WATER POLO
WESTERN AUSTRALIA

WPWAI GENERAL MANAGEMENT COMPETITION RULES

(Metro & Regional)

2026 – 2027

Review History

Version	Date Reviewed	Date Implemented	Content reviewed /Purpose
1.	August 2024	9 August 2024	
2.	September 2025	November 2025	Division 1&2, Age eligibility, Final Series, Fines
3.	August 2026	September 2026	Overview of changes for the 2026/27 season include: Team nominations, Team Grading, Eligibility Requirements, Team Caps, Player attendance, Finals Series, Forfeits, Appendix D: Fines, Appendix E (Equipment, Field of Play Sizes, Game Durations, Age Rule, World Aquatic Rules).
4.	October 2026	9 October 2026	Restricted player terminology

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1. COMPETITION OVERVIEW

The Constitution of Water Polo Western Australia Incorporated (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 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, upon registering for the season, agree to abide by the Competition Rules.

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

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 Spirit of the Game Statement (Appendix A) governing documents outlined in Appendix B.

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.

2. DEFINITIONS

Term	Definition
Board	The Board of the WPWAI
Board Member	A member of the Board of the WPWAI
Cap (Team)	- A water polo cap used to identify the player and the team, where caps are numbered and are colour coded white/light (home or first named team) and blue/dark (away or second named team). - GK wear red caps. - Club caps are acceptable as long as clearly distinguishable from opposition team. This decision is at the discretion of the appointed game referees.
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 support of any WPWAI competition.

Competition Manager	Any person/s that has been provided 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/RevSport.
Division	Means a group of Grades for purposes of a competition. Division One (1): Senior League: PWL/A Grade, and B-C Grade Junior League: A Grade Performance – U12, U14, U16, U18 Division Two (2): Senior League: D-G Grade Junior League: B Grade Development – U12, U14, U16, U18
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 2025 & 2026.) 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	WPWAI and CAG will review team nominations and grades for the upcoming season.
Grade	Means an individual grade for purposes of the Competition (i.e., A or B, e.g. U14 A or U14 B).
Graded Player	Means any player who plays four (4) games across PWL, SL B-C, JL
Junior Player	A player aged under 18 (U18) years and younger (U12, U14, U16) as of the 31st of December of the year in which the season begins
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 C
Neutral Venue or Pool	Perth High-Performance Centre (PHPC) entry via PHPC front desk: 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 Aquatic 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 (PWL)	Perth Water Polo League (PWL) Senior League A 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. A bye round is **not** a qualifying round.
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 WPWAI *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 nominated as a Restricted Player under Rule 6.3.2, any athlete named on an AWL squad list or any player identified by the Competition & Events Manager as being above the standard of the majority of players in the WPWAI Senior State League. Without limiting the foregoing, this includes 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.
Round	Means games scheduled, or for the period determined by WPWAI. A round is different to a qualifying game (see definition)

Sanctioned	Means official approval from WPWAI for purposes of water polo activities.
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 as at the 31st of December of the year in which the season beings.
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)	Means 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.

3. TEAM NOMINATION FEES

3.1 The team nomination fees for the 2026/27 season are:

Senior League Teams

DIVISION ONE			
GRADE	**GENDER**	**2026/27 TEAM FEE**	**2025/26 TEAM FEE**
PWL	Men	$1665	$1534
	Women	$1100	$915
B & C Grade	Men & Women	$1505	$1400
DIVISION TWO			
D – F	Men & Women	$1265	$1177

Junior League Teams

DIVISION ONE			
GRADE	**GENDER**	**2026/27 TEAM FEE**	**2025/26 TEAM FEE**
A Grade Performance	Boys & Girls (U12 – U18)	$960	$835
DIVISION TWO			
Development League	Boys & Girls (U12– U18)	$836	$778

