



National Underwater Hockey Committee

Underwater Society of America

A Sanction Competition Thru
Amateur Athletic Union (AAU) and World Underwater Federation (CMAS)

1984 NATIONAL CHAMPIONSHIPS OF UNDERWATER HOCKEY

DATE: April 27 and 28

ACCOMODATIONS: Arrangements are currently underway in

trying to get rooms at the University of Chicago Circle at reduced rates. More information will be forthcoming.

TRANSPORTATION: There is continuous bus service from Chicago's O'Hare airport to downtown Chicago at reasonable rates. With advance notice individual players could

arrange transportation with Chicago team members. Several contact numbers will be made available to participants and their guests. Chicago State is out in the far side

of Chicago and the teams will need to rent some type of transportation to get there. We can probably get some good rates on transportation if teams give us some

advance notice. Please contact Paul Ulbrich or Kendall Banks. POOL: At Chicago State University, 9500 S. King Dr., Chicago, Illinois 60615. The pool is 25 meters long,

20 meters wide, and uniform 8 feet deep with smooth round edge tiles that are one inch square. The pool has two observation windows on one side.

EQUIPMENT: Goals-meet and exceed CMAS specifications-made of solid aluminum alloy.

Puck- made of brass 80mm by 30mm

Sticks-each team may use their own sticks provided they do not greatly exceed CMAS specifications and do not have any sharp edges or points. All equipment will be inspected by the Chief referee.

All other equipment will be obtained if possible.

Director

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1105 Helen Street
Deer Park, Texas 77536
(713) 476-4043

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PERSONNEL: It is proposed the referees will be chosen from those international teams that will be in town for the upcoming world meet. They are well organized and experienced in meet play. This also gives the referee a nonpartisan participant status.

Additional necessary personnel to include: lifeguards, timekeepers, scorer, and pool attendants from area fans of the Chicago teams.

PUBLICITY: The Chicago team members have several means of access to local/national news media. With its large number of TV and radio stations, newspapers and other publications, Chicago provides for a wide area of exposure for such events. In addition, campus publications and neighborhood athletic groups lend willing support to area activities.

LOCATION: Chicago State is at 95th and King Dr. which is best reached by going south from downtown Chicago on the large express route 94 and turning east on 95th street. King drive is approximately 1/4 mile east of route 94 on 95th street. The pool is located in the athletic building on the southeastern portion of the campus.

TROPHIES: In addition to awarding plaques to the top three teams, certificates of participation will be given to all competitors. An awards program that will include recognition in a wide variety of hockey related categories is planned. These include but are not limited to: most improved team, best hockey glove, individual with the most goals, persons with the best bottom time etc...

The plan is also to include the individual teams in the decision making process by giving them a vote on several of the awards. In this way it would be hoped that all those participating can go home with at least one award.



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RULES: CMAS rules apply with the exception of the Canadian sticks and brass puck. The interpretation of the rules or call regarding play are the absolute domain of the chief referee. Should a protest be made about the conduct of a match whilst it is still in play the Chief Referee, with the assistance of the water referees, shall resolve the case. The Chief Referee's decision is final and under no circumstances will a post game appeal be considered.

BUDGET: Accommodations will be decided upon on the basis of bids submitted by nearby hotels for rares and available facilities. We hope this would not only allow the participating teams to obtain some of the more reasonable rates but centralize the planned functions and facilitate the informal social interaction.

Detailed budget will be submitted during the tournament. Most of the expenses will be paid for from the entrance fees paid by competing teams (see application)

ENTRANCE AND REGISTRATION FEES: \$25 per team plus \$5 per team member. Each player must also be a member of the Underwater Society of America. Application forms are enclosed.

Make check payable to: USA U/W Hockey Fund

Send check to: Tom Miller, Director

1105 Helen

Deer Park, Texas 77536

DESCRIPTION

FOUR LAKES SCUBA

Underwater hockey is a sport played on the bottom of a swimming pool by two teams of 6 players, each wearing basic sub-aqua equipment, i.e. fins, mask and snorkel. The object of the game is to push or pass a puck along the bottom of the pool, by using an underwater hockey stick, into the opposing team's goal.

