

Masters Competition Rules 2011/12

1.0 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.
- 1.4 Game sheets must be completed in legible print and include the Date of Birth next to players name on the first completed game sheet for the season. Only those players registered with their club can participate in the game and be entered on the game sheets. Should teams enter on the game sheet the names of players not participating in the game, a forfeit shall be recorded against that team (rule 7.5). Teams playing persons under the age of 45 years for 45+ Division and persons under the age of 55 years for 55+ Division, will incur a forfeit.
- 1.5 For all matches including finals, teams shall play 5 minutes actual time with **45** second shot clock for the 55+ division and 30 seconds shot clock for the 45+ division.
- 1.6 Subject to pool availability, matches shall be played using a field of play not less than 25 metres.
- 1.7 Time outs apply for finals only.
- 1.8 All games must start on time and finish on time regardless of the length of actual game played.
- 1.9 The playing week for fixtures and competition commences **Monday** and ends **Sunday**.
- 1.10 Misconduct of 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.
- 1.11 A Water Polo and Sports Medicine WA recommend all players wear a mouth guard - no mouth guard no play.
- 1.11 **Duty Roster** – first mentioned team (white caps) to supply table secretary and second mentioned team (blue caps) to supply timekeeper.

2.0 RESPONSIBILITIES FOR HOME TEAMS AND VENUES WITH NO HOME TEAM

- 2.1 Home teams shall be responsible for the complete setting up of the venue, for the conducting of competition fixtures, fifteen (15) minutes before the scheduled starting time of such fixtures. As such, they are responsible for ensuring that timing equipment used is of an appropriate standard and in working order, an officials table is erected and that game sheets are available. Where there is more than one home club, the club whose team plays first shall be responsible for the setting up of the venue.
- 2.2 Challenge Stadium indoor venue – referees along with first mentioned team shall assist set up of pool (time clock/game sheets). Last match of the evening, first mentioned team shall assist referee putting away time clock and clearing the pool of all equipment. Time clocks to be stored in the Challenge storage room plastic container in front of the 8 lane indoor swim pool (THAC).
- 2.3 Home teams shall be responsible for clearing the pool of all equipment and seeing that it is stored neatly in areas allocated for equipment. Where there is more than one home club, the club whose team plays last shall be responsible.
- 2.4 When games are fixtured at their home pool, clubs shall provide a person who shall act as pool controller and who shall be responsible to ensure that the pool and equipment is correctly set-up and removed. Clubs failing to comply with pool controller duties will be fined with \$50.
- 2.5 Host clubs are responsible for the delivery of the original copy of game sheets. Game sheets can be returned to WA Water Polo by the following:
 - 2.5.1 Place in letter box on wall of City Beach Club Rooms for matches played at Challenge Stadium
 - 2.5.2 Post to – WA Water Polo, P O Box 458, Claremont 6010
 - 2.5.3 Fax - 9387 8018
 - 2.5.4 Scan game sheet and email .pdf copy to wawpolo@ozemail.com.au

- 2.6 Where no host club, such as matches played at Challenge Stadium indoor venues, the referees are responsible to place game sheets in letter box on wall of City Beach Club Rooms
- 2.7 All game sheets must be returned no later than three days after the games are played. Should game sheets not be received within 3 days, the club responsible will not receive any premiership points (for games involving their teams) and will have a five (5) goals to nil (0) result recorded against them (this penalty will not, however, be deemed a forfeit under rule 7.2). Clubs will be fined \$20 for failing to submit game sheets as required.

3.0 SUBSTITUTIONS & PLAYER ELIGIBILITY

- 3.1 In the event of a team being unable to field a minimum of 7 players, a maximum of 4 players from another team in the Masters Competition may be used to complete the team to a maximum of 9 players. The players substituting shall also be eligible to play for their own 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.
- 3.2 Participants substituting into Masters under Rule 3.1 must be over 45 or 55 (depending on age group) years of age. Players substituting for Masters Matches can be from the reserve players of the opposition team.
- 3.3 In the qualifying rounds, Masters Participants cannot play in more than one Masters Grade in the same week except under 'Senior Competition' Rule 3.1 (substitution).
- 3.4 With the exception of a player playing as a substitute, no person may play in more than one Masters grade match in any qualifying round
- 3.5 Masters players are eligible to play in other Senior Grades as well as the Masters League as long as they play under the State League Senior Competition Rules.

