

STATE LEAGUE - SENIOR 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, etc.
- 1.5 WA Water Polo highly recommends all players wear a mouth guard.
- 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 Game

A reserve Men

- 2.1.1. Pool Dimensions – not less than 30 metres long and 20 meters wide
- 2.1.2. Game Durations – 4 quarters of 8 minutes actual time.
- 2.1.3. Shot Clock – 30 seconds.

A reserve Women

- 2.1.4. Pool Dimensions – not less than 25 meters long and 20 meters wide
- 2.1.5. Game Durations – 4 quarters of 7 minutes actual time.
- 2.1.6. Shot Clock – 30 seconds.

2.2 – All other Grades

- 2.2.1. Pool Dimensions – not less than 23 meters long and 20 metres wide.
- 2.2.2. Game Durations – 4 quarters of 5 minutes actual playing time or 7 minutes straight playing time.
- 2.2.3. Shot Clock – 30 seconds.

3 Table Officials & Referees

- 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 In the qualifying rounds, players, other than those covered in substituting, are not permitted to drop more than one (1) club grade per fixtured round in which a player is eligible to participate and pursuant to and including Rule 4.8
- 4.8 Players from teams which incur a bye during competition cannot play in a lower division in the fixture in which the bye occurs.
- 4.9 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 every year prior to the deadline
- 4.10 The 'first seven' players named cannot play for another team in the same grade. 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 grade.
- 4.11 No female player can play in the Men's competition and no male player can play in the Women's competition unless written permission is obtained from the Board of Directors
- 4.12 Juniors who compete in a junior grade can play for opposition clubs in senior grades only if their junior club does not have a team in that senior grade. Such players

cannot play in any junior grade for another club unless approved in writing by the Board of WA Water Polo.

- 4.13 Teams playing ineligible players will incur a forfeit for the games the ineligible player/s play in.
- 4.14 With the exception of a player playing as a substitute, no person may play in more than one senior grade in any qualifying round unless -

Not on the first seven list of the clubs Premier League - A grade Team

Players eligible to play in more than one senior grade for any fixtured round may only play a maximum of two (2) senior games per fixtured round and can only play those in Premier League and Reserve. Juniors playing under this rule may play in both finals (Premier League and A reserve).

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 a division in the State League Senior competition to qualify for finals for that particular team
- 5.2 No player may play more than one game in each senior grade during finals.
- 5.3 The team for which a player is eligible during the finals is determined by the most number of games played during the preliminary rounds. If an equal number of games are played in different grades, eligibility shall be for the highest grade played.
- 5.4 Players may play in a higher grade in the finals than that for which they have qualified but cannot play in a lower grade.
- 5.5 Qualification for finals shall be determined in order on competition result ladder by –
- 5.5.1. Teams win/draw/loss ratio
- 5.5.2. Teams total goal difference
- 5.5.3. If 2 teams remain level then precedence be given to the team winning the match in which they played against one another.
- 5.5.4. 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.
- 5.5.5. For the purpose of 5.5.4 the calculation of goal difference shall be made after excluding from each team's calculation its best result with its widest winning margin of goals.

6 Responsibilities for Home Teams and Venues with no Home Teams

- 6.1 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.
- 6.2 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 which is under the grand stand beside the Dive Pool.
- 6.3 Home teams shall be responsible for clearing the pool of all equipment and seeing that it is stored neatly in areas allocated for equipment.

- 6.4 Where there is no home team or both teams are considered to be home club, the club whose team plays last shall be responsible.
- 6.5 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 \$50.
- 6.6 All game sheets must be returned no later than three days after the games are played. Should game sheets not 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 General Rule 2.2. Clubs will be fined \$20 for failing to submit game sheets as required.
- 6.7 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
Place in letter box on wall of City Beach Club Rooms for matches played at Challenge Stadium
Post to – WA Water Polo, P O Box 458, Claremont 6010
Fax - 9387 8018
Scan game sheet and email 'pdf' copy to wawpolo@ozemail.com.au
- 6.8 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.

7 Enter Online Results

- 7.1 For games played on Wednesdays, results must entered by noon the following Friday.
Failure to enter game results will result in the home club's team forfeiting the match.
- 7.2 WAWPI run the synchronisation and data upload functions late Friday afternoon.
Teams have until 5:00pm Monday to e-mail a protest about a result.
If protest is upheld the result is changed.
- 7.3 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 Tuesday.