



2024

AUSTRALIAN WATERPOLO

LEAGUE (AWL)

COMPETITION MANUAL

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AWL Advisory Committee

Antony Green (Chair)

Frank De Costa

Damian Smith

Rob Neesham

AWL Club Delegates

ACU Cronulla Sharks

Ross Payne

Drummoyne Devils

Michael Hahn

Fremantle Marlins/Mariners

Rob Neesham

FYFE Adelaide/Hobart Jets

Mark Dayman

Hunter Hurricanes

Andrew Pitkin

Queensland Thunder

Chris Corbin

Sydney University Lions

Paul McJannett



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UNSW Wests Magpies/Killerwhales	Mark Gilbert
UTS Balmain Tigers	Anne-Marie Miranda
UWA Torpedoes	Anthony Rowbottam
Victorian Phoenix	Russell Small

National Tribunal Chair Chris Shaw

AWL Officials Panel*

Referees

Mark Balenzuela (WA)	Daniel Bartels (NSW)
Gabor Boros (WA)	Andrew Carney (ACT)
Charles Dane (ACT)	Conor Davis (NSW)
Daniel Esparon (SA)	Daniel Flahive (VIC)
David Gerrie (NSW)	Fiona Haigh (WA)
Nicholas Hodgers (NSW)	Liam Ireland (NSW)
Nicola Johnson (QLD)	Ashleigh Kaesler (QLD)
James O'Brien (QLD)	Matthew Singer (QLD)
Jordan Shetaline (QLD)	Steff Jelic (NSW)
Jackie McGuirk (NSW)	Ned Whitehouse (TAS)
Libby Magann (NSW)	Kobi Toomath (WA)
Zoe Dowell (NSW)	

Technical Delegates

Phillip Bower (NSW)	Liz Burman (WA)
Don Cameron (ACT/FINA TWPC)	John Fox (QLD)
Noel Harrod (NSW)	Michael Hart (NSW)
Lance Johnson (QLD)	Michael McNeill (VIC)
Ian Trent (NSW)	Scott Schweickle (NSW)
Adam Ritchardson (WA)	Jack Lusic (QLD)
Alby Morrisison (VIC)	

*WPA National Officials Manager reserves the right to appoint new AWL Officials through the AWL Season.

The intended audience of this Manual are the following groups:

- WPA Competitions Staff
- AWL Club Administrators
- Team Coaches
- Team Managers
- WPA Referees and Technical Officials
- Broadcast and production partners



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1. INTRODUCTION

- 1.1. The Australian Waterpolo League (AWL) is conducted under the authority of Water Polo Australia Ltd (WPA).
- 1.2. WPA vests responsibility for the management of the competition to the GM - Competitions and Officials (GMCO) who is supported by the AWL Advisory Committee (AWLAC), Competitions and Pathways Coordinator (CPC), National Referees Co-ordinator (NRC) and National Technical and Officials Manager (NTOM).
- 1.3. Barring unforeseen changes occurring, the official competition draw for the AWL will be distributed by WPA to the AWL Club Delegates no later than August 31 2023.
- 1.4. Competition fees for the AWL must be paid by the due date/s stipulated in this AWL Competition Manual.
- 1.5. If at any time, the Club does not adhere to the requirements set out in this Competition Manual, or the documents as named in Clause 1.7, WPA reserves the right to apply sanctions to the Club as described in Clauses 23 & 24.
- 1.6. The GMCO in consultation with AWLAC has the power to grant exemptions in extenuating circumstances with respect to compliance with the License or Competition regulations in extenuating circumstances. Any request for extensions or exemptions must be submitted in writing (email is considered in writing), addressed to the GMCO.
- 1.7. This 2024 Australian Waterpolo League Competition Manual is to be read in conjunction with the following documents:
 - 1.7.1. AWL License Agreement
 - 1.7.2. AWL Commercial Manual Guidelines 2022-2024
 - 1.7.3. WPA National Sanctioning Policy
 - 1.7.4. WPA Conduct and Disciplinary Policy
 - 1.7.5. WPA Review and Appeals Policy
 - 1.7.6. WPA Member Protection Policy
 - 1.7.7. WPA Personal Grievances Policy
 - 1.7.8. World Aquatics Rules
- 1.8. All AWL documentation can be found at the [Club Hub](#).
- 1.9. The webpage for the AWL is [here](#).

2. AUSTRALIAN WATERPOLO LEAGUE SUMMARY

- 2.1. The purpose of the AWL is to *'showcase the best of Australian Water Polo to the community while inspiring and engaging our current and future stars'*.
- 2.2. The key themes of the purpose of the AWL:
 - 2.2.1. *"To showcase the best of Australian Water Polo"* refers to the AWL being the aspirational opportunity for Clubs, Players, Coaches and Officials to demonstrate their capacity to their community and to the broader water polo friendly public.
 - 2.2.2. *"Inspiring and engaging our current and future stars"* refers to the AWL being a competition that our current national Team Players, senior Players, elite coaches, and officials are proud of, encourage their peers to be part of and importantly that our young and emerging Players aspire to be part of.

3. DEFINITIONS

- 3.1. AWL refers to the Australian Waterpolo League.



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- 3.2. *AWLAC* refers to the AWL Advisory Committee.
- 3.3. *Club* means the water polo entity who will enter Teams in the AWL in accordance with this Manual.
- 3.4. *Club Delegate* is the representative appointed by the Club that liaises with the GM – Competition and Officials, in relation to the AWL.
- 3.5. *Game Officials* refers to the Table Officials, Referees and Technical Delegate.
- 3.6. *Team* refers to the final list of up to 13 Players nominated on the scorecard and refers to either a Men's or Women's Team competing in the AWL Competition as appropriate.
- 3.7. *GM - Competitions and Officials (GMCO)* is the WPA Appointed Staff Member that is responsible for the management of the AWL.
- 3.8. *Finals Series* means the end of season games of the AWL, played after the completion of the Regular Season.
- 3.9. *Manual* refers to the rules and regulations outlined in this AWL Competition Manual.
- 3.10. *Player* means any eligible person as per Clauses 11,12 and 13 who is a current financial member of the Club.
- 3.11. *Regular Season* refers round games of the AWL played prior to the Final Series.
- 3.12. *Squad* refers to a Club's list of up to 22 Players of either Men or Women who are eligible to compete in the AWL. Clubs will be required to provide a Squad for the AWL *as per Appendix 1*.
- 3.13. *Technical Delegate* refers to the person appointed by WPA to manage the game.
- 3.14. *Team Officials* refers to the support staff connected to the Club and would include but is not limited to Head Coach, Assistant Coach, Team Manager, Club Delegate.
- 3.15. *Venue(s)* means the venue(s) approved by WPA as set out in Clause 7.
- 3.16. *Water Polo Australia (WPA)* refers to Water Polo Australia Ltd, ABN 86 159 573 493.

4. PARTICIPATING TEAMS

- 4.1. The Clubs participating in the Men's and Women's divisions of the 2024 AWL will be:
 - ACU Cronulla Sharks (NSW)
 - Drummoyne Devils (NSW)
 - Fremantle Mariners (M) / Marlins (W) (WA)
 - FYFE Adelaide Jets (SA)
 - Hunter Hurricanes (NSW)
 - Griffith University Queensland Thunder (QLD)
 - Sydney University Lions (NSW)
 - UNSW Wests Magpies (M) / Killerwhales (W) (NSW)
 - UTS Balmain Tigers (NSW)
 - UWA Torpedoes (WA)
 - Victorian Phoenix (VIC)
- 4.2. Competing Clubs must hold a current counter-signed AWL License to compete in the AWL.
- 4.3. A condition of holding an AWL License is to field Teams in both the Men's and Women's AWL Competitions.

