



VOLUME 1 (OF 2)

INTERNATIONAL RULES FOR UNDERWATER HOCKEY

PLAYING AREA REQUIREMENTS

Version 12.0
November 2022

Procedures and Obligations
Volume 1: Playing Area Requirements
Volume 2: Rules of Play

REVISION HISTORY

V9.1 2006
V10.0 March 2010
V11.0 July 2018
V12.0 November 2022

AMENDMENT HISTORY

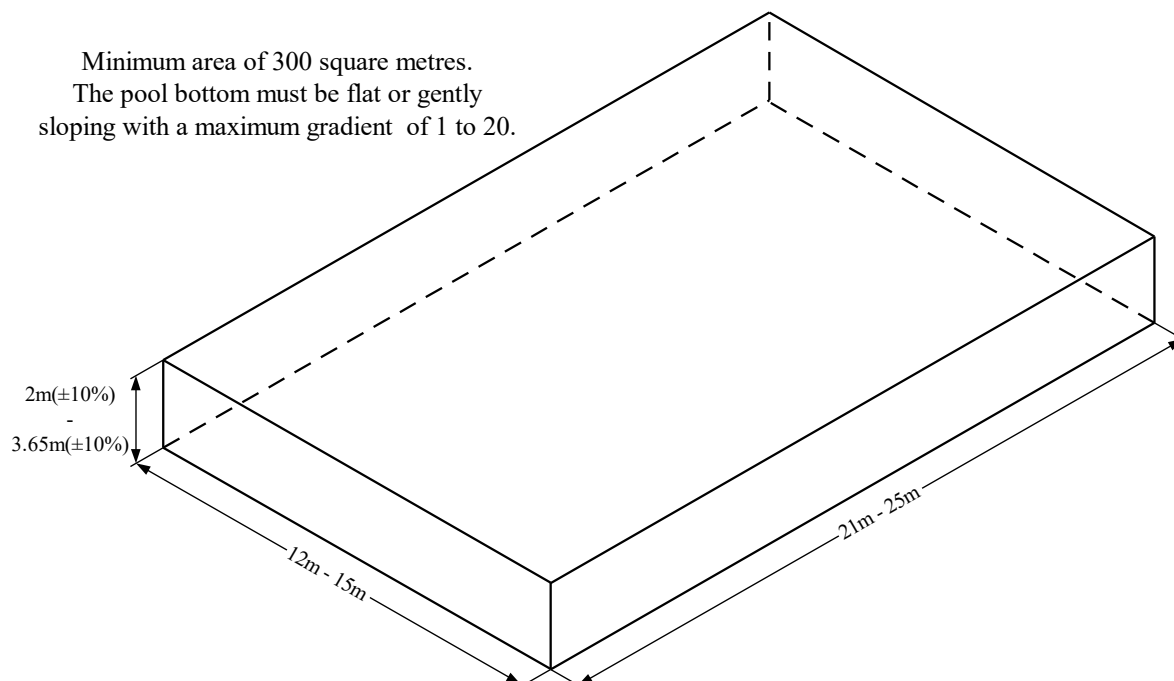
Section	Changes 2022
All	Implementation of new CMAS Logo
5.0	Reinstated "Protests during game" into playing rules from P & O together with definitions of Game Abandonment and Game Forfeit

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1.0 PLAYING AREA (see Figures 2A - 2E)**1.1 Playing Area**

- 1.1.1 The playing area shall be a swimming pool or part thereof.
- 1.1.2 The playing area shall be 12m-15m wide and 21m-25m long, provided that the minimum playing area is 300 square metres.
- 1.1.3 The pool bottom must be flat or gently sloping with a maximum gradient of 1 to 20.
- 1.1.4 The depth of the water shall be between 2m and 3.65m inclusive, with a $\pm 10\%$ allowance with the approval of the World Tournament Director. Pools shallower than 2m must be considered "fast and safe" by the World Tournament Director.
- 1.1.5 The end lines must be of a solid nature, i.e. pool walls.
- 1.1.6 A side line may be either a pool wall, sturdy barrier, or a demarcation line on the pool bottom.
 - 1.1.6.1 The barrier should have a minimum height of 300mm.
 - 1.1.6.2 A floating line will **not** be immediately above a demarcation line on the bottom to mark the sideline on the surface. The floating line must be outside the playing area.
 - 1.1.6.3 The demarcation line belongs to the playing area.
 - 1.1.6.4 For World Championships, sturdy barriers or walls are essential. For Zone for other tournaments, a sturdy barrier or wall is preferred. However, if not possible, a demarcation line is acceptable.
- 1.1.7 At each end of a playing area, centred on the mid-point of the end line, a penalty shot area will be marked by a dotted line on the pool bottom to define a semi-circle with a 6m radius, and a goal area will be marked by a solid line on the pool bottom to define a semi-circle with a 3m radius.
- 1.1.8 A Penalty Spot shall be marked in the middle of a 3m arc.
- 1.1.9 A Centre Spot shall be marked in the geometric centre of the playing area
- 1.1.10 The "corner" is defined as that part of the playing area bounded by the side and end walls (or side and end lines) and a circular arc of 1 metre radius whose centre is at the intersection (or projected intersection in the case of a curved corner) of the side and end walls (or side and end lines). There are four such 'corners' in a single playing area.

