



NEWCASTLE WATER POLO ASSOCIATION NEWCASTLE LOCAL COMPETITION RULES SEASON 2023-24

Preamble Clause:

The NWPI Committee may from time to time make such Rules pertaining to the local competition as may be necessary and convenient for the purposes of attaining the objectives of the association.

The Committee may adopt wholly or in part by reference any rules relating to the conduct of water polo or water polo competitions.

The Committee may from time to time vary, amend or repeal any association Rule made pursuant to this Clause.

Any change to Newcastle Local Competition Rules is to be submitted through the NWPI Committee and voted on by the NWPI Committee. NWPI will align with the current WPNSW competition rules.

1. Ages for Juniors

- a) Under 12 – born 1/1/2012 or later
- b) Under 14 – born 1/1/2010 or later
- c) Under 17 – born 1/1/2007 or later

2. Fees

- Juniors (born 1/1/2006 or later), \$25
- Seniors \$40.00

3. Registrations

- a) Player details must be received by WPNSW and Newcastle Water Polo (NWPI) prior to a player entering the water as per the WPA/WPNSW online registration system (revsport).

4. Mid-Season Transfer of Players Between Clubs

- a) A member shall not transfer to another local club after the commencement of round 1 of competition without written agreement from the committee of each club involved in the transfer.

5. Game Times, Competition Structure and Rules

- a) All grades are running times for the round games.
- b) All games are in quarters. Quarter length is:
 - i) Under 12 – 6 minutes
 - ii) Under 14 – 6 minutes
 - iii) Under 17 – 7 minutes
 - iv) C grade – 7 minutes
 - v) B and A – 8 minutes
- c) A junior game cannot proceed without a COACH or MANAGER being on the pool deck. In the absence of the nominated coach/manager of junior team a senior member of the respective club MUST take on this role for the game to proceed. Refer to forfeit rules for further information.
- d) If a game does not start by the scheduled time, the referee or pool controller will reduce the time for each quarter to finish the game before the next scheduled game.

6. Time-Outs

- a) No time outs in round games.
- b) Two time outs at any time in semifinals and Grand Final games

7. Finals Rules

- a) All games to be actual time, with exception under 12 and C grade (running time) 1-minute quarter break and 2-minute half time break.
- b) Quarter length:
 - i) Under 12 – 6 minutes (running)
 - ii) Under 14 – 5 minutes (Actual)
 - iii) Under 17 – 6 minutes (Actual)
 - iv) Women's and Men's C grade- 7 minutes (running)
 - v) Women's & Men's B – 7 minutes (Actual)
 - vi) Women's & Men's A – 8 minutes (Actual)
- c) Tied game at the end of full time / normal time – game will proceed to penalty shootout:
 - i) Grand stand end goal to be used
 - ii) Coin toss to determine who shoots first, winner of coin toss to decide
 - iii) 5 shots per team and if still score still tied at the end of 5 shots, 1 shot each until winner is decided.

8. Finals Competition & Eligibility

- a) First place (minor premiers) will advance directly to the grand final. Second v Third play in the semifinal, with the winner going through to the Grand Final.
 - i) The committee can decide to vary the number of teams to compete in the semi final series.
- b) If teams have equal percentage and all other aspects equal in Revolutionise so that Revolutionise is unable to make a clear distinction amongst teams, places will be determined by:
 - i) The results between the teams on equal points
 - ii) If still equal, the goal difference in the games between the teams on equal points
 - iii) If still equal, the goals scored by the teams on equal points
 - iv) If still equal, coin toss.
- c) To be eligible to play in the Finals a player and coach must play/officiate in at least 40% of all round games.
- d) If a player registers after the Christmas break they must play 60% of the scheduled games between the end of the Christmas break and Finals
- e) Dispensation can be requested to the Newcastle committee for finals eligibility of players or coaches in the case of injury or extenuating circumstances.

9. Ball Sizes

- a) Under 12 – size 3
- b) Under 14, under, under 17 girls, women's grades – size 4
- c) Under, under 17 boys, men's grades – size 5

10. Grading

- a) Where separate grades exist for males and females, there will be no transfer between male and female teams.
- b) No player can play for TWO or more teams in the same grade.
- c) If clubs enter more than one team in any grade they must nominate their teams prior to the commencement of the competition to the Newcastle Registrar.
- d) Clubs can enter more than one team in each grade, except for A grades.

