



**UNDERWATER HOCKEY**

**REFEREE MANUAL**

**LEVEL 1**

**8th Edition**  
**Version 8.12**  
**November, 2003**

**Based on original work by**  
**Graham Henderson**



# **REFEREE ACCREDITATION SYSTEM**

## **PRE-REQUISITES**

### **Level 1 Referee (State Referee)**

- To have successfully completed a Level 1 Course.
- To have refereed at least 10-club level games.

Issued - Referees Manual  
- Level 1 Badge

### **Level 2 Referee (National Referee)**

- To hold Level 1 accreditation.
- To have refereed at least 20 games in major State Championships and refereed 15 games at National Championships with a Level 2 accredited Referee or higher.
- To hold current. Senior Resus. or equivalent. eg. First Aid Certificate
- Must pass an in-water assessment by a nominated L2 Referee or higher
- To have successfully completed a L2 Course / Exam.

Issued - Level 2 Badge

### **Level 3 Referee (International Referee)**

- Make application to the National Chief Referee.
  - To hold Level 2 accreditation.
  - To have refereed at least 20 games at National Competitions as an accredited Level 2 Referee.
  - To have successfully completed a L3 Course / Exam set by the National Chief Referee.
  - Make application to CMAS through the National Chief Referee.
- (Requires two (2) passport photos signed, and a correctly filled in application form.)

Issued - Level 3 Badge



## COURSE STRUCTURE

### **Level 1**

15 Min. Introduction by Course Leader - ideally local Chief Referee.

15 Min. Outline of Course by Refereeing Instructor.

60 Min. Guest speaker - ideally a Referee or Umpire from a high profile sport;  
eg. Football, Tennis, Netball

90 Min. Theory session as set out in the attached sheet.

240min. Practical in-water session.

90min. Exam on the following day.



## **WHAT ARE WE TRYING TO ACHIEVE ?**

The objective of this Level One

Course is to produce Officials

(Scorers, Timekeepers,

In-water Referees and Chief Referees)

with a clear understanding of the

*Basic Rules and Conduct*

of an

**Underwater Hockey Match**



A Referee is an  
**Arbitrator.**

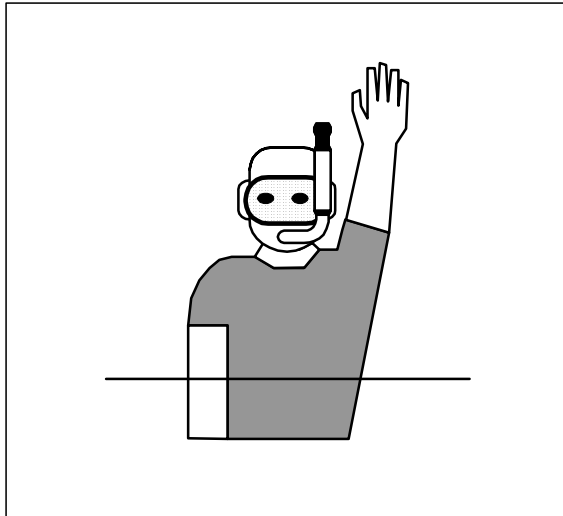
A good Referee  
is always in **Control**

**Control =** {  
Concentration  
Knowledge of the Rules  
Positioning  
Fitness  
Communication  
Composure



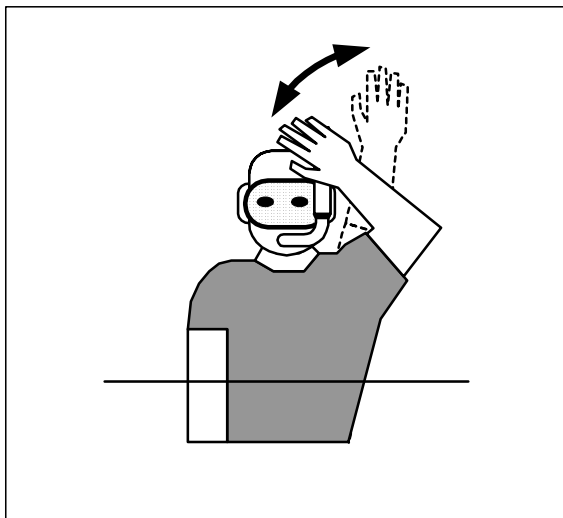
## SIGNALS

### Ready to Start



*"I'm signalling that I am ready for play to start, because I'm in the right position and the puck is correctly placed."*

### Stop

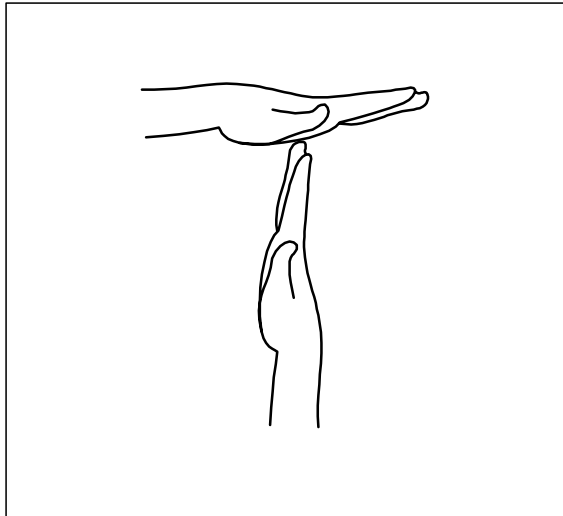


*"I'm signalling a Stop to play because I have seen an infringement, or the puck has been played out of bounds."*



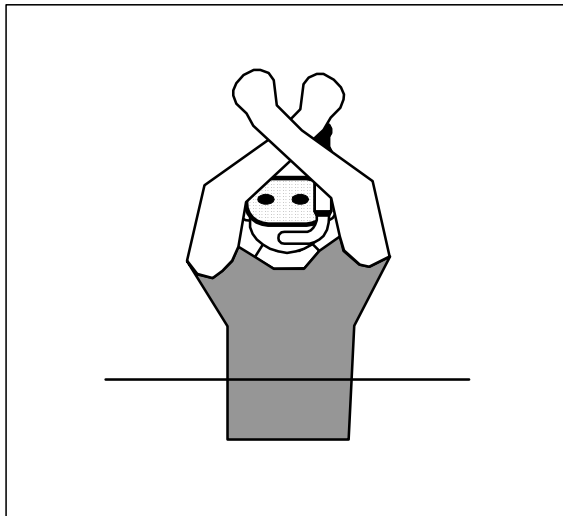
## SIGNALS

### Time



*"I'm signalling an end to a 'TIME' period.  
It is either half or full time in a Normal or  
Time-On period. "*

### Equal Puck

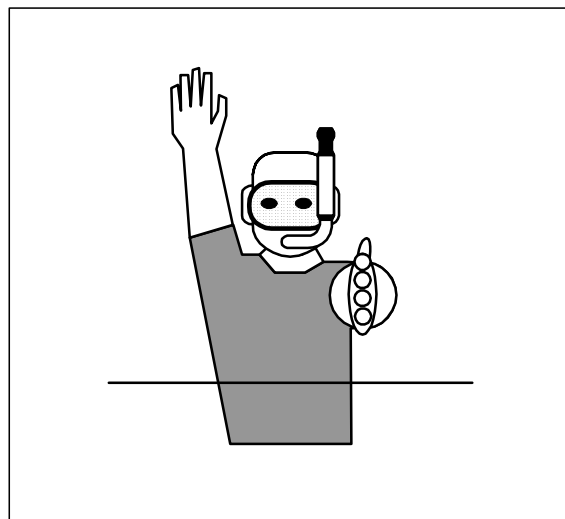
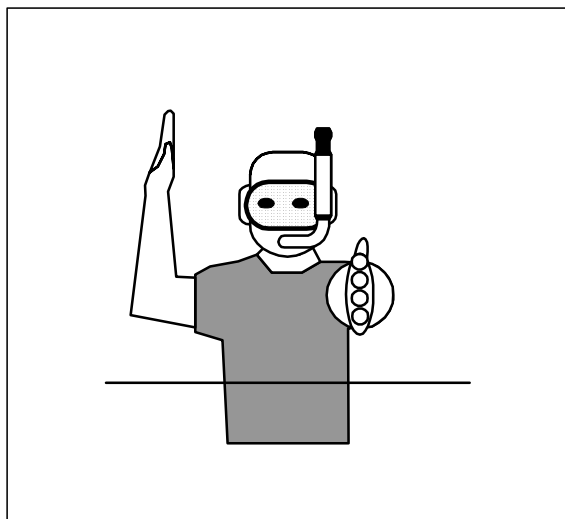


*"I'm letting the teams know that an Equal  
Puck has been awarded."*



## SIGNALS

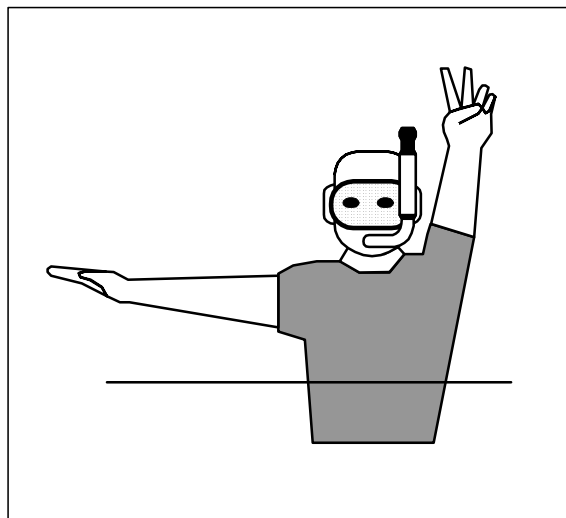
### Advantage Puck



*A Sequence of 2 distinct, crisp actions:*

- 1. "I'm signalling an Advantage Puck to one team and have moved 3m off the puck indicating the imaginary line to the other Referee."*
- 2. "I'm ready as all players are ON-SIDE, behind the line."*

### Time Penalty



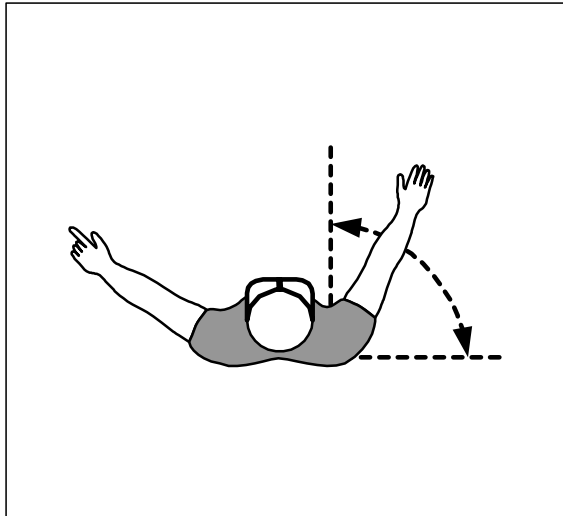
*"I'm signalling a Time Penalty by pointing to the player, then the penalty area.  
2 finger raised = 2min.  
5 fingers raised = 5min."*





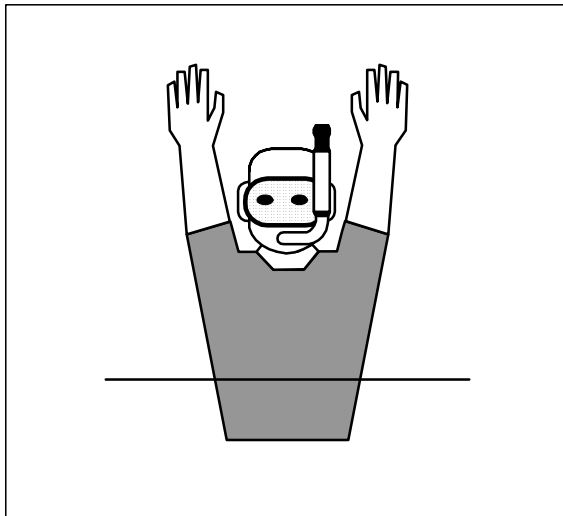
## SIGNALS

### Total Dismissal



*“I’m signalling that a player is dismissed for the remainder of the match and cannot be replaced.”*

