

CMAS
UNDERWATER HOCKEY
REFEREE MANUAL

4th EDITION

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DESCRIPTION

This manual is designed to give the referees a guide to rule interpretations. It is important that a common standard is maintained for all games and tournaments.

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MARKS OF A GOOD REFEREE

- 1/ The Referee's main role is to administer the laws, within the confines of the playing area. You are there to officiate and not participate in the game.
- 2/ It is the duty of the Referee to apply fairly, the Laws of the game without variation or omission.
- 3/ Friendly attitude - should always maintain a friendly attitude towards players, coaches, other officials and spectators. In the carrying out of his duties it should be done in a professional rather than an authoritative manner. A friendly smile is helpful.
- 4/ Fair and Firm in Decision, Honest in and out of water - By these actions he/she should instil confidence of being fair and impartial at all times.
- 5/ Expert knowledge of Rules - Infractions to rules should be identified immediately with proper notification to players.
- 6/ Positive Signals from Sounding Device - Chief Referee should keep his signalling device control in his hand while the puck is in play. His calls should be made quickly and sharply following an infraction of the rules
- 7/ Instant Hand Signals - Should use the official hand signals at all times. They should be executed in a deliberate manner but without exhibitionism.
- 8/ Controlled Emotions - Should never show emotion no matter what the situation. He/she should never leave their official stand. If need be he/she should call a player to the officials stand.
- 9/ Neat Appearance - He/she should always wear the official uniform .It should be neat and clean. He/she should stand in an erect position. Conservative manner and dress - in and out of the water.
- 10/ Sound Judgment - Shouldn't be swayed by the crowd or players.
- 11/ Consistent Calling - Should maintain a level of officiating consistent with the play.
- 12/ Punctuality - Should be ready to officiate 15 minutes before scheduled time. Always endeavour to get games started on time.
- 13/ Fitness - Keep up with play at all times.

DON'TS FOR OFFICIALS

- 1/ Don't take your eyes off the play. (Too many officials are spectators).
- 2/ Don't take anything for granted. (Expect anything).
- 3/ Don't explain your decision. (You can only lose, not gain).
- 4/ Don't argue with players or coaches. (Even if you win, you lose).
- 5/ Don't talk back to spectators. (When you start talking back to spectators, your game concentration is gone).
- 6/ Don't look for trouble. (A kind word will save a game).
- 7/ Don't talk with your snorkel in your mouth. (It sounds funny).
- 8/ Don't officiate without proper equipment. (You owe it to yourself and to the game to perform well).
- 9/ Don't hold idle conversation with players. (It may be misunderstood as favouritism and cause trouble).
- 10/ Don't use unnecessary antics. (You will lose the player's respect).

1.PLAYING AREA AND EQUIPMENT.

1.1 Playing Area

- 1.1.6 (a) It is essential for World Championships that a solid barrier is used and these must be at least 300mm high.
(b) Demarcation lines are part of the playing area and the puck must completely cross the line to be deemed as crossing the line and out of play.

1.2 The Goals

- 1.2.1 The goals must be securely anchored into position and sitting flat on the pool surface. Ensure there are two (2) vertical line on the back of the goal to mark the goal trough.

1.3 The Puck

- 1.3.1 The puck must be covered and in a condition which will enable it to perform equally for both teams.
1.3.2 Check for sharp edges or loose covers.
1.3.3 Position the puck on the centre spot ready for the start of play.

1.4 The Stick

No restriction to shape has been specified so as to allow experimentation to improve handling and performance. When inspecting sticks ensure handle length doesn't allow the handle to protrude out of the back of the hand more than 25mm when held in the normal playing position. Women's sticks will generally have shorter handles, as their hand size is smaller. Sharp edges must be smoothed. The stick must fit in a rectangle measuring 350mm long by 100mm wide. There is no demarcation line to separate the handle from the playing area. The playing area is of the stick that isn't covered by the hand. The puck may not be played with the portion of the stick that may protrude from the heel of the hand.

Any recess on the stick can't encapsulate more than 50% of the puck circumference.

2.TEAM COMPOSITION, IDENTIFICATION and PERSONAL EQUIPMENT.

2.1 Team Composition

- 2.1.1 When involved in an International Tournament teams sheets for each team are now essential to ensure only the eligible 10 players are registered for a particular game. Substitutions on the fly has meant that less players are being replaced due to injury as the team management can treat a player who is legally substituted under standard substitution rules.
2.1.4 When a team uses a support person in the water it is not allowed for that person to coach from the water and must relay messages to the people behind the team for interaction with the team. In the case of a player coach, if the coach decides not to play he must do so for the whole game.
The team can play with less than 10 players, if so the Chief Referee must be advised.

2.2 Personal Equipment

It is preferred that masks with separate lenses be used as this type of mask has the least chance of breaking the glass. Plastic fins can develop sharp edges especially along the edges of the blades. Fibre -glass fins are not allowed as they can seriously hurt a player. It is preferred full foot style fin are used and not open type like sea fins as these fins have buckles which can cut a player. Hand protection must be worn on the player's hand(s).

- 2.2.3 Players have used headgear with separate ear guards and these are acceptable as long as there are no buckles. Numbers must still be displayed and visible on both sides of the head.
- 2.2.5 Some injuries may require braces and these are acceptable as long as the complete brace can't pose any danger to any other players.
- 2.2.6 All equipment must be approved prior to a tournament. If incorrect equipment is found during a game the equipment will be confiscated.

2.3 Team Identification

- 2.3.1 Bathing suits with multi colours must have 80% of the predominant colour either light or dark both back and front. Light colour bathing suits must remain light when wet.

3.OFFICIALS AND THEIR EQUIPMENT.

3.1 Number, Titles and Qualifications

It is essential for consistency that all referees involved in a tournament are consistent with their interpretation of the rules.

3.2 Chief Referee's Duties.

The Chief Referee has a very difficult job to watch both teams at their respective ends, to watch substitutions, surface infringements and signals from the in-water referees.

The referees are there to officiate and not participate in the game.

- 3.2.2 (a) Inspection of equipment prior to the game is performed by the Water Referee but the Chief referee must check it has been done. The inspection should be done as soon as possible to allow the teams time to warm up and make any changes necessary.
- (b) Team sheet numbers for each player must be checked. Hand signals must be used as much as possible to reduce time wasting and unnecessary talking.
- (d) Chief Referee is the only person to stop and start the game.

3.3 Water Referee's Duties.

The water referee's patrol mainly one longitudinal half and during the start of play watch the team on their left side. Signal the chief Referee to stop and start play.

The referees are there to officiate and not participate in the game.

- 3.3.2.1 (a) Inspection of equipment prior to the game is performed by the Water Referee. The inspection should be done as soon as possible to allow the teams time to warm up and make any changes necessary.
- (b) Watch close in play at the goal on their left side while the other referee watches the overall wider play. This role is reversed at the opposite end of the pool.
- (c) Use signals at all times and only involve themselves in verbal interchange when absolutely necessary.
- (d) Make sure signals have been acknowledged especially by the scorer when a goal is scored.

3.4 Time-Keeper's / Scorer Duties.

- 3.4.1 Have the team sheets available when the Chief Referee requires them for the team check prior to the start of play.
- 3.4.2 Ensure the timing of penalized players is only started when the player is seated in the penalty seat.
- 3.4.3 Announce final score clearly.
- 3.4.4 Advise the Chief Referee of the 30 sec warning so it can be announced before the start of all time periods including extra time.

- 3.4.5 During the last two minutes of a game or an extra time, the game will be stopped during all breaks in play excepting after a goal.

3.5 Officials Equipment.

- 3.5.1 Signalling equipment must be fool proof and a back up system available.
3.5.2 The Water Referees equipment must be in good condition. Close fitting bright yellow gloves, vest, tee shirt, or body suit.

3.6 Hand Signals.

- 3.6.1 A complete range of hand signals have been developed in order for the Referees to relay to the players the reason for play being stopped and direct the players to the resultant penalty and action to be taken by the referee. The referee can indicate how he/she would like the play to restart. Hand signals can clearly represent the Referees requirements and prevent time wasting through communicating with players on every decision. The team captain is the only player who can speak. This discussion should be to the captain and only if they require further clarification. This must be kept to an absolute minimum.

4.THE GAME.

4.1 Rules of Play.

- 4.1.1 The Chief Referee has total control to stop and start the game.
4.1.2 A player is in possession when the puck is touching the stick and the player in possession can use his/her body in a passive manner to block or prevent another player getting to the puck. Only the playing area not the handle is used to propel the puck through the water.
“The Playing area of the stick is that which is not covered by the players hand.”
The puck can't be carried on the stick. If the stick is pushed up into the hand, the player must reposition the stick before the puck is played again as a maximum of 25mm of the stick can protrude from the back of the hand. The stick can be swapped from hand to hand whilst playing the puck during play only if hand protection is worn on both hands.
4.1.5 The puck can be pushed or passed any where in the playing area but the puck if lifted off the bottom must not be deliberately passed directly at the body or head. If this occurs it will be classed as dangerous play.
4.1.6 The player must not use the free hand or the hand not holding the stick to play the puck. The player can sometimes advance the puck with the playing hand, this is not possible within the rules but if the puck accidentally touches the back of the playing hand, this will be considered as not handling the puck.
4.1.7 Players may use over arm stoke to move more quickly over the surface. Referees should watch for over vigorous movement or use of the arms, which could cause danger.
4.1.8 It is the Chief Referee's responsibility to ensure the 4 substitutes are positioned in their respective team areas at the end of the pool.
4.1.9 Substitution can be made on the fly at any time including any natural break in play.
4.1.10 A team who masters the substitution procedure well, can substitute up to 4 players at a time.
4.1.11 The Chief Referee must watch the substitutions of players and ensure the players being substituted are completely out of the water before the substitute(s) enters.
4.1.12 Players who have just been substituted may sit or stand in the designated area following their substitution. The Chief Referee must not wait for substituted players to regain positions before they restart play.