Country Players & Country Teams in Metro Competitions

	CRITERIA	CAPITATION FEE APPLICABLE	SUBSIDY
1	Country Team in Metro competition with **five (5) or more** country registered players travelling **> 100km to games**	Metro Senior	40% discount on Team Nomination Fee
2	Metro Team with **three (3) or four (4)** country registered players travelling **>70km to games**	Metro Senior	25% discount on Team Nomination Fee
3	Metro Team with **no more than two (2)** Country registered players travelling **>70km to games**	Regional Senior	NIL *

3.2 Team Nominations are due in round one of the competition week.

4. ANNUAL TEAM NOMINATIONS

4.1 Clubs shall nominate teams for each competition and grade by the means advised by WPWAI.

4.2 Clubs must ensure:

a) Teams nominate for the appropriate Grade aligned to player ability and willingness to commit to the level of competition;

b) Team lists are entered into CMS as nominations in preparation for 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.

4.3 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.

4.4 Teams accepted to play in the nominated year shall pay the team nomination fee as specified by WPWAI by the due date. Failure to do so will result in fines prescribed in Appendix D.

4.5 WPWAI 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 Appendix D where the club nominates a team after the advertised nomination date.

4.6 Any club that withdraws a nominated team from a Competition after the completion of Round four (4) of the relevant season shall pay the full team nomination fee.

4.7 Any Club that withdraws a nominated team prior to Round four (4), will receive 25% of the team nomination fee back.

5. TEAM GRADING

5.1 Clubs shall nominate their teams for competitions and Grades in accordance with Rule 4.

5.2 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;

c) Any submission from the Club regarding a nominated team, player and/or team Grade, if required;

d) Junior Teams with State Team Players in JL A Grade:
   - Clubs entering more than one team in the same age group must distribute their representative State Team athletes across all teams entered.
   - All representative State Team athletes must be listed in JL A Grade; and

e) CAG will recommend a decision to the WPWAI Board for final approval.

5.3 Agreed team nominations for all Grades from the Grading review will be presented to the WPWAI board for ratifying, and considered final, subject to rule 5.4.

5.4 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 Manager and CAG.

5.5 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.

5.6 Any team that forfeits three Qualifying Games in one season will be removed from the final series.

5.7 All correspondence in relation to the nominations and Grade of teams must be sent to the WPWAI Competition Manager by a Club Representative.

6. ELIGIBILITY REQUIREMENTS

6.1 Player & Officials Registration

6.1.1 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.

6.1.2 To be registered, a person must be registered on the WPWAI CMS and fees paid.

6.1.3 Any person who makes a false declaration on their application for registration shall have their registration cancelled.

6.1.4 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 Appendix D.

6.2 Player Eligibility – General

6.2.1 All players must be registered as per Section 6.1

6.2.2 Team player lists will be entered into the CMS as follows:

a) Following WPWAI Management & CAG endorsement of Pre-Season Grading, and prior to Round one (1) of each Competition, clubs must enter all team player lists for each nominated team in the CMS.

b) Prior to Round four (4) of each Competition, clubs must finalise their player team list for each team nominated in the CMS. If any new player listed to the team from round four (4), WPWA is required to be emailed.

c) Refer to Appendix E on age group eligibility.

6.2.3 SL Players are only permitted to nominate and play in one (1) Senior Grade, except when playing as a fill in (see Rule 6.2.6) as a Non-Restricted or Emerging Player playing in SL PWL/A Grade.

6.2.4 Restricted Players can only play in the SL PWL/A Grade competition.

6.2.5 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).

c) In SL, JL, Country Championships, the GK must wear a red cap 1 or 13 as the red cap entitles the player to the privileges of a GK. If red cap 13 is used, field cap 13 cannot be used.

d) If teams only have one (1) GK, then field cap 13 may be used as a field player cap.

e) In SL, JL, Country Championships, GK are permitted to play both field and GK. This change must be recorded on the game sheet, including the players cap number and the quarter in which the change was made.

f) In PWL, the GK must wear a red cap 1,13,16 or18 as the red cap entitles the player to the privileges of a GK. No field player may wear the same cap number as a GK listed on the team sheet.

g) In PWL, GK are not eligible to play as both GK and a field player in a given fixture.

