixture, which will be included towards finals eligibility.

14.13 A player found guilty of a reportable offence under the WPA National Sanctioning Policy is ineligible to win Fairest and Best for the season.

15. SENIORS DIVISION ONE (1): A-C GRADING and ELIGIBILITY

Perth Water Polo League – A Grade (and A Reserves)

15.1 Three weeks prior to the commencement of the A Grade Competition or by a date as directed by WPWAI clubs must submit to WPWAI a team list for each SL A Grade team.

15.2 At the same time as providing the A Grade team list clubs will nominate Restricted Players.

15.3 The team list submitted must identify any players the club considers to be an Emerging Player. Emerging Players are eligible to play in both the A Grade, A Reserves and B Grade only. The intent of the Emerging Player provision is to allow developing players to gain experience in A Grade & A Reserves whilst playing regularly in B Grade.

15.4 Emerging Players are eligible to play in both A Grade, A Reserves and B Grade finals where they qualify under Rule 17.

15.5 For all other players, Rule 14.3 applies.

15.6 Where a team has player(s) participating in official AWL, State or National water polo programs a replacement from a lower grade or junior age group may be played without penalty.

- (a) This would NOT be a ‘fill in’ for the purposes of rule 14.7 and is a substitution.
- (b) This player will be eligible to play in finals if they meet the criteria outlined in Rule 17.
- (c) The name of the player absent on representative duties must be recorded on the game sheet next to the Substitute player.

B- C Grade

Refer to Rule 14 player eligibility – general.

16. SENIORS DIVISION TWO (2): D-G GRADING and ELIGIBILITY

D-G Grade

Refer to Rule 14 player eligibility- general.

17. JUNIORS DIVISION ONE (1) and TWO (2): GRADING and ELIGIBILITY

17.1 A junior age player from 15 -18 years old can play up to a maximum of four (4) games in each Competition Week across both the JL and SL competitions. Any further games require:

- (a) An exemption request submitted to WPWAI three business (3) days prior to game(s).
- (b) Approval granted by WPWAI prior to the nominated game(s). Failure to comply will result in a forfeit for the team for which the fourth (4) and any subsequent game was played.
- (c) Pre-Season approval for emerging athletes to play, Junior, Division One Senior (PWL, A Reserves, B Grade).

17.2 Players are ineligible to play in more than 1 different Junior Division of the same age/grade during any one Round. For example, an 16U player can only play one game in a 16U competition (Div 1 or 2) but is also eligible to play one game in an 18U competition in Div 1 or Div 2.

Any further games require approval granted by WPWAI prior to the nominated game(s).

- (a) An exemption request submitted to WPWAI three business (3) days prior to game(s).
- (b) An exemption request submitted to WPWAI prior to the season commencing.

Failure to comply will result the highest age/graded team that was played in will be disqualified from the round.

17.3 Players may be promoted from JL B Grade to JL A Grade as per 14.7. A player shall move to a higher Grade if they play 4 or more games in any higher Grade than their current grading.

17.4 A player eligible to play in the 14U Grade is not eligible to play in the 18U Grade or in any Senior Competition.

17.5 A junior age player from 14 years and younger can play up to a maximum of two (2) games in each Competition Week across both the JL competitions.

(a) Failure to comply will result the highest age/graded team that was played in will be disqualified from the round.

(b) Players must be listed in all team lists in CMS.

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17.6 A player eligible to play in the 12U is not eligible to play in the 16U or older competition.

18. PLAYER ELIGIBILITY - FINALS

18.1 A player must play at least five (5) games or above 25% of the Qualifying Games for the team in the Grade to qualify for finals. This applies to both Juniors and Seniors.

18.2 Clubs must run a report through the CMS at least two (2) weeks before semi- finals to check on their players' eligibility for finals. If any questions arise regarding the eligibility of players, the Club must seek clarification from WPWAI no later than a week before semi-finals.

18.3 The team for which a player is eligible during the finals is determined by:

- (a) The greatest number of games played during the Qualifying Games.
 - (i) In SL if an equal number of games are played in different Grades, eligibility shall be for the highest Grade played.
 - (ii) This does not apply in PWL, A Reserves, JL.

18.4 Final Series 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.

18.5 Players are not permitted to play in two finals in the Senior League B Grade and below, unless an exemption applies.

18.6 Clubs are to ensure players allocated cap number matches the team listed in the CMS. This is due to the Game Sheets will be printed during the final series. Failure to update the CMS will result in a fine set out in Rule 21.

19. TABLE OFFICIALS and REFEREES

19.1 Each team must supply a table official.

- (a) The 1st named team (Home team/White Cap) first on the fixture is to supply the Timekeeper.
- (b) The 2nd named team (Away team/Blue Cap) second on the fixture is to supply the Table Secretary.
- (c) Failure to provide a table official will result in a fine as set out in Rule 21.
- (d) If a member for the playing team is on table duty, they must play at least one quarter of the game as a qualifying round.

- 19.2 The supply of a second referee (Club referee) shall be completed by the clubs when:
- (a) Requested to in games for Senior League (B Grade and below)
 - (b) The allocation of the club to provide the referee shall take into account the following:
 - (i) For a game at a non-neutral venue/pool, the home club shall supply the referee
 - (ii) For a game a neutral venue, the club shall be nominated based on the first listed team where there are other games for that club at different times at the same venue.
 - (c) Failure to comply will result in a fine as set out in Rule 21.
 - (d) Club referee is to register with Refbook.

19.3 There shall be no discussion on pool side with referees.

- (a) Only the playing Team Captain/Coaches/Manager may approach the referee/s at quarter time, half time or after the game to clarify an interpretation/rule.
- (b) This must be done in a respectful manner and if the referee asks, the Team Captain/Coaches/Manager must return to their bench.
- (c) Questions related to interpretations can also be directed in writing to WPWAI and the Officials Advisory Group within 7 days of the fixture.