11. A / B/ C Grade Player Eligibility

- a) Clubs are to submit their top 7 for A & B grades to the Secretary, one week prior to the commencement of competition or at the discretion of NWPI Committee.
- b) Upon Receipt of A & B Grade Team listings from local clubs, the listings will be distributed via email to the NWPI Committee to review suitability of grading.
- c) Prior to round 1 of the competition, the NWPI Committee is to have assessed the club listings provided to them from each local club and provide to the clubs a listing of players they determine to be ineligible to play B and C Grade.
- d) NWPI will assess the individual recommendations. If 50% or more of the NWPI committee deem a player ineligible to play B Grade, the player will be considered ineligible.
- e) Any players who have played AWL within the last 5 seasons (2019-20, 2020-21, 2021-2022, 2022-23, 2023-2024) are to be automatically excluded from B and C Grade eligibility.
- f) Any Junior age 12 and older that has competed at AYC or State the previous and current season are ineligible to play C Grade
- g) During the first three rounds of competition or an individual player's first three games where a player does not commence in the first week of competition the NWPI committee will make a recommendation to clubs on the appropriateness of any players in question to play within the B or C grade competition for final ruling.

12. A Grade - Composite Team

- a) In the event that only three A grade teams are entered in the competition, a fourth composite team shall be made to ensure all A grade players have access to a full season of games and are not subjected to excessive byes.
- b) The composite team will play in the second men's/women's time slot each week, and will be comprised of five (on average) players from each of the two club teams who play in the first men's/women's time slot.
- c) It is expected that senior representative players make themselves available to participate in the composite team, with the remainder of the team to be filled by volunteer players from the first men's/women's game.
- d) The game involving the composite team will be a win by forfeit for the opposing team, resulting in three (3) competition points and a 5-0 score line.

13. Table Officials and Referees

- a) All teams must provide a referee and table official for every game. They should print their full name (first name and surname - no nicknames), on the game sheet and sign it at the end of the game (with their Club's name in brackets, after their signature).
- b) A person shall not play or officiate as a referee, coach or manager in a game unless:
 - i) the person is a member of WPNSW. This includes referees, coaches and managers (Associate Membership of WPNSW covers non-playing officials)
 - ii) the person is not financially indebted to AWPI, WPNSW, NWPI or any affiliated body.
- c) A person who is not a member of WPNSW or AWPI, and wishes to officiate at a game must become an Associate Member of WPNSW. Associate Membership is available through NWPI Online registration platform.
- d) Player's names should ONLY be put on the game sheet when they arrive poolside. No name can be added to the sheet after the whistle has been blown to start the third quarter.
- e) Game Scorecards - Each team must take an electronic copy (photo) of the game scorecard, with the physical copy to be retained by the home team. Each team is take responsibility for entering their own players, goals and major fouls; with the first team that enters results into Revolutionise to enter the final score and upload the electronic copy of the game scorecard.
- f) Each team must keep a copy of the Game Sheet for the entirety of the season.
- g) All clubs to supply a Pool Controller (member/associate member) at pool for home games to ensure a successful game day and to oversee the water polo at a particular venue which has been organised under the authority of NWPI.
- h) For A grade competitions (where there are no home games) the club who plays the first game in the white caps (as per the draw) is the nominated duty team for that game and must provide a Pool Controller as detailed above
- i) NWPI will issue a statement at the beginning of the season for a zero tolerance behavior

14. Forfeits

- a) The minimum number of players for a team to play is 1 less than the full team.
- b) To avoid a forfeit, the minimum number of players must be in the water at the designated starting time of the game. The referees will rule on any such forfeit.
- c) If a game is still provided by the forfeiting team, table officials are not required to score, but must ensure the game sheet shows which team caused the forfeit, and if a game was provided.
- d) All players (both teams) present MUST be recorded on the game sheet for the game to be credited for finals qualification with a score of 0 goals to the team who forfeits and 5 goals to the other team.
- e) In the event of a forfeit but where a game is still played, any makeup players should be registered to play.
- f) If a junior team is unable to provide a coach or manager to be pool side as per rule 4(b) this should be declared a forfeit game. The referees are to rule on any such forfeit.
- g) If a team plays an illegal player, this match will be considered a forfeit.
- h) Where a team forfeits three matches in a competition, irrespective of grade, NWPI may direct that the Club's team be withdrawn from the competition.