5. PARTICIPATION FEES & PAYMENT STRUCTURE

- 5.1. The estimated total annual Licence and Competition Fees per Club for AWL 2024 is \$92,850 (subject to final budget).
- 5.2. The payment structure and dates are outlined in the table below.
 - 5.2.1. License Fee



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- 5.2.2. Competition Fee – Payment 1
- 5.2.3. Competition Fee – Payment 2
- 5.2.4. Balancing Payments/Refunds
- 5.3. If the payments are not paid by the prescribed dates on time, then the Club will be suspended immediately.
- 5.4. Unfinancial Clubs may be re-admitted to the AWL, when all outstanding debts are paid.
- 5.5. If the Club remains unfinancial in relation to the AWL fees for any period of time, WPA in consultation with the AWLAC, will decide on the Club's future involvement in the AWL.
- 5.6. Clubs who make changes to their travel arrangements or miss travel booking deadlines set by WPA, after the consultation with WPA and after travel is finalised, such Club will incur the additional costs of these changes directly to their account in accordance with Clause 26.

Instalment #	Invoice Issued	Invoice Date Due	Amount (excluding GST)
1 - License Fee	13th November, 2024	26 th November, 2024	\$5,000 per Club
2 – Competition Fee – Payment 1	8 th January, 2024	21 st January, 2024	\$40,000 per Club
3 – Competition Fee – Payment 2	1 st March 2024	15 th March 2024	\$47,850 per Club
4- Balancing Payments / Refunds	14 days post Finals	14 days post invoice received	To be determined

6. COMPETITION FORMAT

AWL Format 2024



- 6.1. All AWL Clubs will compete in a traditional home and away structure playing each other twice throughout the season.
 - 6.1.1. Home and away games will be structured as best possible (especially with Clubs in same state) however will be impacted in order to minimise travel cost.
- 6.2. The top 6 Teams in each of the Men's and Women's AWL Competitions post the regular season will then progress to a Finals Series.
- 6.3. Game Format – Regular Season
 - 6.3.1. Game duration will be four (4) periods of eight (8) minutes actual time.
 - 6.3.2. The $\frac{1}{4}$ and $\frac{3}{4}$ interval break will be 2 minutes. The $\frac{1}{2}$ time interval break will be 3 minutes, unless agreed to by both Teams and WPA to accommodate half time activations.
 - 6.3.3. Teams are to be provided with 15 minutes in water warm up time.
- 6.4. Game Format – Finals Series



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- 6.4.1. Game duration will be four (4) periods of eight (8) minutes actual time.
- 6.4.2. The $\frac{1}{4}$ and $\frac{3}{4}$ interval break will be 2 minutes. The $\frac{1}{2}$ time interval break will be 3 minutes, unless agreed to by both Teams and WPA to accommodate half time activations.
- 6.4.3. Teams are to be provided with 15 minutes in water warm up time.
- 6.5. Game Format – Regular Season and Final Series
 - 6.5.1. All games must be completed to a result, either to the end of regular time or to a penalty shootout (PSO). The World Aquatics Penalty Shoot Out Protocol sets out the conduct of a PSO.
 - 6.5.2. Only the Technical Delegate and officiating game referees may stop play during the game (temporarily or permanently) because of poor Field of Play conditions, equipment damage or failure, a seriously injured athlete or any other reason deemed necessary by the Game Officials.

7. DATES & VENUES

- 7.1. The 2024 Australian Waterpolo League will be conducted between January and April 2024 with exact dates subject to the World Aquatics event calendar. The AWL draw will seek to be finalised in accordance with the time described in Appendix 1.
- 7.2. The requirements of an approved hosting venue include:
 - 7.2.1. Fields of play that comply with World Aquatics requirements – the distance between goal lines shall not be less than 25 metres and not more than 30 metres for games played by men. The distance between the goal lines shall not be less than 20 metres and not more than 25 metres for games played by women. Any variations on this must be applied for in writing to and approved by the GMCP.
 - 7.2.2. The width of the field of play shall not be less than 10 metres and not more than 20 metres.
 - 7.2.3. An area for flying substitutions is to be made available where physically possible on the lateral outer side of the field of play, on the side where the Team benches are situated. The width of this area should be between 0.5m – 1m where possible. For non-broadcast night games, the venue must hold a minimum lighting of 250 lux. Venues wishing to host night-time broadcast games require a venue with 600 lux.
 - 7.2.4. Host Clubs must provide all field of play markers as per the World Aquatics Rules. The markers must be clear to the Players as well as officials and spectators.
 - 7.2.5. Exclusion boxes and areas clearly marked.
 - 7.2.6. Team benches are required for nine (9) persons, positioned at each end of the field of play opposite to the officials table and behind the goal line. Shade is required for each Team bench.
 - 7.2.7. Provide an operational air horn for both home and visiting Teams to be used for signalling time outs. *Note: in the event the air horn fails, the Team may use the World Aquatics Rule Signalling. The time out will only start when the timekeeper or referee recognises the call. The Technical Delegate (if present) will decide when the time out was called if there is a dispute.*
 - 7.2.8. For Regular Season games, the respective Head Coach of each competing Team is responsible for throwing the ball in for a goal throw or corner throw. Once the game has commenced only KAP7 game balls are permitted to be in the water. All Club warm up (non-game) balls must be packed away and removed from the field of play area prior to the game start.
 - 7.2.9. For Final Series games, WPA will provide Officials to act as Goal Judges.



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- 7.2.10. A central table located at the halfway mark with suitable room for up to five (5) officials. Shade is required for the official's table.
- 7.2.11. Exclusion re-entry flags in both blue and white, as well as red and yellow flags and the WPA Exclusion Cards.
- 7.2.12. A public address (PA) system to announce the Teams and provide scores throughout the game.
- 7.2.13. Prominent pool-side display of provided Naming Rights Partner signage for every broadcast game (supplied by WPA).
- 7.2.14. A scoreboard must be used in all games and visible to the Teams and spectators to include the following: cap numbers, major fouls for each Player, score, period of play, timeouts per Team.
- 7.2.15. A line-up should be performed five (5) minutes prior to the start time of each game.

7.3. Timing Equipment

- 7.3.1. Appropriate electronic timing equipment must be used for all games.
- 7.3.2. The minimum standard is two (2) possession clocks and a main clock with appropriate sound devices to indicate the end of quarters and the expiration of the attacking period.
- 7.3.3. The equipment must have the functionality to reset the possession clock for both thirty (30) and twenty (20) seconds.
- 7.3.4. The equipment must be operational and must be able to be viewed by each Team (Players in the water and the bench).
- 7.3.5. Where sunlight hinders the clear view of the timing system, the WPA and/or Game Officials is responsible to take appropriate measures to ensure all Players, coaches and referees can view the timing equipment.
- 7.3.6. In the event of a technical failure, it is WPA's responsibility to ensure that the Official's table are prepared to perform the duties manually to avoid undue delay of the game.