### Goal

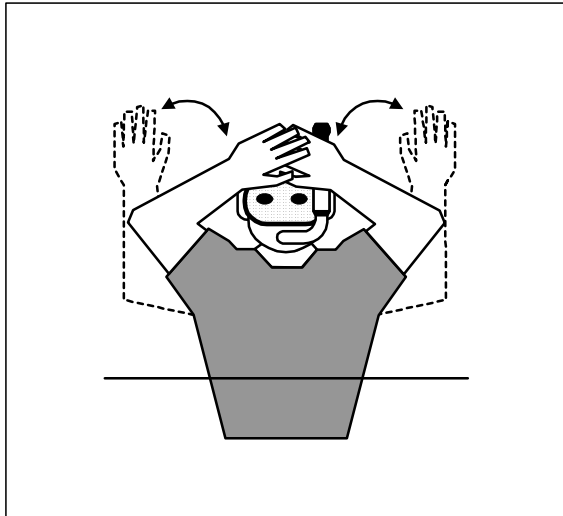


*“I’m signalling that a Goal is scored because I’ve seen the puck fully enter the goal volume (even if momentarily) and touch either the back or bottom of the goal. (Goal is confirmed when both Referees have signalled as such).” A pre signal between water refs by raising 2 index fingers to acknowledge this was a correct goal. Then give main signal to Chief Referee.*



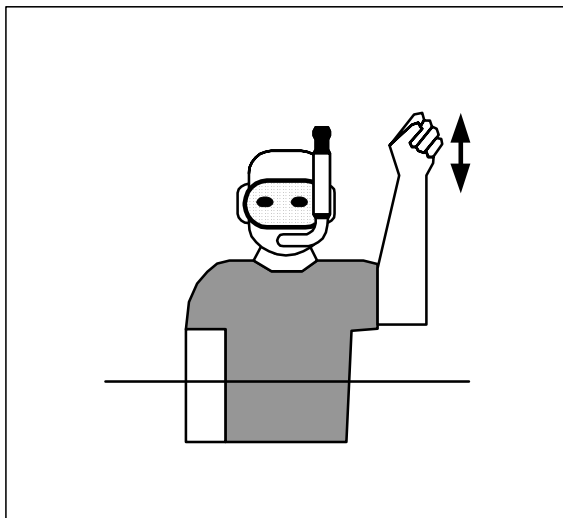
## SIGNALS

### No Goal



*“I’m signalling no goal as I have seen some incident infringement to disallow the goal.”*

### Penalty Shot

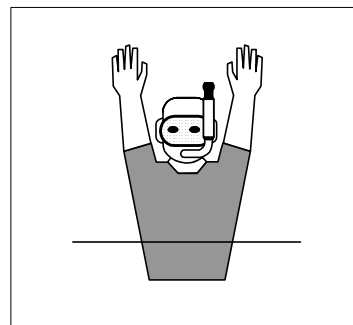
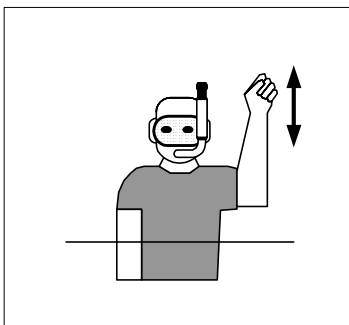
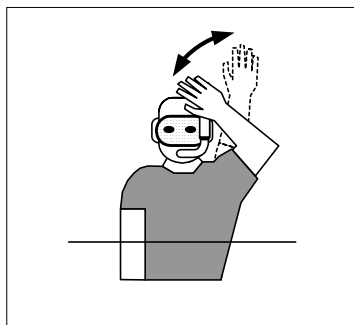


*“I’m signalling a Penalty Shot because I’ve seen an infringement within the 3m radius of the goal, that stopped an almost certain goal from being scored.”*



## SIGNALS

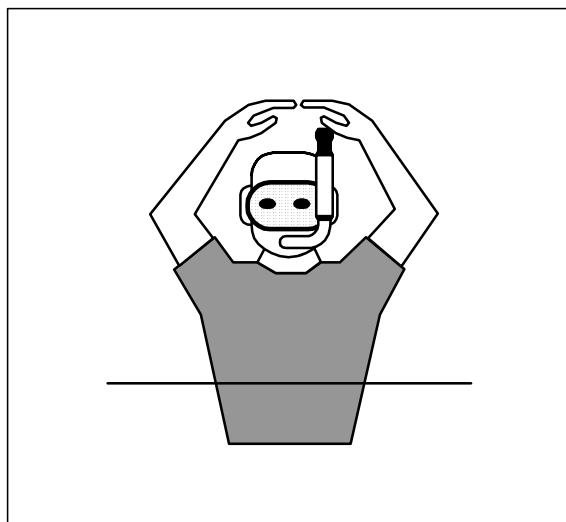
### Penalty Goal



*A Sequence of 3 distinct, crisp actions.*

*“I’ve seen a serious infringement inside the 3m radius of the goal and am awarding a Penalty Goal to the attacking team.”*

### Time Out

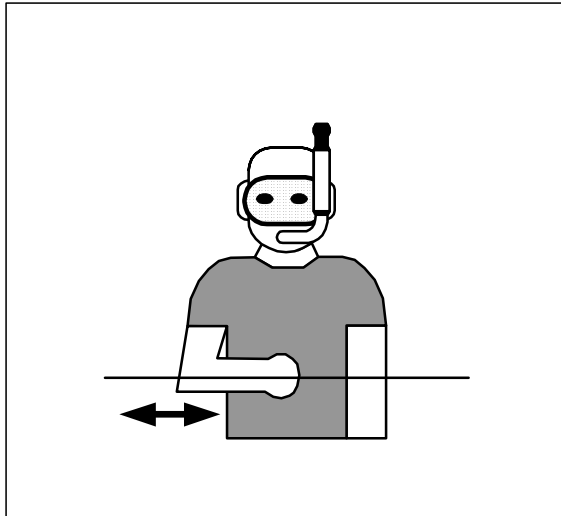


*“I’m signalling or acknowledging that a team has requested a 1 minute Time-Out period”*



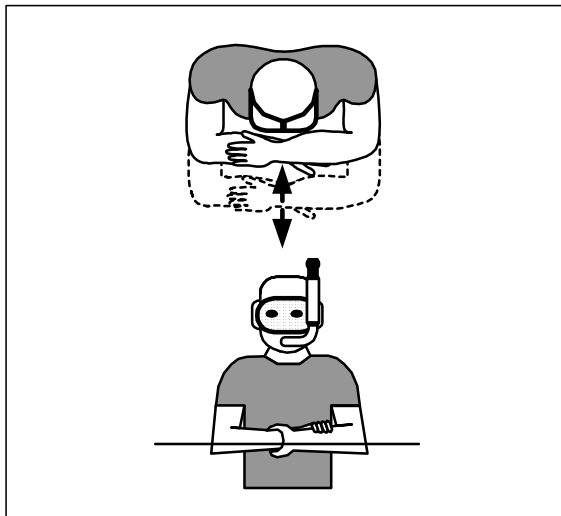
## SIGNALS

### Illegal Use of Free Arm



*“I’m signalling to a player that he/she has illegally used their free arm.”*

### Obstruction, Barging, Blocking, Shepherding

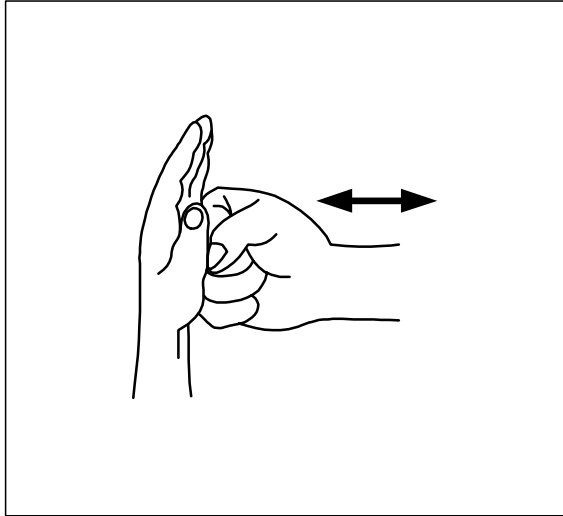


*“I’m signalling to a player that he/she has committed one of the above fouls.”*



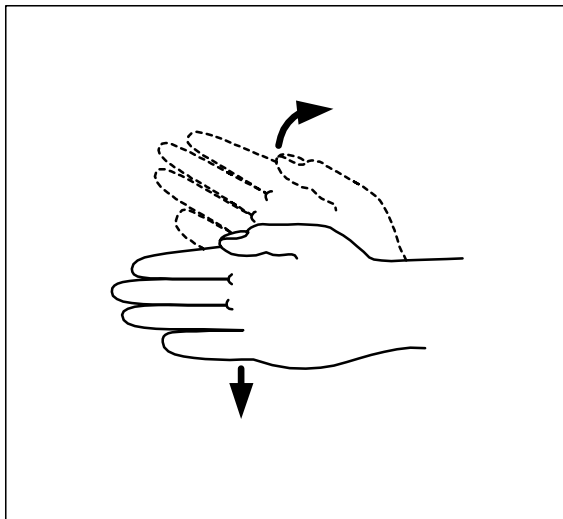
## SIGNALS

### **Advancing the Puck with the Free Hand or Stick Infringement**



*“The player has used their hand (free or stick) to advance the puck, or has committed a stick infringement.”*

### **Illegally Stopping the Puck**

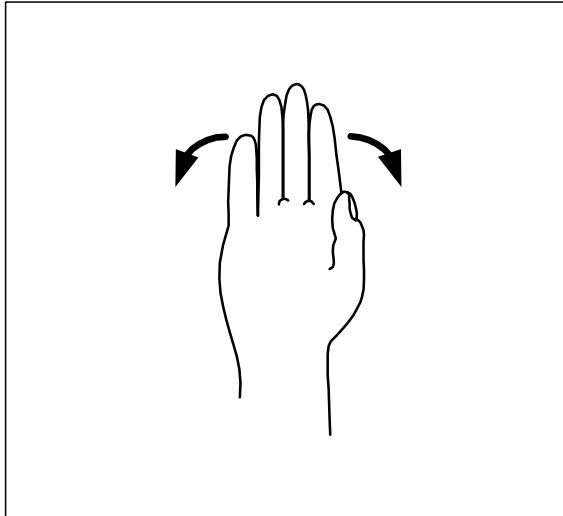


*“I’ve seen a player stop the puck with anything other than the stick. (Intentionally or otherwise)”*



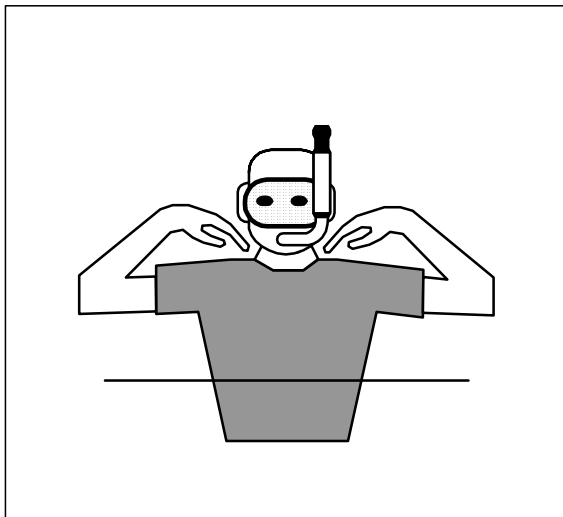
## SIGNALS

### Call by Referee



*“I’m signalling the player/s to me so that I can talk to him/her/them.”*

### Time Suspension

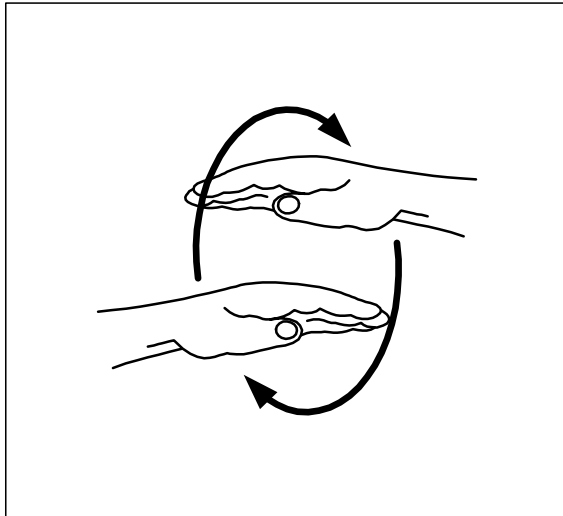


*“As Chief Referee, I’m signalling the suspension of time because of exceptional circumstances.”  
(All clocks STOPPED)*