RULES

1. PLAYING AREA AND EQUIPMENT

- 1.1 Playing Area
- 1.2 Goals
- 1.3 The Puck
- 1.4 The Stick

2. TEAM FORMATION AND EQUIPMENT

- 2.1 Team composition
- 2.2 Personal equipment
- 2.3 Team identification

3. OFFICIALS AND THEIR EQUIPMENT

- 3.1 Number, titles and qualifications
- 3.2 Officials' duties
- 3.3 Officials' equipment

4. THE GAME

- 4.1 Rules of play
- 4.2 Duration of play
- 4.3 Starting play
- 4.4 Stopping play
- 4.5 Scoring procedure

5. FOUL PLAY

- 5.1 Infringements

6. PENALTIES

- 6.1 Cautioning
- 6.2 Time penalty
- 6.3 Free puck
- 6.4 Penalty shot
- 6.5 Total dismissal
- 6.6 Advantage rule

7. GENERAL

- 7.1 Pre-match preparations
- 7.2 Protests and appeals
- 7.3 Match abandonment
- 7.4 Ruling body

8. GUIDANCE NOTES

1. PLAYING AREA AND EQUIPMENT

- 1.1 Playing area (see appendix 1)
 - 1.1.1 The playing area shall be a swimming pool or part thereof.
 - 1.1.2 The playing area shall be 25m long \pm 2.5 m and 12m wide \pm 1.2 m.
 - 1.1.3 The depth of water shall be between 2m and 4m.
 - 1.1.4 The goal lines must be of a solid nature, i.e. pool walls.
 - 1.1.5 The side-lines may be either a pool wall or a demarcation line marked both on the pool bottom and by a buoyant line on the surface.
- 1.2 Goals
 - 1.2.1 Shall be made of aluminum or similar frames with all sharp edges protected.
 - 1.2.2 Shall be 3m wide placed in the centre of each goal-line and secured in position.
- 1.3 The Puck *Solid Brass disc*
 - 1.3.1 Shall be a circular flat ~~lead disc covered in a suitable protective material~~ which shall be 3mm thick \pm 1 mm.
 - 1.3.2 It shall be 80 mm in diameter \pm 4 mm and 30 mm thick \pm 1.5 mm.
 - 1.3.3 It shall weigh approximately 1500 gm.
- 1.4 The Stick
 - 1.4.1 Shall be made of wood so that when placed in the water it shall float horizontally.
 - 1.4.2 ~~It shall conform to the dimensions shown in appendix 4.~~ *See diagram*
 - 1.4.3 It shall be either uniform black or uniform white in colour.

2. TEAM FORMATION AND EQUIPMENT

- 2.1 Team Composition
 - 2.1.1 An International team is composed of 10 members, consisting of 6 players, 2 substitutes and 2 reserves - For any one match 8 team members shall be nominated, only 6 of whom may be in the water at any one time, the remaining 2 wait on the poolside to be used as substitutes, and the 2 reserves shall not take any active part in that particular match.
 - 2.1.2 The 2 substitutes may be used at any natural break in play, i.e. half-time or when a goal is scored.
 - i) A substitute may also be used in the event of an accident or injury, but only with the approval of the Chief Referee.
 - ii) Players may not be substituted during the time play is stopped because of an infringement of the rules.
 - 2.1.3 The 2 reserve players may not take an active part in any match they have not been nominated for, but they may become part of the nominated team prior to the next match providing other players stand down and in turn become reserves.
- 2.2 Personal Equipment
 - 2.2.1 Each player shall be equipped with a mask, which must have safety glass fitted, a non-metal snorkel, a pair of conventional rubber fins and an underwater hockey stick. (Appendix 4).
 - 2.2.2 Protective gloves may also be worn on the playing hands if required provided they do not contain rigid or sharp reinforcing material.
 - 2.2.3 All personal and team equipment must have the prior approval of the Chief Referee.
- 2.3 Team Identification
 - 2.3.1 All members of each team shall wear uniform swimming trunks.
 - 2.3.2 All members of each team shall wear identification caps either black or white to match whichever color sticks the team is using. The caps may have ear protectors fitted if required.
 - 2.3.3 Wet suits and weight belts may not be worn.