7.4. For broadcast games, the following is desired to ensure a good quality broadcast can be produced to showcase Water Polo:

- 7.4.1. Elevated position (min. 3m floor height) on or as near as possible to halfway.
- 7.4.2. If outdoors, roof/weather protection is strongly preferred but not absolutely required.
- 7.4.3. Space for one trestle table immediately adjacent to filming position for the broadcast production.
- 7.4.4. Mains 240v power available at the base of the scaffold/filming location (preferably min. 2x outlets). Nb: generator power is generally not compatible with the sensitive equipment.
- 7.4.5. A volunteer to maintain the clock and score using the broadcast app/link provided.
- 7.4.6. Where a suitable elevated position is not available at the venue, the Club is responsible for sourcing and paying for scaffolding for broadcast games.
- 7.4.7. Clubs will be advised by WPA NCPC or NEPM if they are required to host a broadcast game during the season as soon as the draw is available and broadcast games decided.

7.5. List of Approved Venues include:

TEAM	VENUE
FYFE Adelaide Jets	SAALC – SA Aquatic and Leisure Centre, 443 Morphett Road, Oaklands Park, Adelaide SA

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UTS Balmain Tigers	DFB – Dawn Fraser Baths, Ellington Park, Fitzroy Avenue, Balmain NSW (tidal venue)
ACU Cronulla Sharks	SUTH – Sutherland Leisure Centre, 1 Rawson Avenue, Sutherland, Sydney NSW
Drummoyne Devils	DRU – Drummoyne Pool, Drummoyne, Sydney NSW
Fremantle	BIC – Melville Water Polo Pool, Durdam Crescent, Bicton, Perth WA
Hunter Hurricanes	LAM – Lambton Pool, Durham Road, Lambton NSW
Victorian Phoenix	MSAC – Melbourne Sports and Aquatic Centre, 30 Aughtie Drive, Albert Park VIC 3206 Caulfield Grammar – 217 Glen Eira Rd, St Kilda East VIC 3183
Griffith University Queensland Thunder	VAL – Valley Pool, Fortitude Valley, Brisbane QLD
	AHS – All Hallows School, 547 Ann Street, Brisbane QLD
	STU – Stuartholme School Swimming Centre, Birdwood Terrace, Toowong, Brisbane QLD
	MUS – Musgrave Park Swim Centre, 100 Edmonstone St, South Brisbane QLD 4101
Sydney University Lions	PMP – Peter Montgomery Pool, Sydney Uni Sports Centre, Codrington Street, Darlinghurst, Sydney NSW
UNSW Wests Magpies/Killer Whales	UNSW – UNSW Fitness and Aquatic Centre, Gate 2 Anzac Parade, Kensington, Sydney NSW
	ASH – Ashfield Aquatic Centre, Elizabeth Street, Ashfield, Sydney NSW
UWA Torpedoes	HBF – HBF Stadium Aquatic Facility, Stephenson Avenue Mount Claremont, WA 6010
	UWA – The University of Western Australia Fitness Centre (Parkway Entrance 3 or 4) Crawley, Perth WA
Approved Neutral Venues	
Queensland	KAW – Kawana Aquatic Centre, Sportsman Parade, Bokarina QLD
Sydney	SOPAC – Sydney Olympic Park and Aquatic Centre, Olympic Boulevard, Sydney Olympic Park, NSW 2127
Sydney	PLC – Pymble Ladies College, Avon Road, Pymble NSW 2073
Sydney	RYDE – Ryde Aquatic Leisure Centre, 504 Victoria Road, Ryde NSW 2112
Sydney	ABN – Auburn Aquatic Centre, Church Street, Lidcombe, NSW 2141
Adelaide	AAC – Jeffcott Road, North Adelaide, SA 5006
Wagga Wagga	WAGGA – Oasis Aquatic Centre, 60 Morgan Street, Wagga Wagga, NSW 2650
Special Event Venues for GM – Competitions and Pathways Approval Required	
Sydney (Cronulla)	GUN – Gunnamatta Bay Tidal Baths, Nicholson Parade, Cronulla NSW (tidal venue)
Newcastle	QWH – Queens Wharf, 150 Wharf Road, Lambton NSW (tidal venue)

- 7.6. Clubs that host games in a tidal venue need to ensure that they have an alternate booking for the same times on the same days in the event games are unable to take place at that tidal venue. Such bookings must be confirmed to be in place with WPA NCPC and NEPM a week prior to the scheduled game.

8. GAME POINTS

- 8.1. The official score, as provided on the official scorecard to the NCPC is the only true record of the game.
- 8.2. Competition Points awarded during the AWL will be awarded as follows:
- 8.2.1. Win in Normal Time – 4 points
 - *Where a Team has more goals scored than the other at the end of normal time i.e 4 quarters of play*
 - 8.2.2. Win in Penalty Shootout – 3 points
 - *Where a Team has more goals scored at the end of the penalty shootout with scores level at the end of normal time i.e 4 quarters of play followed by a penalty shootout*
 - 8.2.3. No Result - 2 points each Team
 - *No goals recorded – where a game cannot be started or completed due to weather, pool equipment failure or closure as per Clause 21*
 - 8.2.4. Loss in Penalty Shootout – 1 Point
 - *Where a Team has less goals scored than the other at the end of a penalty shootout with scores level at the end of normal time i.e 4 quarters of play followed by a penalty shootout*
 - 8.2.5. Loss in Normal Time – 0 points
 - *Where a Team has less goals scored than the other at the end of normal time i.e 4 quarters of play*
 - 8.2.6. Disqualification / Forfeit – 0 points (0-10 goal score)
 - *Where a Team forfeits as per Clause 20*
- 8.3. All AWL games (with the exception of no result as per 8.2.3) require a result.
- 8.4. Game scores must be uploaded within 60 minutes of the conclusion of the game, if hosting two games consecutively, both game scores must be uploaded within 60 minutes of the conclusion of the second game.
- 8.5. In addition, nominated Club person or the game announcer (for broadcast games) will complete a WPA provided game summary template to send to WPA media contact within 30 minutes of the game finishing.

9. FINALS SERIES

- 9.1. The top 6 Teams for each of the Men's and Women's AWL Competition after the Regular Season will proceed to the Finals Series. All other Teams will be awarded final placings based on their positions.
- 9.2. If two or more Teams are equal on points at the end of the Regular Season, the process to determine rankings for moving into the Finals Series is described in [Appendix 2](#).
- 9.3. The Finals Series will run over 4 days, see diagram for structure.
- 9.4. Only Players listed in the Squad List of 22 at the completion of the Regular Season by the time described in Appendix 1 are eligible to play in the Finals Series.



