

Sewa	age discharge requirements for Ships other than Declared Ships under the
	Transport Operations (Marine Pollution) Act 1995 and Regulation 2018
	1st September 2018
All ships with a fixed toilet	For all ships with a fixed toilet sewage must first pass through a macerator which can't be bypassed before being discharged into the marine environment, unless the fixed toilet is a composting toilet.
Untreated sewage discharge requirements	Prohibited Discharge Waters Illegal to discharge in coastal waters that are: - a boat harbour - a canal - a marina
	Smooth Waters (Includes rivers, creeks and designated smooth waters) * Illegal to discharge
	Open Waters * Illegal to discharge within ½ nautical mile (926m) of a wharf or jetty, other than a jetty that is a marina * Illegal to discharge within 1 nautical mile (1852 metres) of a person in the water, or aquaculture fisheries resources * 7 to 15 persons - Illegal to discharge within 1 nautical mile of a reef, the low water mark of an island or the mainland * 16 or more persons - Illegal to discharge in open waters
Treated Sewage discharge requirements	Prohibited Discharge Waters Illegal to discharge in coastal waters that are: - a boat harbour - a canal - a marina
	Smooth Waters and Open Waters Illegal to discharge Grade C Treated Sewage within ½ nautical mile (926 metres) of - a person in the water - aquaculture fisheries resources - reef Illegal to discharge Grade B Treated Sewage within 700 m of:
	<ul> <li>- a person in the water</li> <li>- aquaculture resources</li> <li>- a reef.</li> <li>Illegal to discharge Grade A Treated Sewage in prohibited discharge waters</li> <li>- No other restrictions</li> </ul>
On-Board Documents	All vessels with a sewage treatment sytem are required to have the following on-board and available for inspection: - Sewage treatment system manufacturer's details - Sewage treatment system documentation - Sewage treatment system service manual - Sewage treatment system service records including maintenance and assessment documentation