4.2 Duration of Play.

- 4.2.1 It is the Chief Referee's responsibility to control the playing time. The playing time of 30 minutes is split into two 15-minute periods with a 3 min break at half time.
- 4.2.2 Teams will change ends at half-time including substitutes. Substitutes may swim to the opposite side.
- 4.2.3 The Chief Referee can only stop **timed** play for injury or a special event causing a delay to play.
- 4.2.4 Should a result be required extra time can be played.
- (a) The first 5-minute period is started with the teams changing ends. Following a 3-minute break between the end of timed play and the start of the extra time period.
- (b) After the first period the teams change ends. One-minute break is allowed for the teams to change ends before starting the second 5-minute extra time period.
- Referees must ensure only the original 10 players who started must contest the extra time period.
- 4.2.5 If the result of the extra time is still a draw after a 1-minute break both teams play until one of the teams score a goal. The first team to score a goal will be the winner. The game is concluded directly following the confirmation of the goal. No change in ends.
- 4.2.6 Time -out period:
One time-out period per team per half can be called at a natural break in play.
The time-out can be called by the captain or coach.
- 4.2.6.1 The Team captain or coach will signal their desire to call a time- out verbally our by raising their arms above their head to form an 'O'. The water referee and Chief Referee should mimic this signal. This will indicate to the timekeeper to stop the game clock.
- 4.2.6.2 The time -out period is 1 minute. At 45 seconds the chief Referee will give a warning the game will restart in 15seconds. All coaches and substitutes must be clear of the playing area before the restart or they can be penalised. Time-out is only allowed in periods and not in either extra time or sudden death time.

4.3 Starting Play

- 4.3.1 At the beginning of each half, after a goal or penalty shot, the teams always restart play in the water, with at least one hand on the pool end at their respective ends. Players may not dive into the water at the start of play. To clarify the start of play it is the time until either team touches the puck. The player may dive after the puck is touched at the start of play, as then the play is underway and substitution is performed in the normal way.
- 4.3.2 It is difficult for the Chief Referee situated at the centre of the pool to watch both teams at their respective ends during the start of play. The water referees are in a better position to watch the team on their left side. The water referees also will watch the substitutes are in their designated areas and don't dive into play before the puck has been touch by either team.
- 4.3.3 The timekeeper will get the Chief Referee to give an audible warning 30 seconds prior to the commencement of each time period.
- 4.3.4 In an endeavour to avoid time wasting the Chief Referee will restart play 30 seconds following a goal being scored or sooner if all players are ready to restart. If players are slow to return and the game is restarted before they return to their end, the player(s) must touch their pool end before they enter play.
- 4.3.5 Play is always started or restarted for any reason by the Chief Referee.

4.4 Stopping Play

- 4.4.1 The Chief Referee is advised of the end of timed play by the timekeeper.

- 4.4.2 The Chief Referee signals to stop play when the water referee witnesses:
- (1) A goal
 - (2) An Infringement
 - (3) An Injury.
- 4.4.3 Only the Chief Referee will decide if timed play is required to be stopped for any special circumstance.

4.5 Scoring Procedure

- 4.5.1 Scoring Procedure (see Appendix F). It is important that the water referees spend a good amount of time in mid water or on the bottom especially the water referee on the “in close” play so they make sure each goal is scored correctly. Referees must watch players don't push the puck in with the hand. Referees must be sure the puck touches either the back or bottom of the goal frame and wholly enters the volume. It is important to watch that defenders do not use their hand to lift the puck out of the goal. This would constitute an immediate 2-minute time penalty.

5 FOUL PLAY

5.1 Advantage Rule

- 5.1.1 The Referees must make every effort to keep play in progress. In the event that a player is infringed upon but is still able to maintain possession, the Referee should allow the play to continue as if the offence hadn't occurred or the team advances an equivalent to the advantage they would have received from an advantage puck. At the beginning of a game some players will test the referee to see if they can get away with certain infringements. It is during this time the Referees must display their competence and to relay that to the players by stopping for those infringements. As the game progresses and the players see you are not missing their infringements then you can apply more the advantage rule to the game. The referee should only play the advantage if a defender infringes on an attacking player. If the attacker infringes the referee should call the infringement.

5.3 Infringements

- The Referees have the responsibility to penalise a player for an offence and award the appropriate penalty, and time penalty, if required.
- 5.3.1 **The Corner Rule:** As a defensive manoeuvre, a defender may take the puck into the corner and hold it there until the team can offer support. This player can be replaced by one other who should attempt to make an effort to move the puck from the corner. But if a third player holds the puck in the corner and makes no attempt to move it out, the Referee will stop play and award an advantage puck to the opposite team. Repeated use of this manoeuvre by the same team will result in the player(s) having a one-minute time penalty awarded against them.
- 5.3.1.1 **Starting play incorrectly:**
- (a) Not having hands on pool end. Player's body must be fully in the water.
 - (b) Leaving prior to the Chief Referee's signal.
 - (c) Diving in to play before the puck has been touched.
- Action:
- Restart with Advantage Puck at the centre line.
 - Caution player for first offence.
 - One-minute time penalty for second or subsequent offence.

- 5.3.2 **Standing on the pool bottom in a manner that interferes with game play** includes preventing players swimming through by dragging the feet. This offence will frustrate players and can cause tempers to rise.
Action:
 Advantage puck against player.
 Caution for first offence.
 One-minute time penalty for second offence.
- 5.3.3 **Substitution** is an art to master the swapping of players as quickly as possible. Mistakes can mean that more than 6 players can be in the water. The Chief Referee must monitor both teams during substitution and penalise any team for player(s) who have entered the water incorrectly, then direct the substitute(s) to the penalty area.
Action:
 One-minute time penalty for first offence.
 The team will play without players equal to the number of infringing substitutes.
 That number of players will stay in the substitutes area at the end of the pool.
 Restart play where the play was stopped with an advantage puck.
- 5.3.4 **Playing or advancing the puck with anything other than the playing area of the stick** happens most commonly when play is against the sidewalls. The body can't be used to advance the puck such as the hand, arm, leg or body. The referee must determine whether or not the player deliberately or accidentally played the puck.
Action:
 First offence, one-minute time penalty
 Second offence, two minute time penalty
 Restart play with an advantage puck.
- 5.3.5 **Playing the puck with the free hand** is used by players to regain control of the puck or score a goal in close play around the goal area. It is important for referees to be on the bottom so that the referee can see this type of infringement. Again the referee must determine whether the touching of the puck was deliberate or not. A special condition is where the puck can rest against the index finger when the hand is held around the handle in a closed grip. A player can't use the index finger outstretched in order to guide the puck.
Action:
 Play is restarted by an advantage puck.
 First offence, one-minute time penalty.
 Second offence, two minute time penalty.
- 5.3.6 **Lifting or carrying the puck balanced on the stick** doesn't happen often but if it happens the player must drop the puck immediately. It can happen when a player is trying to stop a puck from hitting the bottom of the goal.
Action:
 First offence, one-minute time penalty.
 Second offence, two minute time penalty.
 Restart play with an advantage puck.
- 5.3.7 **Obstructing a player when not in possession of the puck** most commonly occurs when a player flicks the puck past an oncoming player. The player having the puck flicked past turns and hesitates for a short time and in doing so prevents the oncoming player from swimming onto the puck. Obstruction during an advantage puck can occur before the puck is played when the attacking player in an offside position deliberately moves to block the direct line to the puck of the defensive player.
Action:
 Advantage Puck if infringement by defending team.

First offence, one-minute time penalty.
Second offence, two minute time penalty.
Equal Puck if done by attacking team.

- 5.3.8 **Unsportsman-like behaviour** can take many different forms from direct action against players and officials or failure to respond to directions by the officials.

Action:

First offence, two minute time penalty.
Second offence, two minute time penalty.
Restart play with an advantage puck.

- 5.3.9 **Stopping a goal with anything other than the playing area of the stick** occurs mainly when a defender lies in the goal preventing the puck from hitting the goal frame. Players may not use arms and legs moved deliberately to stop the puck. The referee must determine if de-liberate intent was made to stop the puck.

Action:

First offence, two minute time penalty.
Second offence, two minute time penalty.
Restart with Advantage puck or Penalty Shot.

- 5.3.10 **Obstruction or covering the puck while not in possession of the puck** to prevent access to the puck by other players is another fine line between legal and illegal play.

Action:

Advantage puck against player.
Second offence one-minute penalty.