3.1 Number, Titles and Qualifications

- 3.1.1 The officials who shall control an International Underwater Hockey Match are: one Chief Referee and two Water Referees.
- 3.1.2 The Chief Referee and the two Water Referees shall be qualified International Referees, appointed by the National Underwater Authority and registered with the C.M.A.S. Underwater Games Commission.

3.2 Officials' Duties

- 3.2.1 The Chief Referee conducts his duties from a position on the poolside where an uninterrupted view of the playing area can be obtained. He is responsible for:
- i) All aspects and the overall conduct of the game.
 - ii) Inspecting all playing equipment prior to a match.
 - iii) Instructing the opposing teams of any special requirements of the match.
 - iv) Presiding over the tossing of a coin by the two captains for the choice of ends and announcing the result of their choice.
 - v) Signalling the starting and stopping of play in accordance with rules 4.3 and 4.4.
 - vi) Observing any rule infringement which might only be visible from above the water and to award appropriate penalties to offenders.
- 3.2.2 Water Referees conduct their duties from the water, and each shall be solely in charge of one longitudinal half of the playing area. They are jointly responsible for:
- i) Enforcing the rules at all times.
 - ii) Signalling the Chief Referee to stop play when a goal is scored by raising both hands.
 - iii) Signalling the Chief Referee to stop the game should rule infringements occur by raising one hand, and then showing off the palm of one hand in a 'stop' sign to the offending team and pointing with the other hand to the other team.
 - iv) Awarding appropriate penalties for rule infringements.
 - v) Ensuring the puck is placed in the correct position, and indicating the game is ready to be re-started to the Chief Referee by raising one hand.
 - vi) Ensuring the goal frames are aligned in their correct positions at all times.
 - vii) Signalling the Chief Referee to stop the game by raising one hand should an accident or injury occur, and immediately assist the injured player to the poolside.
- 3.2.3 Time Keeper/Scorer - The duties of the Time Keeper/Scorer can be performed by one or more persons and shall be carried out from a position adjacent to the Chief Referee and the responsibilities are:
- i) Timing all play and indicating the completion of each time period to the Chief Referee.
 - ii) Timing players sent out of the water for 2 minute time-penalties and indicating to the players when they may re-enter the water.
 - iii) Stopping the timing of the time period at the request of the Chief Referee in the event of a serious injury or other special circumstances.
 - iv) Ensuring that all goals are displayed and announced immediately after they have been scored.
 - v) Keeping a written record of the goals scored, the player and team credited with the goals, and any other points pertaining to the match which is felt should be recorded.
 - vi) Announcing the final score at the end of the match, once the details of the match have been verified and countersigned by the referees.

3.3 Officials' Equipment

- 3.3.1 The Chief Referee shall be equipped with a means of creating an audible signal above and below the surface of the water.
- 3.3.2 The Water Referees shall be equipped with masks fitted with safety glass, non-metal snorkels, conventional rubber fins, clearly distinguishable T-shirts, and brightly coloured gloves.
- 3.3.3 The Time Keeper shall be equipped with suitable time facilities, sufficient to time both the match and at least two players sent out of the water for a time penalty.
- 3.3.4 The Scorer shall be equipped with suitable means of keeping a written record of the match, and a scoreboard which is visible from all parts of the pool.

4. THE GAME

4.1 Rules of Play

- 4.1.1 A match is only said to be 'in play' during the period between the starting and ending of play by the Chief Referee.
- 4.1.2 A player is only said to be 'in possession' whilst the player's stick is in contact with the puck.
- 4.1.3 Whilst the match is in play the puck may be pushed or passed in any direction along the pool bottom anywhere within the playing area by the player in possession.
- 4.1.4 When players are swimming on the surface over-arm strokes are permitted but only when other players are not in danger of being struck.
- 4.1.5 The stick may only be held by the handle in either the left or right hand.
- 4.1.6 Any part of the sticks playing area may be used to play the puck. (Appendix)

4.2 Duration of Play

- 4.2.1 An International Match shall last for 33 minutes and is divided into two 15 minute periods with a 3 minute break at half-time.
- 4.2.2 At half-time the teams shall change ends.
- 4.2.3 Once started, timed play is continuous and can only be stopped by the Chief Referee in the event of a serious injury or other special circumstances.
- 4.2.4 Should it be necessary to have a winning team from a match which ends in a draw, an extra 10 minutes may be played.
- i) It shall be two 5 minute periods.
 - ii) There shall be no break at half-time but the teams shall change ends.