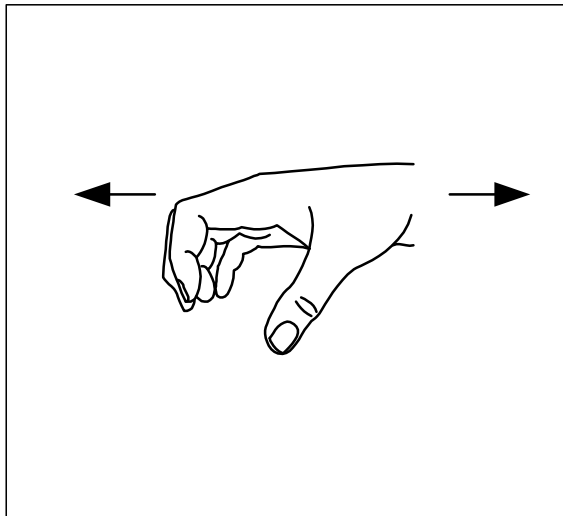
## SIGNALS

### Illegal Substitution



*“I’m signalling that a player has committed an Illegal substitution.”*

### Grabbing the court Barrier

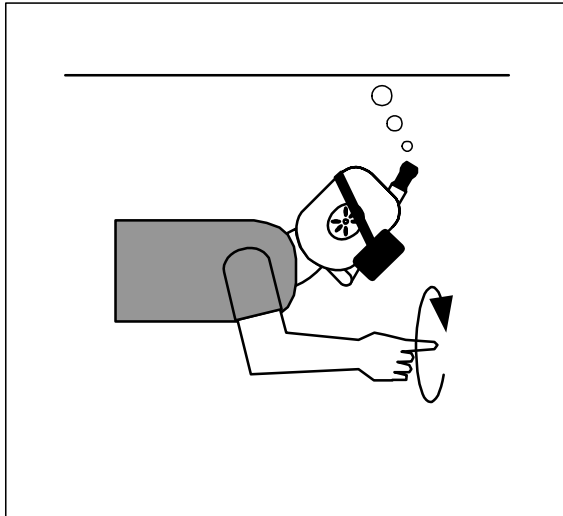


*“I have seen a player holding the barrier at the while playing the puck”*



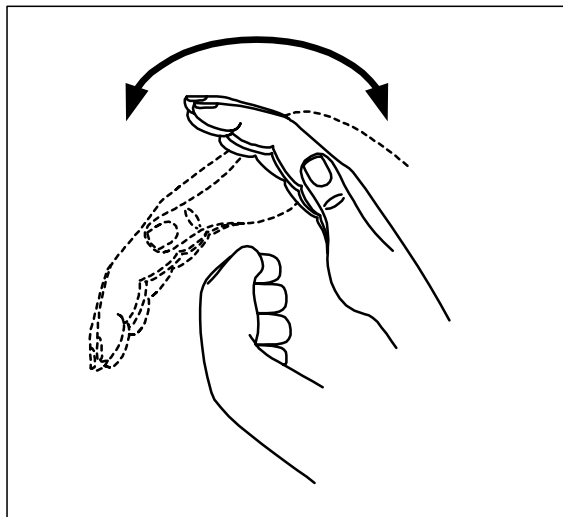
## SIGNALS

### Advantage Rule



*If the referee sees an infringement but the team who has been infringed upon still maintains possession or continues to advance, then the referee will allow play to continue for a time or territorial advantage equivalent to a penalty given for the infringement.*

### Side line out –puck out of bounds



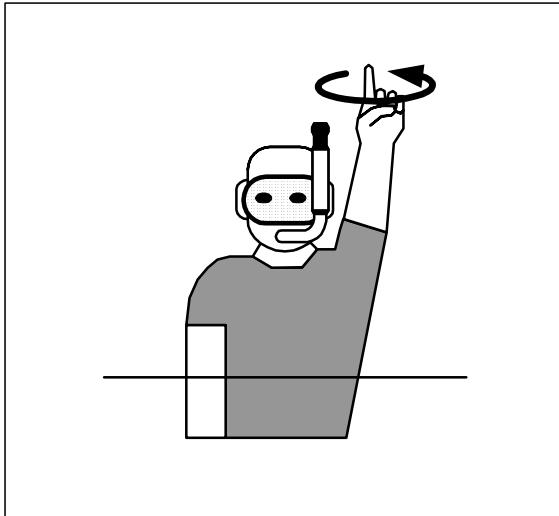
*“I’m signalling a player has passed the puck over the side line or out of bounds.”*





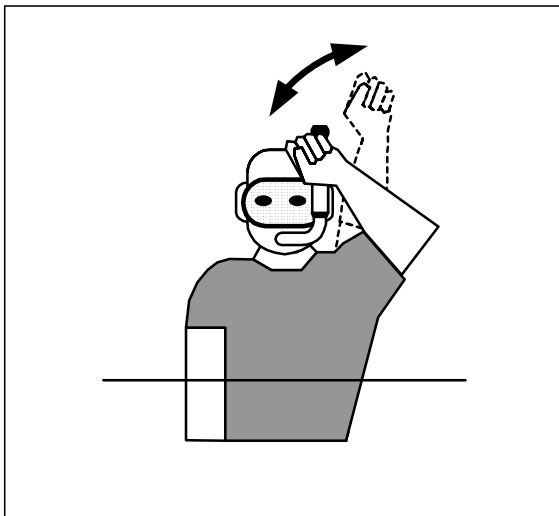
## SIGNALS

### Illegal Start



*“I’m signalling that I’ve seen a player break from the start of play either at the beginning of ‘time -on’ or when a free puck is being taken.”*

### Unsportsmanlike Behaviour

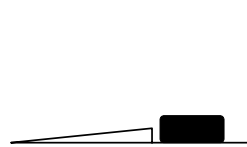


*“I’ve witnessed a player acting in an unsportsmanlike manner and am awarding a free puck to the opposite team.”*

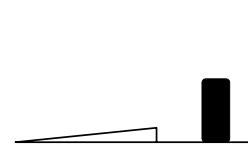


# GOALS

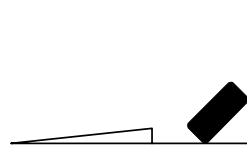
The following illustrations show situations where a goal **IS** awarded.



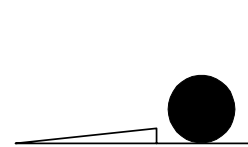
(A)



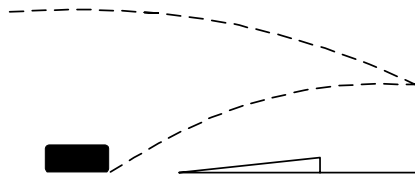
(B)



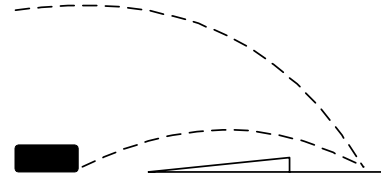
(C)



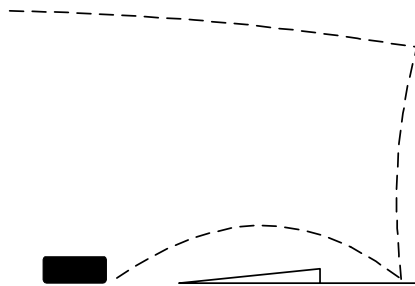
(D)



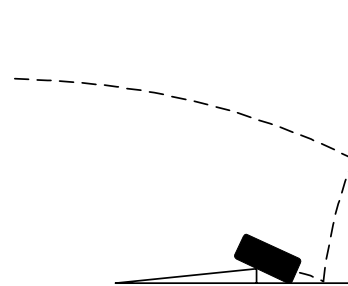
(E)



(F)



(G)

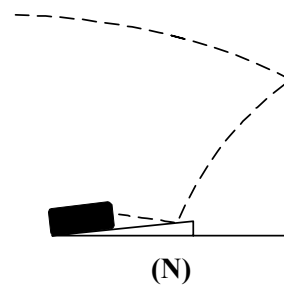
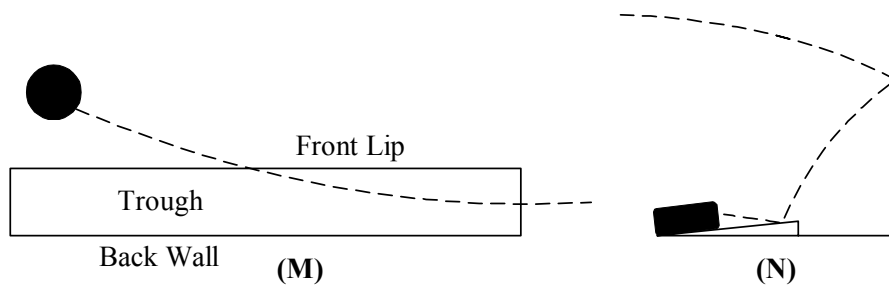
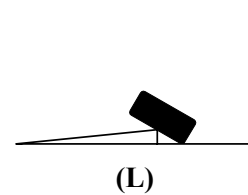
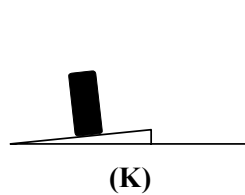
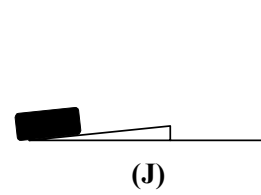
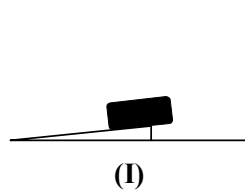


(H)



## No-Goals

The following illustrations show situations where a goal should **NOT** be awarded.