19.4 Certain fixtures may be allocated a supervising referee who will have the full authority of, and in addition to, the appointed referees. The supervising referee must:

- (a) Be dressed in official clothing and identifiable as a supervising referee.
- (b) Make themselves known to both competing team Coaches.

20. FINAL SERIES – OFFICIALS, GAME SHEETS and SPECTATORS

20.1 Officials (Coaches and Team Managers) are required to wear club polo/t-shirt and closed shoes.

20.2 Officials (Coaches and Team Managers) are not permitted the use of mobile phones during gametime.

20.3 Game Sheets:

- (a) Team Managers of both White and Blue Caps are to approach the scoring table, 30 minutes prior to the game commencement and verify the (pre-printed) Game Sheets.
- (b) Team Officials (Coaches and Team Managers) and Captains, if not entered in the CMS previously, must be listed on the Game Sheet in the final series.

20.4 Spectator's will be required to remain in allocated seating areas.

20.5 Failure to comply will result in a fine as set out in Rule 21.

21. FINES for BREACHES of COMPETITION RULES

Infringement	Rule	Fine
Failure to nominate team by nominated date	7.3, 7.5 (c)	\$100
Playing an unregistered player	5.4, 13	\$500
Incorrect bathers per player (A Grade Only). Exception loan player.	10.4	\$50
Failure to list player (first and surname) on team sheet	10.5, 10.7	\$50
Failure to enter allocated cap number in the CMS team list for the final series.	18.6	\$50
Failure to submit results by the prescribed time	12.3	\$50
Forfeited Match	12.4, 13	\$100
Forfeited Match (Final Series)	12.4, 13	\$500
Playing an ineligible player or Player under another player name (per player) not exceeding \$1000 per week.	13, 14, 15, 16, 17	\$100
Failure to provide a table official	19.1	\$50
Failure to provide a Club referee where required	19.2	\$100
Failure to fulfil setup or pack up duties	10.1, 10.2	\$50
Failure (Coaches, Managers) to wear Club Polo and closed shoes in the final series (per official).	20.1	\$50
Coaches and Team Managers, mobile phones not permitted during gametime of final series (per official).	20.2	\$100
Failure to approach the bench to confirm Game Sheets for finals series (per team).	20.3	\$50

22. WORLD AQUATICS WATER POLO RULES - WPWAI COMPETITIONS IMPLEMENTATION

22.1 the implementation and use of these rules is subject to the appropriate equipment being available at the venue.

			Applies to			
World Aquatics (AQUA) Water Polo Rules + Summary from TWPC	Structural	Referees	JL Division Two JL B Development 12U, 14U, U16, U18	JL Division One JL A Performance 14U, 16U, 18U	SL Division Two SL: D-G Grade	SL Division One SL: PWL/A, A Reserves, B- C Grade
28/18sec Possession Clock Timekeeper shall reset the clock to 18 seconds when: 1. Ball is put into play after awarding a corner throw. 2. After a rebound from a shot which does not change possession. 3. After an exclusion. Clock is not reset when possession time reads 18 seconds or more. Clock is not reset when possession time reads 18 seconds or more	Clocks to have a 28/18sec second capability.	As per World Aquatics (AQUA) Rules.	No Shot Clocks	As per World Aquatics Rules.	As per World Aquatics Rule or no Shot Clocks.	As per World Aquatics Rules.
Each team may request 2 timeouts at any time during the game.	Airhorns	As per World Aquatics	Grand Finals: No timeouts in	Grand Finals	Grand Finals	1. Grand Finals A-C. 2. A Grade: As per World Aquatics Rules.
Break Times.		As per World Aquatic Rules	1-minute qtr breaks 5-minute HT break	1-minute qtr breaks 5-minute HT break	2-minute qtr breaks 2-minute HT break	1. B-C: 2-min qtr breaks 2-min HT break. 2. A Grade: 2-min qtr breaks 3-min HT break or As per World Aquatic 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). Excluded player must re-enter via re-entry box.	Wide pool, lane ropes. Lane ropes with anchor points minimum bench side. No lane ropes	Monitor substitutions	At referee's discretion	At referee's discretion	At referee's discretion	As per World Aquatic rules where possible

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23. Appendix A: Loan Player Agreement

The Metropolitan Competition Rules provide the following:

- 6.1 Players may only play for the Primary Club they are registered with through WPWAI CMS unless:
 - (a) a loan arrangement as set out in Appendix A for a Secondary Club has been applied for; and
 - (b) granted by WPWAI.
- 6.2 Loan players may be subject to conditions imposed by WPWAI in relation to the Grade they must play at either their Primary or Secondary Club to facilitate the loan.
- 6.3 Loan players must be approved by WPWAI with the Secondary Club as a player with dispensation being granted by WPWAI via the CMS prior to playing with the Secondary Club.
- 6.4 A Player 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.
- 6.5 An exemption via Rule 6.1 can be used for WPWAI-controlled state competition tournaments only.
- 6.6 A loan player (PWL, A Reserves, SL and JL) wears their primary club bathers.

The following information is required to ensure the loan arrangement is communicated between parties and can be considered for approval by WPWAI.

Name: National Player ID:

Primary Club:

Proposed Secondary Club:

Proposed grade to play at Primary Club (subject to WPWAI approval):

Proposed grade to play at Secondary Club (subject to WPWAI approval):

Reason for loan:

Primary Club approval of loan (signed by Club Representative):

Secondary Club approval of loan (signed by Club Representative):

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