- 5.3.11 **Attempting to gain possession of the puck by the use of obstruction** again happens when the puck is flicked forward and the opposing player turns but doesn't directly go for the puck. Barging using the body to move defenders out of the way either whilst in possession of the puck or not.

Action:

Advantage puck against player.
Continued obstruction can be classed as an unsportsman-like act and a two-minute time penalty given.

- 5.3.12 **Handling an opponent's equipment, arms, legs or body** is a major offence and requires firm action to be taken against the player.

Action:

First offence, two minute time dismissal.
Second offence match dismissal.
Restart with advantage puck.

- 5.3.13 **Removing or attempting to remove an opponent's equipment.** This sometimes happens by mistake but if the referee deems the act was deliberate then strong action is taken.

Action:

First offence, two minute time dismissal.
Second offence, match dismissal.
Restart with advantage puck.

- 5.3.14 **Insulting by word or gesture** will not be tolerated in any way towards other players or officials.

Action:

First offence, two minute time penalty.
Second offence, match dismissal.
Restart with advantage puck.

- 5.3.15 **Refusing to accept decisions by Officials if the player is not the captain** will be interpreted as an unsportsman-like action and the appropriate action taken. The captain of the team may protest a decision by the water referee and the captain may protest this with the Chief Referee. The Chief Referee will make the decision and the captain must accept that decision and return to the game. The captain or team management can protest the action after the game in a written protest.
- 5.3.16 **Physically attacking or deliberately hurting** an opponent or striking or attempting to strike an opponent with any part of the body or equipment including retaliation.
Action:
Immediate match dismissal.
Restart with advantage puck.

6.PENALTIES

6.1 Action by Officials

- 6.1.1.1 When an infringement is observed and play is stopped by the Chief Referee, the Water and Chief referees have a range of different actions to take dependent on the severity of the offence.
- 6.1.1.1.1 They may caution the player(s).
- 6.1.1.1.2 They may dismiss the offending player(s) from the water for time penalty of 1 minute or 2 minutes.
- 6.1.1.1.3 They may dismiss the player(s) from the water for the rest of the game.
- (2) In addition to penalising the offending player(s) or as an alternative, the referees also have the following courses of action open to them for penalising the offending team.
- 6.1.1.2.1 They may award an **EQUAL PUCK**, with neither team being awarded the advantage.
- 6.1.1.2.2 They may award an **ADVANTAGE PUCK**, to the non-offending team.
- 6.1.1.2.3 They may award a **PENALTY SHOT**, if the offence is committed within the 3m goal area and stopped an almost certain goal.
- 6.1.1.2.4 They may award a **PENALTY GOAL** to the non-offending team
- (3) Should an infringement of the rules be committed by the poolside substitutes, or the team's officials, they may also have appropriate penalties awarded against them by the Referees. i.e. a substitute will be penalised in the same manner as a player. A substitute awarded a penalty must serve the duration of the penalty in the penalty area. In addition, the team then plays **SHORT-HANDED** with the removal of a player from the water.

6.2 Cautioning

- 6.2.1 For minor or accidental infringements, or for any reason that the Referee may deem a caution will bring control to the game. Once play has stopped, the Referees will verbally caution the offending player(s) or teams concerned.
- 6.2.2 Following the cautions the referee will indicate whether play is to be restarted with an equal puck or advantage puck.
- 6.2.3 In the event of a player or team is cautioned for having left the end line before the signal was given to start, the referee will leave the puck at the centre and restart according to Rule 6.6.

6.3 Time Penalty

For major infringements or collective minor infringements the Referee has the opportunity to send the player(s) to the Penalty Area for a time period of one or two minutes.

- (1) The referee makes a decision whether an additional time penalty is appropriate and points to the offending player(s) and then towards the penalty box indicating the time of the penalty with the free hand.
 - 6.3.1.1.1 The player must realise that the time penalty will not start until the offending player(s) are in the penalty box.
 - 6.3.1.1.2 The Chief Referee must watch that teams will play short handed until the time penalty has been served and substitutes can't be used in place of the penalised player(s).
- (2)
 - 6.3.1.2.1 The Time-Keeper indicates when time has started and finished by indicating to the player(s).
 - 6.3.1.2.2 Time Penalised players must slide into the water at the centre line. If the penalised player jumps or dives into the water the Chief Referee will give the player a further penalty.
- (3) The water referee is not to wait for time penalised players to be situated in the penalty area before they indicate how they are to restart play. The time-penalised player must have left the water before play can restart.
- (4) If the penalty time finishes just prior to a restart of play, the player is held by the Chief Referee until the game has restarted and the puck is touched.
- (5) If a substitution foul occurs during a period between when a goal is scored and the restart of play, then the game is restarted as 4.3.1 with the offending player(s) incurring a 1-minute time penalty.
- (6) Players who deliberately scoop the puck out of the goal with their hand or stick once it has touched the back or bottom of the goal trough are cheating and should be dismissed for 2 minutes without warning.

6.4 Total Dismissal

- 6.4.1 For deliberate major infringements, or repeated unsportsman-like conduct, once play has been stopped, the referee will dismiss the offending player(s) from the water for the remainder of the match, which includes any overtime periods required.
 - 6.4.1.1 The Total Dismissal is indicated by the Referee who stopped play, pointing to the offending player(s) and then towards the Penalty Box, while moving the free arm in a 90° arc with the flat of the hand side down over the top of the water.
 - 6.4.1.1.1 Offending player(s) must serve the remaining period of the match in the penalty box, along side the timekeeper.
 - 6.4.1.1.2 Substitutes must not be used as a replacement of a total dismissed player.
- 6.4.2 Play will restart following the dismissed player leaving the water with a caution, equal or advantage puck.
- 6.4.3 If a deliberate major infringement or repeated unsportsman-like conduct from team officials (manager, assistant manager, coach, trainer, underwater coach, medical official etc.) play will be stopped and the referee will dismiss the offending team official from the poolside for the remainder of the match, including any overtime periods. This will prevent them from influencing or disrupting the game any further.

6.5 Equal Puck (see Appendix "G")

- 6.5.1 For any minor or accidental infringement, or any other reason thought necessary, once play has been stopped, the referee may award an Equal Puck, with neither team being given the advantage, either by itself, or in conjunction with rule 6.2, 6.3 or 6.4. Play is stopped by the water referee raising the flat hand and waving it up and down above the head to signal to the Chief Referee to stop play.

- 6.5.1.2 The equal puck is indicated by the referee who stopped play, holding up both arms raised crossed above the head with hands clenched into a closed fist.
- 6.5.1.2.1 The equal puck is played with all players on the surface. On the surface. "On the Surface" is interpreted as snorkel tips protruding from the water. The puck will be placed on the spot where the infringement occurred, providing it is never placed within 2m from the side line and/or within 5m from the end line. The play is restarted with all players on the surface.
- 6.5.1.2.2 The water referees will align themselves with the puck across the pool with both teams of the surface (i.e. snorkel tips above the water) and on side play.
- 6.5.1.2.3 When the Chief Referee sees both water referees have signalled both teams are in position and ready to restart play with an open hand raised above the head, the Chief Referee will restart play by operating the signalling device.
- 6.5.1.2.4 Water Referees should watch for interference by way of the free hand during the dive for the puck. Some players use the free hand to aid in diving to the puck and in doing so obstruct the opposition player.

6.6 Advantage Puck (see Appendix "H")

- 6.6.1 For any rule infringement, once play has been stopped, the referee may award an Advantage Puck against the offending team, either by itself, or in conjunction with rule 6.2, 6.3, or 6.4.
- 6.6.2 To re-start play:
 - 6.6.2.1 Play should be restarted as quickly as possible to avoid time wasting by players. The puck is placed where the offence occurred, provided it is never placed within 2m of a side line and or within 5m of an end line.
 - 6.6.2.2 The water referees first aligns themselves on the puck, then hold up one hand in a stop signal with the palm of the hand facing the offending team indicating an advantage puck, they swim 3metres away from the puck towards the offending team, and form an imaginary line across the width of the playing area behind which all players on the offending team must retreat.
N.B It is a good idea to measure 3m between the lane markers prior to the game starting as it allows you to better gauge the 3m fall back distance and give consistency for each advantage puck and both Referees.
 - 6.6.2.2.1 If the offending team fails to retreat, or stay behind the three-metre line, then as a further penalty, the puck may be advanced an additional three metres towards the offending team's goal.
 - 6.6.2.3 The offended team players will take possession of the puck by positioning themselves where in the playing area.
 - 6.6.2.4 When both teams are in position, the Water Referee raises one open hand to signal the Chief Referee to restart play.
- 6.6.3.1 Once the signal to recommence play has been given by the Chief Referee, the offended team must take possession within five seconds of the signal being given. Should a player fail to take possession of a puck within five seconds of the Chief Referee's signal to recommence play, then his team forfeits the advantage puck. Play is then restarted with an Equal Puck. The offending team players may submerge but must not advance across the imaginary line until the offended team has taken possession of the puck.
- 6.6.3.2 If the offending team further infringe, the puck is moved 3 metres closer to the offending teams goal. If the team continues to infringe the puck is continually moved closer to the end line until the 5-metre position is reached and at this point the puck is then moved to the centre of the pool. If further infringements by the offending team continue then time dismissal of the offending players are given. If the Referee notes the

same person is breaking a time penalty of 2 minutes should be given before the central 5m position is reached.