4.3 Starting Play

- 4.3.1 At the beginning of a match, after half-time or when a goal is scored the starting positions of the players of each team are:
- i) In the water alongside their respective goal lines with at least one hand in contact with the goal line.
 - ii) The 2 substitutes of each team shall be on the poolside at their own team's end of the pool.
- 4.3.2 The starting position of the match officials are:
- i) The Chief Referee shall be on the poolside approximately in the centre of the side-lines.
 - ii) The 2 Water Referees shall be in the water alongside the centre of their respective side-lines.
- 4.3.3 30 seconds before a match is due to commence or re-commence after half-time, an audible warning will be given by the Chief Referee to the players, at the end of the 30 second period the audible signal to commence play will be given.
- 4.3.4 When a goal is scored, play is re-started by the Chief Referee once the players have returned to their goal-lines. No 30 second warning shall be given:
Should play be re-started for any reason before all the players have reached their end of the pool, they must do so before re-entering play.
- 4.3.5 Should play be stopped because of a rule infringement, it shall be re-started by the Chief Referee.

4.4 Stopping Play

- 4.4.1 The signal to stop timed play is given by the Chief Referee upon indication by the Time Keeper that the time period has been completed.
- 4.4.2 Play is also stopped by the Chief Referee
- i) When a goal is scored.
 - ii) When an infringement of the rules is committed.
 - iii) When an addident or injury occurs.

NOTE - The clock is not stopped unless otherwise indicated by the Chief Referee

4.5 Scoring Procedure

- 4.5.1 A goal is scored only when the puck has wholly entered the goal, having been propelled by or off a stick. Should the puck enter the goal propelled by anything other than a stick it shall be disallowed and the appropriate action for a rule infringement be taken.

5. FOUL PLAY

5.1 Infringements

Players may be penalised for the following rule infringements:

- 5.1.1 Starting play incorrectly according to these rules.
- 5.1.2 Standing on the pool bottom whilst the match is in play.
- 5.1.3 Having more than 6 players in the water whilst the match is in play or allowing a substitute to enter the water to replace a player sent out of the water for a time penalty or onw who has been dismissed for the rest of the match.
- 5.1.4 Advancing, or attempting to play the puck with anything other than the playing area of the stick.
- 5.1.5 Handling the puck with the free or playing hand, this includes guiding the puck with an outstretched finger (should the puck accidentally touch the back of the playing hand, this will not be considered handling unless used deliberately to advance the puck).
- 5.1.6 Lifting or carrying the puck balanced on a stick (should it be lifted onto a stick accidentally it must be dropped immediately).
- 5.1.7 Obstructing an opponent in any way whilst not in possession of the puck.
- 5.1.8 Behaving in any way or using conduct which in the opinion of the officials can be considered contrary to the sportsmanlike conduct of the game.
- 5.1.9 Stopping or attempting to stop a goal being scored with anything other than the playing area of a stick.
- 5.1.10 Covering or obstructing the puck with any part of the body or equipment whilst not in possission to prevent access to the puck by other players.
- 5.1.11 Attempting to gain possession of the puck by the use of obstruction.
- 5.1.12 Using hands, arms or body in any way to grasp, pull or push an opponent.
- 5.1.13 Removing or attempting to remove an opponent's equipment.
- 5.1.14 Insulting, by word or gesture, other players or the officials.
- 5.1.15 Refusing to accept any decisions made by the officials.
- 5.1.16 Physically attacking or deliberately hurting an opponent in any way or striking or attempting to strike an opponent with any part of the body or equipment. This includes any action taken in retaliation.