15.Point Score Key

W (Win)	3 points
D (Draw)	2 points
L (Loss)	1 point
B (Bye)	0 points
LF (Loss by forfeit)	0 points
WF (Win by forfeit)	3 points

16.Illegal Player

A player is classified as an illegal player if:

- a) Player is not registered before or on the date of their first game.
- b) They are deemed ineligible for the B/C Grade competition by the subcommittee and play in that B grade.
- c) They have played for another team in the same grade.
- d) They are too old for a junior team and have not received dispensation from NWPI.
- e) Phantom player - name on game sheet, but player not at pool.
- f) Player added to the sheet after the whistle has been blown to start the third quarter.

17. Referees

- a) Dissent of a referee's decision will not be tolerated. Everyone should also be aware that a Referee can send any poolside person (manager, coach, parent, and player) out of the pool area, and out of the whole complex, if necessary, and note the incident on the game sheet. The game will not restart until the offending person has left. Please refer to in-game responsibilities of Coach and Captain for further information about how to approach a referee.
- b) Referee Reports - Record on the back of the Game Sheet incident details and phone and/or email Newcastle Secretary within 48 hours of incident (contact details available on the Newcastle Water Polo website (www.newcastlewaterpolo.com.au)). Please refer to Section 20 below for information about the judiciary.
- c) Appointment of Referees - It is the responsibility of the Club to provide a referee for each game and can include a member from another club referring on their behalf and notify NWPI prior to the games. If a Club doesn't provide the necessary referees a fee of \$15 invoiced to the club will incur.
- d) Qualified referees need to be registered with NWPI and provide banking details if they wish to be paid.
- e) Referees are required to sign the game cards and complete / lodge their referee claim log to receive payment.
- f) Qualified Referees will receive \$15 per junior game, \$20 per senior game. Only referees on the referee's register will be paid. Referees will be paid on a monthly basis.

	A Grade	B Grade	C Grade	U17s	U16s	U14s	U12s
Junior Community Ref	N/A	N/A	15	15	15	15	15
Senior Community Ref	25	25	20	20	20	20	20
Development & Advanced Refs	30	30	25	25	25	25	25

- g) Junior community refs (1st year ref) will be eligible for the lower pay scale, and will be encouraged to ref consistently and gain experience in order to move up to the higher pay scale - that of our senior community refs.
- h) To be eligible to move up to senior, they will need to have refereed 8 games of polo (C Grade and below) across a season.
- i) The senior community refs are those experienced referees, but have been unable to become certified due to a lack of certification opportunities at NSW polo level
- j) NWPI encourage our referee community to grow their skills by consistently take the opportunity to ref and be rewarded for this in their pay scale.

18. Accident/Injury Report.

- a) Injured player/coach/manager should report any injury to the table for noting on the back of the White game sheet and completing the injury report form. (attached) The player's club should notify NWPI Secretary (details available on the NWPI website) and NSW Water Polo within 48 hours.

19. Captain - Game Responsibilities

- b) Two players in each team shall be nominated on the scorecard as the team liaison and spokesperson.
- c) The nominated players shall (in liaison with the Duty Officer):
 - i) Ten minutes prior to the first scheduled game, ensure that the goals, pool markings, scoring, timing and other necessary facilities are correctly located and in good order
 - ii) Prior to the scheduled starting time, present to the table and identify themselves as the nominated persons on the score sheet (by writing name or indicating a "C" next to their name on the score sheet)
 - iii) Complete the NWPI scorecard with the names of each player present legibly printed in water resistant ink adjacent to the respective cap number to be worn in the game
 - iv) Sign the scorecard after the game. Signing the scorecard verifies that opposition players listed in the scorecard played in the game
 - v) Provide a ball which in the opinion of the referee is suitable
 - vi) Organise two persons competent to be a timekeeper or scorecard secretary

