

WAWPI COMPETITION RULES

2020-2021

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1. INTRODUCTION

These Competition Rules are made under the authority of Water Polo Western Australia (Inc) (WPWAI) to ensure a fair and equitable competition.

The Competition Rules contain various directions and requirements of WPWAI and are binding on clubs, players, club officials, referees and Tribunals.

The Competition Rules are made for the dominant purpose of ensuring a safe and fair system or framework within which water polo competitions may be regulated and conducted in Western Australia.

2. GOVERNING DOCUMENTS

The Constitution of the WPWAI is the authority under and through which WPWAI govern and manage the sport and business of Water Polo in WA.

The Competition Rules of WPWAI are the framework within which water polo competitions are regulated and conducted. The competitions will be conducted in accordance with, and should be read in conjunction with, the following rules and policies:

[FINA Water Polo Rules 2019 - 2021](#) - unless expressed otherwise in these Competition Rules

[Water Polo Australia Anti-Doping Policy 2015](#)

[Water Polo Australia Concussion Guidance Policy 2015](#)

[Water Polo Australia National Member Protection Policy 2015](#)

WPWAI Code of Conduct

WPWAI Judiciary Policy

WPWAI Player Transfer Policy

The Board may delegate any power (other than the powers of delegation and appeal), authority, duty or function conferred on it by these Rules to a person or persons. Limitations which apply to the Board also apply to such delegations.

Any determination, interpretation or variation of any Rule by the Board shall be final and binding upon members of WPWAI.

Sub-committees, Advisory Groups and forums may provide recommendations to the Board and General Manager to act on. These recommendations are non-binding but provide a procedural means of formalising and recording advice to the Board or General Manager on a specific issue.

3. DEFINITIONS

Board means the Board of the WPWAI.

Board Member means a member of the Board of the WPWAI.

Club means an incorporated water polo organisation which comprises of individual members who participate in water polo activities and whose objectives include fielding teams in competitive Water Polo tournaments, competitions, matches sanctioned from time to time by WPWAI or WPAL or any State Member of WPAL and aligns with and is consistent with the objects of WPWAI.

Club Official means a person elected or appointed as a Club committee member, coach, team manager, support personnel, timekeeper or any other person acting in an official capacity for a Club.

Coach means the senior or head coach of a team; all other coaches are deemed as assistant coaches.

Competition Advisory Group (CAG) means the group established by WPWAI to provide advice to WPWAI on matters relating to the effective operation, planning and administration of all WPWAI endorsed competitions and events. The CAG is an advisory group and as such has no delegated authority to make binding decisions on behalf of WPWAI.

Competition Manager means any person/s that has been provided the delegated authority by the General Manager or Board for the purposes of administration of any WPWAI competition.

Competition means a group of Grades for purposes of a competition (i.e.: Men's, Women's, Juniors).

Competition Week means the playing week for fixtures and competition which commences Sunday and ends on the following Saturday.

FINA means the Federation Internationale de Nation, the international governing body for aquatic sports including Water Polo.

General Manager means the General Manager (or Executive Officer or other title) of WPWAI and includes any person acting in that position.

Grade means an individual grade for purposes of Competition (i.e.: A, B, C, U14A, U14B).

Official means Club, referee or WPWAI Official.

Officials Advisory Group (CAG) means the group established by WPWAI to provide advice to WPWAI on matters relating to the effective operation, development, education, planning and administration of all WPWAI refereeing matters. The OGG is an advisory group and as such has no delegated authority to make binding decisions on behalf of WPWAI.

Player means a person registered to play in WPWAI competitions.

Primary Club means where a player is first registered to play for that competition year.

Secondary Club means where a player has received a dispensation to play at that Club (the Secondary Club) for a specific reason. Examples include but are not limited to; the Primary Club not offering the appropriate level of competition e.g A Grade; or for regional players to play in metropolitan competitions; or for a junior player to play with a different club in seniors.

WPAL means Water Polo Australia Limited, ABN 86159573403, the recognised governing body and National Sporting Organisation for Water Polo in Australia.

WPWAI Official means a Board Member, staff or any person appointed by the WPWAI to act on its behalf.

WPWAI means the incorporated body, Water Polo Western Australia Inc. “Water Polo WA” where used throughout this document has the same meaning.