6.2.6 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) Junior Age restrictions playing in Senior League refer to Appendix E.

c) JL A & B Grade teams, fill in player rule does not apply.

d) Refer to Rule 6.4.2 for ineligibility of same age/grade.

6.2.7 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 9.

6.2.8 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.

6.2.9 Any request for an exemption from this Rule 6 and subsequent player eligibility Rules 6.3, 6.4 and 6.5 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.

6.2.10 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.

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

6.2.12 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.

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

6.3 Seniors Division One (1) & Two (2): A-F Grading & Eligibility

Perth Water Polo League – A Grade

6.3.1 Three (3) 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.

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

6.3.3 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 and B Grade only. The intent of the Emerging Player provision is to allow developing players to gain experience in A Grade whilst playing regularly in B Grade.

6.3.4 Emerging Players are eligible to play in both A Grade and B Grade finals where they qualify under Rule 6.4.

6.3.5 For all other players, Rule 6.2.3 applies.

6.3.6 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 6.2.7 and is a substitution.
b) This player will be eligible to play in finals if they meet the criteria outlined in Rule 6.4
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 6.2 '*player eligibility – general'*

D-G Grade

Refer to Rule 6.2 *'player eligibility – general'*

6.4 Juniors Division One (1) & Division (2): Grading & Eligibility

6.4.1 A Junior age player from 15-U18 years old (refer to Junior definition), 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, B Grade).

6.4.2 Players are ineligible to play in more than 1 different Junior Division of the same age/grade

during any one Round. For example, an U16 player can only play one game in a U16 competition (Div 1 or 2) but is also eligible to play one game in an U18 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.

6.4.3 Players may be promoted from JL B Grade to JL A Grade as per Rule 6.2.7. A player shall move to a higher Grade if they play 4 or more games in any higher Grade than their current grading.

6.4.4 Age eligibility, playing up in Junior League A&B or Senior League refer to Appendix E.

6.4.5 A junior player aged 14 years or younger may play a maximum of two (2) games in each Competition Week across 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.

6.5 Player Eligibility – Finals

6.5.1 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. Refer to definitions of qualifying game and round. This applies to both Juniors and Seniors.

6.5.2 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.

6.5.3 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, JL.

6.5.4 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.

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

6.5.6 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 Appendix D.

6.6 Loan Players

6.6.1 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 C for a Secondary Club has been applied for; and

b) Granted by WPWAI.

6.6.2 Loan players must 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.

6.6.3 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.

6.6.4 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.

6.6.5 An exemption via Rule 6.5.1 can be used for WPWAI-controlled State competition tournaments only.

6.6.6 Loan players training is to remain with Primary Club or per agreement with Secondary Club.

7. MATCHES

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

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

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

7.4 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) 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. All forfeits are to be entered into the CMS as “Forced Forfeits” [See section 12].

7.5 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 teams finish on the same WR%, further classification will be established in accordance with World Aquatics Rules.

7.6 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 to be replayed at such time and place as they see fit.

7.7 For matches where one (1) clock is used for two (2) playing fields, a referee will count off 28-second shot clock lapse and 18-second exclusion foul lapse where it is needed.

7.8 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.

7.9 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.

7.10 Exclusions in Junior Grade competition in the U12 group will be touch and re-enter.

7.11 Exclusions are otherwise in accordance with World Aquatic Rules.

7.12 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.

7.13 Spectators are to sit in allocated seating and not to sit in between the team benches.

8. PRE-MATCH REQUIREMENTS

Set Up/Pack Down

8.1 Home teams playing their home pool are responsible for:

8.1.1 Senior Competition (PWL, B-G Grade)

a) Setting up 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 Appendix D applies.

8.2 In Neutral Venues or Pools

8.2.1 *Senior Competition (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 Appendix D applies.