## **THE NATURE OF FOULS**

### **MINOR INFRINGEMENT**

- **most stick infringements**
- **incorrect starts**
- **most obstruction infringements**

### **MAJOR INFRINGEMENT**

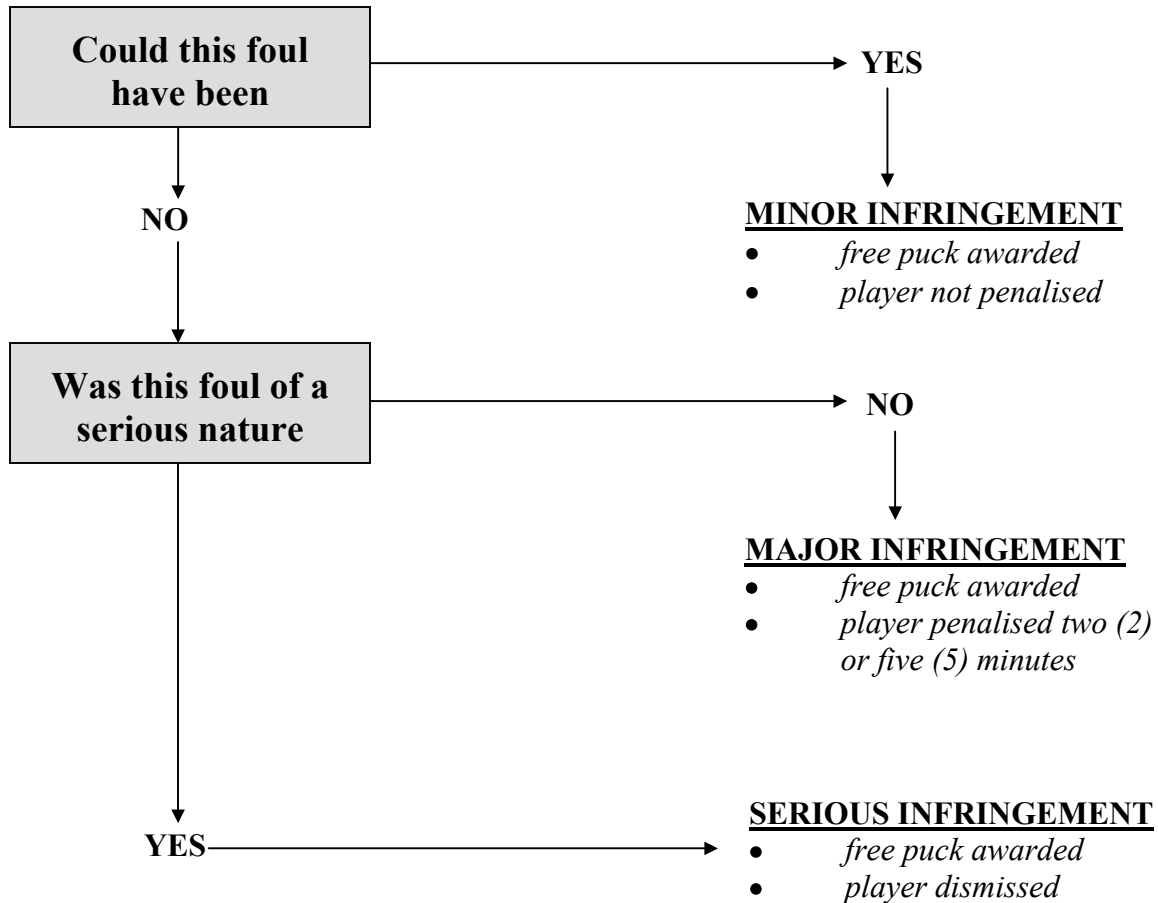
- **grasping, holding, pulling**
- **obscene language, abuse**
- **deliberate obstruction**
- **continued minor infringements**

### **SERIOUS INFRINGEMENT**

- **fighting, striking**
- **continued major infringements**



## FOUL SELECTION PROCEDURE





## **PENALTIES**

Action open to  
Referees!

**Cautioning**

**Time Penalty**

**Total Dismissal**

**Equal Puck**

**Advantage Puck**

**Penalty Shot**

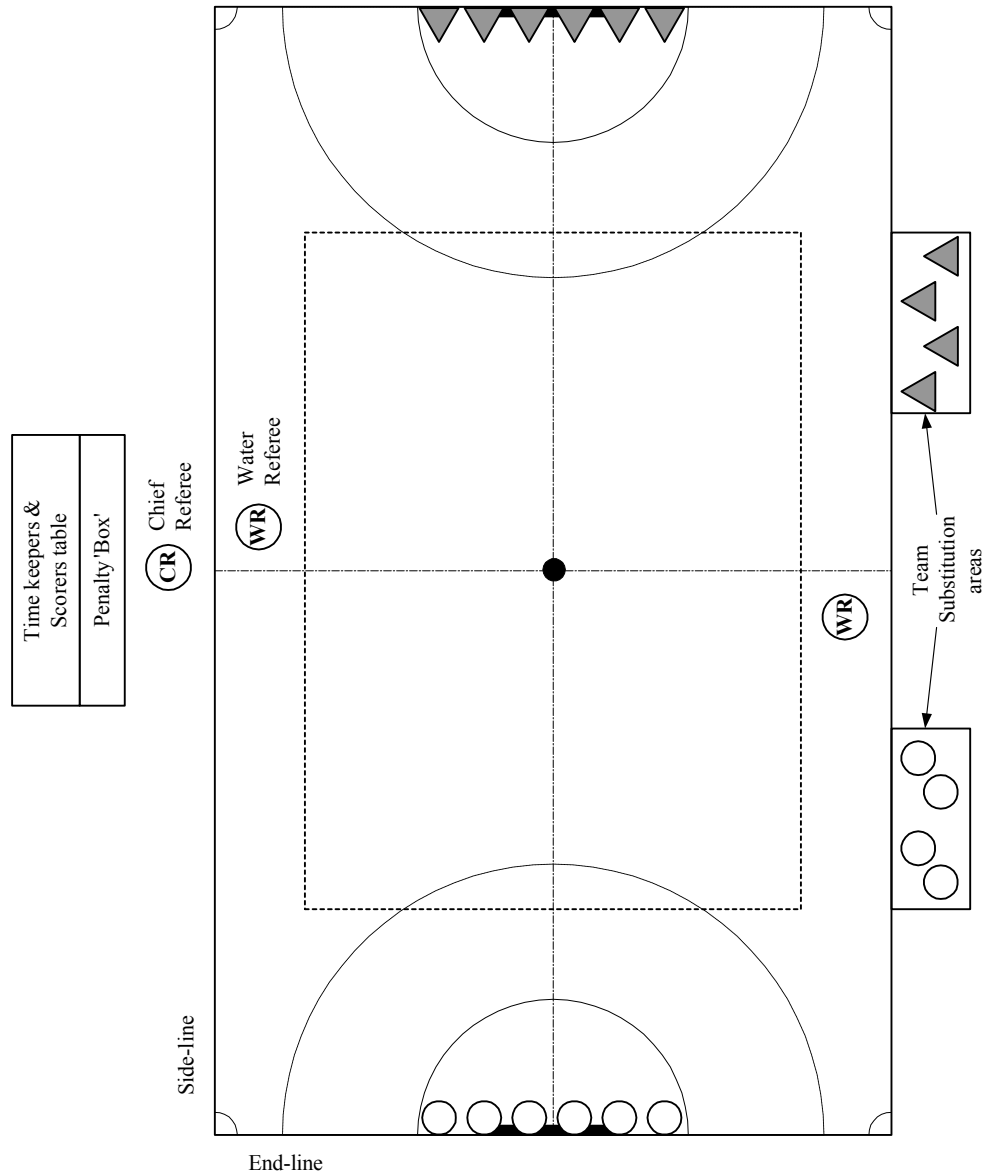
***Side Line-out***

*(In Exceptional cases ONLY)*



# BREAKING

from starting position



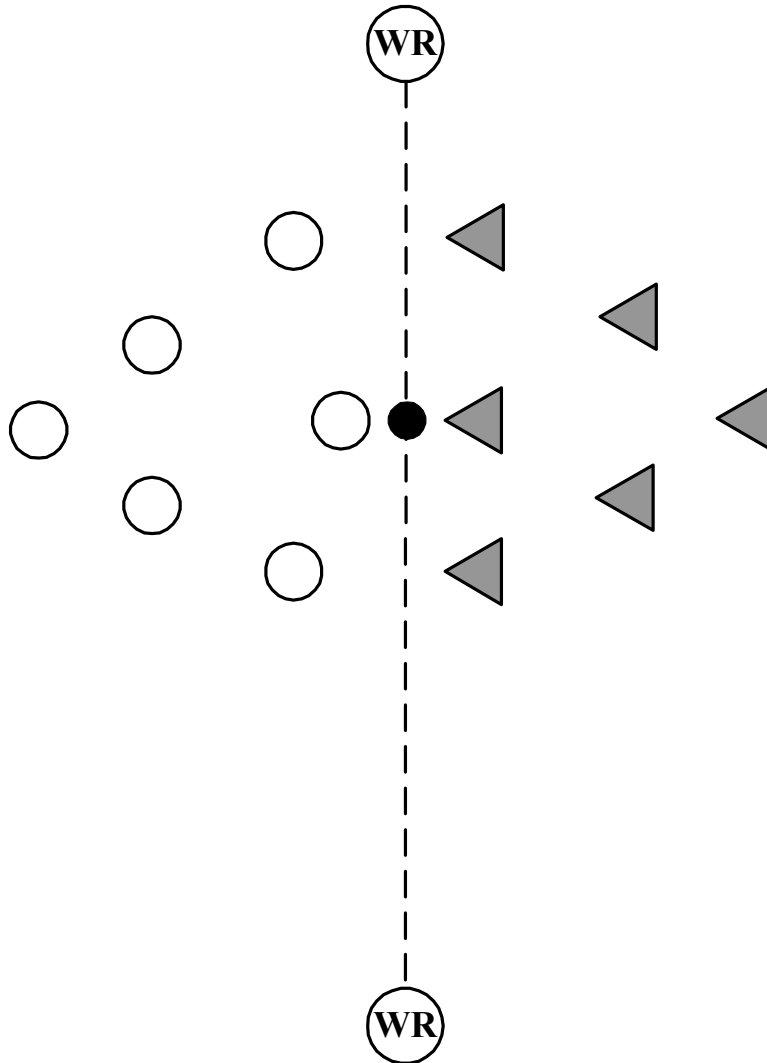
-Stop the game.

-Award an advantage puck against the offending team and place the puck at the centre of the pool.



# EQUAL PUCK

## Player & Referee Positioning



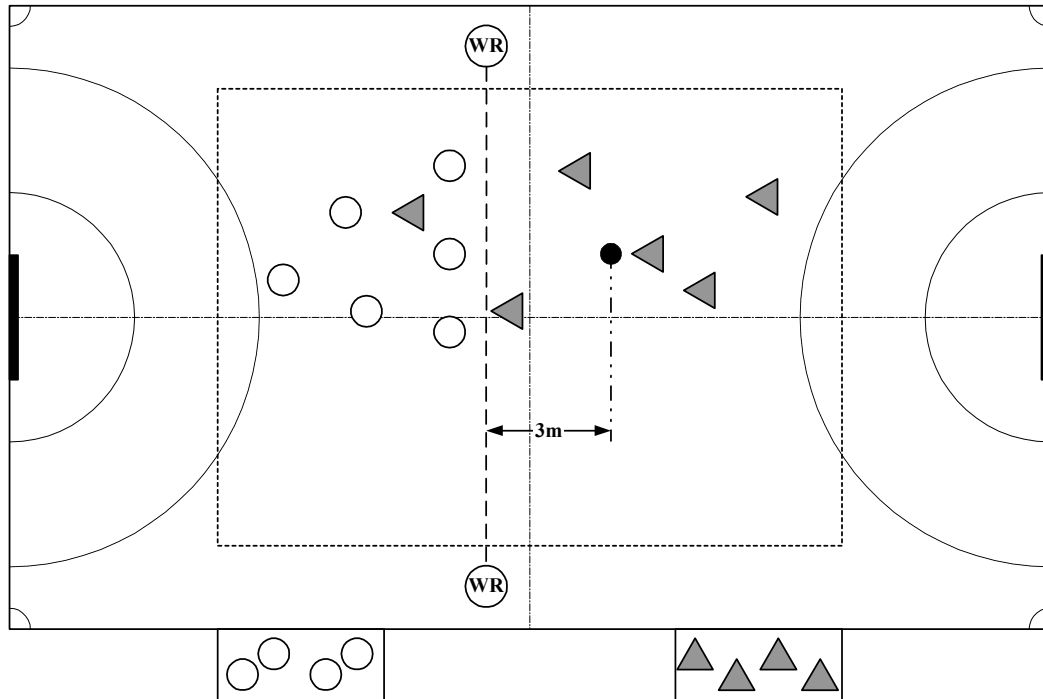
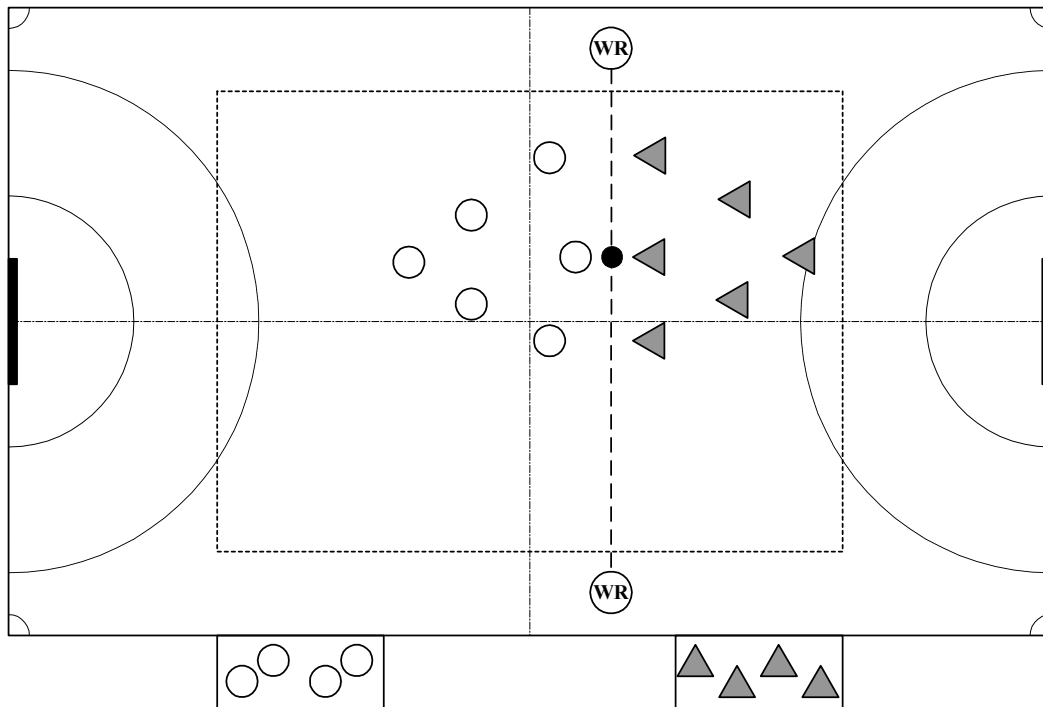
ALL Players **MUST** start from the **SURFACE**  
and be **ON SIDE**





