



COMPETITION MANUAL

2024

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1 Key Contact

- For general enquiries, please email – waterpolo@mastersgames.com.au

2 Event Information

2.1 Dates & Venue

- **Dates:** Friday November 1 – Sunday November 3
- **Venue:** Gold Coast Aquatic Centre, Marine Parade, Southport, QLD 4215

3 Age Requirements & Divisions

3.1 Handicap Goal Advantage

Average Age	Handicap Goal Advantage
<34	0
35-39	+1
40-44	+2
45-49	+3
50-54	+4
55-59	+5
60+	+6

3.2 Additional Information

- All players must be 30 years old as of 1 November 2024.
- Players aged 65 years or older, as of 1 November 2024 will be identified by a cap of different colour than their own team caps or those of the opposition.
 - Each goal scored by this player/s counts as 2 goals.
- A teams average age will be calculated by averaging the age of the youngest 10 players in the team.
- The average age of the team will determine the teams handicap for each game in the Tournament.

3.3 Team Breakdown with Age Groups & Handicap Goals

Women's Competition	Age Group	Handicap Goals
Breakers	35+	1
Canberra Megalodons	35+	1
Eggbeaten	35+	1
Monash Penguins	40+	2
River City Reef Sharks	40+	2
Fins Up	45+	3
Victoria's Secrets	45+	3

Men's Competition	Age Group	Handicap Goals
Newcastle	40+	2
Mantas Masters	40+	2
GC	40+	2
Cowboys	45+	3
Monash Longshots	45+	3
Watsons Bay White	45+	3
Whale Graveyard	45+	3
Watsons Bay Blue	45+	3
West Bexley Pipes & Marching Band	45+	3
THS Old Boys	50+	4
Melbourne Collegians Blackballs	55+	5

4 Team Composition

- All teams must have a minimum of 10 players and a maximum of 15 players with only 13 permitted to play in a certain fixture.
- Each team is required to have a team manager who will register your team via the team manager portal prior to any player registrations.
- Once the team is created, team managers can register players via the team manager portal or individuals can register themselves via the Competitor Entry Form.
- If you do not have a team and would like to register, please add yourself to our Draft team and the Sport Convenor will endeavour to place you in a team.
- Alternatively, if you would like to find your own team, please use our [Sports Bulletin Board](#) to advertise your availability or search for a team looking for players.
- Team Manager can also use the [Sports Bulletin Board](#) to advertise for players or look for available individuals.
- It is a requirement that all coaches be suitably qualified and hold a minimum of a WPA Community Level Coach accreditation.
- In addition to players, teams may register “Non-Playing Officials” such as a manager, coach, physio, massage therapist, etc.

5 Team Entry Fees

- Each competitor is required to pay the Games Fee once and then the Sport Fee for each sport in which they register. Non-Playing Officials are not required to pay the Sport Fee.

5.1 Sport Fee & Games Fee

- Sport Fee: \$135 per player per team (*players only*)
- Competitor: Standard - \$155 from 1 September 2024
- Non-Playing Officials: \$90

5.2 Affiliation & Insurance

- All players competing in the Pan Pacific Masters Games are required to be a registered member of a Water Polo Australia affiliated State.
- If players are not registered with a Water Polo Australia affiliated State, players will be required to either:
 - Contact their State affiliation and register with them directly.
 - Register with Water Polo Queensland for a \$10 fee, which will be refunded to you after the event has concluded.
- If a player is not registered with an affiliated State, they will not be covered by insurance.