8.2.2 *Junior Competition Division One (1): JLA Grade – Performance*

a) Set up and pack down: WPWAI.

8.2.3 *Junior Competition Division Two (2): JLB Grade – Development*

a) JL B Games played in the Outdoor 8 Lane Pool:

i. Set up 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. Set up and pack down by WPWAI and Host Venue agreement.

Player / Team General

8.3.1 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 Appendix D.

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.

8.3.2 For PWL 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 Appendix D and;

b) The referee will note on the game sheet any breaches of this rule.

8.3.3 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. Players not in attendance must be crossed out at prior the third quarter commencing or prior to the Referee signing off the Game Sheet. The club shall incur a fine as prescribed in Appendix D.

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.

8.3.4 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.

8.3.5 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.

8.3.6 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.

8.3.7 WPWAI highly recommends all players wear a mouth guard.

8.3.8 Sunscreen is highly recommended for games played during the day and outdoors. Sunscreen used must be alcohol based and non-slip.

9. POST-MATCH REQUIREMENTS

Post Match Requirements – Referees

9.1 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 Appendix D 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 Appendix D.

Post Match Requirements – Clubs

9.2 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 9.1;

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 9.3.
- Required data includes Player attendance, player goals scored, player exclusions and best & fairest votes for their own team and any fill in players;
- 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 9.3. Required data includes player attendance, player goals scored, player exclusions and best & fairest votes for own team and any fill in players.

9.3 Timelines for online results entry are:

a) **Junior Competition –** 9pm Wednesday (AWST)

b) **Senior Competition –** 9pm Friday (AWST)

9.4 A Club not complying with Rule 9.2 or 9.3 without reasonable grounds will incur a forfeit for that game and/or fine as prescribed in Appendix D.

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

9.6 Club Officials are to report incidents in the Club Game Report Form (CGRF) in accordance National Sanctioning Policy.

10. TABLE OFFICIALS & REFEREES

10.1 Each team must supply a table official

a) The 1st name 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 Appendix D.

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 game.

10.2 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:

- For a game at a non-neutral venue/pool, the home club shall supply the referee.
- 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 Appendix D.

d) Club referee is to register with Refbook.

10.3 There shall be no discussion on poolside 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.

10.4 Certain fixtures may be allocated to 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.

11. FINALS SERIES – PSO, OFFICIALS, GAME SHEETS & SPECTATORS

11.1 Penalty Shootout

a) There will be NO penalty shoot outs (PSO) in round games.

b) Penalty Shoot outs will be applicable from crossover matches, if a game ends with a tie in regular time, the teams must go into a penalty shoot-out according to the Rules.

c) World Aquatics PSO rules indicate that the shooting order will be written down by the table secretary and the delegate during the first (1st) round of the PSO as the players shoot. All teams will need to take note of the shooting order for BOTH teams during the first round.

d) Once the first (1st) round of the PSO is complete, the responsibility for ensuring that players shoot in the same order from the first (1st) round will be of the coach and/or manager of each team.

e) Any errors in the shooting order from the second (2nd) round onwards that are discovered after the match has concluded, will be deemed to have been a result of an error made by the referee and delegate and the result stands and is not a matter that can be protested.

f) If the player shoots out of turn, and the error is discovered right away, the player is to retake the shot (regardless of, if it was scored or not) and the shootout continues.

11.2 Up to three (3) officials, being Head Coach, Assistant Coach and Manager are permitted to sit on the bench along with the substitutes. Failure to comply will result in a fine as set out in Appendix D.

11.3 Officials (Coaches and Team Managers) are required to wear club polo/t-shirt and closed shoes. Failure to comply will result in a fine as set out Appendix D.

11.4 Officials (Coaches and Team Managers) are not permitted the use of mobile phones during gametime. Failure to comply will result in a fine as set out in Appendix D.

11.5 Player Team Cap number is to be updated into the CMS, 72 hours prior to the Finals Series fixtured game. Failure to comply will result in a fine as set out in Appendix D.