6. PENALTIES

6.1 Cautioning

- 6.1.1 For minor or accidental rule infringements, or for any other reason thought necessary by the Referees, play may be stopped and the offending players or team cautioned.
- 6.1.2 Once the offending players or team has been cautioned, the puck is placed at the point where the offence occurred. The Chief Referee then re-starts play with both teams on the surface and neigher team having any advantage

6.2 Time Penalty

- 6.2.1 For any rule infringement, play may be stopped and players sent out of the water for a period of 2 minutes, the penalty time does not start until the offending player(1) have left the water and are in the penalty area.
- 6.2.2 The penalty area is situated alongside the Time Keeper's table.
- 6.2.3 Timing of the time penalised player(s) is the responsibility of the Time Keeper and the offending player(s) must await a signal from the Time Keeper indicating the expiry of the time penalty before re-entering the water.
- 6.2.4 Time penalised players shall re-enter the match by gently sliding into the water at the centre line (under no circumstances may a player jump or dive into the water whilst a match is in play).
- 6.2.5 Once the offending players have left the water, play is re-commenced as in 6.1.2 or by a Free Puck (6.3).

6.3 Free Puck (Appendix 5)

- 6.3.1 A water referee may award a free puck for any rule infringement.
- 6.3.2 It shall be indicated by the water referee raising one hand.
- 6.3.3 The puck is placed at the point where the offence occurred.
- 6.3.4 The offending team shall retreat 3m from the puck.
- 6.3.5 Play is re-commenced by the Chief Referee's signal with the non-offending team in possession.
- 6.3.6 If in a pool that has no wall for its side line, the puck should touch the demarcation line, a free puck is awarded and the puck is placed 2 m in from where it went out of play.

6.4 Penalty Shot

- 6.4.1 A penalty shot may be awarded if a rule infringement stops an almost certain goal being scored in the 6 metre penalty area. (Appendix 1)
- 6.4.2 It is indicated by a water referee raising a gloved hand and verbally informing the players of the decision.
- 6.4.3 The offending team's captain nominated a goal defender.
- 6.4.4 The offended team's captain nominates two attackers.
- 6.4.5 The puck is placed 3m from the centre of the goal.
- 6.4.6 When the Chief Referee re-starts play and all the players are on the surface (Appendix 6) so that: -
- i) The two attackers are behind the puck.
 - ii) The goal defender is on the goal line.
 - iii) The remaining players are outside the 6m penalty area, and may take no active part nor interfere with play.
- 6.4.7 The penalty shot is decided when either:
- 1) A goal is scored. OR
 - ii) The goal defender pushes the puck out of the 6m penalty area.
- 6.4.8 Play is then re-started as 4.3.4.

6.5 Total Dismissal

- 6.5.1 In the event of a serious rule infringement or for repeated unsportsmanlike behaviour, play may be stopped and the offending player(s) sent out of the water for the remainder of the match.
- 6.5.2 The water referee will inform the player(s) concerned verbally when play is stopped.
- 6.5.3 A player dismissed for the remainder of the match may not be replaced by a substitute.
- 6.5.4 When the offending players have left the water play is re-commenced at the point where the offence occurred by either a Free Puck, a Penalty Shot or a caution.

6.6 Advantage Rule

- 6.6.1 If at any time during play the Referee decides that a rule infringement does not affect the advantage held by the team in possession, it may be allowed to continue as if the offence had not occurred. This is termed as playing the advantage rule.
- 6.6.2 This rule must be observed by the Referees at all times.

7. GENERAL

7.1 Pre-Match Preparation

7.1.1 Before a match the two team captains will introduce themselves to each other and to the officials and then by tossing a coin choose at which end of the playing area their teams will start, the winner having the first choice of ends.

7.2 Protests and Appeals

7.2.1 Should a protest be made about the conduct of a match whilst it is still in play the Chief Referee, with the assistance of the Water Referee, shall resolve the case.

- The Chief Referee's decision is final and under no circumstances will a post-game appeal be considered.

7.3 Match Abandonment

7.3.1 In the event of a match having to be abandoned. the Chief Referee shall decide what subsequent action shall be taken.

- The Chief Referee's decision is final.

