

STATE LEAGUE - JUNIOR COMPETITION RULES 2011/12

1 General

- 1.1 Rules of the game shall be the current rules laid down by the Federation Internationale De Natation Amateur (FINA) from time to time, unless otherwise varied or amended hereby.
- 1.2 Clubs must supply their own individually numbered caps.
- 1.3 The first mentioned team in the fixture book shall wear white caps. If clubs have their own coloured caps, the opposition should ensure the use of contrasting coloured caps.
- 1.4 Each team shall line up five (5) minutes before the time advertised for the match, to be inspected by the referee to ensure sheets are filled in correctly and that each player has nails checked, mouth guards, etc.
- 1.5 Mouth guards are strongly recommended and referees will be asked to enforce no mouth guard no play.
- 1.6 Game sheets must be completed in legible print including first name, surname and National Identification number. If teams enter on the game sheet the names of players not participating in the game, a forfeit will be recorded against that team.
- 1.7 Sunscreen is encouraged to be used and must be alcohol based (not slippery).
- 1.8 The playing week for fixtures and competition commences Monday and ends Sunday.
- 1.9 Misconduct towards referees and officials will not be tolerated. All players, officials and spectators reported by referees for misconduct, bringing the game into disrepute, or brutality shall be administered under the WA Water Polo judiciary procedures (and as per FINA rules).
- 1.10 Referees are not to be approach within 30 minutes after the game unless agreed to do so by the Referee.
- 1.11 During the qualifying rounds, a team shall receive four (4) points for a win, two (2) points for a draw, one (1) point for a loss and **MINUS 1 (-1)** points for a forfeit

2 Field of Play and Duration of Games

2.1 - 14 & Under Age Group (Girls & Boys)

- 2.1.1. Pool Dimensions – not less than 23 metres long and 15 metres wide.
- 2.1.2. Game Durations – 4 quarters of 7 minutes running clock.

2.2 - 17 & Under Girls Age Group (B Division)

- 2.2.1. Pool Dimensions – not less than 25 metres long and 20 metres wide.
- 2.2.2. Game Durations – 4 quarters of 7 minutes running clock.
- 2.2.3. Shot Clock – 30 seconds.

2.3 - 17 & Under Girls Age Group (A Division)

- 2.3.1. Pool Dimensions – not less than 25 metres long and 20 metres wide.
- 2.3.2. Game Durations – 4 quarters of 5 minutes actual time..
- 2.3.3. Shot Clock – 30 seconds.

2.4 - 17 & Under Boys Age Group (B Division)

- 2.4.1. Pool Dimensions – not less than 25 metres long and 20 metres wide.
- 2.4.2. Game Durations – 4 quarters of 7 minutes running clock.
- 2.4.3. Shot Clock – 30 seconds.

2.5 - 17 & Under Boys Age Group (A Division)

- 2.5.1. Pool Dimensions – not less than 30 metres long and 20 metres wide.
- 2.5.2. Game Durations – 4 quarters of 5 minutes actual time.
- 2.5.3. Shot Clock – 30 seconds.

2.6 Re-entry area for exclusion fouls shall be the corner of pool where the team bench is situated.

3 Table Officials

- 3.1 Each team must supply a table official. The team mentioned first is to supply the table secretary and the team mentioned second is to supply the timekeeper.
- 3.2 For matches where 1 clock is used for 2 playing fields a referee will count off 30 second shot clock lapse and 20 second exclusion foul lapse.
- 3.3 Matches must start and finish on time. Referees are to calculate the length of the quarters, once both sides are ready to start. The quarter length will be dependant on the total allocated time left. This will ensure the following games will start on time.
- 3.4 Time outs apply for Semi Final & Grand Final matches only.
- 3.5 Allocated clubs to provide a club referee who will officiate with the WAWPI allocated referee.

4 Player Eligibility

- 4.1 All players must be registered with WA Water Polo.
- 4.2 Players may only play for the club they are registered with WAWPI through.
- 4.3 Any player not checked in by half-time is ineligible to participate in the game unless approved by the referee. Check –in prior to this is dependent on the referee and approval by the opposition coach. This may only occur after a goal has been scored or at stoppages due to quarter time or half time breaks.
- 4.4 Where a team has player(s) participating in official state or national water polo programs a replacement from a lower junior age group or division may be played without penalty and such shall not be considered a 'substitution' for the purposes of rule 4.5.
- 4.5 In the event of a team being unable to field a minimum of seven (7) players, a maximum of two (2) players of a lower age group or division team of that club may be used to complete the team to a maximum of seven (7) players. The players substituting shall also be eligible to play for their own age group or division team in that round and only that game will be recorded with regard to qualifying for the finals. The team sheet must indicate an 'S' beside the substituted player(s) name.
- 4.6 During the season a player may be a substitute for a maximum of two (2) times.
- 4.7 Players from teams which incur a bye during competition cannot play in a lower division in the fixture in which the bye occurs.

- 4.8 Clubs with more than one (1) team in **A** division are required to submit a list of the 'first seven' players for those teams. The 'first seven' lists must be provided to WA Water Polo prior to the registration due date.
- 4.9 The 'first seven' players named cannot play for another team in A division. Any changes to the player lists must be supplied in writing to WA Water Polo. Written confirmation from WA Water Polo must be received prior to the player playing in another division.
- 4.10 14& under junior age group players are eligible to participate in the 17&U junior age group. Players may only play in one division within an age group, per fixtured round, unless they are a substitute under rule 4.5.
- 4.11 Teams playing ineligible players will incur a forfeit for the games the ineligible player/s play in.

5 Qualifications for Finals

- 5.1 A player must play at least 5 games or 25% of the games, whichever is least in the qualifying rounds per a team per division in the State League Junior competition to qualify for finals for that particular team.
- 5.2 No player may play more than one game in each junior division during finals. No player may play in more than one final within an age group.
- 5.3 14& under junior age group players are eligible to participate in the 17&U junior age group. Players may only play in one division within an age group, unless they are a substitute under rule 4.5
- 5.4 The division for which a player is eligible during the finals is determined by the most number of games played during the preliminary rounds. If an equal number of games are played in different divisions, eligibility shall be for the highest division played.
- 5.5 If the player's team withdraws from the competition in the season, the player loses all registered games which he/she had before, for eligibility for playing in finals.
- 5.6 Players may play in a higher division in the finals than that for which they have qualified but cannot play in a lower division.
- 5.7 14 & under players may play finals in both the 14 & under age group and the 17 & under age group, however rule 5.3 is still applied.
- 5.8 Qualification for finals shall be determined in order on competition result ladder by –
 - 5.8.1. Teams win/draw/loss ratio
 - 5.8.2. Teams total goal difference
 - 5.8.3. If 2 teams remain level then precedence be given to the team winning the match in which they played against one another.
 - 5.8.4. In the event of the match played against one another having ended in a draw, then the team with the largest difference between goals scored for and against shall be given precedence.

6. Online Results

- 6.1 The games are played on Mondays, Results must entered by noon the following Wednesday.
Failure to enter game results will result in the home club's team forfeiting the match.
- 6.2 WAWPI run the synchronisation and data upload functions late Wednesday afternoon.

- 6.3 Teams have until 5:00pm Thursday to e-mail a protest about a result.
If protest is upheld the result is changed.
If a club continually enters false results the club's team associated with the incorrect score will forfeit the match (3 strikes rule).
Game scores locked by noon Friday.

N.B. Player Transfer, Forfeiture/Withdrawal, Registration System and Judiciary provisions are found in the General Competition Rules 2011/12.