6.7 Penalty Shot (see Appendix “I”)

- 6.7.1 Should any rule infringement occur within the 3metre Goal Area which prevents an almost certain goal being scored, the Water Referee will signal the Chief Referee to stop play by raising and lowering the open hand in a waving motion, and then raising and lowering one hand with clenched fist in a pumping action to indicate that a Penalty Shot is being awarded against the offending team. The Referee, at his discretion, may also penalise the offending player(s) with a caution, a time penalty or a match dismissal.
- 6.7.2 To prepare for playing a Penalty Shot:
- 6.7.2.1 The puck is placed on the Penalty Spot 3m from the goal line at the midpoint.
- 6.7.2.2 The Water Referee arranges for the offended team captain to select two attackers from all players and position them on the surface behind the puck.
- 6.7.2.3 The offending team's captain select one (1) defender from amongst all the players and takes up their position on the surface at the midpoint on the end line with at least one hand in contact with the end line wall.
- 6.7.2.4 All the remaining players move to behind their respective goal lines -i.e. out of the water.
- 6.7.2.5 The Water Referees position themselves on the surface near the end-line, one at each end of the 6m dotted line marking the Penalty Area.
- 6.7.3 The water referees raise one hand to indicate they are ready to start, and all other players are in their correct place; The Chief Referee will then give the signal to play the Penalty shot.
- 6.7.4.1 The attacking players at his/her discretion, will submerge from their position on the surface behind the puck and take possession of the puck within 5 seconds from the signal to play has been given. If the player fails to take possession of the puck then the Penalty Shot is successfully defended. Play restarts as in Rule 4.3. Either attacking player may move in front of the puck once the signal to start is given but not before.
- 6.7.4.2 Once play has commenced timed play continues until a goal is scored or the defender pushes the puck out of the 6m Penalty Area.
- 6.7.4.3 Both attacking players will try to retain possession of the puck, and manoeuvre the puck anywhere within the Penalty Shot Area score a goal, and prevent the defender from obtaining possession and moving the puck out of the playing area.
- 6.7.4.4 If either of the attacking players infringes during the Penalty Shot the Referee will deem that the Penalty Shot has been successfully defended and the Chief Referee will be signalled to stop play and restart as rule 4.3.1. No goal will be credited even if one was scored before the Referee could stop play.
- 6.7.4.5 The defending player upon hearing the signal to start will submerge and the Referee must watch that the defender maintains contact with the end line wall and doesn't lose contact until the attacking player makes contact with the puck. The defender may then move to prevent the goal from being scored, but also, to gain possession of the puck in order to move it wholly across the 6m dotted line and out of the Penalty Shot Area.
- 6.7.4.6 It is practical for the Referee who finds the Penalty Shot is being played at the end which is on his/her left shoulder will submerge and watch the bottom close puck play where the other referee watches the broader view either on the surface or mid water.
- 6.7.4.7 If a defender commits an infraction during a Penalty Shot then the referee will award a Penalty Goal.

- 6.7.5 Whether or not a goal is scored the game will always restart with all players at their respective ends. The puck will be placed at the centre position and the Chief Referee will restart play within 30 seconds from the completion of the previous play.
- 6.7.6 Once the Penalty Shot is awarded it must be played.

6.8 Penalty Goal

- 6.8.1 In extreme cases, for any rule infringement committed anywhere in the pool where referee deems an almost certain goal would have been scored, play is stopped and the Referee may award a Penalty Goal to the non-offending team.
- 6.8.2 This situation will also occur for an illegal substitution during a breakaway by an attacking play in front of an open goal. Penalty Goal is indicated by the Water Referee, who stopped play raising and lowering one hand with clenched fist in a pumping action, followed by raising both hands above the head.
- 6.8.3 Play is recommenced following a Penalty Goal as in Rule 4.3 30 seconds following the end of play.

6.9 Side Line Out (see Appendix “B”)

- 6.9.1 A side line out is awarded when the puck is completely moved over the side line. Play can be restarted by an Equal Puck if no individual player moved the puck over the goal line or an Advantage Puck if a player deliberately pushes the puck out. The puck will be placed 2m in from where it went out-of- play except, whenever it goes out of play within 5m of an end line, then the puck will be placed 5m in from the end-line and 2m in from the side line.
- 6.9.3 If the puck is put out intentionally or deliberately to save a defensive position, then the whole team is warned, and the next person who puts the puck out intentionally is sent out of the pool for two (2) minute. Play is restarted with an advantage puck.

6.10 Match Dismissal

For fighting or repeated serious offences an instant match dismissal will be given to the offender and the player(s) must sit out the remainder of the game in the penalty area next to the time-keeper.

7. GENERAL

7.1 Pre-Match Preparation

- 7.1.1 The Chief Referee will preside over the tossing of the coin to decide which end each team will start. The winner will have first (1st) choice of ends.

7.2 Protests and Appeals

- 7.2.1 The Chief Referee if approached by a Team Captain or Manager regarding the conduct of a match whilst it is in play, can stop play and consult with the Water Referees for clarification if necessary. The Chief Referee will consider all the facts and announce a decision to all parties then resume play. At that point the Team Captains and Managers must accept the decision. If they continue to argue the captain or manager may be penalised with a time penalty or in extreme cases Match Dismissal.
- 7.2.2 The Team Manager may appeal to the Chief Referee's decision by giving written notice to the C.M.A.S. Commissioner within 30 minutes of the end of the game, or in the case of a non-C.M.A.S controlled tournament the Tournament Referee would receive the written protest with the appropriate fee. A fee of \$50 US, or its equivalent, must be submitted with the written notice.

7.2.4 All appeals will be heard in the same day. The protest will be adjudicated by a jury composed of one representative of each Federation participating in a Championship. The jury's decision is final.

7.3 Match Abandonment

7.3.1 In the event of a match having to be abandoned, the Chief Referee shall decide what subsequent actions will be taken. i.e. If the players or officials involved will receive any further penalty.

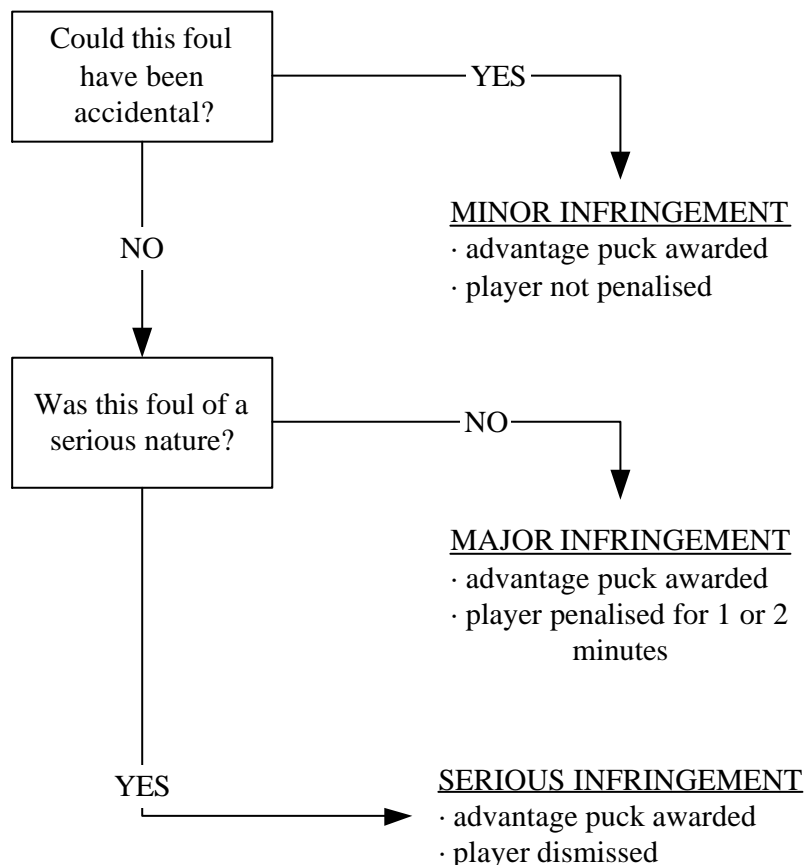
7.3.2 The Chief Referee 's decision is final.

8 MISCELLANEOUS

In order to save time prior to each game during the inspection of equipment sticks may be checked and stamped with a unique stamp prior to the tournament start.

9 FOUL PLAY

It is a worthwhile action to enforce the rules and highlight all infractions early during the match and not play advantage unless a goal may be scored. This shows players that the referees are on top of the game and have control. If the advantage rule is played, players may think infractions are being missed and will get impatient. Early show of control will set the theme for the match.



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

- 9.5.0.1.2 **Major Infringements**
- Grasping, holding, pulling
 - Obscene language, abuse
 - Deliberate obstruction
 - Continued minor infringements

- 9.5.0.1.3 **Serious Infringements**
- Fighting, striking
 - Continued major infringements

9.6.1 If the puck is played directly at the body in a dangerous manner where serious injury can occur. i.e. Flicking at the immediate area of the head. This is an extremely serious infringement and will be dealt with by Awarding a 2min time penalty or dependant on the intent as assessed by the Water Referee it could warrant a game dismissal.