10. SQUAD LIST

- 10.1. Clubs must submit Initial Squad Lists for both Men and Women, minimum 13, maximum 22 Players (including Import Players) in line with the schedule of dates described in [Appendix 1](#) through the online form supplied by WPA. Once the Squad list has been confirmed by WPA then Clubs can enter their Squads into the MemberPool. Clubs may add Players to each of their Men's and Women's Squads to fill their 22 places through the Regular Season, once these Players have been approved in writing by WPA, Clubs are required to submit as a minimum, the Head Coach, Assistant Coach(es) and Manager through the MemberPool as per the dates listed in [Appendix 1](#).
- 10.2. All Players and support staff must be a financial individual Member of an affiliated Club or State Association and agree to abide by the relevant constitutions, rules, regulations, by-laws, and policies of WPA and their State Association.
- 10.3. Failure to submit a Squad list with minimum of 13 Players by the described date in [Appendix 1](#) will incur a penalty of two competition points unless an exemption has been provided by the GMCP in consultation with the AWLAC. Any Team who has failed to submit the initial Squad list will forfeit each game in which they play until they do so.
- 10.4. Game Team
 - 10.4.1. All Teams participating in the AWL may only list up to 13 Players from their Squad on the Team sheet for any given game.
 - 10.4.2. To assist with preparation for broadcast games, participating Clubs are required to send through Team lists of up to 13 to the NCPC 48 hours prior to the scheduled broadcast game time. These will not be released publicly until the game is broadcast (for broadcast games only) .
 - 10.4.3. Clubs can make changes to the game card up to 30 minutes prior to the scheduled broadcast game but must advise the NCPC at the same time.
 - 10.4.4. For the Finals Series, the Team Manager is responsible for emailing the up to 13-Player Team list to the NCPC no later than 9pm the night before the scheduled game to assist with Broadcast preparation, however these Teams will remain confidential. Clubs may change their Team up until 30 minutes prior to the start of the game but must advise the NCPC at the same time.

11. PLAYER DEFINITIONS

Definition of Local Players and Import Players

- 11.1. A Player may be a Local Player or an Import Player.



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- 11.1.1. Local Player includes:
 - 11.1.2. A person who is holding Australian Citizenship, an Australian Passport and/or a visa providing unconditional and enacted Permanent Residency Status in Australia (not including New Zealand passport holders under Special Category visa (subclass 444)); and
 - 11.1.3. A person who does not meet the criteria of 11.1.2 and upon application and verification with requested documentary evidence by the GMCO has in the two (2) full continuous years immediately prior the commencement of the present season:
 - i. resided in Australia (including working and studying);
 - ii. competed in two (2) consecutive seasons within the AWL (or if not playing AWL, playing for Australian based Clubs in the same seasons as the AWL Competitions); and
 - iii. not represented another country in a World Aquatics sanctioned water polo event or other international tournament.
- 11.2. Import Player is a person who is not a Local Player as described in 11.1.1.
- 11.3. Teams who finished in positions 1 to 6 in the previous season may have no more than two (2) Import Players within their Squad of 22 Players. For these Teams Players holding a New Zealand passport who do not meet the criteria for a Local Player as described in 11.1.1 are considered Import Players.
- 11.4. Teams who finished the previous AWL Competition Season in position 7 or lower may have up to three (3) Import Players within their Squad of 22 Players. For these Teams, any player holding a New Zealand passport is considered a Local Player.
- 11.5. To be eligible to play in the Regular Season and Final Series, Import Players must:
 - 11.5.1. have been included in Initial Squad Lists as per Clause 10 and as per Appendix 1, and
 - 11.5.2. have been on the scorecard and actually played in a game (entered the water) for its Club by the end of Round 2 in the Regular Season games.
- 11.6. To be eligible for the Finals Series, Import Players must have been on the scorecard and actually played (entered the water) in at least 50% of Regular Season games.
- 11.7. All Players, coaches, referees and Team and game Officials must be registered members of an affiliated Club or State and have obtained, if necessary, relevant international clearances before participating in the AWL.

12. PLAYER ELIGIBILITY

- 12.1. Players must be registered members and in good standing with their AWL Club.
- 12.2. Players are only permitted to represent one (1) AWL Club in any AWL Competition.
- 12.3. Players must be allocated a cap number when the Squad is notified. The player must not change cap numbers during the season (unless replaced in accordance with Clause 13). Goalkeepers must use 1 and 18 only. This is to ensure accuracy of programs, website, media, and player records. Where a Squad has three or more goalkeepers, then cap changes will be permitted between goalkeepers only.
- 12.4. WPA may, upon application of a player who is otherwise ineligible under these rules, grant eligibility (retrospectively if deemed appropriate) to that player if WPA, in consultation with the AWLAC, determine that in all the circumstances the player's ineligibility results from exceptional circumstances.

13. REPLACEMENT PLAYERS

- 13.1. A Club may add Players up to a maximum Squad of 22 Players during the Regular Season with registration through the MemberPool, up to the designated date in Appendix 1.
- 13.2. Once a Club has a Squad list of 22, a Club may only add further player (Replacement Player) if they remove a Player from their Squad list. Then that removed player is not able to be re-added to the

Squad for the remainder of the season, nor can they transfer to another Club in the AWL during the same AWL Competition.

- 13.3. Any Replacement Players being added to the Squad must meet the requirements in Player Eligibility in Clauses 11, 12 and 13.

14. INELIGIBLE PLAYERS

- 14.1. If a player plays in any game without being included in the Squad list or is in any way ineligible to be a player for the game in which the player was named in the Team list, the player is considered an Ineligible Player.
- 14.2. Players are bound by all relevant WPA Codes and Policies, which include those relating to Sport Integrity Australia. A player who is in breach of any of these policies and who is subsequently suspended or de-registered in line with that breach, will become ineligible to participate in the AWL.
- 14.3. A player who is suspended under the National Sanctioning Policy is ineligible to play or coach in the AWL Competition until the suspension period is completed. Clubs may replace a suspended player or coach from within their nominated Squad list for a game but may not change their Squad of 22 to remove a suspended player.

15. TRANSFERS

- 15.1. Players, including Import Players who have played previously for an AWL Club, who are transferring to another AWL Club must ensure they are financial with their previous AWL Club. Clubs must submit an 'AWL Transfer in accordance with the online form or Appendix 5. Unfinancial Players will be deemed Ineligible Players.
- 15.2. This system is to be used for transfers from one AWL Club to another AWL Club only and does not replace any other transfer arrangements in place with WPA or State Associations.

16. CONDUCT OF GAMES

- 16.1. All games will be conducted in accordance with current World Aquatics rules, except for specific rules listed within this Manual.
- 16.2. **Team Caps & Colour**
- 16.2.1. Team colours must be worn at all games with cap numbers being 1 to 22, where 1 and 18 are always used for goalkeepers.
- 16.2.2. Teams must have two sets of contrasting cap colours of their Team. Both sets of caps must be present at all games.
- 16.2.3. The first Team listed in the official program will wear white caps or the caps reflecting the colour of their Club and will start the game to the left of the officials' table.
- 16.2.4. The other Team will wear blue caps or caps of a contrasting colour and will start the game to the right of the officials' table.
- 16.2.5. Should, in the opinion of the referees, the cap colours of both Teams be deemed to be too close to enable clear distinction, the second named Team shall wear their alternate set.
- 16.3. **Team Costumes and Uniform**
- 16.3.1. All Team members must wear the same costumes in Club colours at all games.



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- 16.3.2. Coach and Team Officials who occupy the bench during games must be dressed in the same Team uniform, wearing closed shoes. Thongs and sandals will not be permitted.
- 16.3.3. There may only be a maximum of 3 officials and 6 Players for each Team on the bench during any game.

