



# AUCKLAND WATER POLO

## Competition Rules

1. Auckland Water Polo have their own rules that may differ to NZ Championships rules.
2. Where no Auckland Water Polo rule applies, NZWP Competition rules will apply.
3. All players must be registered with NZ Water Polo through an AWPC affiliated club unless invited by AWPC.
4. This is a single sex competition for males or females.
5. Players can play in one team only
  - 5.1 Where Clubs have 2 teams entered in the same gender competition, 2 players (Floaters) may play in both teams.
  - 5.2 Floaters must be named on the team's player list at the start of the competition.
  - 5.3 *See guidelines below around floaters*
6. Player transfers must be completed by entry closing date or the transfer will incur a 21 day stand down.
  - 6.1 Transfers only apply between AWPC Clubs.
  - 6.2 Stand down ruling does not apply to loan players.
7. AWP Under 14 games will be 5 minutes actual time per quarter with 2 time-outs per team.  
AWP Under 16 games will be 5 minutes actual time per quarter with 2 time outs per team.  
AWP Under 18 games will be 6 minutes actual time per quarter with 2 time outs per team.  
AWP Senior games will be 7 minutes actual time pre quarter with 2 time outs per team.
8. Teams can have more than 15 players. But only 13 players can play in any one game - Designed to ensure there is no defaults/requests to reschedule
9. Points are awarded as follows: Win 2; Draw 1, loss 0; defaults -2 points.
10. Each team must accept rostering for table.
11. Teams that miss a rostered table duty will be fined \$100 per duty missed. If the missed duty is for a medal game the fine will be \$150.00
12. Teams are to supply at least one approved game ball of the correct size and brand, in competition condition for the competition game.

13. Rostered teams or clubs must supply 5 people for table duty, one of whom must be able to competently run the clock and another competent at filling in the Game Score Sheet.  
**(No mobile phones or devices are to be in use while on table duty)**
- 13.1 For Under 14 competition, table duty team must be supervised by a competent adult 18 years old or older.
14. Score Sheets.
- 14.1 All score sheets should be filled in correctly.
- 14.1.1 Sheet should show surname & initial of every player.
- 14.1.2 Sheet should show the surname and initial of all the officials.
- 14.1.3 Sheet should show the date, venue, time and game number of the game being played.
- 14.1.4 Sheet should show the names of the two teams playing
- 14.1.5 Floater players should be identified with a F in a circle on the score sheet
15. Defaulting teams will incur a fine of \$175 plus GST for each defaulted game.
16. Standard suspensions as per NZWP Rules apply to red cards or brutality issued during Auckland Water Polo games, with repeat offenders liable to further extensions on their suspensions. Suspensions may carry forward to NZ Championship Events.
17. Other competitions or training camps e.g. College Sport, NZWP training camps, may run at the same time as the Auckland Water Polo Competitions. Although all care is taken to prevent clashes this is not always possible. It is the responsibility of the entering club to ensure they have enough players to field the entered team.
18. Where a scheduled competition game cannot be played as per the draw, specific rules/conditions about the rescheduling of the game will apply.
- 18.1 Reschedule application must be received a minimum of 7 days before the scheduled game is to be played.
- 18.2 No pool games may be rescheduled the week before Quarter-finals, Semi-finals or finals week.
- 18.3 The rescheduled time must be agreed in writing by both teams.
- 18.4 The rescheduled game must be played within 1 week of the scheduled game on the official competition draw.
- 18.5 The team requesting the rescheduling of the game is to organise pool space for the rescheduled game at a cost to them.
- 18.6 The team requesting the rescheduling of the game is to organise the table duty for the rescheduled game plus any table duty in the original draw that the 2 teams would have been required to cover.
- 18.7 The team requesting the rescheduling of the game is to organise referees in agreement with the referee's coordinator.
- 18.7.1 The team requesting the rescheduling of the game may request assistance from the AWP referee coordinator for the supply of referees
- 18.7.2 Where such a request is made for assistance, a minimum of one weeks' notice is required.
- 18.7.3 Written confirmation that the AWP referee coordinator has agreed to help, must be supplied by the team requesting the rescheduling of the game

- 18.7.4 All costs incurred around organising referees, are to be met by the organizing team.
- 18.8 Rescheduled games between teams within the same club must have an official score sheet and the game must be observed by a neutral person approved by the Competitions Committee.
- 18.9 Game sheet to be sent to [competitions@aucklandwaterpolo.co.nz](mailto:competitions@aucklandwaterpolo.co.nz) by the head referee.
- 18.10 Completed AWP Reschedule Form should be sent to [competitions@aucklandwaterpolo.co.nz](mailto:competitions@aucklandwaterpolo.co.nz)
- 18.11 Competitions Committee reserve the right to decline any requests for reschedule that they may feel is not in the best interests of the competition.
- 19 Floaters Guideline:  
The floater rule is in place to allow clubs to field a second team when there are not enough players to make up the second team.
- 19.1 The floater rule also allows clubs with 2 teams to assess borderline players that might be up for selection to make the top team for National tournament.
- 19.2 The floater rule should not be used to create teams of even strength.
- 19.3 Where Clubs have more than 1 team entered, teams must be ranked strongest to weakest. This should be identified on the entry form using A – Z or 1 – 10
- 19.3.1 The strongest team i.e. Marist Red – (A) will not have floaters
- 19.3.2 The next strongest team i.e. Marist Blue – (B) may have up to 2 floaters that can only float into Marist Red (A)
- 19.3.3 The next strongest team i.e. Marist White – (C) may have up to 2 floaters that can only float into Marist Blue.
- 19.3.4 Marist White floaters cannot float up to Marist Red and Marist Blue Floaters cannot float down to White
- 19.4 Once a floater plays 3 games for the higher team, the floater will be deemed to be part of the higher team and can no longer play for the lower team.
- 19.5 Clubs with 2 or more teams in the same competition are asked to respect the intent of the floater guideline.
- 19.5 Auckland Water Polo Competitions Committee reserves the right to rule a player / players to be non floaters should they feel the spirit of the guideline is not being met.