7.4 Ruling Body

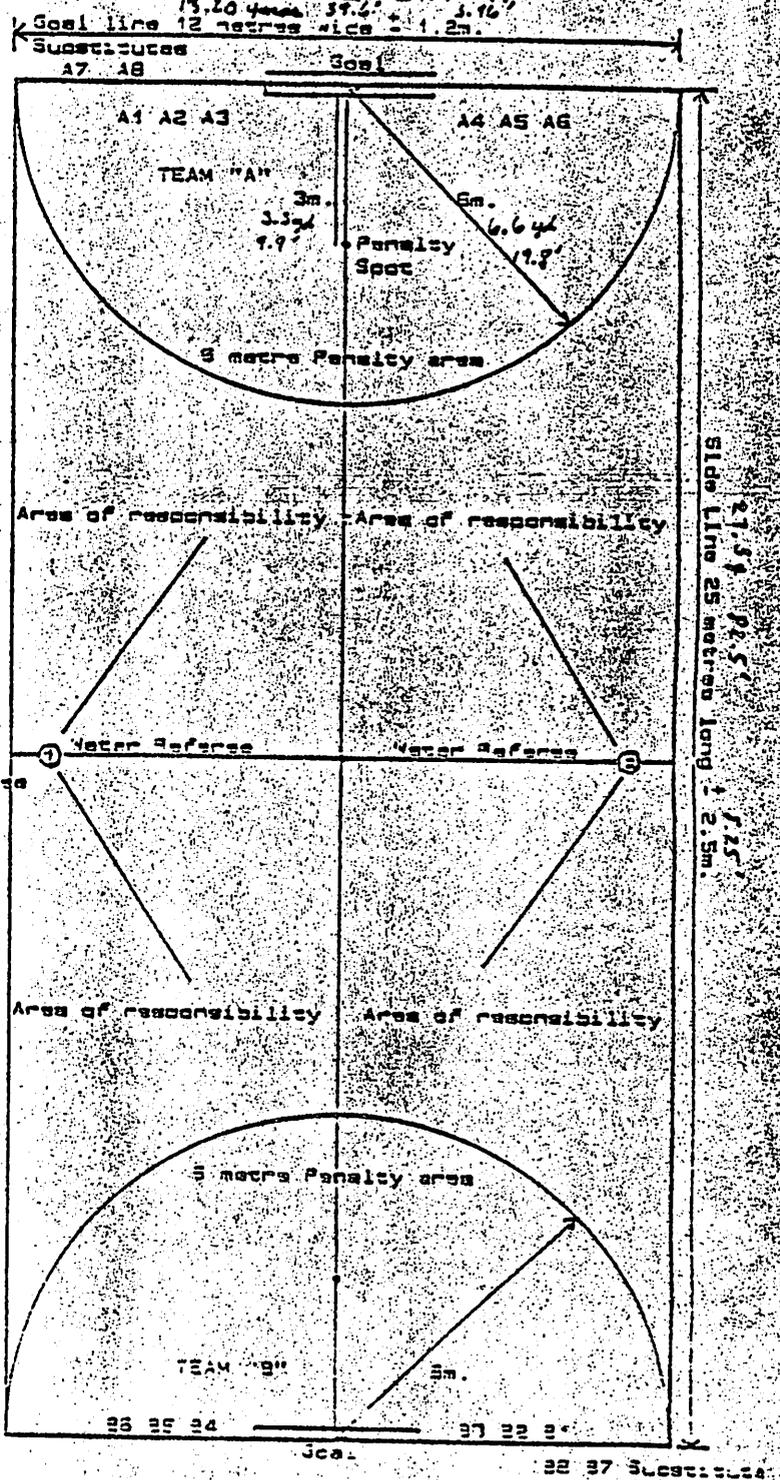
7.4.1 The ruling body for all International Underwater Hockey Matches shall be the C.M.A.S. Underwater Games Commission.

7.4.2 Any inquiries concerning the rules by which International Matches are played should be addressed to: The Secretary, C.M.A.S. Games Commission, Fort Bovisand Underwater Centre, Plymouth PL9 OAB, England.

8. GUIDANCE NOTES

To be published.

PLAYING AREA — APPENDIX 1



21.59 p. 5
 Slide Line 25 metres long ± 2.5m
 7.25