16.4. Scorecards and Notifying of Results

- 16.4.1. All games must use the approved AWL Scorecard.
- 16.4.2. AWL Scorecards will be sent to the AWL Club Delegate and Host Club Team Managers at least 24 hours prior to the game to print (A3 is preferred).
- 16.4.3. Official game scorecards must be scanned/photographed by a representative from the first named Team on the scorecard and emailed to the NCPC within 60 minutes of the game completion.
- 16.4.4. A representative from the first named Team will be provided access to and are responsible for uploading both the final score and player statistics (goals scored and major fouls) in the Member Pool within 60 minutes of the game completion. The second named Team will have the ability to cross-reference the information to confirm the uploaded results.
- 16.4.5. Within 24 hours the second named Team must check the uploaded scores and confirm with the NCPC that they are accurate or raise a concern if there is an error.
- 16.4.6. The original copy of the scorecard must be provided to the Technical Delegate following the game and scanned or photograph copy provided to each Club and to AO via email or SMS. The Technical Delegate will then provide the original scorecard to AO at the end of the season or when requested.

17. BROADCAST & LIVESTREAM GAMES

- 17.1. WPA will coordinate television quality production of the games during the AWL.
- 17.2. WPA will promote the broadcast of games via social media channels in the lead up to the games.
- 17.3. WPA will work with Clubs to provide opportunities for in-broadcast recognition of Club and AWL partners.
- 17.4. Clubs may be asked to make their Head Coach available for up to one minute immediately following the half time break for a brief interview for broadcast games.
- 17.5. Clubs may be asked to provide the Head Coach and one player post-game for an interview within 10 minutes of the game's completion for broadcast games which may be conducted from the bench.
- 17.6. All Regular Season games that are not livestreamed will need to be filmed by the Host Club or by WPA and uploaded to a shared platform for access by Teams, officials, and the judiciary. Access details for this will be provided to Clubs and WPA officials.
- 17.7. Games that are not broadcast can be streamed through the Club's webpage or Facebook (or similarly publicly accessible page).

18. GAME HOSTING RESPONSIBILITIES OF HOST CLUB/WPA

- 18.1. The Host Club is responsible for venue costs in hosting the games, but also retain all revenue generated on the day.
- 18.2. 30 Free tickets will be provided to all visiting Club Players and support staff, as well as AWL Delegates, Referees, Officials and WPA representatives.
- 18.3. The safety of the referees, officials and visiting Team is the responsibility of the Host Club during the Regular Season and WPA during Finals Series.



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- 18.4. During the Regular Season, the Host Club must ensure that games start on time. Games will not be rescheduled unless an entire round of fixtures is not able to be played. The GMCP will coordinate the rescheduling of games if required.
- 18.5. The Host Club must provide at least four (4) accredited Table Officials to perform the duties of the timekeeper, the secretary, the caller / flags person and the live scoring app. These persons must have completed the WPA Competition Officials Course and attend to their duties correctly and in a manner that is suitable to an elite level game. For the avoidance of doubt, no alcohol should be consumed while undertaking any official role at an AWL game.
- 18.6. Ensure all spectators adhere to the WPA Code of Conduct. If any officials raise concerns with the Pool Controller or the WPA Technical Delegate, it is the Host Club's duty to ensure the management of the crowd behaviour. Clubs may consult with the Pool Controller or WPA Technical Delegate if required.
- 18.7. The scorecard must be completed 30 minutes prior to the start of the game by both Host and Away Clubs by crossing out any Players that are on the pre-printed scorecard but not playing the game and with the Technical Delegate at the scoring table.
- 18.8. At the completion of the game, provide the scorecard and any other documentation e.g., penalty shootout form to the AWL Game Referees who will sign and provide to the Technical Delegate before distribution to any other parties.
- 18.9. Have a copy of this AWL Competition Manual at all games.
- 18.10. Provide a Club liaison person for the AWL Technical Delegate.

19. RESPONSIBILITIES OF HOME AND AWAY TEAMS

- 19.1. Clubs/Teams must attend the game in order that the game can start on time and in Team uniform whilst adhering to the WPA Code of Conduct. The Clubs will be courteous to the sponsors and officials and meet all reasonable media and sponsor requests.
- 19.2. Ensure their Team has caps in accordance with AWL rules and all Team members are wearing the same costumes in all games.

20. FORFEITS

- 20.1. If a situation arises where it becomes necessary for a Team to forfeit a game, the GMCO (or their representative) is to be advised as soon as the Club Delegate becomes aware of any circumstances that would cause such a situation to arise.
- 20.2. When the GMCO has been notified of the forfeit, the opposing Team will automatically be awarded with the full competition points and a 10-0 goal difference will be applied to the winning Team.

21. FORCED DELAY OR CANCELLATION OF GAME

- 21.1. Should circumstances occur which prevent play in some, or all games in any round, the AWL Club Delegate (or their representative), WPA Technical Delegate, GMCO (or their representative), and Venue Manager shall assess the situation and decide on delaying or cancelling games affected.
- 21.2. In conjunction with the Host Club and Venue Manager, the GMCO or their designated representative will determine if the game may proceed or if the game must be delayed or cancelled.
- 21.3. If, due to unforeseen or exceptional circumstances a game is cancelled after commencement, or the start is delayed the following regulations shall apply:
 - 21.3.1. If two full quarters have been completed by the originally scheduled completion time and the margin is 5 goals or greater, the Team in the lead will be awarded the win.

- 21.3.2. If the two full quarters have not been completed by the originally scheduled completion time and the margin is 4 goals or less, a draw will be recorded.
- 21.3.3. If the game has entered the third quarter at the originally scheduled completion time and the goal margin is 4 or greater, the Team in the lead will be awarded the win.
- 21.3.4. If the game has entered the third quarter at the originally scheduled completion time and the goal margin was 3 or less, a draw will be recorded.
- 21.3.5. If the game has entered the fourth quarter at the originally scheduled completion time and the goal margin is 3 or greater, the Team in the lead will be awarded the win.
- 21.3.6. If the game has entered the fourth quarter at the originally scheduled completion time and the goal margin is 2 or less, a draw will be recorded.
- 21.4. The AWL Club Delegate (or their representative) will liaise with the GMCO and Venue Staff and notify Teams once a decision has been reached if games are delayed or cancelled if storms/lightning are present.

Please note the following protocols which are required to be adhered to in the case of inclement weather during competition. Where a venue has their own Lightning Protocol, the venue's protocol takes precedence:

21.5. **Lightning Protocol**

- 21.5.1. Play must stop immediately if the time between seeing a lightning flash and hearing thunder is 30 seconds or less.
- 21.5.2. Referees must signal the Players to exit the pool immediately and seek safety under appropriate shelter.
- 21.5.3. Game play must not resume until a minimum of 30 minutes has passed since the last lightning flash to thunder was heard. If a flash-bang occurs within the 30 minutes, the evacuation clock starts again.
- 21.5.4. Venue Staff will determine when play must be stopped and when it can resume. In the instance where no venue staff are present, the Pool Controller will stop play and notify the GMCP as soon as possible.

22. **REFEREES & TECHNICAL DELEGATES**

22.1. **Appointments**

- 22.1.1. A pre-determined pool of Technical Delegates and Referees will be selected and subsequently appointed per game by the WPA National Officials Manager. Secondary Technical Delegates and referees from outside the pool may be used in circumstances where all initial options have been exhausted.
- 22.1.2. WPA National Officials Manager reserves the right to appoint new AWL Officials through the AWL Regular Season and Finals Series.

22.2. **Technical Delegate Responsibilities**

- 22.2.1. Ensure the game is conducted in accordance with the rules of World Aquatics and the AWL Competitions Manual – note where there is any conflict in rules, the AWL Competition Manual always takes precedence over World Aquatics rules.
- 22.2.2. At the start of the game, ensure the scorecard is correct representing the Players participating in the game.
- 22.2.3. Complete the Report – which includes written referee feedback and evaluation during the game. Provide direct feedback to the referees post-game.