# **BREAKING**

from Equal Puck

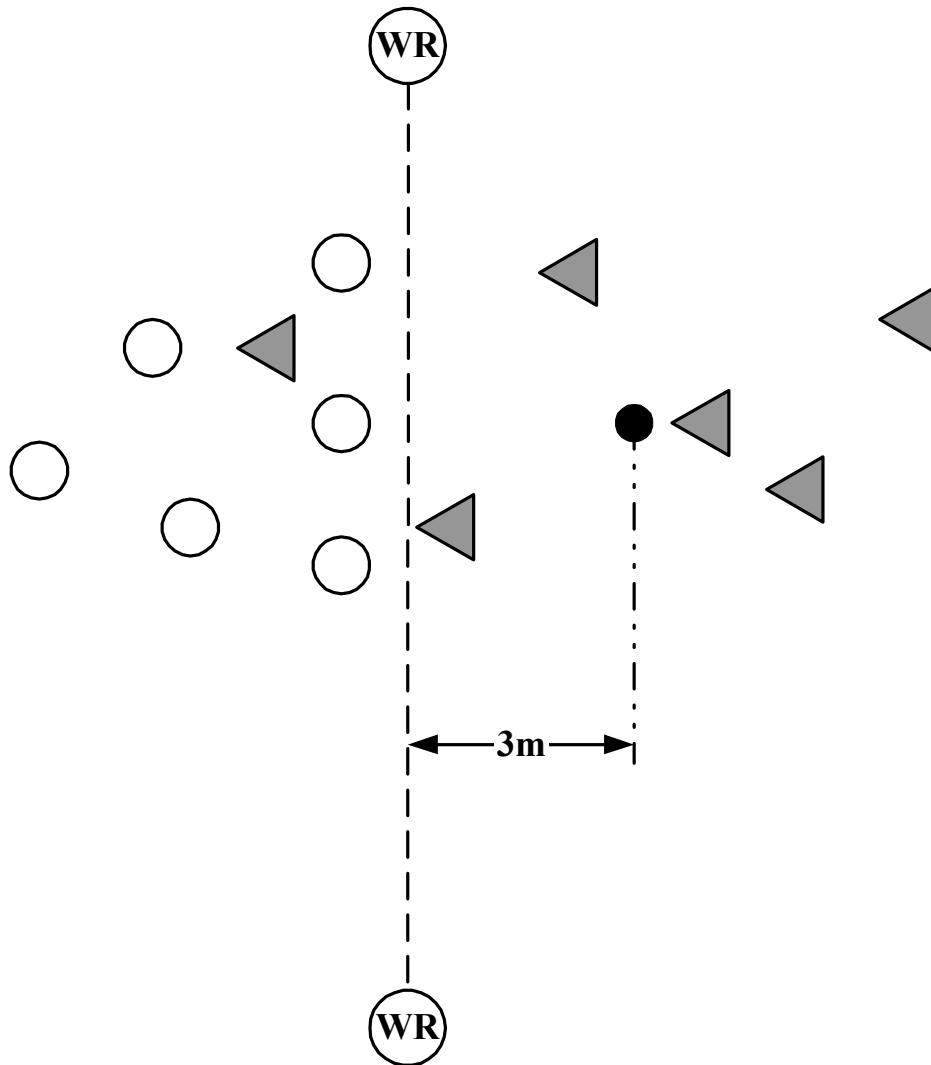


It becomes an **ADVANTAGE PUCK**



# ADVANTAGE PUCK

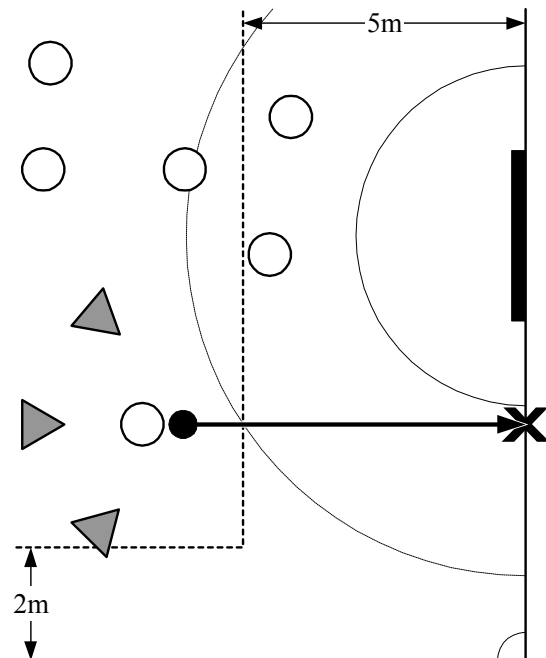
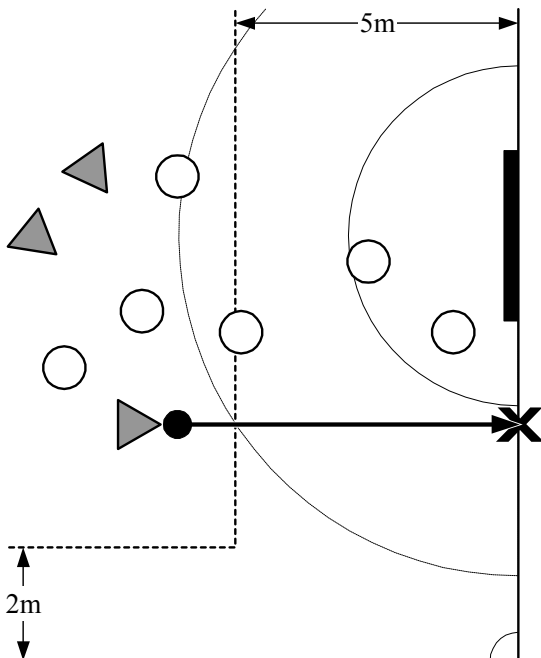
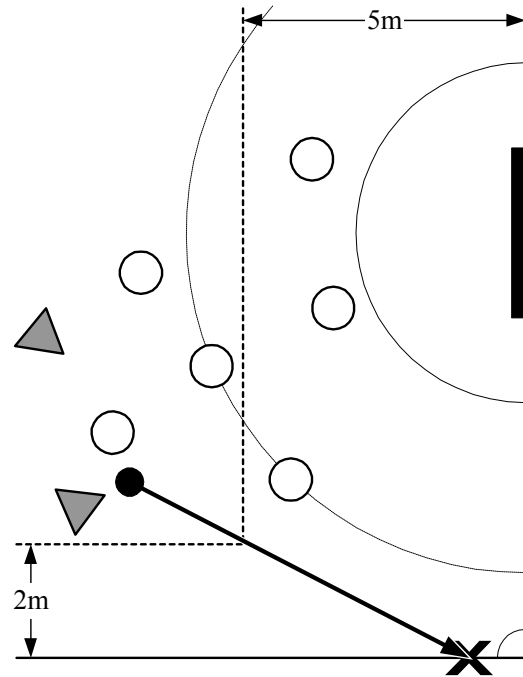
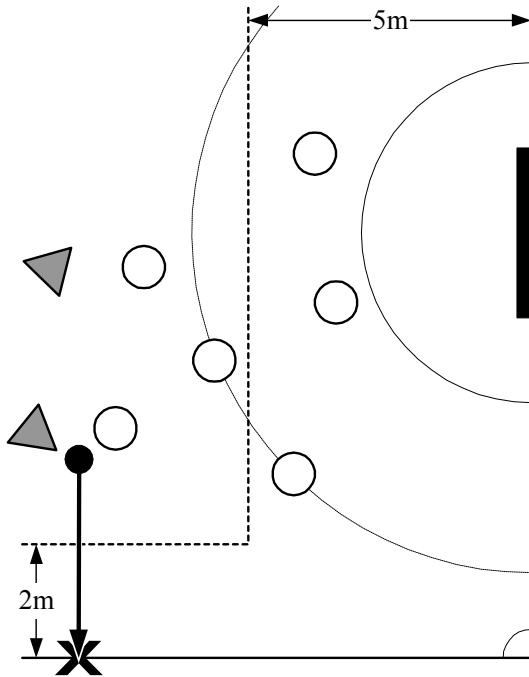
## Player & Referee Positioning





# ADVANTAGE PUCK

Played Out of Bounds  
(For exceptional circumstances ONLY)