20. In Game Responsibilities

- a) It is advised that no person approaches a referee during a game or immediately after a game. (30 minutes after the referee has finished officiating). If the extreme situation arises where it is felt absolutely necessary to speak to the referee during a game, then only the coach or the captain can approach the referee. No one else can approach the referee during the game. The penalty is a red card exclusion for anyone involved in the game or exclusion from the pool viewing area if it is a crowd member.
- b) Each team is permitted two officials – one being the designated Coach. These officials are to be seated on the bench and only the Coach may move away from the bench up to the 6 metre line whilst his/her team is in attack. If an official is not seated on the bench, then they are not involved in the game and must stay off the pool deck. If someone is to claim they are the team's medical officer, they need to be seated on the bench at the time and be included in the three officials. They are not to appear from the stands.
- c) Coaches and Managers are to attend the same number of games as players to be eligible for finals. If a coach is away for other coaching reasons (hunter Hurricanes, tournaments etc) these rounds can be counted via application to the committee for consideration. The coach's name is to be recorded on the scoresheet.
- d) Common sense needs to prevail in all circumstances when approaching the referee, however it is clear that ONLY the Head Coach or Captain can do this – not anyone from the crowd or the bench. It is the host club's (Pool Controller) responsibility to make sure the crowd does not approach the referee during, before or after the game. The relevant FINA Rule is: WP 5.2 All players not in the game at that time, together with the coaches and officials with the exception of the head coach, shall sit on the team bench and shall not move away from the bench from the commencement of play, except during the intervals between periods or during timeouts. The Head Coach of the attacking team shall be allowed to move to the 5-metre line at any time. Teams shall only change ends and benches at half time and before the start of the second period of any extra time. The team benches shall both be situated on the side opposite to the official table
- e) A player is not illegal if they play the game without their name on the scorecard or mistakenly under 1 different cap number. If table officials realise there is an error on the scorecard they should notify the team manager, referee or pool controller so the scorecard can be corrected. If it not corrected, the team manager should correct at the end of the game prior to uploading on revsport

21. Deferred or Postponed Games

- a) No game is to be deferred or postponed without prior approval from the Newcastle Secretary in writing. Clubs must have good reason to request the rescheduling of a game. Once approved by the Secretary, a game can only be rescheduled by mutual agreement between a person from each club designated by their club as a contact for that team or the Club Secretary. If a club is unable to accommodate the request to reschedule the game then the team requesting the change is obligated to play at the time as set on the draw or to forfeit the game.
- b) If two teams agree to defer a game they must have organised an alternate date and venue to play the game within two weeks of the date the game was originally scheduled or otherwise approved by the Newcastle Secretary. The date, time and venue details of the new date are to be supplied to the Registrar at the time the request to defer the game is made.
- c) Any deferred game not played for any reason will result in neither team receiving any points for the game.
- d) No game is to be played for double points, except where the NWPI Executive deems the deferment of the game is due to circumstances beyond the control of either club and the arrangement suits both teams.
- e) If a game is stopped due to lightning:
 - i) if it has not reached half time the game will be recorded as a no game – no points for either team. If the teams are scheduled to meet again in the competition the next game will be for double points.
 - ii) if the game is stopped after half time the score will stand and the result will stand.
- f) A deferred game not played as per the existing rules (see above):
 - i) NWPI to ask both clubs for three possible dates - select a common one; or
 - ii) failing above, NWPI Registrar to select three random dates and the clubs need to agree to play on one of those dates or the game is recorded as a "no game".

22. Disciplinary & Tribunal Rules

The NWPI is bound by the WPA Integrity and Policy Framework. Clubs should ensure all person's representing the Club are familiar with the relevant Policies.