9.7.2 Protests and Appeals

- 9.7.2.1 If a player receives a penalty, only the Team Captain can protest to the Water Referee; this will not constitute "refusing to accept any decision made by the officials", thus, it does not merit the award of another penalty for breaking Rule 5.3.15. If after receiving an explanation and the player refuses to accept the decision the player must be sent to the penalty area the Team Captain can protest the matter with the Chief Referee. The Chief Referee should consult with all parties and make a decision. The Team Captain must then return to the play so the match can resume. During this type of protest the Chief Referee may direct the timekeeper to stop timed play until the matter is settled. This is done by giving the time suspension signal. It is the Chief Referees discretion whether the protest is taking an unreasonable length of time.
- 9.7.2.2 The use of the body to prevent the advance of the attacking player can be subtly done to slow up the attacking player just enough to cause a loss of possession and cause aggravation and frustration. The referee must watch for this action and penalise the player immediately.
- 9.7.2.3 When scooping the puck off a player especially on the wall the attacker can push the player in possession into the wall and kick off the player. This can be done quickly and subtly and almost undetectable. The appropriate penalty of 2 minutes time dismissed and a restart with an advantage puck must be given. It is especially important early in the game for this type of penalty to be acted upon as frustration can cause ill feeling and retaliation. Remember the first contact must be with the puck. If a player stops the puck hitting the back of the goal and knock it out of the goal volume it will be deemed to have been successfully saved. If a player holds the stick in the trough to prevent the puck from hitting the bottom it will be judged as a goal.

Professional Foul.

To deliberately infringe the rules in order to prevent a certain goal or outcome on a match. i.e. An illegal substitution to stop an attacker scoring a runaway goal. Action: 2-minute time dismissal for the substitute(s) and (1) one other player is then taken from the team so the team plays short handed. That play stays in the substitution area at the pool end.

Referee Schedules.

The tournament Referee is responsible for allocating suitable Referees to each game. It is important that neutral referees are selected where possible and to rotate the

referees so they are not assigned to Referee against the same team for consecutive games.

Pre – Tournament Meeting.

For each Tournament there will be Referees that are trained by different countries and are of differing ability. To be fair to all players it is important that discussion take place to ensure the interpretations of the rules are the same from all officials. Referees must also be honest regarding their own ability so they can be matched to the games in order to do the best job possible.

Acknowledgments

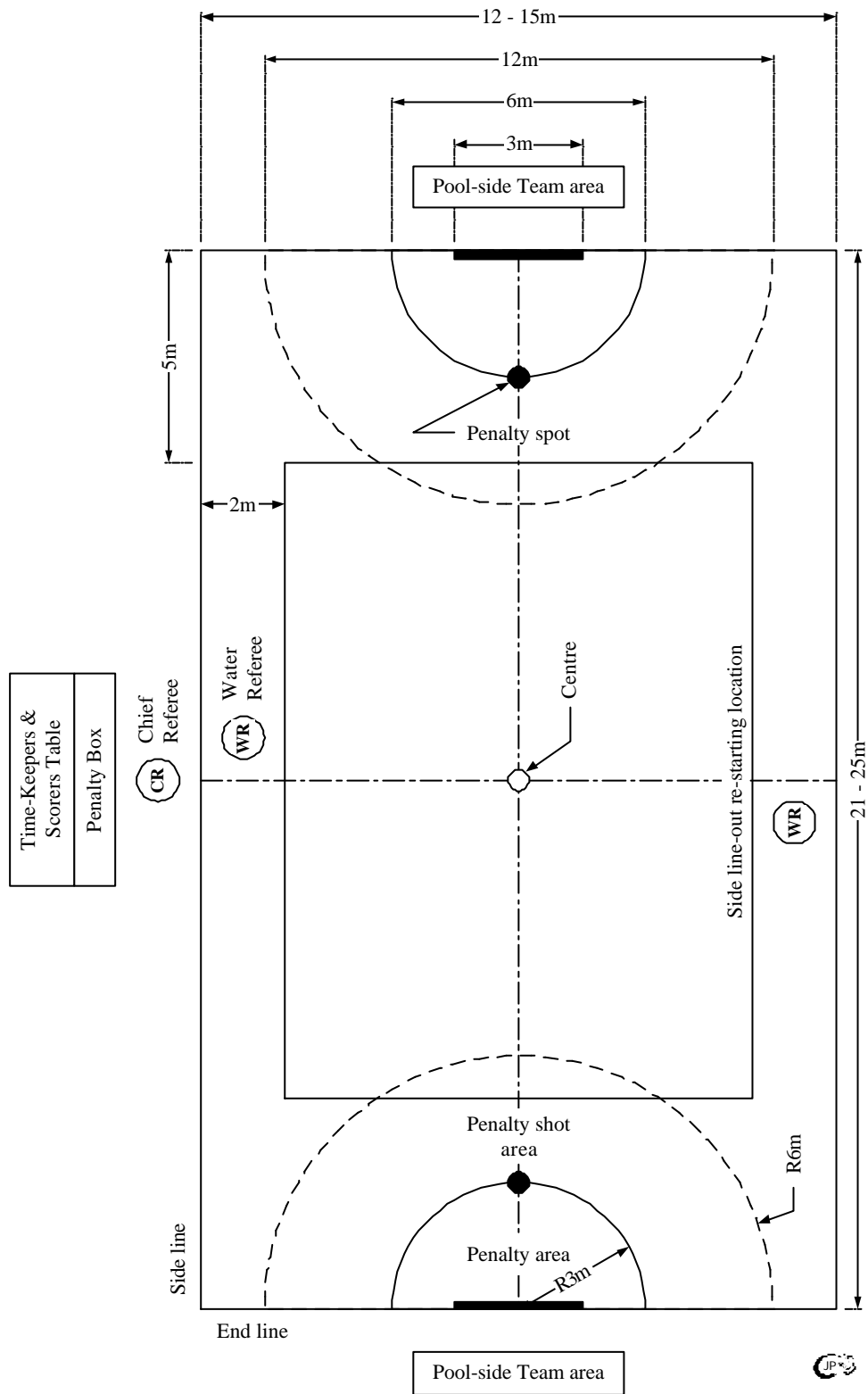
Special acknowledgment is given to Jamie Phillips for redrawing all images and converting them to a format that is easily updated, and converting the Manual to an appropriate format for electronic distribution over the Internet. Jamie can be contacted via e-mail at jamie@petrellyn.com, by telephone at +44 (023)80898698 in the United Kingdom or visit his website at <http://www.petrellyn.com>.

Referee's Oath

I promise to referee in the Olympic spirit of peace and emotional understanding; and to enforce the rules of the World Underwater Federation fairly and consistently.

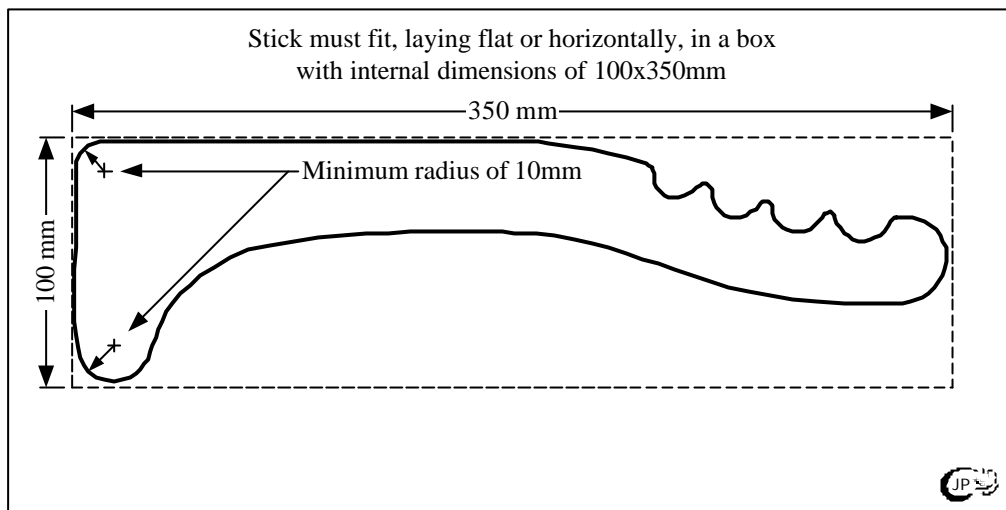
APPENDIX "B"

POOL LAYOUT



APPENDIX ‘E’

THE STICK



- The stick must fit in a box 100mm x 350mm.
- Minimum corner radius around the perimeter edge of the entire stick is 10mm.
- Edges where surfaces intersect must be rounded.
- The stick must be uniformly black or white.
- The stick may be of any shape or design within the minimum and maximum dimensions given. The illustration is only a guide. Knob(s) on stick is/are allowed.
- The stick must not be capable of surrounding the puck or any part of hand, nor encapsulating the puck by more than 50%, or locking the puck to the stick.