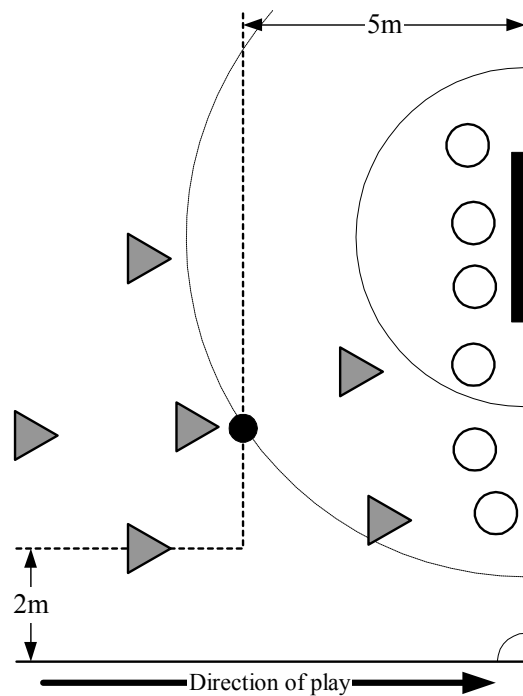
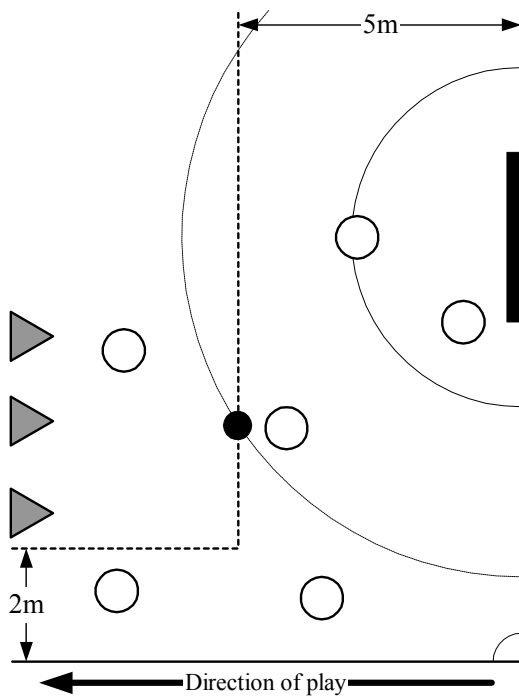
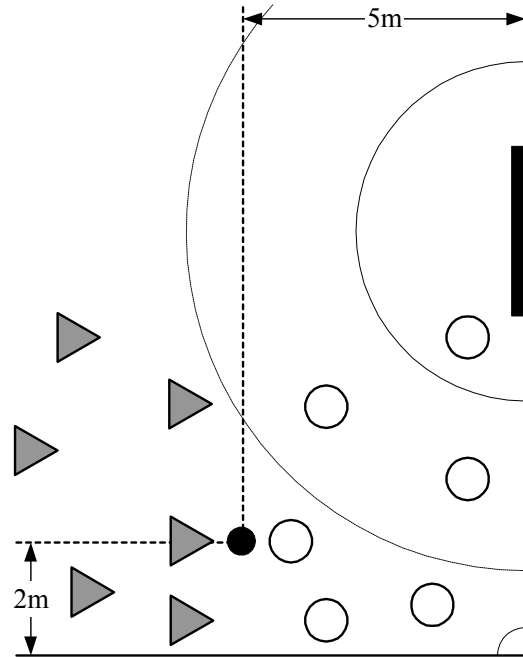
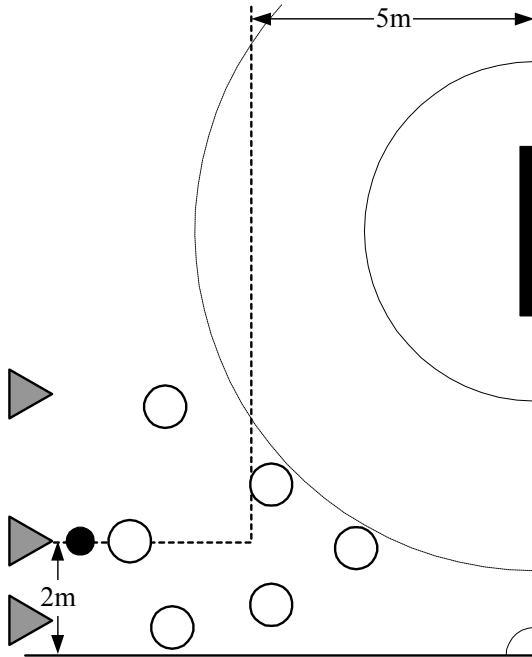


**CMAS Rules require a fully enclosed court!!**



# ADVANTAGE PUCK

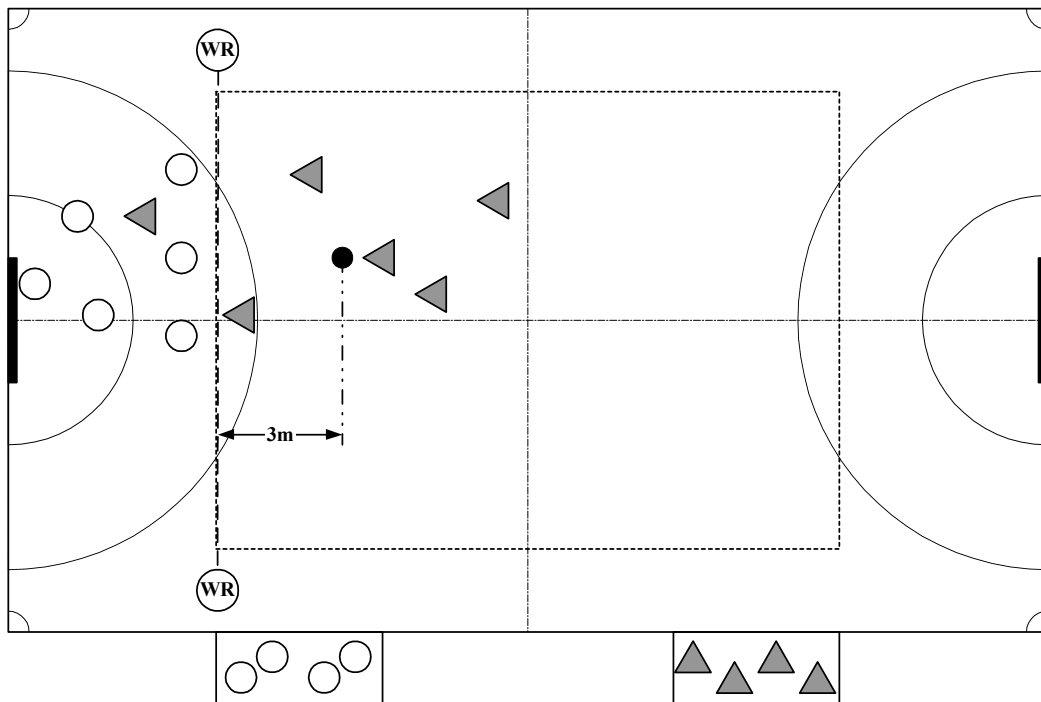
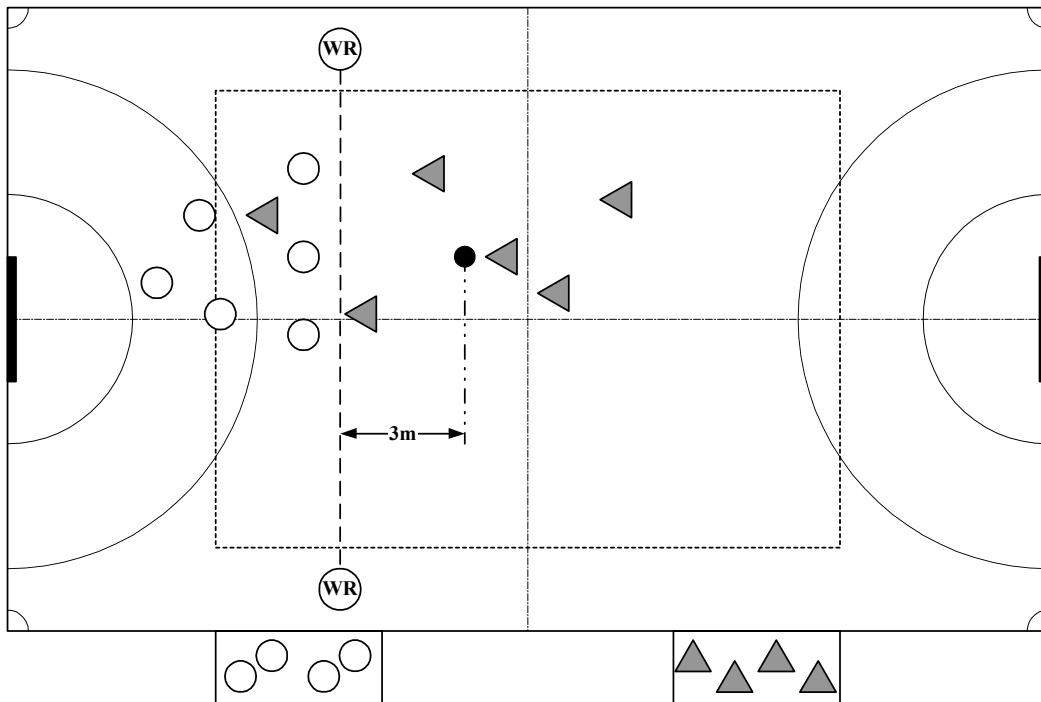
## Placement After Infringement





# BREAKING

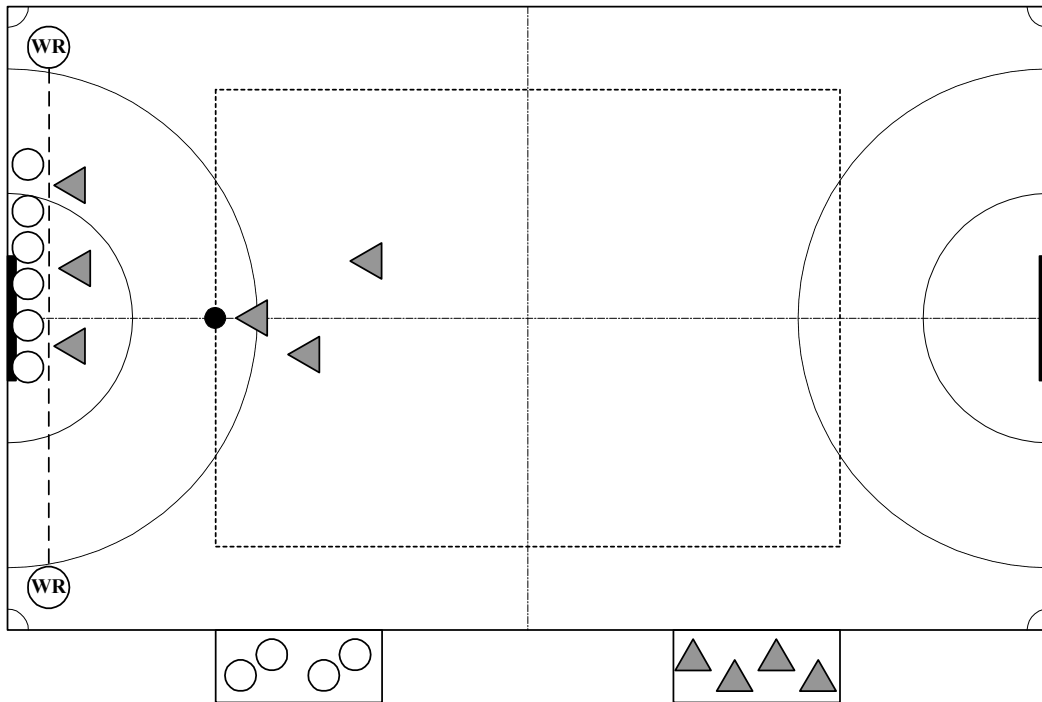
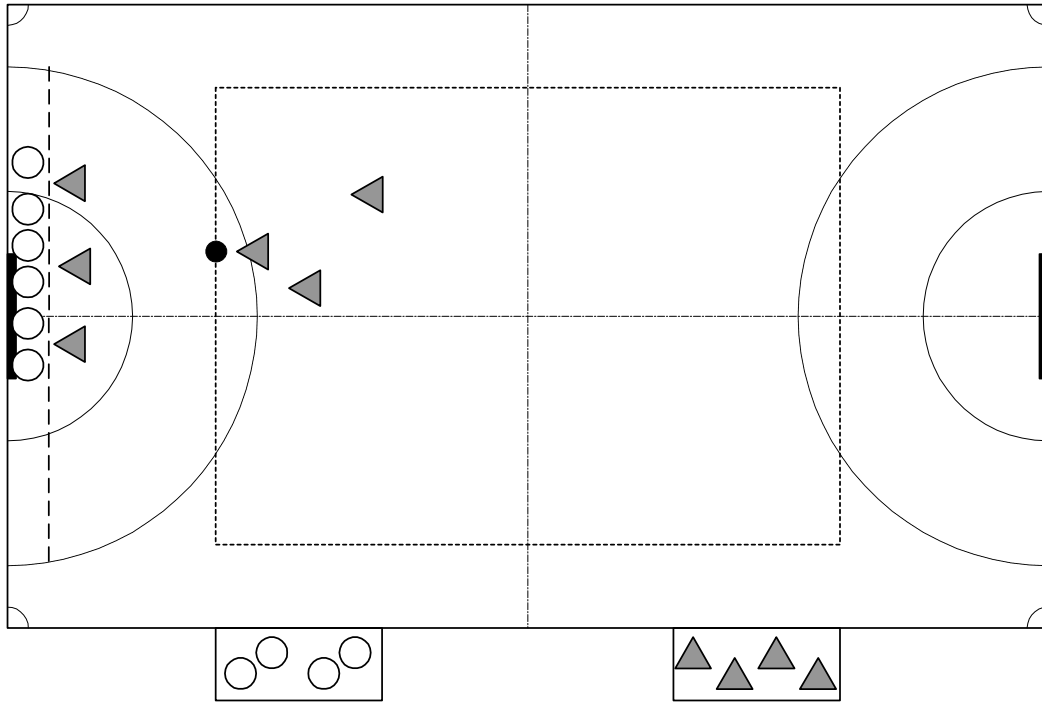
from an Advantage Puck