11.6 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. Failure to comply will result in a fine as set out in Appendix D.

b) Team Officials (Coaches and Team Managers) and Captains, if not entered in the CMS previously, will not be listed on the Game Sheet in the final series. Failure to comply will result in a fine as set out in Appendix D.

11.7 Spectator's will be required to remain in allocated seating areas in both the Semi and Grand Final.

12. FORFEITS & POSTPONED GAMES

12.1 Forfeits

a) Clubs Delegate are to notify by email the Competition Manager as soon as is possible and at least 48 hours prior to the game if a team is forfeiting.

b) If forfeit notice within 4 hours of game, both Team Manager and Club delegate (cc in) are still to advise WPWA by 5pm and if known cc opposing team manager.

12.2 If notification is provided within the prescribed time, the fine in Appendix D will be halved but loss of competition points and scoreline as prescribed will still apply.

12.3 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 9.3 without due reason;

e) Any Junior player playing more than the maximum games per Competition Week in accordance with Rule 6.4.1 and 6.4.5.

f) Failure of a club to supply caps in accordance with Rule 8.3.1

12.4 Teams forfeiting a match will result in a fine as described at Appendix D and loss of competition points and scoreline in accordance with Rule 7.4.d.

12.5 Forfeited matches during the final series will incur a fee in Appendix D.

12.6 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.

APPENDIX A – Spirit of the Game Statement

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.
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.
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. Each participant is personally responsible for ensuring their behaviour is fair, decent, honest, and respectful.
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
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.
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

APPENDIX B – GOVERNING DOCUMENTS/POLICIES

Integrity & Reporting – Water Polo Australia

Policies & Framework

The National Integrity Framework (NIF) is a set of rules that all members of water polo must follow regarding their behaviour and conduct. All core policies are available below.

National Integrity Framework	WPA Core Policy Framework	WPA Ancillary Policies
Member Protection Policy	WPA Personal Grievances Policy	Water Polo Membership and Registration Policy
Improper Use of Drugs and Medicine Policy	WPA Conduct and Disciplinary Policy	WPA Whistleblower Policy
Safeguarding Children and Young People Policy	WPA Code of Conduct	WPA Privacy Policy
Competition Manipulation and Sport Gambling Policy	WPA Review and Appeals Policy	Sport Australia Integrity Guidelines
Complaints, Disputes and Discipline Policy	WPA National Selection Appeals Policy	Travel Safety Policy
		National Sanctioning Policy

WPA has additional policies, procedures and guidelines not specific to sport integrity. All WPA documents are available on the **Policies & Procedures page**.

World Aquatics Competition Regulations

Concussion in sport | ASC Concussion Policy HP WPA

WPA Inclusive Uniform Guideline

APPENDIX C – LOAN PLAYER AGREEMENT

The Metropolitan Competition Rules provide the following:

6.1 Players may only play for the Primary Club they are registered 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, 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):

APPENDIX D – FINES FOR BREACHES

Clubs Finals Series eligibility, all competition fines are to be paid by 4 rounds from the Finals Series, if fined after said round, to be paid and cleared by WPWA prior to the Finals Series.

Definition	Rule	Fine
Failure to nominate team by nominated date	4.5 (c)	$100
Failure to pay for team nomination by agreed date	4.4	$250
Playing an ineligible player or player under another name (per player) not exceeding $1000 per week	6	$100
Playing an unregistered player	6.1.4, 12	$500
Failure to enter allocated cap number in the CMS team list for the finals series. Per player not exceeding $200 per team.	6.5.6	$50
Failure to fulfil setup or pack up duties.	8,9	$50
Failure to wear correct “white/blue” Team Caps.	8.3.1(b)	$100
Incorrect bathers per player (A Grade Only). Exception loan player.	8.3.2 (a)	$50
Failure to list player (first and surname) or to add a player not in attendance on team sheet (per player).	8.3.3, 8.3.6	$50
Forfeited Match	9.4, 9	$100
Forfeited Match (Finals Series)	9.4, 9	$500 SF $750 GF
Failure to provide a table official	10.1	$50
Failure to provide a Club referee where required.	10.2	$100
Failure (Coaches, Managers) to wear Club Polo and closed shoes in the final series (per official).	11.3	$50
Coaches and Team Managers, mobile phones not permitted during gametime of final series (per official).	11.4	$100
Failure to approach the bench to confirm Game Sheets for finals series (per team).	11.6	$50