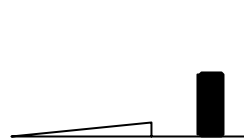
APPENDIX 'F'

GOAL SCORING

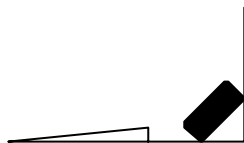
GOAL



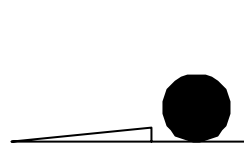
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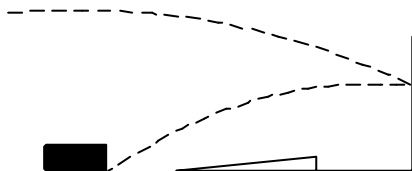
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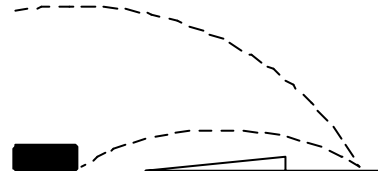
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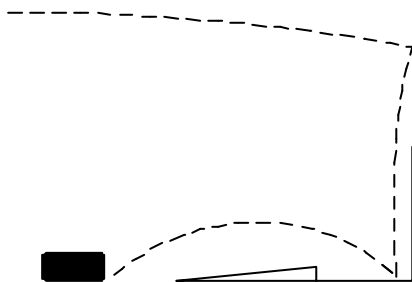
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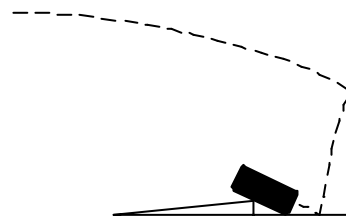
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(F)



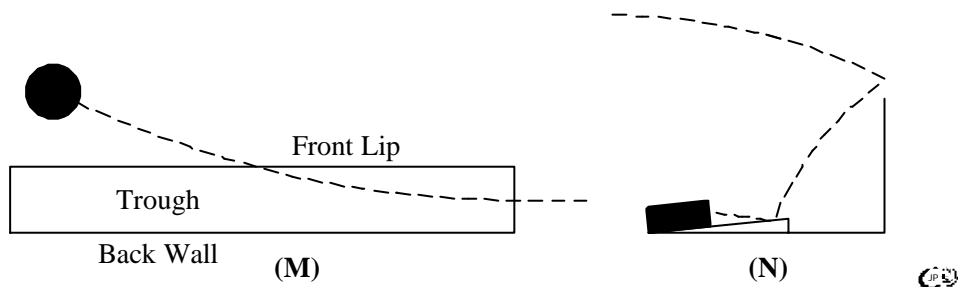
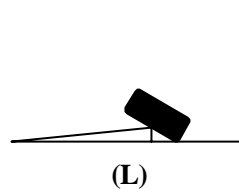
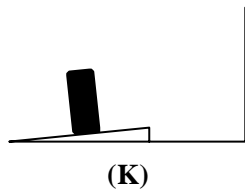
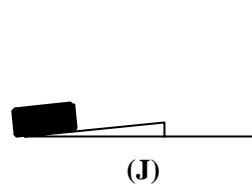
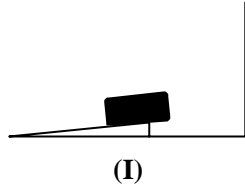
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(H)

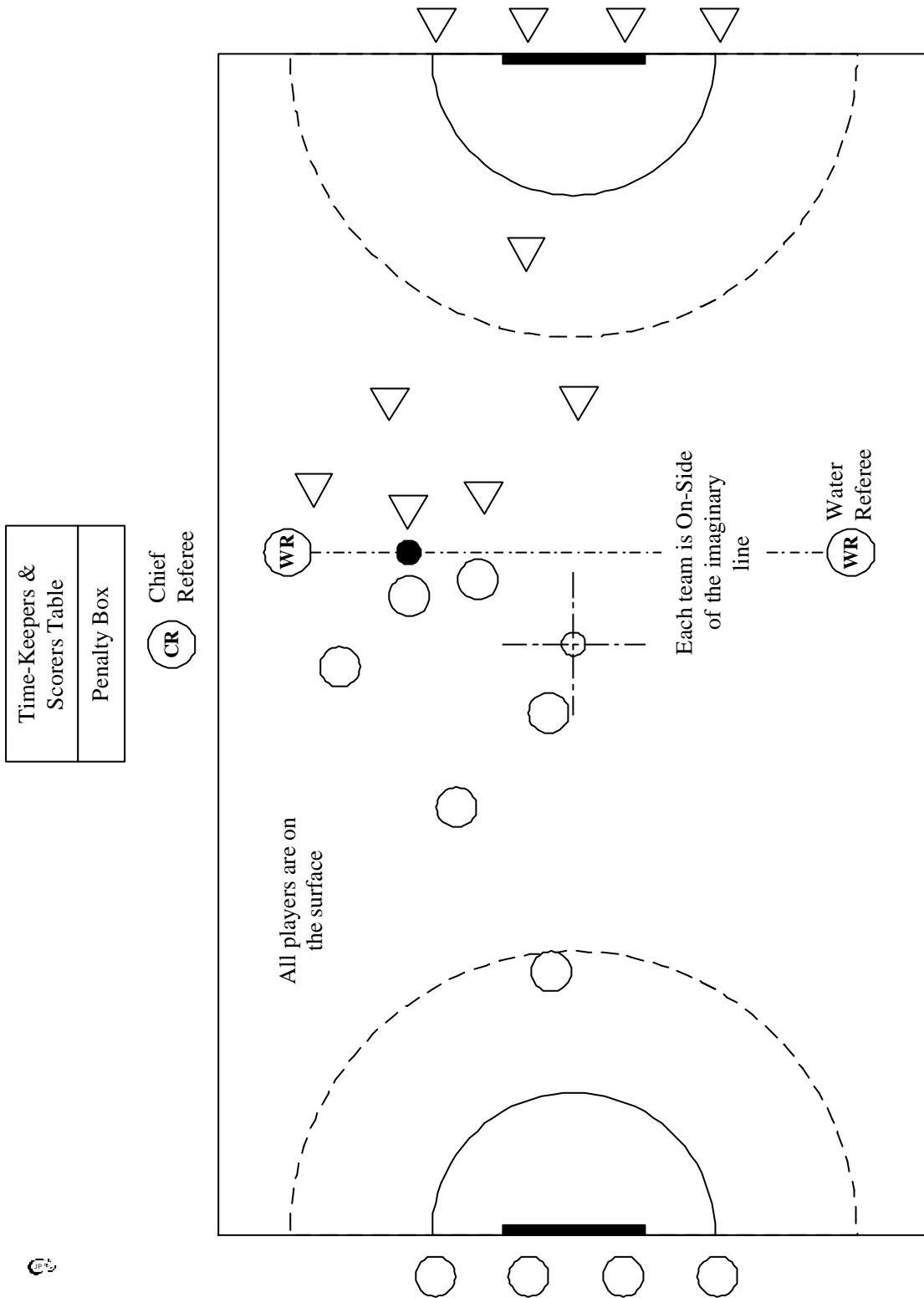


NO-GOAL



APPENDIX "G"

EQUAL PUCK



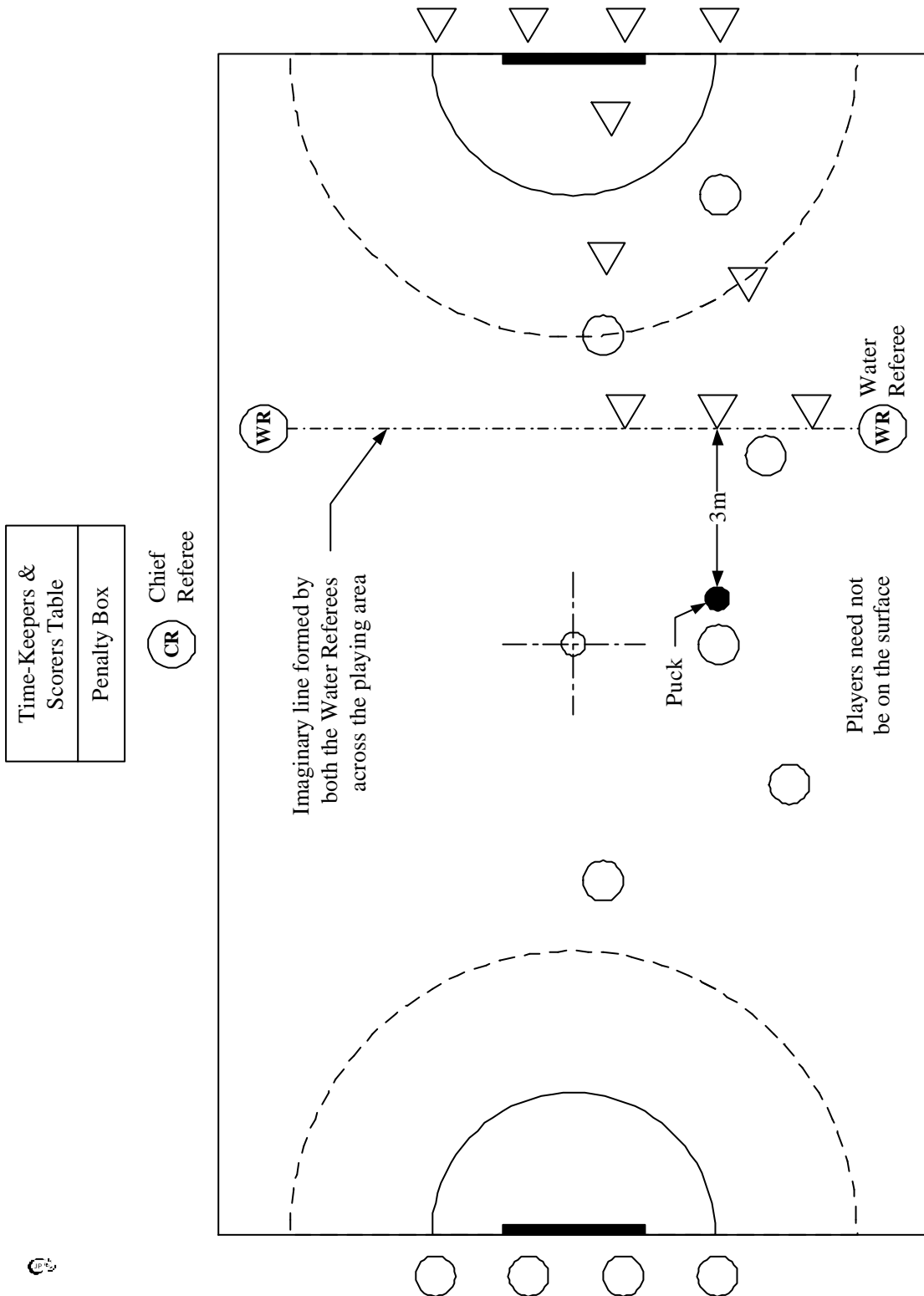
Time-Keepers & Scorers Table
Penalty Box