# BREAKING

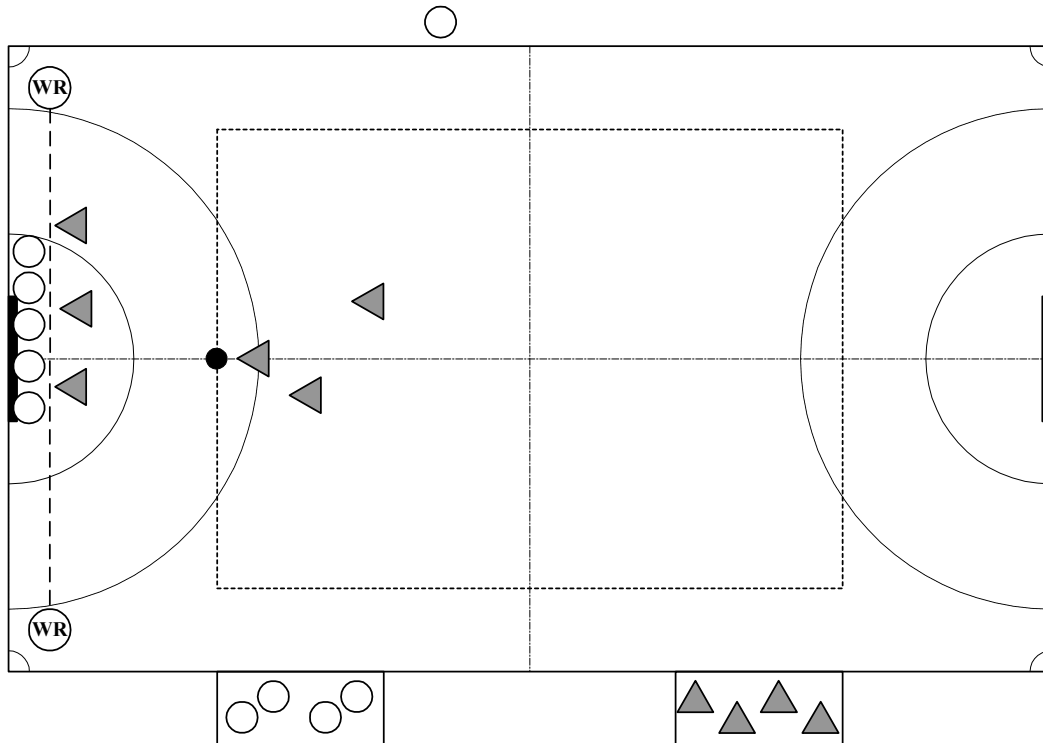
from an Advantage Puck





# BREAKING

from an Advantage Puck

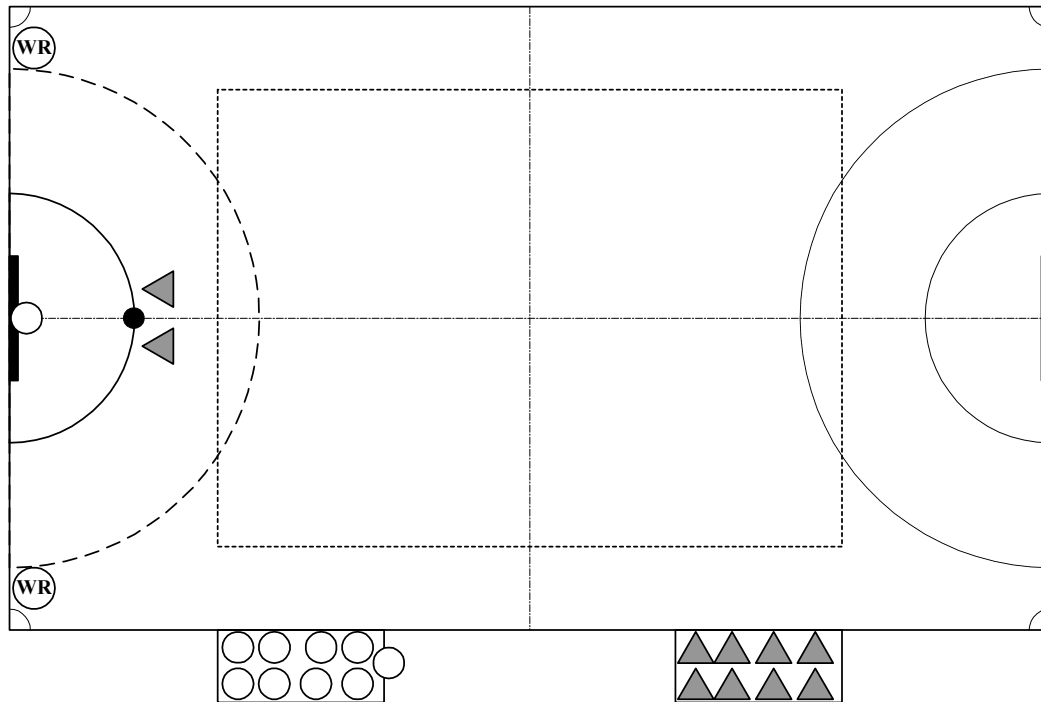


Subsequent Breaks on the same Advantage puck  
results in players being sent to the penalty box



# PENALTY SHOT

## Player & Referee Positioning



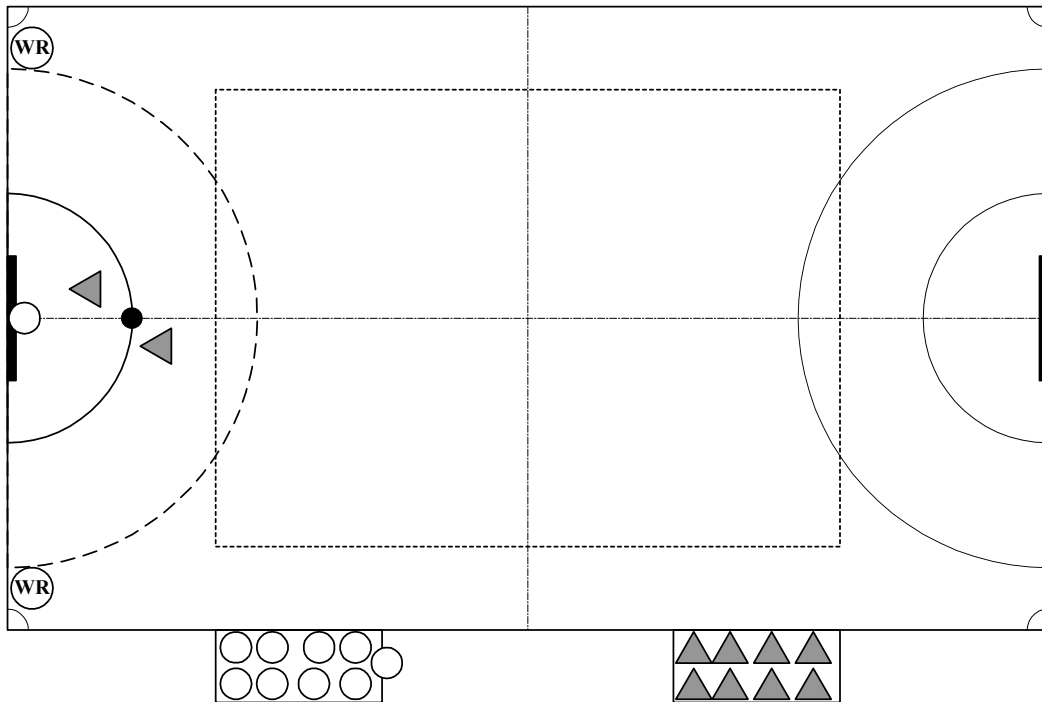
- Only 3 nominated players take part
- All 3 players must start on the surface
- All remaining players must return to their perspective substitution areas