APPENDIX E – EQUIPMENT/FIELD OF PLAY, GAME DURATION, AGE RULE, WORLD AQUATICS RULES

The relevant Competition will use the following equipment, field of play sizes, game durations, Age Rule, World Aquatic Rules implementation into WPWAI Competitions.

Table 1.1 Junior League	JL U12 Div One (1): A Grade Performance Div Two (2): B Grade Development	JL U14 Div One (1): A Grade Performance Div Two (2): B Grade Development	JL U16 Div One (1): A Grade Performance Div Two (2): B Grade Development	JL U18 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 15-20m	Length 20m-25m, Wide 10-25	Length 20-25m, Wide 15-25m	Length 20-25m, Wide 15-25m
GF Field Size	Length 25-20m, Wide 20m	Length 25-20m, Wide 20m	Length 25-20m, Wide 20m	Length 25-20m, Wide 20m
Goal Size	Wide 2.5-3m, Height 0.75-0.9m	Wide 3m, Height 0.9m	Wide 3m, Height 0.9m	Wide 3m, Height 0.9m
Game Duration (including finals) *actual/running	4 quarters of 5 min of actual playing time or 7 min running clock. 2 min break between periods and 2 min break at half time. Not Shot Clocks. Referee whistles at 30 seconds.	4 quarters of 5 min of actual playing time or 7 min running clock. 2 min break between periods and 2 min break at half time. Referee whistles at 30 seconds.	4 quarters of 5 min of actual playing time or 7 min running clock. 2 min break between periods and 2 min break at half time. Referee whistles at 30 seconds.	4 quarters of 5 min of actual playing time or 7 min running clock. 2 min break between periods and 2 min break at half time. Referee whistles at 30 seconds.
Age Rule: JLA&B	Born: 2015, 2016	Born: 2013,2014,2015, 2016	Born: 2011, 2012, 2013, 2014	Born: 2009, 2010, 2011, 2012

Table 1.2 Senior League	Premier League: Division One (1)	Senior League: Division One (1) B-C Grade	Senior League: Division Two (2) D-F 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 (min 22.5m) 15-20m wide	Men & Women: 25m Length (min 15m) 15-20m wide.
GF Field Size	Men & Women: 25m Length 20m wide	Men & Women: 25m Length 20m wide	Men & Women: 25m Length 20m wide
Game Duration (including finals)	4 quarters of 8 min of actual playing time. 2 min break between periods and 3 min break at half time.	4 quarters of 5 min of actual playing time. 2 min break between periods and 2 min break at half time. *January season returns, if supported in B Grade fixtures,* 4 quarters of 7 min of actual playing time. 2 min break between periods and 2 min break at half time.	4 quarters of 5 min of actual playing time. 2 min break between periods and 2 min break at half time.
Age Rule	Born: 2011 or older athletes.	Born: 2011 or older athletes	Born: 2011 or older athletes

Table 1.3 World Aquatics Rules	**28/18 sec 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.	**Finals Series:** 1. Timeouts: Each team may request 2 timeouts at any time during the Grand Final. 2. Airhorns usage for Grand Final. 3. Penalty Shoot-out in Semi and Grand Final.	**Substitution re-entry** area will be at any place in between the goal line and the centre field on the half of the field of play (for flying substitutions). Excluded player must re-entry via re-entry box. Wide pool, lane ropes. Lane ropes with anchor points minimum bench side. No lane ropes.