WPWAI Player Transfer Policy means the policy governing transfer of players between clubs as established by WPWAI.

4. SPIRIT OF THE GAME STATEMENT

- 4.1 The objective of the WPWAI Spirit of the Game statement is to recognise that there is a critical element of the conduct of a game of Water Polo that cannot be the subject of written rules nor of regulation by the administrators of the competition.
- 4.2 This element is the fairness, decency and honesty which coaches, players, referees and spectators must bring to the conduct of the game on every occasion and in all situations, which arise in the conduct of the game.
- 4.3 Water Polo games are played to be won and Water Polo is a contact sport so it is expected that games will be hard fought and physically demanding. However, WPWAI also requires that each game is played within both the written rules of the game and the spirit of the game.
- 4.4 Each participant is personally responsible for ensuring their behaviour is fair, decent, honest and respectful.
- 4.5 The desire for victory must not outweigh:
 - (a) the ideals of sportsmanship which are the foundation of the game, and
 - (b) the reputation and integrity of WPWAI and its competitions.
- 4.6 At the end of a game each person involved with the winning team should honestly be able to say that the team played fairly, decently and honestly, and behaved in a sportsmanlike manner in victory.
- 4.7 At the end of a game each person involved with the losing team should honestly be able to say that the team played fairly, decently and honestly, and behaved in a sportsmanlike manner in defeat.
- 4.8 Even in the heat of the game all participants must conduct themselves fairly, decently and honestly and with respect for:
 - (a) Officials;
 - (b) all Players;
 - (c) WPWAI;
 - (d) WPWAI Code of Conduct; and
 - (e) the game of Water Polo.

5. PLAYER AND OFFICIALS REGISTRATION

- 5.1 All players and officials must be registered with WPWAI to be eligible to play, coach or referee prior to participating in any match.
- 5.2 To be registered, a person must be registered on the WPWAI designated online registration system.
- 5.3 If the registration is subject to a player transfer, the player is not permitted to register with the destination club until the transfer is approved by the club from which the player is departing and in accordance with the WPWAI Player Transfer Policy.
- 5.4 Any person who makes a false declaration on their application for registration shall have his/her registration cancelled.
- 5.5 Any team playing an unregistered player will forfeit the game.

6. LOAN PLAYERS

- 6.1 Players may only play for the Primary Club they are registered with through WPWAI unless a loan arrangement for a Secondary Club has been applied for and granted by WPWAI.
- 6.2 Loan players must play in their Primary Club's highest-grade team.
- 6.3 Loan players must be approved online by WPWAI with the Secondary Club as a player with dispensation via the online membership platform prior to playing with the Secondary Club.
- 6.4 An individual member may only represent one (1) Primary Club as a player at National or State competitions / tournaments in any one season (as per season dates defined in that State) as determined at the start of the season. An exemption via Rule 6.1 can be used for WPWAI controlled state competitions / tournaments only.
- 6.5 Subject to Rule 6.1, an individual member may only undertake water polo activities as part of Secondary Club in social or school competitions.

7. ANNUAL TEAM NOMINATIONS

- 7.1 All clubs shall nominate teams for each competition via a Team Nomination form as prescribed by WPWAI.
- 7.2 Team nominations will close at the time determined by WPWAI and advised to the Clubs for the season. No team nomination will be accepted after the due date, unless approved by the General Manager, in conjunction with the WPWAI Board and subject to Rule 7.5.
- 7.3 Teams accepted to play in the nominated year shall pay the nomination fee as specified by WPWAI.
- 7.4 The General Manager, in conjunction with the WPWAI Board, has the right not to accept a team's nomination or may at their absolute discretion apply such conditions as they deem appropriate for a team's nomination to be accepted.
- 7.5 At their absolute discretion, the General Manager, in conjunction with the WPWAI Board, may fine a club as prescribed in Rule 20 where the club nominates a team after the advertised nomination date.
- 7.6 Any club which withdraws a nominated team from a Competition before round 3 of the relevant season shall not receive a financial penalty. Any club which withdraws a nominated

team from a Competition after round 3 of the relevant season shall pay the full team nomination fee.