6 Referees & Table Duty

- All teams must provide suitably qualified referees. A minimum of one (1) referee from the listed duty team is required to **referee following their team's scheduled match** (or if listed for duty).
- Referees must hold minimum WPA Community Level Referee accreditation.
- Water Polo Queensland (WPQ) will be supplying four (4) independent referees for the tournament.
 - Where necessary, WPQ referees will cover games for teams where:
 - The team has indicated their referee is not up to the WPA Community Level Referee accreditation standard.
 - The team is sharing a referee with their Male/Female team.
- All teams must provide suitably qualified table officials. A minimum of two (2) table officials from the listed duty team (White Caps) are required for duty **following their team's scheduled match** (or if listed for duty).
 - Teams in the Blue Caps who play the 3rd game of the day will be rostered for table duty on the 8am games.
- Table officials must hold the WPA Competition Official Accreditation through the Learning Pool.

7 Conduct of Matches

7.1 Match Timings

- Each team will have a minimum of five games over the three-day competition period.
- 2 halves of 12-minute running halves with a 3-minute half time.
- There will be approximately 10 minutes between games. This may change based on the number of team entries.

7.2 Errors & Conduct of Game Officials

- For the purpose of these Rules, any Referee, Delegate, Table Official or Goal Judge will be considered a "Game Official".

- 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.
- Technical Errors may be raised with the Official by the Nominated Team Official during one of the scheduled breaks in play (half-time) and for 5-minutes after conclusion of the match. Only one Nominated Team Official from each team may approach the Official. Breach of this provision may result in a red card.
- The Technical Errors which may be raised with the Officials are limited exclusively to the following:
 - Number of Exclusions per player and Scoring Errors.
- The Official will consider and rule on any Technical Errors as exclusively defined in 6.2 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 Official is not required to give reasons for their decision and their decision is binding on all parties and non-appealable.

7.3 Equipment

- Match balls will be supplied by organisers. Teams are required to bring their own practice balls.
 - **Women's:** Size 4
 - **Men's:** Size 5
- All teams must bring two (2) sets of caps with the player number clearly visible on the caps.
- All matches will be played in pools that are L 20-25m, W 10-25m (as per World Aquatics rules).

7.4 Time Outs

- There will be no timeouts for any games throughout this event.

7.5 Penalty Shoot Out

- Only games in the Final stages will use Penalty Shoot Outs (PSO). A round game may end in a draw.
- The Pan Pacific Masters Games will be following the PSO rules that World Aquatics implemented in 2023. These rules can be found – [here](#).
- World Aquatics PSO rules indicate that the shooting order will be written down by the table secretary and the delegate during the first (1st) round of the PSO as the players shoot. All teams will need to take note of the shooting order for BOTH teams during the first round.
- Once the first (1st) round of the PSO is complete, the responsibility for ensuring that the players shoot in the same order from the first (1st) round will be of the coach and/or manager of each team.
- Any errors in the shooting order from the second (2nd) round onwards that are discovered after the match has concluded, will be deemed to have been a result of an error made by the referee and delegate and the result stands and is not a matter that can be protested.

- If the player shoots out of turn, and the error is discovered right away, the player is the retake the shot (regardless of if it was scored or not) and the shootout continues.
- Game Officials will follow World Aquatics rules regarding a PSO.

7.6 Tie Break

- In the event of a Tie-Break, World Aquatics rule [Appendix 20.9.1.11](#) will be used. Information for this can be found in Appendix 1 of this Competition Manual.

8 Points System

- **Win** = 3 points
- **Draw** = 2 points
- **Loss** = 1 point
- **Disqualification/Forfeit** = 0 points (0-5 goal score)

9 Competition Structure

9.1 Women's Structure

- There are currently 7 teams nominated in the Women's division.
- The Women's teams will play a round robin, with the final day as below:

Finals - Sunday			
35+ 2nd Position	v	35+ 3rd Position	35+SF1
40+ 1st Position	v	40+ 2nd Position	40+ Gold
45+ 1st Position	v	45+ 2nd Position	45+ Gold
35+ 1st Position	v	Winner 35+SF1	35+ Gold
Loser 35+SF2	v	BYE	35+ Bronze

9.2 Men's Structure

- There are currently 11 teams nominated in the Men's division.
- The Men's teams will be split into (two) 2 pools, with Semi's and Finals to be as below:

Semi Finals – Saturday Afternoon			
40+ 1st Position	v	50+	
40+ 2nd Position	v	45+ 5th Position	
40+ 3rd Position	v	45+ 6th Position	
45+ 1st Position	v	45+ 4th Position	45+SF1
45+ 2nd Position	v	45+ 3rd Position	45+SF2
55+	v	BYE	

Finals - Sunday			
40+ 2nd Position	v	40+ 3rd Position	40+ SF1
50+	v	55+	
45+ 5th Position	v	45+ 6th Position	45+ 5th
Loser 45+SF1	v	Loser 45+SF2	45+ Bronze
Winner 45+SF1	v	Winner 45+SF2	45+ Gold
40+ 1st Position	v	Winner 40+ SF1	40+ Gold
Loser 40+ SF1	v	BYE	40+ Bronze

10 Disciplinary & Tribunal Rules

- Red card offences reported by the game referees during games will be managed under the Water Polo Australia (WPA) National Sanctioning Policy, the WPA Conduct and Disciplinary Policy and the WPA Review and Appeals Policy.
- The Tribunal procedure will follow that which is set out in Schedule 4 and 5 to the Policy as applicable.
- A daily hearing by the Disciplinary Tribunal will be held via teleconference to manage any complaints or offences that need to be heard from days of play. If there are no complaints or offences that need to be heard from the day, the Disciplinary Tribunal will not convene a daily hearing on that day.
- The Disciplinary Tribunal's decision is final, binding upon all parties and is appealable in accordance with the Water Polo Australia Review and Appeals Policy.
- there may be specific situations or incidents that fall outside the purview of this policy and, as such, may not incur penalties as outlined in the national guidelines. Such situations may include, but are not limited to, indirect red cards or the participation of an ineligible player (e.g., an 8th player).
- Within the rules of this competition manual, if an individual receives a red card, that results in a suspension (e.g. misconduct grade 2 or higher and/or if there are carryover points from a previous offense), under Water Polo Australia's National Sanctioning Policy, the individual will be ineligible to participate in any further activities until a charge notice is sent.
- This means that the individual will be suspended for the subsequent number of games corresponding to the penalty points. If the penalty points do not result in a suspension, the individual will be eligible to participate in water polo activities once their game has concluded.

11 Forced Delay or Cancellation of Games

- Should circumstances occur which prevent play in some, or all games in any round, the Sport Conveyor and Venue Manager shall assess the situation and decide on delaying or cancelling games affected.
- If, due to unforeseen or exceptional circumstances a game is cancelled after commencement, or the start is delayed the following regulations shall apply:

- 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.
- 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.
- 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.
- 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.
- 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.
- 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.
- The Sport Conveyor will notify teams once a decision has been reached if games are delayed or cancelled if storms/lightning are present.
- Please note that the following protocols which are required to be adhered to in the event of inclement weather during competition. Where a venue had their own Lightning Protocol, the venue's protocol takes precedence.

11.1 Lightning Protocol

- Firstly, all lightning protocol by the venue must first be followed. If the venue does not have any lightning protocol, the following must apply:
- Play must stop immediately if the time between seeing a lightning flash and hearing thunder is 30 seconds or less.
- Referees must signal the Players to exit the pool immediately and seek safety under appropriate shelter.
- Game play must not resume until a minimum of 30 minutes has passed since the last lightning flash to thunder was heard. If a lightning strike occurs within the 30 minutes, the clock starts again. 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 WPQ as soon as possible.

Appendix 1: World Aquatics Tie-Break Rules

In the event of a Tie-Break, World Aquatics rule [Appendix 20.9.1.11](#) will be used:

20.9.1.11.1.1 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.

20.9.1.11.1.2 If three (3) or more teams shall have equal points, further classification shall be established as follows:

- The results among the tied teams shall determine which team is placed highest.
- If, at 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 ranking, the final classification between the teams in the tie shall be decided by 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.