Chief Referee
CR

Water Referee
WR

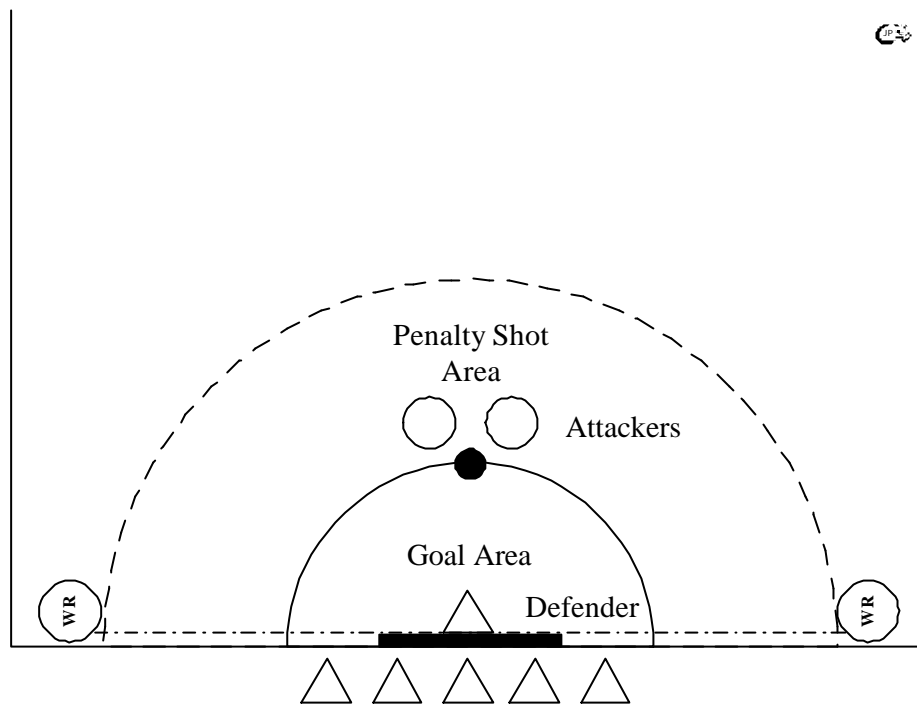
APPENDIX "H"

ADVANTAGE PUCK



APPENDIX ‘T’

PENALTY SHOT

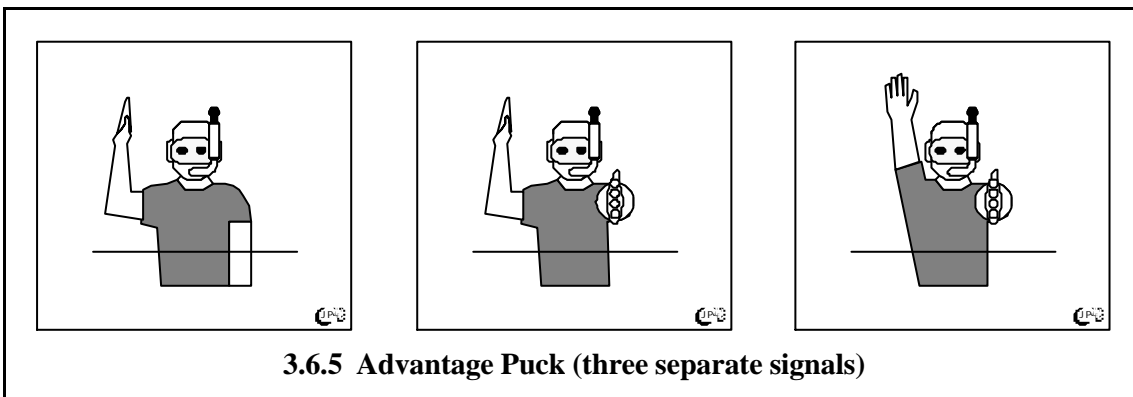
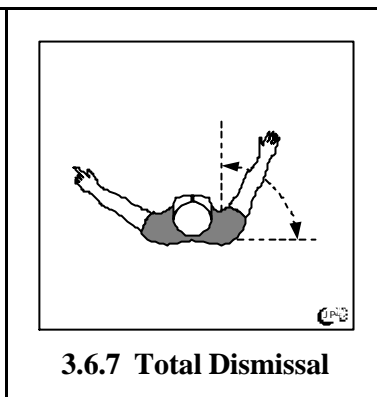
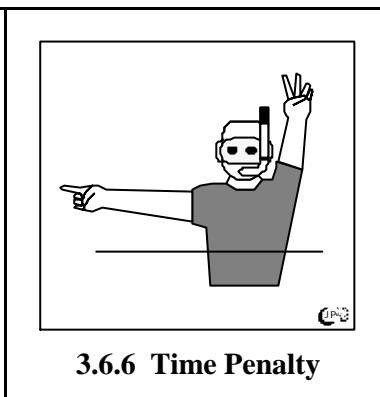
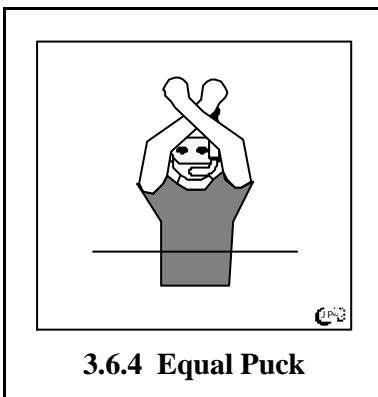
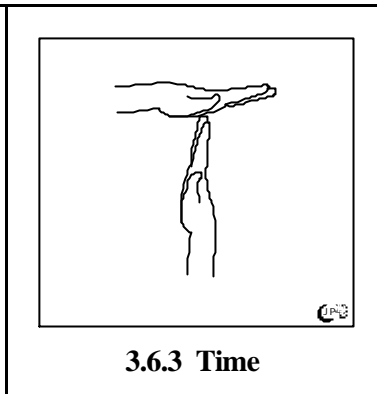


ALL OTHER PLAYERS MUST:

- Return to their respective ends of the playing area.
- All players on the defending team, except for the appointed defender, must be behind the goal line in their own team's area at the end of the pool.