8. TEAM GRADING

- 8.1 Clubs nominate their teams for Competitions in accordance with Rule 7. Included in the nomination process is a requirement for Clubs to nominate their teams into a Grade of the relevant Competition.
- 8.2 Clubs are to use their best endeavours to ensure that their teams are nominated to a Grade appropriate for the team.
- 8.3 WPWAI, with input from the Competition Advisory Group (CAG), will review nominated teams for each competition and decide on an initial grading. Information and documents to assist with initial grading will include but are not be limited to:
 - 8.3.1 Previous year competition results;
 - 8.3.2 Submitted team lists from the Clubs; and
 - 8.3.3 A submission from the Club regarding grading, if required.
- 8.4 After initial team nominations and grade acceptance by WPWAI, any decision made to move a team up or down a Grade is at the absolute discretion of the Board, which may seek the advice and input of the Competition Manager and the CAG.
- 8.5 Any Club which has a team that forfeits four qualifying games in one season will have their team removed from the Competition.
- 8.6 WPWAI may relegate or promote a team for fixturing and Grade composition at its absolute discretion.
- 8.7 All correspondence in relation to grading of teams must be sent to the General Manager.

9. FIELD OF PLAY AND DURATION OF GAMES

	Under 12	Under 14	Under 16	Under 18	Seniors (B Grade and below)	A Grade
Ball Size	Size 3	Size 4	Boys - Size 5 Girls - Size 4	Boys - Size 5 Girls - Size 4	Men's - Size 5 Women's - Size 4	Men's - Size 5 Women's - Size 4
Field Size	20m> <25m Length 15m Wide	20m> <25m Length 15m Wide	25m> Length 20m Wide	25m> Length 20m Wide	25m> Length 20m Wide	Men's- 30m Length (minimum 25 meters) 20m wide Women's - 25m Length 20m wide
Game Duration (including finals)	4 quarters of 7 minutes running clock	4 quarters of 7 minutes running clock.	4 quarters of 5 minutes actual time or 7 minutes running clock	4 quarters of 5 minutes actual time or 7 minutes running clock	4 quarters of 5 minutes actual playing time (6mins for B Grade*) or 7 minutes straight playing time.	4 quarters 8 mins actual playing time.
Age group eligibility	Born 2009 and 2010	Born 2007, 2008, 2009 and 2010	Born 2005,2006, 2007 and 2008	Born 2003,2004, 2005 and 2006	Born 2006 or older athletes	Born 2006 or older athletes

10. PRE-MATCH REQUIREMENTS

- 10.1 Home clubs (Senior Competition only) shall be responsible for the complete setting up of the venue fifteen (15) minutes before the scheduled starting time of the first fixtured match at the venue. 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.
- 10.2 In neutral venues or pools, the home club (first mentioned team on fixture) shall be responsible for the set-up of the pool and assist the second mentioned team in packing up at the conclusion of the final fixtured match at the venue.
- 10.3 Clubs must supply their own individually numbered caps. The first mentioned team on fixtures wears white and second mentioned team wears blue caps. Clubs are able to wear their own coloured caps, should they 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). Clubs must submit their own coloured caps to WPWAI for approval prior to the ordering and production of the caps.
- 10.4 For A Grade Competition and Challenge Cup, in line with the FINA Rules, the playing uniform shall comprise of bathers and caps registered and approved by WPWAI. Where a player does not wear the correct playing bathers and / or caps the club shall incur a fine as prescribed in Rule 20. The referee will note on the game sheet any breaches of this rule.
- 10.5 Game sheets must be completed in legible print including players first names and surnames.
- 10.6 Each team shall line up five (5) minutes before the time fixtured for the match, to be inspected by the referee (nail and sunscreen checks as appropriate) and to ensure game sheets are filled in correctly.
- 10.7 If a player arrives for the game after the scheduled start time, but before half time, then teams shall ensure the player's name is added to the game sheet and inform the referee. The player can then join the team bench. The referee is responsible for checking the game sheet at half time to ensure all players named on the game sheet are present. Any players arriving after half time are ineligible to participate in the game and their name must not be on the team sheet.
- 10.8 WPWAI highly recommends all players wear a mouth guard.
- 10.9 Sunscreen is encouraged to be used for games played during the day and outdoors. Sunscreen used must be alcohol based and non-slip.

11. MATCHES

- 11.1 WPWAI shall determine the fixtures for qualifying and finals matches for the year.
- 11.2 The Competition Week for fixtures and competition commences Sunday and ends on the following Saturday.
- 11.3 No team shall play in any match without the sanction of WPWAI.
- 11.4 All official matches, as deemed by WPWAI must use an approved sponsor's Water Polo Ball supplied by the participating Clubs. Failure to do so will result in a fine in accordance with the Rule 20.

