



## COMPETITION RULES 2017/18

Reviewed by Delegates 08-10-2017

### 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 on fixtures wears white and second mentioned team wears blue caps. Clubs can wear their own coloured caps. Should the caps be not white or blue, the first mentioned team must have lighter colour set closer to white and the second mentioned team wears the darker closer to blue set. (teams should have both light and dark colour 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. Geraldton Water Polo (GWPA) highly recommends all players wear a mouth guard.
- 1.6. Game sheets must be completed in legible print including first name and surname. A nominated captain must be named with a "C" beside his/her name. If teams enter on the game sheet the names of players not participating in the game, a forfeit shall be recorded against that team. If a player's name is not on the game sheet and plays, a forfeit shall be recorded against that team.
- 1.7. The first team listed in the official program will start the game to the left of the official table. The other team will wear blue caps or caps of a contrasting colour and will start the game to the right of the table.
- 1.8. Sunscreen is encouraged to be used and must be alcohol based (not slippery) and applied 20 minutes before starting game. Failure to remove any slippery sunscreen may result in exclusion from remainder of game.
- 1.9. The playing week (round) for fixtures and competition commences Friday and ends Thursday.
- 1.10. 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 GWPA judiciary procedures (and as per FINA rules). See General Competition Rules.

- 1.11. There shall be no discussion pool side with referees. Questions concerning clarification in relation to scores and player exclusions should be directed to the game secretary. Questions related to interpretations should be directed to the pool controller or in writing to the President and/or Referee Coordinator.
- 1.12. 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.
- 1.13. Complaints regarding the running of the Association or any aspects of a particular game are to be put in writing and submitted to the committee by the Club Delegate.

## **2 Duration of Games & Time Outs**

### **2.1 Preliminary Rounds**

#### **2.1.1 A Grade**

Game Durations – 4 Quarters of 5 minutes actual playing time  
Shot Clock – 30 Seconds

#### **2.1.2 B Grade**

Game Durations – 4 Quarters of 7 minutes running clock  
Shot Clock – 30 Seconds

#### **2.1.2 C Grade**

Game Durations – 4 Quarters of 5 minutes running clock  
Shot Clock – 30 Seconds. Shot clock to be used from the first round of December onwards.

#### **2.1.3 Time Outs**

No time outs permitted during preliminary games.

### **2.2 Semi Finals & Grand Finals**

#### **2.2.1 A Grade**

Game Durations – 4 Quarters of 7 minutes actual playing time  
Shot Clock – 30 Seconds

#### **2.2.2 B Grade**

Game Durations – 4 Quarters of 6 minutes actual playing time  
Shot Clock – 30 Seconds



2.2.3 C Grade

Game Durations – 4 Quarters of 5 minutes actual playing time  
Shot Clock – 30 Seconds.

2.2.4 Time Outs

Apply for grand-finals only.

**3 Table Officials & Referees**

- 3.1 Each participating team must supply a table official for the first game of the day.
- 3.2 Each team must supply a table official for the game after their game. Team failing to provide a table official may be fined 1 premiership point.
- 3.3 Any player having finished a game who has been named for a referee or table duty in the following game, must make it that their number 1 priority to do that duty (i.e. do not attend team meeting, have a shower, talk to team members etc.) Breaches may be reported on the game sheet to be reviewed by the committee (injured players are exempt).
- 3.4 If a referee or proxy does not turn up, at the official start time, to do his/her fixture duties, the player's team (highest grade the player regularly plays for) will be fined one (1) premiership point. A non-playing referee or official not turning up for a designated duty will incur a 1 point fine for the highest Ladies and Men's team in the club that person is representing
- 3.5 Referees shall ensure that both captains (or their representative) sign the game sheet at the completion of the game.
- 3.6 Referees shall ensure teams are ready to commence their game five (5) minutes prior to the scheduled time with game sheets correctly filled out.
- 3.7 Referees shall sign game sheet and ensure Fairest & Best votes are noted on game sheet.
- 3.8 Any reports of premiership point deductions due to non-conforming to GWPA competition rules will be ratified by Club Delegates and the offending club(s) notified before the next fixture round.

**4. Pool Control Duties**

- 4.1 As per the fixture, each club shall provide a responsible, capable person that will act as pool controller. They shall supervise the correct pool setup before the first



game and removal/storage of the equipment after the last game, by the respective teams. Clubs failing to provide a pool controller or comply with the pool controller's duties, will be fined one (1) premiership point from each team in that club.

- 4.2 It is the responsibility of the Pool Controller to ensure ALL games start on scheduled time and with the fixture referee's. The game clock shall be started whether teams are ready or not.
- 4.3 The Pool Controller shall ensure that each team from the previous game supplies a suitable table secretary or timekeeper.
- 4.4 The Pool Controller shall wear a Hi Viz Vest supplied by GWPA to provide ease of identification.