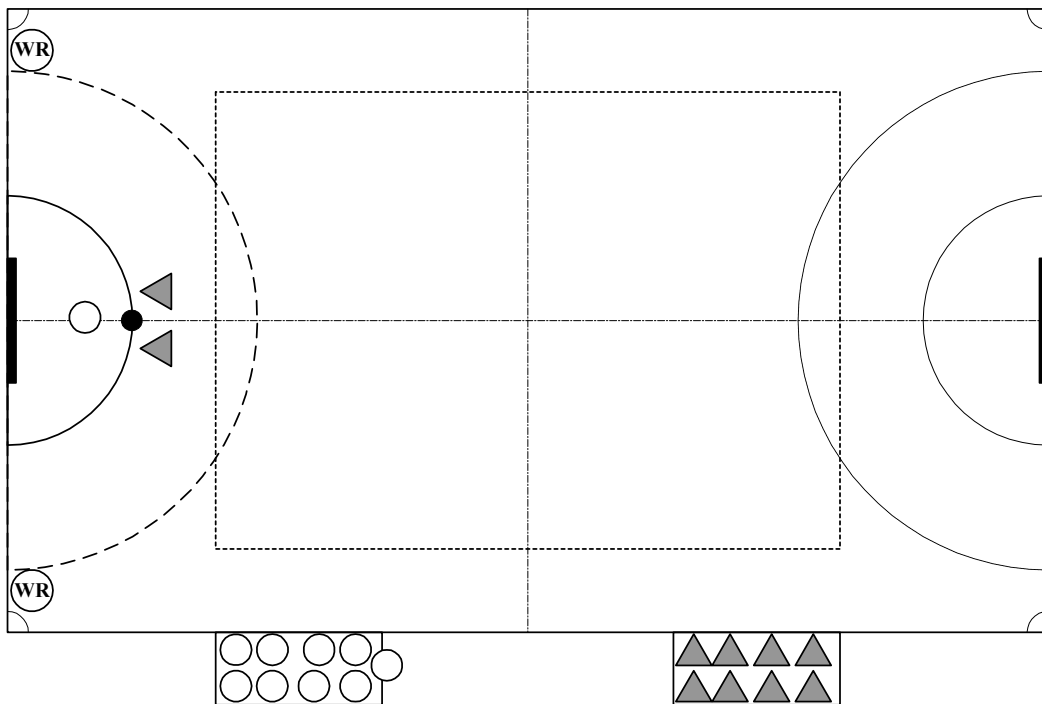


# BREAKING

## From a Penalty Shot



If the attacker infringes, then the penalty has been defended

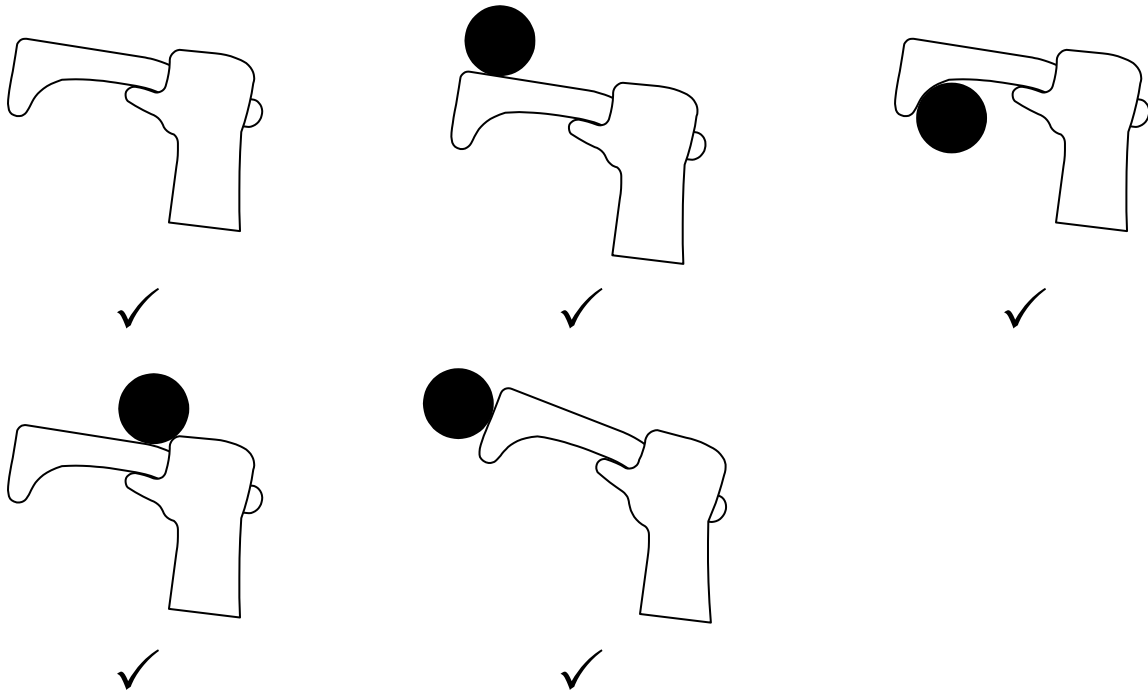


If the defender infringes, then the penalty has been scored

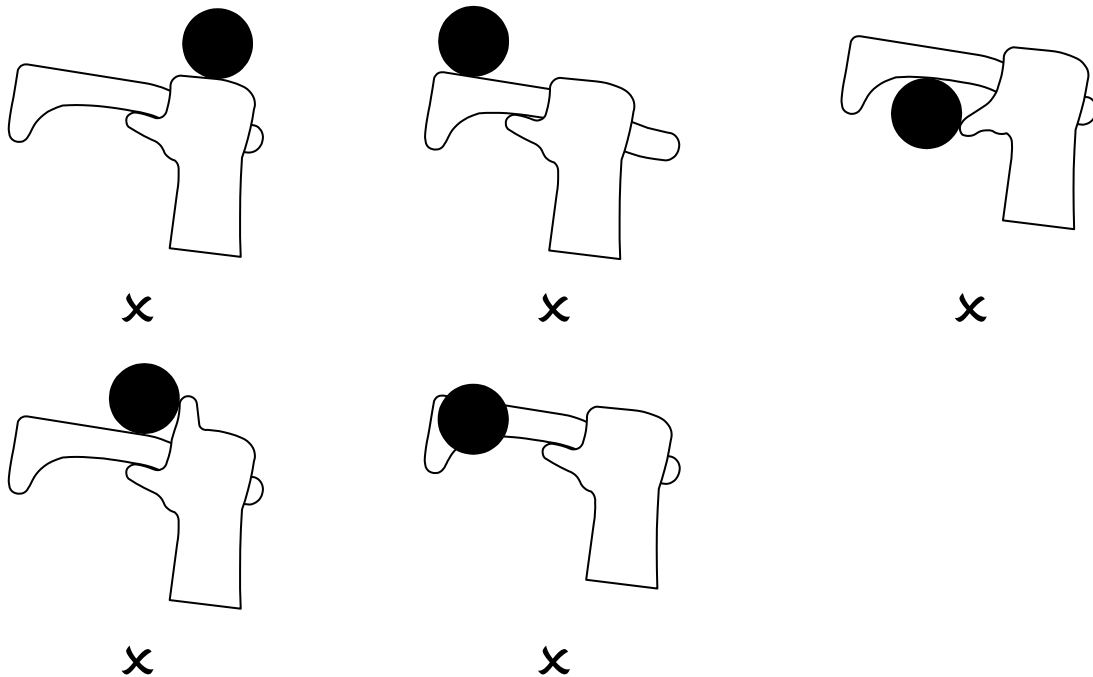


## STICK INFRINGEMENTS

### Correct handling of stick and puck

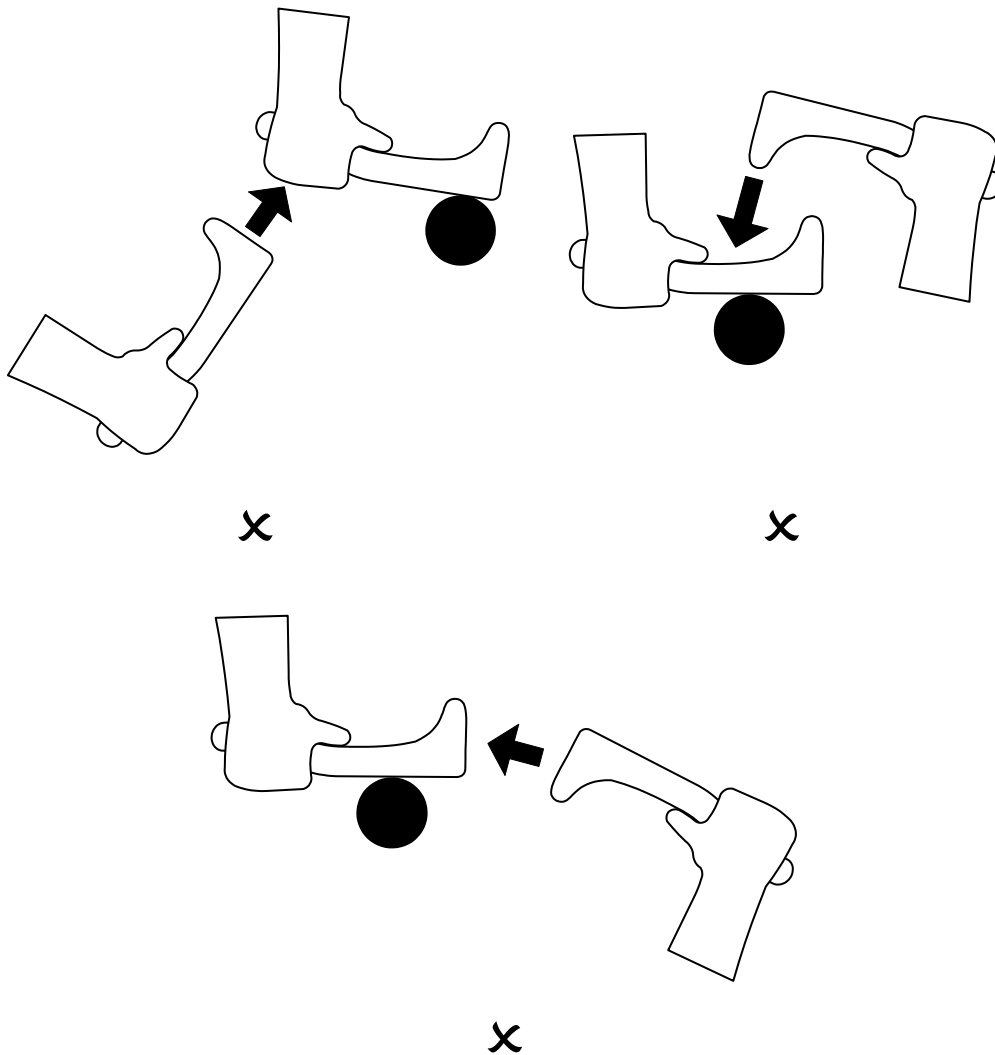


### Incorrect handling of stick and puck





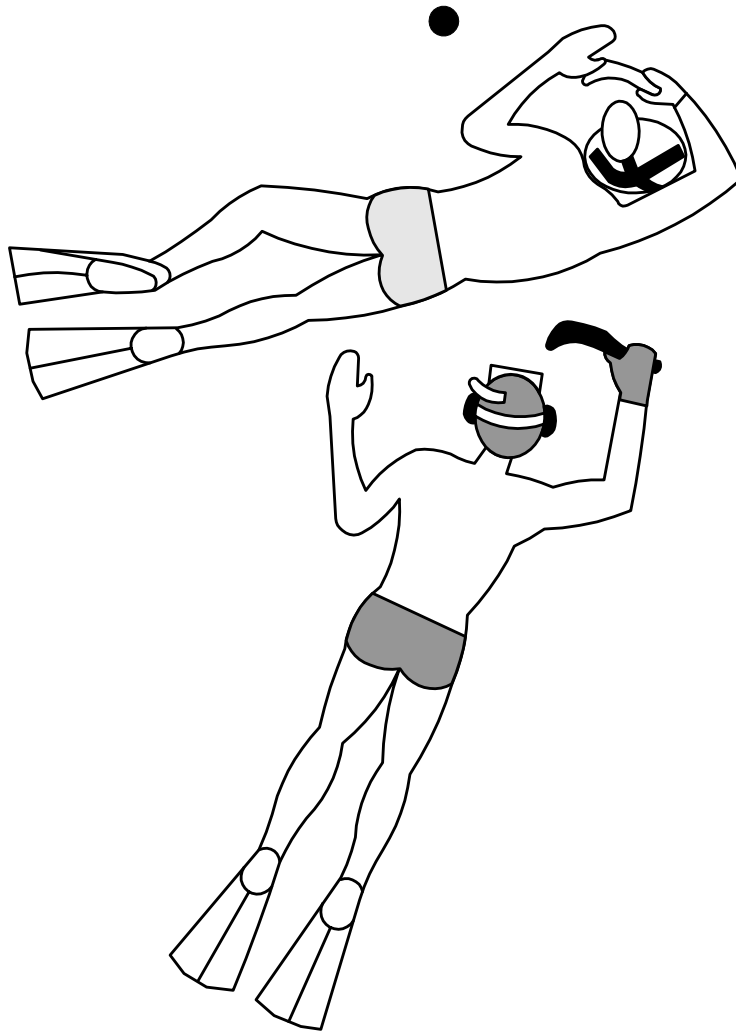
## STICK INFRINGEMENTS



***First contact MUST be made with the PUCK!!***

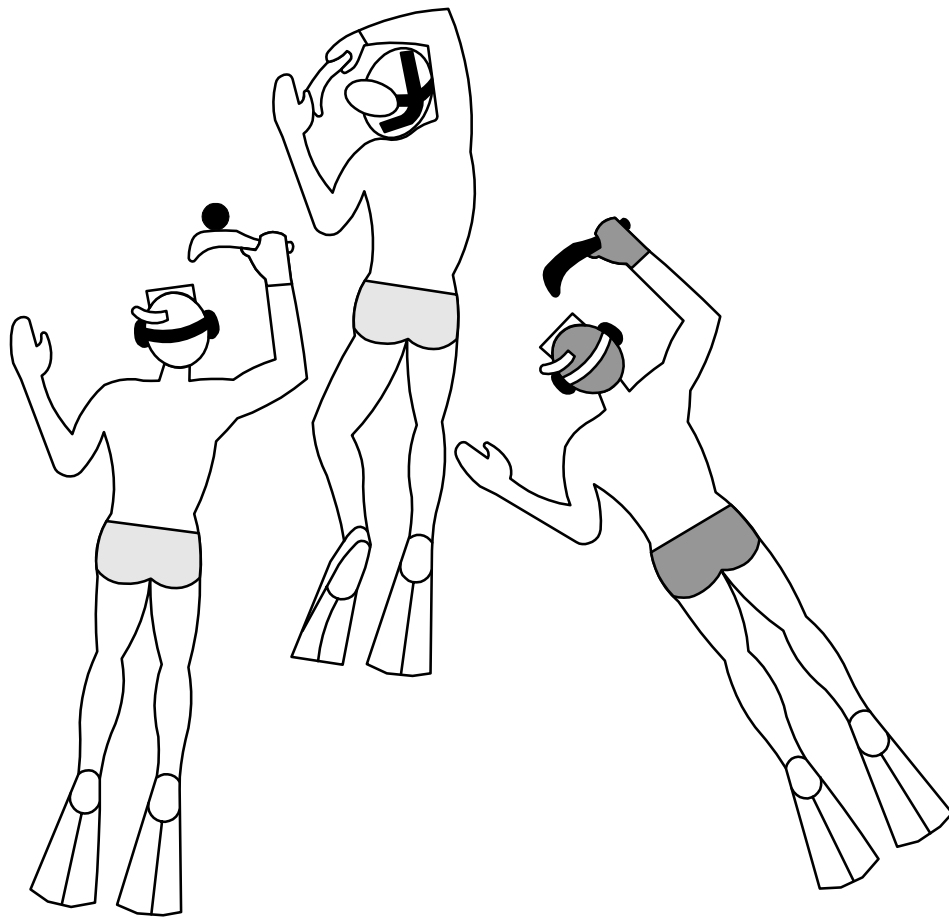


# OBSTRUCTION





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