- 22.2.4. After the referees have ensured the scorecard is correct, a signature on the scorecard is required by both referees and the Technical Delegate.
- 22.2.5. Evaluation Forms must be emailed to the WPA National Officials Manager within 24 hours of the game.
- 22.2.6. Follow the process outlined in the [National Sanctioning Procedure](#) for any matters that fall within its scope. Make any other report that the Technical Delegate deems warranted as to any unusual and excessive misconduct or violence surrounding the conduct of the game.
- 22.2.7. Review the game video as required.
- 22.2.8. Conduct a post-game evaluation meeting with referees and Game Officials as appropriate.
- 22.3. **Referee Responsibilities**
 - 22.3.1. Ensure the game is conducted in accordance with the rules of World Aquatics and the AWL Competitions Manual – note where there is any conflict in rules, the AWL Competitions Manual always takes precedence over World Aquatics rules.
 - 22.3.2. Ensure refereeing in a manner and style as directed by WPA National Officials Manager to ensure consistency in refereeing to the best of the referee's ability.
 - 22.3.3. Referee in a manner that is unbiased and fair to all participants.
 - 22.3.4. Adhere to the WPA Code of Conduct and Member Protection Rules.
 - 22.3.5. Arrive at the pool a minimum 30 minutes prior to any game and be dressed and ready to officiate at pool side at least 15 minutes prior to the game, to meet with the Technical Delegate.
 - 22.3.6. Attend the post-game evaluation meeting with the Technical Delegate.
 - 22.3.7. Ensure the scorecard is correct, complete and sign as an accurate record of the game.
 - 22.3.8. Review game video and undertake feedback and development sessions with the WPA National Officials Manager throughout the year.
 - 22.3.9. Complete any Incident Report Forms or Evaluation Forms as necessary to submit to the GMCO within 1 hour of the game completion.
- 22.4. **Reports of Players/Coaches/Officials**
 - 22.4.1. The procedures outlined in the [National Sanctioning Policy](#) must be followed in relation to the reporting of any incidents that occur during a game, that require further action.
 - 22.4.2. Provision exists within the [National Sanctioning Policy](#) to report alleged incidents that have not been seen by the Game Officials.
- 22.5. **Late Arrival or No Show – Officials**
 - 22.5.1. A list of mobile phone numbers for all referees and at least two Club contacts including the coach will be prepared and provided to all Clubs, referees, and delegates.
 - 22.5.2. If an appointed Game Referee is late for a game, it is the AWL Technical Delegate's responsibility to liaise with the WPA National Officials Manager (or in his absence the referee in attendance) to do the following in order:
 - 22.5.2.1. Call the other referee, or if no answer.
 - 22.5.2.2. Call one/both Home Team contacts, and if no answer.
 - 22.5.2.3. Call one/both Visiting Team contacts – to advise of the delay and estimated time of arrival.
 - 22.5.2.4. Call the rostered reserve referee and confirm time of arrival. The WPA National Officials Manager should confirm the reserve referee is within 30 minutes of the game venue on the day and times of the games they are reserve for.
 - 22.5.2.5. Advise Team contacts of update.
 - 22.5.3. If any of the appointed referees or AWL Technical Delegate have not arrived fifteen minutes before any game, the following will occur.

22.5.3.1. If present, the AWL Technical Delegate is to ascertain who, if any, qualified and accredited referees are at the pool. The most senior referee generally should be used. The Technical Delegate is to make the decision in consultation with both coaches. If there is a dispute, then the Technical Delegate is to decide. If both referees do not arrive in time for the game, then the Technical Delegate is to consult with the WPA National Officials Manager as to what action should be taken.

22.6. Post-Game Protocol

22.6.1. Unless as described in Clause 22.7, no Team personnel or Players are permitted to engage with the Referees, AWL Technical Delegates or Game Officials on any matters for a period of 15 minutes following the conclusion of the game.

22.6.2. Equally, the AWL Technical Delegate or Referees may not approach the Head Coach of each Team for feedback within 15 minutes of the conclusion of each game.

22.7. Errors and Conduct of Game Officials

22.7.1. One Team Official will be provided with and must keep sole custody of and use the WPA approved statistics sheet attached as Appendix 4 to keep track of in-match statistics for the purposes of any issues they may wish to raise during the game.

22.7.2. The Team Official should be the Team Manager. If the Team Manager is not available then another Team Official may be custodian of and use the sheet, but use of the sheet must be limited to one person for the duration of the game for the sheet to be considered reliable. This person is the nominated Team official ("the Nominated Team Official").

22.7.3. Decisions of Game Officials are final and cannot be appealed or protested at any stage. Reasons are not required to be given for such decisions and any form of harassment of Game Officials during or after the game may result in disciplinary action.

22.7.4. Technical Errors may be raised with the Technical Delegate by the Nominated Team Official during one of the scheduled breaks in play (quarter-time, half-time and three-quarter time) and for 10 minutes after conclusion of the game (the conclusion of any "Penalty Shoot Out" (PSO) will be deemed the conclusion of the game if such PSO is necessary). Only the Team Official from each Team may approach the Technical Delegate. Breach of this provision may result in a red card issued to any additional Team Officials that approach the bench.

22.7.5. The Technical Errors which may be raised with the Technical Delegate are limited exclusively to the following:

- Exclusions; and
- Scoring Errors.

22.7.6. The Technical Delegate will consider and rule on any Technical Errors at the time they are raised and will immediately rectify any error they deem can be appropriately rectified without requiring a replay of any kind. Such decisions are made in their sole and absolute discretion. The Technical Delegate is not required to give reasons for their decision and their decision is binding on all parties and non-appealable.

23. DISCIPLINARY & TRIBUNAL RULES

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

23.2. Red card offences reported by the game referees during games will be managed under the WPA National Sanctioning Policy, the WPA Conduct and Disciplinary Policy and the WPA Review and Appeals Policy. (NB These are new policies.)



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- 23.3. Before the start of each season, it is a requirement of all Club Delegates to be available for a teleconference with the Tribunal Chair to ensure that all policies and procedures are understood.
- 23.4. Tribunal hearings will take place as described in the [National Sanctioning Policy](#)
- 23.5. WPA will supply all Clubs a list of carry over points for all Players and Team Officials.

24. BREACHING COMPETITION RULES BY CLUBS

- 24.1. In the instance of utilising Ineligible Players:
 - 24.1.1. If a breach is made by the winning Team, a loss will be recorded against that Team and the opposing Team will be deemed the winner and receive full competition points. The non-offending Team will be awarded a 10-0 score line.
 - 24.1.2. If a breach is made by the losing Team, the winning Team will receive points as per competition rules for a forfeiture and the final game score will be recorded. If the score line is less than 10-0, a 10-0 result will be recorded, otherwise the actual score will stand.
- 24.2. Any Team that is viewed by WPA to be in breach of any of the competition rules in a way that is not dealt with in other areas of this Manual, or aspects of the license agreement or has brought or is bringing WPA, the AWL or Water Polo into disrepute in any way will be dealt with by a panel comprising the GMCO, a non-conflicted member of the AWL Advisory Committee member (appointed by that committee) and an independent person with a legal background sourced from one of the National Internal Tribunal Panel. Sanctions for such breaches may include, but are not limited to the following:
 - 24.2.1. Deduction of competition points with capacity for Teams to have negative points because of a penalty. Points penalties will carry through to the following season.
 - 24.2.2. Suspension of an individual from a Club for a period.
 - 24.2.3. Suspension of a Team from the competition for a period.
 - 24.2.4. Suspension of a Club from the competition for a period.
 - 24.2.5. Warning of an individual, Club or person affiliated in any way with a Club.
 - 24.2.6. Fine of an individual, Team or Club

25. AWARDS

CLUB AWARD - Peter Kerr Trophy

The Peter Kerr Trophy is awarded to the Champion Club for the season. The winner of the trophy will be the Club with the most competition points collectively across both the men's and women's AWL Championships. The trophy recognises the Importance of Clubs competing and succeeding in both genders. Points will be awarded as follows at the completion of the Final Series. This model is designed to recognise Clubs who are developing both genders.