## **5 Player Eligibility**

- 5.1 All players must be registered on SportsTG prior to playing with GWPA.
- 5.2 To be eligible to play in the GWPA, players must reside in Geraldton or within 200km radius of Geraldton for the majority of the season. Majority of the season would be equal to or greater than 80% of the fixture season.
- 5.3 An exemption to rule 5.2 applies only to players who completed schooling in Geraldton and reside outside of Geraldton only for the purpose of ongoing educational studies. For example, attending university.
- 5.4 Players who do not fall into rule 5.2 or 5.3 who wish to play in the GWPA competition will need to submit in writing to the committee via their club delegate an application to play in the GWPA competition. Written applications must be submitted to the association committee by no less than 7 days prior to the commencement of the fixture round that the person intends to play.
- 5.5 Visiting players who are not at an A grade playing ability are eligible for an exemption to play in a lower grade for the season. Exemptions must be in writing and submitted to the GWPA committee no later than 5pm, seven (7) days prior to the start of the round.
- 5.6 A new or visiting player is not permitted to play in the last four (4) rounds of the season unless they are still eligible to qualify for finals with the given team and in the given grade (i.e. There are enough games left in the season for the player to



play five (5) games and qualify for finals in their given grade and with their given team.)

- 5.7 Any player not checked in by half-time is ineligible to participate in the game. 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.
- 5.8 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 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 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
- 5.9 During the season a player may be a substitute for a maximum of two (2) times
- 5.10 Teams can play games with a minimum of 5 players.
- 5.11 Players from teams which incur a bye during competition cannot play in a lower division in the round in which the bye occurs unless they are a junior.
- 5.12 A junior is any player born 2000 or later.
- 5.13 Juniors can play two (2) games per round across the junior and senior competition. Juniors are not permitted to play two (2) grades apart in any given round. Once a junior has played five (5) games in a higher grade they are no longer permitted to drop down more than one (1) grade for the remainder of the season (i.e. Once a Junior has played 5 games in A Grade and B Grade, they can no longer play C grade or Juniors respectively for the remainder of the season).
- 5.14 In the qualifying rounds, players, other than those covered under substitution rule, may not play in more than one senior grade in any playing week unless they are junior.
- 5.15 Once a senior player has played five (5) games in a higher grade, they shall remain in that grade for the remainder of the season.
- 5.16 A goalkeeper in a higher grade shall be allowed to play in the field in a lower grade. Goalkeepers in each grade must be nominated. A goalkeeper in a lower grade shall be allowed to play in the goal in a higher grade in the same round however the 5-game rule will apply



5.17 Clubs with more than one (1) team in a grade are not permitted to have their players play for another team in that grade (either within their own club or for another club) once they have played one game for their original team. Any player wishing to do this must submit a written transfer request to the Association.

5.18 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 Committee.

5.19 Teams playing ineligible players will incur a forfeit for the games the ineligible player/s play in.

5.20 Complaints regarding ability of players must be received before the player has played their fourth game of the season. Complaints regarding player ability are to be submitted to the GWPA committee via club delegate.

## **6 Qualifications for Finals**

6.1 A player must play a minimum of five (5) games in the qualifying rounds for that club in that grade to qualify for finals.

6.2 No player may play in more than one grade during the finals series unless they are a Junior or a goalkeeper playing in goals in one grade and in the field in a lower grade.

6.3 Qualification for finals shall be determined in order on competition result ladder by:

6.31 Teams total number of points. In grades where teams play uneven number of games, competition points gained will be divided by the maximum number of possible competition points and multiplied by 100 to give a "percentage of possible points".

6.32 If two teams finish on the same number of points or percentage of possible points further classification will be established as follows

6.32.1 Teams Total Goal Difference

6.32.2 Teams Total Goals For

6.32.3 Total Number of Points Accrued in Games Played Against Each Other

6.32.4 Goal difference in games against each other

6.4 For the purpose of 6.32.1 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.



- 6.5 Should circumstances not covered by these rules and affecting the determination of placing arise then the GWPA Committee should determine what action should arise.

### **7.0 Responsibilities for Teams**

- 7.1 Both teams shall be responsible for the setting up of their own goals, when they are first fixture on a day, fifteen (15) minutes before the scheduled starting time of such fixtures. Both teams are responsible for ensuring that timing equipment, the official's table is erected and that game sheets are available on the table.
- 7.2 Both teams shall be responsible for clearing the pool of all equipment after the last game and ensuring it is stored neatly in areas allocated by the Aquarena.
- 7.3 Any occurrences of teams not performing their responsibilities shall be reported to the Committee by the Pool Controller

### **8.0 Enter Online Results**

- 8.1 The first fixtured team for each game is responsible for entering all game data into the SportsTG database. Second mentioned teams on the fixture are encouraged to check data entry before the deadline and report to the Registrar any incorrect details that have been entered.
- 8.2 Required data includes final score, team lists and fairest and best votes, goals, exclusions and referees by midnight of the Sunday of the round. Failure to enter game results will result in the first fixture team forfeiting the match.
- 8.3 Teams have until midnight of the following Monday of the round to e-mail a protest concerning results. If a protest is upheld the result will be changed. If a club continually enters false results or has incomplete data entry the club's team associated with the incorrect or incomplete details, will forfeit the match (3 strikes rule).  
Game scores locked by noon Tuesday.