

Rules & Schedule information for 2018 USA UWH Nationals:

---RULES---

Referees:

- Chief Ref is Don Mathews. Additional dedicated referees are: Véronique Séguin, Valérie Robert, and Jaime Andrés Parra Ospina.
- All Level 1 and Level 2 refs should check the registry at the officials table. John Kulsa and Don Mathews are keeping a registry of all trained referees.
- The 'Minnesota Rule' will apply: Each team must provide two refs after each game they play. Sign up refs before your game starts. Team captains can be subjected to a 2-minute penalty if referee names are not on the board before the start of the game. (Put your team's ref names on the line of the game you PLAY, not the game you ref.)
- The 'Dilly-Dally' rule will apply: If refs are not ready to officiate when the game is scheduled to start, their teams will incur penalties in the next game they play.
- Red headgear, orange/yellow gloves, and high-visibility vest are required for refs. The hosts will provide: red swim caps, red polo caps, yellow mesh tops, and orange/yellow gloves.
- Host (Colorado) will arrange the water referees for first game each day.
- Please note the markers on the pool bottom for puck positioning:
- Circles mark the center and each of the penalty-shot spots.
- Squares mark 5m from end walls and 2m from side boundaries.
- The playing area is tiled with 1-ft tiles. There are 6 tiles (6 feet) between lane lines.

Communicating with Referees:

- Players arriving late to a game must notify officials at officials table before entering game.
- Only active team captain (vice-captain in captain's absence) may speak to officials during a match.

- 'Colorful metaphors' and other inappropriate language/gestures will not be tolerated.
- There is a form for official protests. USOA rules require a \$50 protest fee, and the form must be completed within 1 hour of the match. See Don Mathews for more details.

Rules Version:

- We will be using CMAS rules version 10.00 (available here: <http://usauwh.org/resources>), with the new seeding points rule approved at CMAS 2016 Rules Meeting (see Schedule section below for details).

Rules Modifications, Special Notices:

- All players must have paid USOA dues and signed waiver. There is a Spanish translation of waiver on request.
- Penalty times may be reduced from those specified in the CMAS rules due to shorter game length (1-, 2-, and 5-minute penalties will be used, but 2 may become 1 and 5 may become 2 at the discretion of the officials).
- Monolithic polycarbonate plastic masks, such as the Straily mask, will be allowed. Masks will be assessed under the proposed (but not yet approved) revision for rule 11.3.1.1 (masks): "The mask must be a dual lens design, a single-lens mask incorporating a centre divider/support in the mask's frame, or a monolithic frame and lens comprised of shatter resistant safety-grade plastic."

Player Gear & Markings:

- Appropriate color hat/swim cap must be worn during play. Ear-guards and straps are excluded from color requirements provided they do not create confusion about hat color.
- Wrestling headgear does not count as a hat. An appropriate color hat must be worn together with a wrestling headgear.
- BLUE and BLACK are acceptable hat colors when playing black/dark.
- WHITE is the acceptable hat color when playing white.
- Ear and mouth guards must be worn. Players will not be allowed to play without them.

- "C" and "VC" should be clearly marked on both shoulders of captain and vice-captain, respectively. There are black permanent marking pens at the officials tables.
- In-water coaches must wear shirts during games. Preferred: no polo cap/headgear.
- Gloves must contrast the playing stick. Gloves may not be red, yellow, orange, or pink in color. Unsportsmanlike conduct infringements may be called if glove color is being used to intentionally mislead or confuse other players or officials.
- Player numbers are optional for video system use. If you do not have a unique cap number on your team and have instead elected to write your number on your arms, please re-apply before each game. Thank you to everyone participating!

---SET-UP---

- Black starts at West end of playing area (same side as the bleachers & locker rooms).
- Court 1 is on the North side of the referees tables, closest to the dive well and the food room ("Meet Management" room).
- Court 2 is on the South side of the referees tables, farthest from the dive well and the food room ("Meet Management" room).
- Warmup: There will be warmup lanes at each end of the pool.
- Penalty Boxes: The penalty boxes are on the bulkhead by the ref table. Please take care of the camera system when getting onto the bulkhead to serve penalty minutes.
- Spectators: In-water spectators may watch play from within the area between the sub boxes (outside the playing area) opposite the ref table.
- Underwater hockey is not the only group using the pool this weekend. You may leave gear on the deck overnight, but it is at your own risk. Locks left in the locker rooms will be cut, and anything in the lockers removed!
- Observe venue rules regarding food, drink, glass containers on deck, etc.