AWL Final Position Season			
Finishing Position	Points	Finishing Position	Points
1 st AWL Championship	18	7 th	5
2 nd Finals	15	8 th	4
3 rd Finals	12	9 th	3
4 th Finals	10	10 th	2
5 th	8	11 th	1
6 th	7		



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TEAM AWARDS

AWL Champions Trophy – Fred Mayer Trophy (M) / Leanne Barnes Trophy (W)

The winner of the Men's AWL Championship Final will be awarded the AWL Championship Trophy for a 12-month period as well as receiving a replica of the Fred Mayer trophy to keep. The winner of the Women's Championship Final will be awarded the AWL Championship Trophy as well as receiving a replica of the Leanne Barnes Trophy to keep.

Each Championship trophy will be engraved with the name of the winning Team and Team members for each year of competition.

The individual Players and Team officials of the Champion Team, the runners up and third placed Teams will receive an award.

INDIVIDUAL AWARDS

Charles Turner and Debbie Watson Medals

For the male and female Most Valuable Male Player of the season respectively. After the last game of Regular Season Games, each Club's Head Coaches will submit their Team of the Year by position from 1 to 7, without including any of their own Players. The individual Player with the highest number of votes will receive the Charles Turner and Debbie Watson Medals respectively for the Male and Female competitions.

Kap 7 Cup All Star Team

These votes will be made by each Teams' respective Head Coaches after the last game of the Regular Season Games, where they will submit their Team of the Year by position from 1 to 7, without including any of their own Players.

Tom Hoad Medal

Presented to the Most Valuable Male Player of the Finals Series. The MVP of the Finals Series will be awarded by the National Team Selection Panel.

Pat Jones Medal

Presented to the Most Valuable Female Player of the Finals Series. The MVP of the Finals Series will be awarded by the National Team Selection Panel.

John Whitehouse Medal

Presented to the best referee in the AWL Finals Series (selected by the Head Technical Delegate and the WPA National Officials Manager)

Milestone Awards

Recorded and awarded for Players who have played in 100, 200, 300, 400, 500 AWL games. Awards are also presented to referees who have refereed in 200, 400, 500, 750, 1000 AWL games.

26. TRAVEL PROCEDURES FOR TEAMS

- 26.1. WPA will make initial booking/reservation of 30 flights on behalf of Club(s) with Stage and Screen (WPA nominated Travel Agent).
- 26.2. Flight bookings will be made once venue and game times have been confirmed.



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- 26.3. WPA will notify Club contact(s) of the selected flight option via email.
- 26.4. Once flights have been reserved, communication with Stage and Screen to confirm passenger names will be managed by the relevant Club contact directly with Stage and Screen. A template will be provided on which to provide names for flights to Stage and Screen.
- 26.5. If any changes are required to flights after the initial reservation, Clubs will be required to do this direct with Stage and Screen and will bear any additional cost incurred. The Club will be required to provide a credit card to Stage and Screen to cover the cost of changes.
- 26.6. The AWL budget provided for flights costs for 15 people per Team, any additional travellers will be invoiced direct to the Club(s).
- 26.7. Accommodation is to be booked direct by Club(s). State and Screen is available for assistance with booking accommodation.
- 26.8. The AWL budget will cover a rebate amount of \$100 per person per night, anything over this amount is to be covered by the Club (see Appendix 9 for rebate amounts).
- 26.9. Clubs' accommodation rebate amounts will be deducted from the Clubs License fee (refer to Appendix 9 for individual Club rebate amount)
- 26.10. The AWL budget will cover Teams flying to and from Perth an additional night's accommodation. Allowing Teams to fly in the night prior to their first game and flying out the afternoon/night of their final game.
- 26.11. All other locations the AWL budget will cover flying in the morning of the first game and flying out the afternoon/evening of the last game. If a Team chooses to fly in the night prior to their first game these accommodation costs are to be covered by the Club.
- 26.12. If a Team's flight is cancelled and all attempts made to reschedule flights for that same day have failed and they must stay an additional night, this cost will be borne by the AWL budget.
- 26.13. If a Team chose to take a Qantas flight and there is a cheaper option with another airline provider at similar times, the Club will be responsible for paying the difference in price. The AWL budget will cover the cheapest flight option.
- 26.14. Cars are to be booked directly by the Club(s)
- 26.15. The AWL budget allows for 2 vehicle per Team, per day at a rebate amount of \$122 per day per car. Any cost above this is to be covered by the Club.
- 26.16. For Newcastle travelling to Sydney and Sydney Teams travelling to Newcastle with Players driving their own cars rather than hiring vans, an allowance of \$500 per Club (not per Team) will be provided. Clubs are to manage the reimbursement to Players from the allocated funds.
- 26.17. Clubs are to send invoices to accounts@waterpoloaustralia.com.au copying in dannette.taylor@waterpoloaustralia.com.au for rebates to be processed.
- 26.18.

Round	Flights	Accommodation	Hire Vehicles	Car New – Syd - New
Home and Away	15 Per Team	15 Per Team @ \$100 per person	2 cars per Team per day @ \$122 PCPD	\$500 per Club per trip
Finals	15 Per Team	15 Per Team @ \$100 per person	2 cars per Team per day @ \$122 PCPD	

Appendix 1: Competition Timeline

Event	Due Date
AWL Draw Finalised	Friday 4 th August , 2023
Club Allowance for Accommodation to be submitted	Wednesday 8 th November, 2023
AWL Player Registration Online Form Due, including player transfer forms - minimum 13, maximum 22 Players including any Import Players	Sunday 10 th December, 2023
WPA contact Clubs with Player Registration results	Friday 15 th December, 2023
Broadcast Graphics – Club Logos / Colours to be submitted	Friday 15 th December, 2023
Team Staff (Coaches, Managers) and Travel Liaisons, Social Media Managers required – submitted via the MemberPool	Sunday 7th January, 2024
Squad lists lodged by Clubs into Rev Sport - minimum 13, maximum 22 Players including any Import Players	Sunday 7th January, 2024 at 1700
All Player Transfer Forms required	Thursday 11 th January, 2024 at 1700 AEDT
Broadcast Graphics to be supplied	Friday 12 th January, 2024
Broadcast Graphics – Player Headshots to be submitted	Friday 12 th January, 2024
Import Players requirement to be fulfilled to be eligible	End of Round 2 in the Regular Season
Completion of Regular Season – no more changes to Squad of 22 Players for Finals Series Eligibility	Monday 15 th April, 2023 at 1700 AEDT

Appendix 2: Tie Break Rules

In the event of a Tie-Break, World Aquatics rule [Appendix 9 4.1](#) will be used:

4.1.1 If two (2) teams shall have equal points, further classification shall be established as follows:

- The team winning the game between them (including penalty shoot-out if any) shall be placed higher.
- If there is more than one tie in a group, the highest placed tie shall be determined first.