1. Red card offences reported by the game referees during games will be managed under the WPA
 - a) National Sanctioning Policy, the WPA Conduct and Disciplinary Policy and the WPA Review and
 - b) Appeals Policy. (NB these are new policies.)
2. It has been agreed by WPNSW and NWPI that red card reports and the scoresheet are to be submitted to the Secretary of NWPI immediately after the game. These will then be sent to WPNSW and then forwarded to the National Sanctioning group at WPA at the direction of WPNSW.
3. Tribunal hearings will take place as described in the National Sanctioning Policy
4. NWPI reserve the right to investigate and act on the following:
 - Crowd & spectator behavior
 - Repeated player &/or team official offences indicating that the sanctions imposed by WPNSW &/or WPA are not improving behavior.
 - Other actions by Clubs, teams, players, parents, spectators, coaches, and officials that may contravene WPA Code of Conduct
5. NWPI will take a zero tolerance to repeated breaches of the Code of Conduct. Action can include
 - Removing a player or team official from the competition for a period (a number of games)
 - Removing a player or team official from the competition for the remainder of the season
 - Removing a player or team official from the competition for life
 - Prohibiting a spectator from attending game for the above periods of time outlined above under 22.5.
 - Determining a game as a loss regardless of the result
 - Deducting points from a team for that season
 - Removing a team from the competition
6. The following process will guide NWPI in deciding suitable actions for repeated breaches of the Code of Conduct:
 - a) Referral or complaint provided by a committee member, referee, pool controller or NWPI competition member to NWPI secretary or president. It is recommended that officials use the incident report template.
 - b) Complaint investigated by members of the NWPI executive and/or child protection officer. Conflict of interest will be managed by the executive, such as selecting members who do not have roles in clubs connected with the complaint.
 - c) Findings and recommended actions tabled to the NWPI committee for resolution.

1. OFFENCE LIST AND PENALTY POINTS SCHEME

Offence – applicable to players, coaches, managers, spectators, Officials and Members	Grade	Offence Description	Offence Guide (not limited to)	Points to be listed on the Charge Notice by the Competition Manager
1. Misconduct	1	Unacceptable Language	Unacceptable language directed at anyone during general play and includes foreign language	75 points
	1	Disrespect	A demonstration of disrespect during general play directed at anyone.	75 points
	1	Foul Play	<p>To perform any of the following actions which would normally be single personal fouls as described in the World Aquatics Water Polo Rules, but are performed unreasonably aggressively or recklessly and/or continue longer than is reasonable:</p> <p>The World Aquatics Water Polo Rules that may be considered under this behaviour include but are not limited to:</p> <p>9.9 To hold, sink or pull back an opponent who is not holding the ball</p> <p>9.10 Anywhere in the field of play, to use two hands to hold an opponent not holding the ball.</p> <p>9.12 To make disproportionate movements including kicking and striking.</p>	75 Points - where a player has been warned earlier in the game the penalty may increase to 125 points.
	1	Other Offences	Any other occurrences including, but not limited to behaviour against the Think.Act.Play guidelines.	75 points

2. Indirect Red Card – Head Coach	1	Coach incurs a red card for player's behaviour	<p>If a player receives a red card during a game, the Head Coach receives a yellow card. If a second player from the same team receives a red card in the same game, the Head Coach also receives a red card and is unable to coach the remainder of the game. The Head Coach is <u>not</u> suspended for the next game, nor are they charged. Further player red cards will then apply to the Assistant Coach who steps in for the Head Coach in the same method. If the Assistant Coach steps in, it requires an additional two red cards, against the same team in the same game for the Assistant Coach to also receive a red card.</p> <p>Please note, that a yellow or red card received by a coach for their own behaviour, is unrelated to this item.</p>	No Penalty Points, but coach is removed from remainder of current game only
3. Misconduct	2	Unacceptable Language	Unacceptable language directed at anyone during general play and includes foreign language	Mandatory Minimum 150 points
	2	Disrespect	Continuous disrespect, during general play to anyone, or refusal to comply with the reasonable directions of an Official	Mandatory Minimum 150 points
	2	Other Offences	Any other occurrences determined by the Officials including behaviour against the Think.Act.Play guidelines or likely to bring the game into disrepute.	Mandatory Minimum 150 points
	2	Foul Play	Aggressive or persistent foul play as determined by the Official.	Mandatory Minimum 175 points
4. Violent Action inside the field of play		Violent Action	<p>Including without limitation, to play in a violent manner, kicking, striking <u>or</u> attempting to kick <u>or</u> strike with malicious intent, against a Member.</p> <p>The World Aquatics Water Polo Rules that may be considered under this behaviour are listed as follows.</p> <p>9.14 To commit a violent action, including kicking, striking, or attempting to kick or strike with malicious intent an opponent or official, whether during actual play, during any stoppages, timeouts, after a goal has been scored or during intervals between periods of play. If the offending player is the goalkeeper, a substitute goalkeeper may be changed for another player in accordance with VI.2.6.</p>	Competition Manager may recommend a penalty of between 200 to 400 points in the charge notice depending on the severity.