4.0 QUALIFICATIONS FOR FINALS

- 4.1 A player must play at least three (3) games in the qualifying rounds for their club in the competition to qualify for finals.
- 4.3 No Masters player may play in two finals within the Masters league.
- 4.2 The team and/or grade for which a player is eligible during the finals is determined by the most number of games played during the preliminary rounds. If an equal number of games are played in different grades, eligibility shall be decided by the grade the player last participated in.
- 4.5 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 nil -1 points for a forfeit.
- 4.6 Qualification for finals shall be determined in order on competition result ladder by -
 - 4.6.1 Teams win/draw/loss ratio
 - 4.6.2 Teams total goal difference
 - 4.6.3 If 2 teams remain level then precedence be given to the team winning the match in which they played against one another.
 - 4.6.4 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.
 - 4.6.5 For the purpose of 4.6.4 the calculation of goal difference shall be made after excluding from each teams calculation its best result with its widest winning margin of goals.

5.0 PLAYER TRANSFERS

- 5.1 Players who have played for a club must be cleared by that club to play for a new club. AWA Water Polo transfer form must be completed by the transfer applicant and the club granting the transfer. It is the responsibility of the transfer applicant to ensure the completed transfer form and due payment (\$50 for in season transfers) is provided to WA Water Polo prior to the applicant playing for his/her new club. Transfers will not be accepted without payment of the transfer fee.
- 5.2 It is the responsibility of clubs to ensure players who have played with another club have been cleared by WA Water Polo to play with a new club.
- 5.3 Players who join a new club but have not been registered members of WA Water Polo for the preceding year are exempt from completing a transfer form, unless financial debts are outstanding to their previous club.
- 5.4 International players – clearances are required by Australian Water Polo and WA Water Polo from the players National Body. In turn the International player must be cleared on departure to be eligible to play in home country. This can be arranged electronically.
- 5.5 Eastern state players – clearances are required by Australian Water Polo and WA Water Polo. National transfer forms are available from WA Water Polo office.

6.0 FORFEITURE/WITHDRAWAL

- 6.1 If a club is not ready to field a team of seven (7) players, that team shall receive a forfeit and be deemed to have lost five (5) goals to nil (0), unless prior permission has been received by the opposition team captain and the appointed referee to play with no less than six (6) players
- 6.2 A club playing a person other than in accordance with the constitution and rules of WA Water Polo shall automatically forfeit the game in which such person had taken part.
- 6.3 When it is found that a club has played an unregistered or unqualified player, or a player has played under a false or assumed name, or a player has played under disqualification, a \$20 fine shall be imposed on the club regardless of whether they won or lost the game and rule 6.2 shall apply.
- 6.4 When a player has played for two (2) senior teams in the same fixtured round and is in breach of the competition rules for doing so, a forfeit shall be awarded against the ineligible team. If the teams concerned are from the same grade, a forfeit shall be awarded against the team which played the latter game.
- 6.5 Clubs will be fined \$20.00 each game forfeited.
- 6.6 Any team which has received (4) forfeits shall be withdrawn from the competition. The Club shall be fined \$150 for every team which withdraws from the competition as a result of forfeiture.

7.0 REGISTRATION SYSTEM

- 7.1 All players need to be registered with their club before they are eligible to play in any WA or Australian Water Polo Competition.
- 7.2 Club Registrars are responsible to send player registration database and payment to WA Water Polo before due dates each season.

- 7.3 An audit of game sheets conducted by WA Water Polo shall be sent to clubs prior to finals to assist reconciliation of registered players.