4.1.2 If three (3) or more teams shall have equal points further classifications shall be established as follows:

- The results among the tied teams shall determine which team s placed highest.
- If any time during the application of the procedure, the number of tied teams is reduced to two (2), then the above procedure (1.2.1, tie between two teams) shall be used to determine which of the two (2) remaining teams is placed higher.

The comparison shall be made:

- First upon the points of the games among the tied teams
- Second, the goal difference (excluding the goals from penalty shoot-out) among the tied teams.
- Third, based upon goals scored among tied teams.
- If still tied, the games played against the highest placed team (or teams, if tied, the team or teams not involved in the tie) shall be considered.
- The first comparison shall be based on goal difference, and if still tied, then based on goals scored.
- If still tied, the results against the next highest placed team (or teams, if tied) shall be used in succession until all results have been considered.
- If still tied, and there is no practical manner to determine the tanking, the final classification between the reams in the tie shall be decided by a coin-toss.
- If there is more than one tie in a group, the highest placed tie shall be determined first.
- For the purpose of calculating either goal difference or goals scored, the goals in any penalty shoot-out will not be taken into consideration.

Appendix 3: Social Media Tags

Team	Twitter	Instagram	Facebook
Water Polo Australia	@WaterpoloAus	@waterpoloaus	Water Polo Australia

ACU Cronulla Sharks	@sharkswp	@acu_cronullasharkswp	Cronulla Sharks Water Polo Club
Adelaide Jets	@AdelaideJets	@adelaidejets	Adelaide Jets Water Polo
Drummoyne Devils	@DWPCDevils	@dwpcdevils	Drummoyne Water Polo Club
Fremantle Marlins/Mariners	@FreoWaterPolo	@fremantlewaterpolo	Fremantle Water Polo
Hunter Hurricanes	@hunterhurrican	@hunterhurricanes	Hunter Hurricanes Water Polo
Griffith University Queensland Thunder	@qldthunder	@qldthunder	Queensland Thunder Water Polo
Sydney University Lions	@SydUniWaterPolo	@syduniwaterpolo	Sydney University Water Polo
UNSW Wests Magpies/Killerwhales	@UNSW_Wests_WP	@unswwestswp	UNSW Wests Waterpolo
UTS Balmain Tigers	@BalmainWPC	@utsbalmainwp	UTS Balmain Tigers Water Polo Club
UWA Torpedoes	@uwatorpedoes	@uwatorpedoes	UWA Torpedoes
Victorian Phoenix	NA	@vicphoenixwaterpolo	Victorian Phoenix Water Polo Club



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Appendix 4: Approved Statistics Sheet

AWL APPROVED STATISTICS SHEET

DATE: _____

WHITE CAP TEAM: _____ BLUE CAP TEAM: _____

ROUND: _____ COMPETITION: _____ DIVISION: _____

1
2
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11
12
13
14
15
16
17
18
19
20
21
22

END OF QUARTER SCORES

	WHITE CAP TEAM	BLUE CAP TEAM		WHITE CAP TEAM	BLUE CAP TEAM
Q1				Q3	
Q2				Q4	
PSO				FINAL SCORE	

PERSONAL FAULTS - WHITE CAP TEAM

1	2	3	4	5	6	7	8	9	10	11	12	13

GOALS - WHITE CAP TEAM

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
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PERSONAL FAULTS - BLUE CAP TEAM

1	2	3	4	5	6	7	8	9	10	11	12	13

GOALS - BLUE CAP TEAM

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
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Timeouts			
White Cap Team		Blue Cap Team	



Appendix 5: AWL Player Club Transfer Form

- [AWL Player Club Transfer Form](#)



- [International Player Transfer Form](#)



Appendix 6: Offence Report Form

- [Game Report Form](#)





Appendix 7: Logos

If Clubs are wishing to use WPA, AWL or AWL Partner Logos as part of the Commercial Guidelines please use the following logos and request copies form WPA.

WPA Logo



AWL Logo



League Premium Partner

- Not confirmed for 2024

League Partner(s)

KAP7 Australia



If you require a KAP7 Australia Logo please advise WPA and advise location and colour required.

Appendix 8: Sport Integrity Australia Requirements

The WPA Sport Integrity Requirements are outlined for each WPA competition below. Participants, regardless of their role at the event should be aware of their obligations under the Sport Integrity Framework. For participants who are involved in multiple events, each year, you must complete the requirements aligned to the highest level participated in each year.

All courses only need to be completed once unless they are updated by Sport Integrity Australia. The only current exemption to this rule is the Level 2 Anti-Doping course which must be updated annually.

If the box is marked “Required” then you must complete this to be able to compete at this event unless given exemption by either WPA or Sport Integrity Australia due to extenuating circumstances as determined in their sole discretion. If the box is marked “Recommended” it is suggested it would be useful for you to complete this, but you will still be able to compete regardless.

Working with Children Checks may need to be specific to the State in which the event is being held, however Water Polo Australia will confirm those requirements prior to the event. As per the table below, all personnel working with children in any way must have a valid Working with Children Check in their own states.

All courses are free of charge and available online at <https://elearning.sportintegrity.gov.au>

Attachment A (II) – Australian Water Polo League

COURSES	Head Coaches	Assistant Coaches	Support Personnel	Managers	Table Official	Medical Officers	Athletes	Volunteers
WWCC	Required	Required	Required	Required	Required	Required	-	Required
Sport Australia General Principles	Required	Required	-	-	-	-	-	-
WPA Recommended Accreditation	Platinum or Gold Members	Platinum or Gold Members	-	-	Competition Official	-	-	-
National Integrity Framework	Recommended	Recommended	Recommended	Recommended	Recommended	Recommended	-	-
Anti-Doping Fundamentals	Required	Required	Required	Required	Recommended	Required	Required	-
Annual Update	Required	Required	Required	Required	Recommended	Required	Required	-
Whereabouts Course	Recommended (if coaching RTP athletes)	Recommended (if coaching RTP athletes)	-	Recommended (if working with RTP athletes)	-	-	Required (RTP athletes only)	-
Competition Manipulation & Sports Betting	-	-	-	-	-	-	Recommended	-
Ethical Decision Making	-	-	-	-	-	-	Recommended	-
Coaches Course	Required	Required	-	-	-	-	-	-
Child Safeguarding in Sport Introduction	Required	Required	Required	Required	Required	Required	-	Required
Medical Practitioners Course	-	-	-	-	-	Required	-	-
Introduction to Illicit Drugs in Sport	-	-	-	-	-	-	Recommended	-

Appendix 9: Club Accommodation Rebate Amount

<u>Club</u>	<u>Accommodation Nights</u>	<u>Rebate amount</u>
Drummoyne	1	\$3,000
UWA	10	\$30,000
Fremantle	10	\$30,000
Thunder	9	\$27,000
Jets	10	\$30,000
Hunter	5	\$15,000
Balmain	2	\$6,000
Sydney Uni	3	\$9,000
Cronulla	2	\$6,000
UNSW	2	\$6,000
Victoria	10	\$30,000