- 11.5 From qualifying round matches WPWAI shall keep for each grade a competition ladder showing matches won, matches lost, matches drawn, points scored for and against, and premiership points determined as follows:
- 11.5.1 3 points for winning a match.
 - 11.5.2 1 point for a drawn match.
 - 11.5.3 0 points for a loss.
 - 11.5.4 Minus 1 (-1) for a forfeit.
- 11.6 Qualification for finals shall be determined in order on the competition ladder by:
- 11.6.1 Teams total number of competition points gained divided by the maximum number of possible competition points and multiplied by 100 to give a “percentage of possible points”.
 - 11.6.2 If two teams finish on the same number of points or percentage of possible points, further classification will be established as follows:
 - 11.6.2.1 Goal difference in games played against each other;
 - 11.6.2.2 Teams total goal difference; and
 - 11.6.2.3 Teams total goals for.
- 11.7 Where a match is abandoned or terminated before the scheduled end, or the result of the match is in dispute, WPWAI, at their absolute discretion, may determine the result or else order the match be replayed at such time and place as they see fit.
- 11.8 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 where it is needed.
- 11.9 Matches must start and finish on time. If the start of the game is delayed for any reason, referees are to calculate the length of the quarters once both teams are ready to start. The quarter length will be dependent on the total allocated time left. This will ensure the following games will start on time.
- 11.10 Misconduct towards Officials will not be tolerated. All Players, Officials and spectators reported by referees for misconduct, bringing the game into disrepute, or for brutality shall be administered under the Water Polo WA Judiciary Policy.

12. POST-MATCH REQUIREMENTS

- 12.1 At the completion of the game, the referees shall:
- 12.1.1 Check the game sheet and ensure that all details including players names, scores and exclusions are correct;
 - 12.1.2 Complete any details for players issued with a red card;
 - 12.1.3 Award Best & Fairest points for the match; and
 - 12.1.4 Sign the game sheet.

- 12.2 At the completion of the game, each team shall:
- 12.2.1 Take a photo of the game sheet after the referees have completed their post-match actions as set out in 12.1;
 - 12.2.2 Enter the data for the game sheet into WPWAI designated online result management system;
 - 12.2.3 The first team logging into the online result management system for each game is responsible for entering the full time result for both teams, uploading an image of the game sheet and the required data for their own team by the cut off time in Rule 12.3. Required data includes player lists, player goals scored, player exclusions and best & fairest votes for own team. **The first team is also responsible for entering the names of the Referees for the match;**
 - 12.2.4 The second team logging into the online result management system shall check the details entered by the first logged in team and use the protest function of the online system in case of any discrepancy. They must also enter the required data for their own team by the cut off time in Rule 12.3. Required data includes player lists, player goals scored, player exclusions and best & fairest votes for own team.
- 12.3 Timelines for online results entry are:
- 12.3.1 Junior Competition - Midnight Wednesday (AEST).
 - 12.3.2 Senior Competition - Midnight Friday (AEST).
 - 12.3.3 A Grade - Midnight Monday (AEST).
- 12.4 A Club failing to comply with Rule 12.2 will incur a forfeit for that game and fine as prescribed in Rule 20.
- 12.5 Game sheets are to be returned by the referees on the day of the match, to Water Polo WA, by the following methods:
- 12.5.1 Place in letter box on wall of UWA Water Polo Club Rooms for matches played at HBF Stadium; and
 - 12.5.2 photo or Scan game sheet and email copy to WPWAI after each game not played at HBF Stadium.

13. FORFEITS

- 13.1 Clubs are to notify Water Polo WA, in writing, that they are forfeiting. If done within 48 hours prior to the game, the prescribed fine in Rule 20 will be halved.
- 13.2 As described, matches shall also be forfeited on the following basis:
- 13.2.1 Playing an unregistered player;
 - 13.2.2 Playing an ineligible player;
 - 13.2.3 Failure to enter results in accordance with Rule 12.2;
 - 13.2.4 Junior player playing more than three matches in a Competition Week; and
 - 13.2.5 Failure of a home club to provide a second referee as set out in rule 19.2;
- 13.3 Teams forfeiting will result in a fine as described at Rule 20 and loss of competition points in accordance with Rule 11.5.4.