5. Assault - actual or threatened- outside the field of play		Assault	Actual or threatened unwanted physical force against a player, coach, Official, or Member including pushing, striking, standing unreasonably close to the other person in a manner which is perceived by the other person to be physically threatening or where the other person has asked for some physical separation or attempted to provide some physical separation and the offender persists in limiting the distance between the two, verbal threats, or inviting the other person to engage in fighting.	Automatic Internal Tribunal
6. Verbal abuse of a Player, Coach, Official or Member		Verbal Abuse	Verbal abuse includes, but is not limited to, abuse based on religion, colour, national or ethnic origin, sexual orientation and could be interpreted as threatening and/or intimidatory that is witnessed and reported by the Officials on the GRF.	Automatic Internal Tribunal
7. Bringing the game into disrepute		Damaging the image of water	This includes but is not limited to behaviour that occurs in and around the field of play, by persons connected to a game, but who are not players, coaches, managers or Officials for that specific game. This may	Automatic Internal Tribunal

		polo or bringing it into disrepute.	include, but is not limited to Organisation leaders, committee members, delegates, representatives and spectators. Such behaviours may include but are not limited to physical violence, intimidation, emotional abuse, sexual harassment and abuse of position, power or age. <i>* It is recognised that some of the behaviours and conduct described here may constitute an offence under law or be automatically referred to the Tribunal.</i>	
For matters not witnessed or sanctioned by the referees during a game, the following applies.				
8. Misconduct – Inappropriate Conduct not witnessed or sanctioned by the Official.		Inappropriate Conduct	<i>Action including without limitation any conduct with another player where such conduct is not witnessed by the Official. but nonetheless is conduct which could reasonably be considered: (a) non-accidental, reckless or careless; (b) engaged in by the perpetrating player for no proper purpose; and (c) not conduct of the type or kind that would under any reasonable circumstances be conduct that would be expected to occur in a game of water polo.</i>	Review by Competition Manager Scope for penalty of up to 400 points



1. Water Polo NSW

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2. Incident report form

Your contact details

Full name:	
Contact number:	
Email address:	

Incident information

Date & time:	
Venue:	
Description:	
Outcome:	

Additional information

Locaton:

Date:

Time:

Person Involved:

Person Involved 2:

Referees: submit completed reports to NWPI Secretary bendeichl@bigpond.com

It is paramount that this form is filled in correctly, as referee reports substantiate the decisions made by the referee on the day and are heavily relied upon in making judiciary decisions. This report should address the following points:

Name / Cap # / Team of Player/s Involved:	
Suspension Issued	<input type="checkbox"/> Disrespect – Grade 1 <input type="checkbox"/> Violence – Grade 1 <input type="checkbox"/> Brutality <input type="checkbox"/> Disrespect – Grade 2 <input type="checkbox"/> Violence – Grade 2
Set the Scene i.e. Second quarter, Stingrays on attack, action at my CF/CB contest	
Where in/around the pool did the incident take place? Please circle/cross the approx. point	
What was the feeling in the game like before the incident? i.e. was there any indication that an incident would occur?	

Had a warning been issued to all players or certain player?	YES / NO If yes, how:
State what you observed If it is “disrespect”, quote the players comments in full.	
Explain what led to your decision	

Additional Comments	
Date	
Time	
Grade & Teams	
Venue	
Referees (inc yourself)	
Match Delegate	
Name of official submitting report	
Signature	