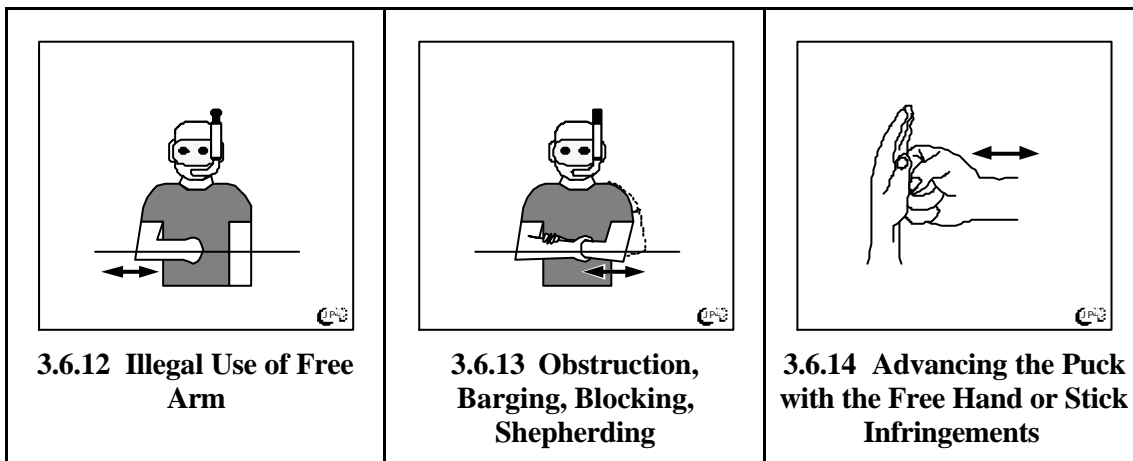
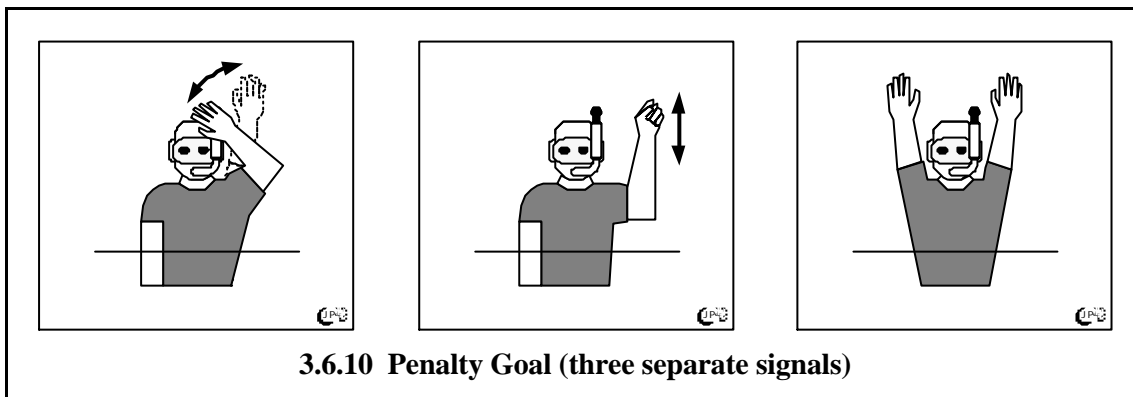
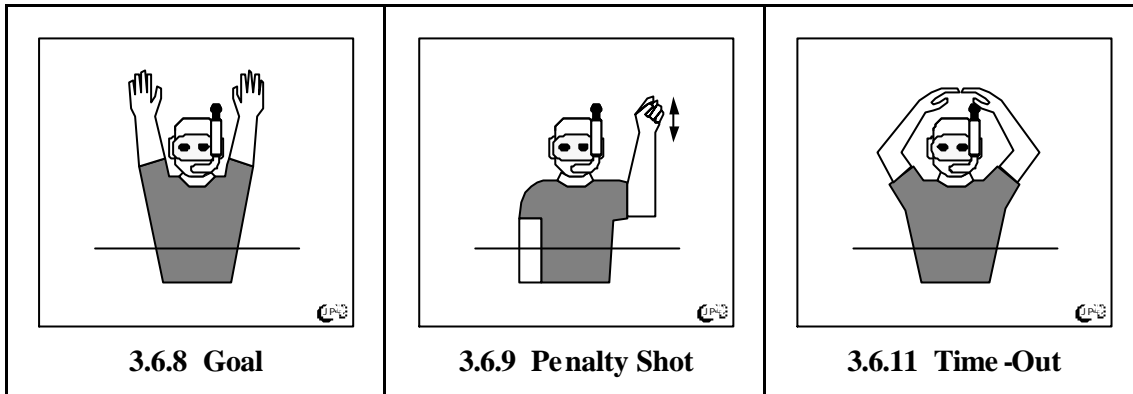
APPENDIX "K"

SIGNALS



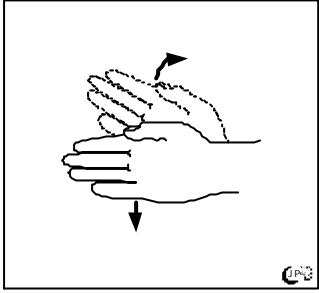
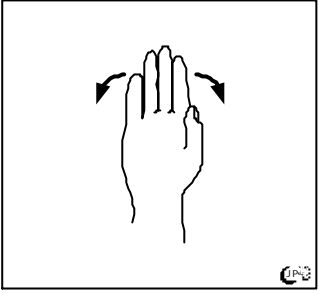
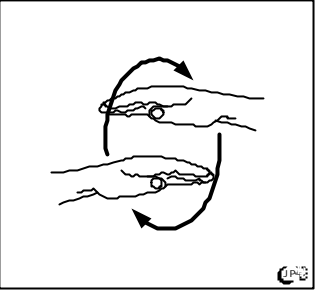
APPENDIX "K"

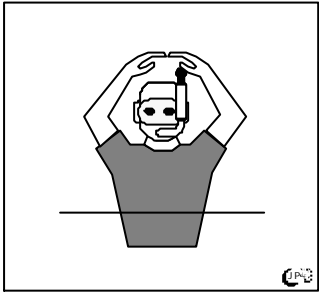
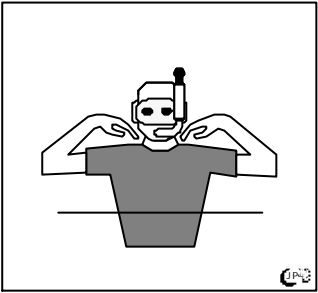
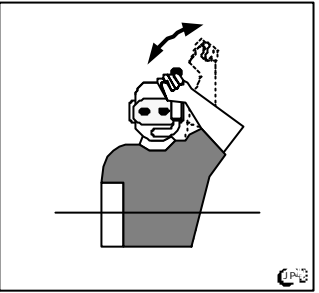
SIGNALS

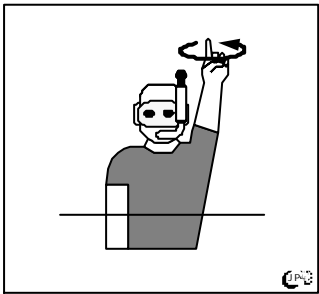
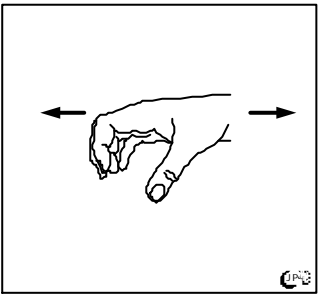
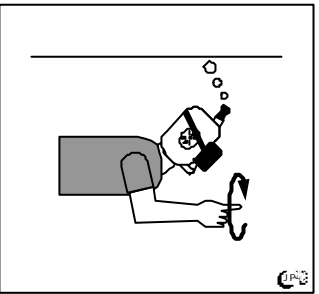


APPENDIX "K"

SIGNALS

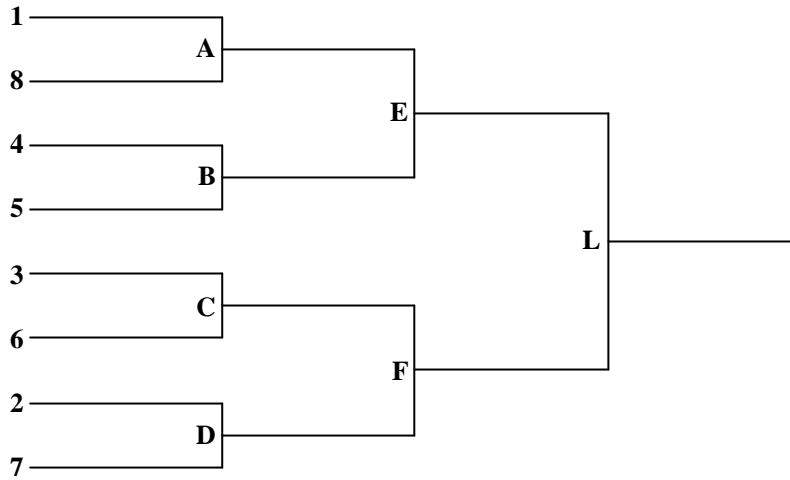
		
<p>3.6.15 Illegally Stopping the Puck</p>	<p>3.6.16 Call by Referee</p>	<p>3.6.18 Illegal Substitution</p>

		
<p>3.6.17 Time Suspension (two separate signals)</p>		<p>3.6.19 Un-Sportsmanlike Conduct</p>

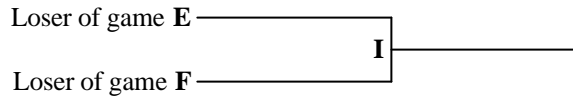
		
<p>3.6.20 Breaking, False Start, or Encroachment</p>	<p>3.6.21 Grabbing and/or Pulling on Wall Barriers</p>	<p>3.6.22 Infringement Seen but the Advantage Rule is in Effect</p>

APPENDIX “L” MULTILEVEL TOURNAMENT WITH EIGHT ENTRIES

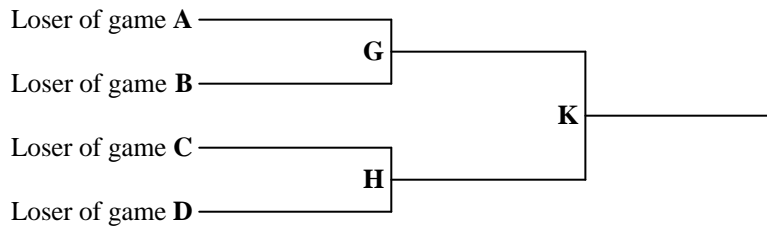
Game **L** determines **Champion** and **Second** place



Game **I** determines **Third** and **Fourth** place



Game **K** determines **Fifth** and **Sixth** place



Game **J** determines **Seventh** and **Eighth** place