14. PLAYER ELIGIBILITY – GENERAL

- 14.1 All players must be registered.
- 14.2 No player can play two games in the same age group or grade on the same day. Failure to comply will result in a forfeit.
- 14.3 Teams can play games with a minimum of six (6) players. In order to provide seven (7) players a maximum of two (2) players from a lower age group or grade can be used as substitutes. During the season a player may be a substitute for a maximum of three (3) times. The players substituting shall also be eligible to play in their own age group or grade. This will be the only game counted towards qualification for finals. The game sheet must indicate an 'S' beside the substituted player(s) name and player must be registered for the game in the online result management system as a "fill in" player.
- 14.4 Players from teams which have a bye or forfeit during a Competition Week cannot play in a lower Grade or other team in their Grade during the Competition Week. Where a club has multiple teams in the same Grade, players must not play across teams in the same Grade. All changes to the team list in the online result management system must be supplied to WPWAI for endorsement a week before the next game.
- 14.5 Player loan agreements between clubs in accordance with rule 6, and junior composite team arrangements are subject to the approval of WPWAI. All requests will be decided on a case by case basis.
- 14.6 Prior to Round 4 of each Competition, clubs must send their full and final team list for each team nominated. After round 4, players are able to play up a Grade, but are unable to play down a Grade, unless approved by WPWAI. Teams playing ineligible players, as deemed by the Competition Rules, will forfeit all the games these players have played in.
- 14.7 In the event of a dispute, the matter will be referred to the Board for determination.

15. PLAYER ELIGIBILITY – JUNIORS SPECIFIC

- 15.1 A junior age player (except a player aged 14 and under) can play a maximum of 3 games each Competition Week across the junior and senior competitions, unless an exemption is submitted to and granted by WPWAI. Failure to comply will result in a forfeit for the team for which the fourth and any subsequent game was played.
- 15.2 A player playing in the 14 and under competition is ineligible to play in the Under 18 grade or in any Senior Competition. Born 2007 and 2008 players are eligible to play in the 14 and under or the 16 and under competition but not eligible to play in both in any Competition Week.
- 15.3 16 and under players are able to play in the 18 and under competition with there being no requirement for clubs to limit the number of these players. These junior players can play a maximum two games in the same junior round, one for their 16 and under team and one for their 18 and under team. Failure to comply will result in a forfeit for the team for which the third and any subsequent game in the junior round was played.

16. PLAYER ELIGIBILITY – A GRADE SPECIFIC

- 16.1 An "A" Grade team list must identify those players who will play "A" Grade only, referred to as an "Exclusive A Grade Player". These players are defined as being an Australian Water Polo

League (AWL) listed squad member, unless an exemption has been approved by Water Polo WA.

- 16.2 Players outside the defined list, as referred to in rule 16.1, are eligible to play in both the A Grade and B Grade (or the Clubs next lowest team if the Club does not have a B Grade team) in the same fixture week. These players are also eligible to play in both finals as long as they are qualified.
- 16.3 Where a team has player(s) participating in official AWL, State or National water polo programs a replacement from a lower grade or junior age group may be played without penalty. This would NOT be a 'substitution' for the purposes of rule 14.3. The name of the player absent on representative duties needs to be recorded on the game sheet.

17. PLAYER ELIGIBILITY – CHALLENGE CUP SPECIFIC

- 17.1 For the purposes of the Challenge Cup, AWL Clubs must nominate their top ten AWL players who will be ineligible to play in the Challenge Cup.
- 17.2 All other registered players with a Club are able to play in the Challenge Cup without impacting their eligibility for lower grade competitions.
- 17.3 Where Challenge Cup matches are scheduled to be played on the same day as an AWL match, players outside of the top ten players as at Rule 17.1 selected to play in that day's AWL match are not eligible to play in the Challenge Cup match on that day.
- 17.4 Players must play a minimum of two games in the Challenge Cup to be eligible for finals.