PLEASE be considerate to facility staff at all times. Our tournament depends on it! Thank you.

---SCHEDULE---

- We will be using an automated timing system. Change-over time between games is maintained by the computer, and games WILL start on schedule. Teams and refs are responsible for being ready when the games start.
- There are several breaks in the schedule. Teams who play immediately before a break are still responsible for their reffing duties after the break.

- **Friday & Saturday:**

- Group A (8 teams): Single Round Robin;
- Group B (14 teams): 4 balanced pods; Single Round Robin in each:
Pod results seed 3 new weighted pods X, Y, and Z (each top seed to pod X, each 2nd seed to pod Y, and the remaining seeds to pod Z); Single Round Robin in each.
After a full RR, Pods X and Y each get one extra in-pod game per team. Extra matchups will be determined randomly after the completion of the RR, and results will *replace* results of the previous RR matchup.

- 11-minute halves, 2-minute half-time, no timeouts, 8-minute break between games
- Win: +3, Tie: +1, Loss: 0, Forfeit: -2

(Please note that a win is 3 points, as per the new international standard for record scoring, as approved at the CMAS rules meeting at 2016 Worlds.)

- Seeding ties broken by (in order): Head-to-Head record, Most RR wins, Fewest RR losses, Fewest RR goals allowed, Coin toss

- **Saturday Evening:**

- Crossover games at the intersections of: Group A-Pod X, Pod X-Pod Y, and Pod Y-Pod Z
- 11-minute halves, 2-minute half-time, no timeouts, 8-minute break between games
- Ties go straight to sudden-death after 1-minute break (do not change ends)

- **Saturday Evening & Sunday:**

- A Division: 8-team single-elimination playoffs with consolation games, seeds 1-8, seeded by RR results and crossover games
- B Division: 8-team single-elimination playoffs with consolation games, seeds 9-16, seeded by RR results and crossover games

** Due to the size of pod X, the B-division 4-5 quarterfinal and 3-6 quarterfinal are the same exact matchups as the X-Y crossover games. As such, if both teams in each quarterfinal agree, they may choose to not play the quarterfinal, and use the crossover result to determine their advancement in the playoffs.**

- C Division: 6-team single-elimination playoffs with consolation games, seeds 17-22, seeded by RR results and crossover games

- 13-minute halves, 2-minute half-time, no timeouts, 8-minute break between games

- Ties go straight to sudden-death after 1-minute break (do not change ends)

- Pool Details

- Friday, the pool building opens at 7am, and warmup begins at 7:30am. Court 1 is not available for warmup.

The first game starts at 8:15am. Play finishes at 8:15pm. All players must vacate the pool building by 9pm.

- Saturday, the pool building opens at 7am, and warmup begins at 7:30am. Court 1 is not available for warmup.

The first game starts at 8:15am. Play finishes at 8pm. All players must vacate the pool building by 8:45pm.

- Sunday, the pool building opens at 7am, and warmup begins immediately (whole pool is available). The first game starts at 8:15am. Play finishes at 4:40pm. All players must vacate the pool building by 5:30pm.

---OTHER THINGS---

Apparel

- The apparel table will open at 2:30pm on Friday, and be open through the rest of the weekend. Paid pre-orders will be delivered to team contacts. To receive unpaid pre-orders, please visit the apparel table.

- There are a limited number of extra apparel items for sale. Come by early to get your size!

Banquet

- The banquet will be held Sunday, June 10 at 6pm, at Cinzetti's Italian Market, 281 W 104th Ave., Northglenn, CO 80234

- Please get your wristband for the banquet BEFORE you get to Cinzetti's. Pre-orders will be delivered to team contacts. If you have not yet paid, we will accept PayPal (to

ColoradoUWHTournaments@gmail.com) or cash. The cost is \$35. Pay and pick up your wristband at the apparel table at the pool.

- The banquet venue (Cinzetti's) has a strict policy against: outside alcohol; fighting. There will be no tolerance for outside alcohol or fighting in the banquet. Please be considerate of these rules. Our ability to use this venue depends on it.

Contacts

The following people are your contacts for their various areas of specialty:

- Don Mathews, Chief Ref: reffing and rules questions
- Tyera Eulberg & Jair Martinez, Head honchos: Talk to one of them if no one else fits the bill.
- Brandie Lanier & Agnes Debrunner: Food room.
- Eric Straily, Tristan Debrunner, & Jon Roelofs: Timing & video