18. PLAYER ELIGIBILITY - FINALS

- 18.1 A player must play at least 5 games or 25% of the games for their Club whichever is least in the qualifying rounds to qualify for finals. The finals eligibility in regard to the minimum number of games to be played per finals per Competition will be set and displayed online via the online competitions platform and confirmed to all Clubs at the beginning of the season once round 4 is completed.
- 18.2 Clubs must run a report through the online database at least two (2) weeks before semi-finals to check on their players' eligibility for finals.
- 18.3 If any questions arise in regard to the eligibility of players, the Club must seek clarification from WPWAI no later than a week before finals.
- 18.4 The team for which a player is eligible during the finals is determined by the greatest 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.
- 18.5 16 and under players who are eligible and have played in the 18 and under age groups must have qualified for both age groups if they are to play finals in both competitions.
- 18.6 Finals are defined as both Semi and Grand finals, so any player playing in a semi-final is considered to be committed to that final series.
- 18.7 Players may play in a higher grade in the finals for which they have qualified. They cannot play in a lower grade.
- 18.8 Players are not permitted to play in two finals in the Senior State League.

19. TABLE OFFICIALS AND REFEREES

- 19.1 Each team must supply a table official. The team mentioned first is to supply the Timekeeper and the team mentioned second the Table Secretary. Failure to provide a table official will result in a fine as set out in Rule 20.
- 19.2 All Clubs in the metropolitan Senior State League (B grade and below) must supply a second referee for matches played at their home pool or in any neutral venue where they are the nominated home club. Failure to comply will result in a fine as set out in Rule 20 and the home team or nominated home club forfeiting the match or matches as relevant.
- 19.3 There shall be no discussion on pool side with referees, only the playing team captain/coach may approach the referee/s at quarter time, half time or after the game to clarify an interpretation/rule. This must be done in a respectful manner and if the referee asks, the team captain/coach must return to their bench. Questions related to interpretations can also be directed in writing to WPWAI and the Officials Advisory Group.
- 19.4 At the discretion of the Junior League Referee's coordinator, certain fixtures may be allocated a supervising referee who will have the full authority of, and in addition to, the appointed referees. The supervising referee must be dressed in official clothing and identifiable as a supervising referee. It is preferable that the Supervising referee will make themselves known to both competing team coaches.
- 19.5 Time outs apply for Grand Final matches only and A grade games and are available to teams in accordance with FINA rules.

20. FINES

	Rule	Fine
Incorrect bathers per player (A Grade Only)	10.4	\$25
Failure to list player on team sheet. (per player)	10.5, 10.7	\$25
Failure to provide WPWAI Approved Ball	11.4	\$100
Failure to submit results by the prescribed time	12.4	\$50
Forfeited Match	13	\$100
Ineligible player. (per player) (not exceeding) (\$1000)	14, 15, 16, 17, 18	\$100
Failure to provide a table official	19.1	\$25
Failure to provide a referee where required	19.2	\$100

Table 1: Fines for breaches of Competition Rules

21. NEW FINA RULES - WPWAI COMPETITIONS IMPLEMENTATION

Note: the implementation and use of these rules is subject to the appropriate equipment being available at the venue.

New FINA Rules + Summary from TWPC	Structural	Referees	Applies to:			
			14&UB and 12&U	18&U, 16&U and 14&UA	Senior D, E and F Grade plus Masters	Senior A, B and C Grade
30/20sec Possession Clock Timekeeper shall reset the clock to 20 seconds when: a) Ball is put into play after awarding a corner throw b) After a rebound from a shot which does not change possession c) After an exclusion Clock is not reset when possession time reads 20 seconds or more	Clocks to have a 20/30 second capability.	As per FINA Rules	No Shot Clocks	As per FINA rules	As per FINA rules or no Shot Clocks	As per FINA rules
Each team may request 2 timeouts at any time during the game.	Air horns or Coach requests loudly	As per FINA Rules	Grand Finals	Grand Finals	Grand Finals	As per FINA rules
There shall be a 3-minute interval between the second and third period (half-time).		As per FINA Rules	1-minute quarter breaks 2-minute half-time break	1-minute quarter breaks 2-minute half-time break	1-minute quarter breaks 2-minute half-time break	As per FINA rules
An additional substitution Re-entry area will be at any place in between the goal line and the centre field line on the team's half of the field of play (for flying substitutions). Exclude must re-enter via re-entry box.	Wide pool, lane ropes Lane ropes with anchor points minimum bench side No lane ropes	Monitor substitutions	Not in use	At referee's discretion	At referee's discretion	As per FINA rules where possible