FIGURE 1A **PLAYING AREA DIMENSIONS**

The depth of the water shall be between 2m and 3.65m, with a $\pm 10\%$ allowance with the approval of the World Tournament Director. Pools shallower than 2m must be considered “fast and safe” by the World Tournament Director.

FIGURE 1B **PLAYING AREA MARKINGS**

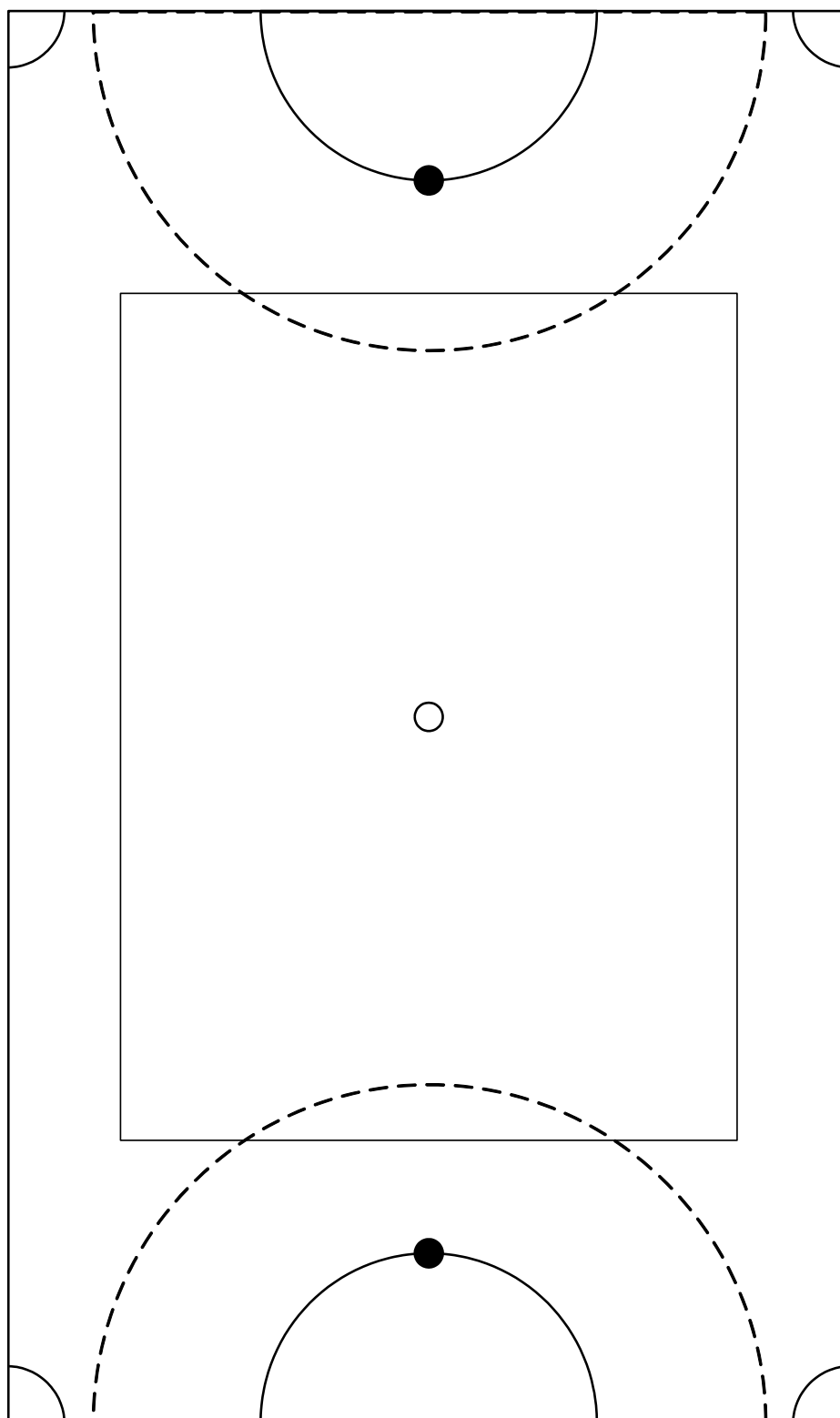


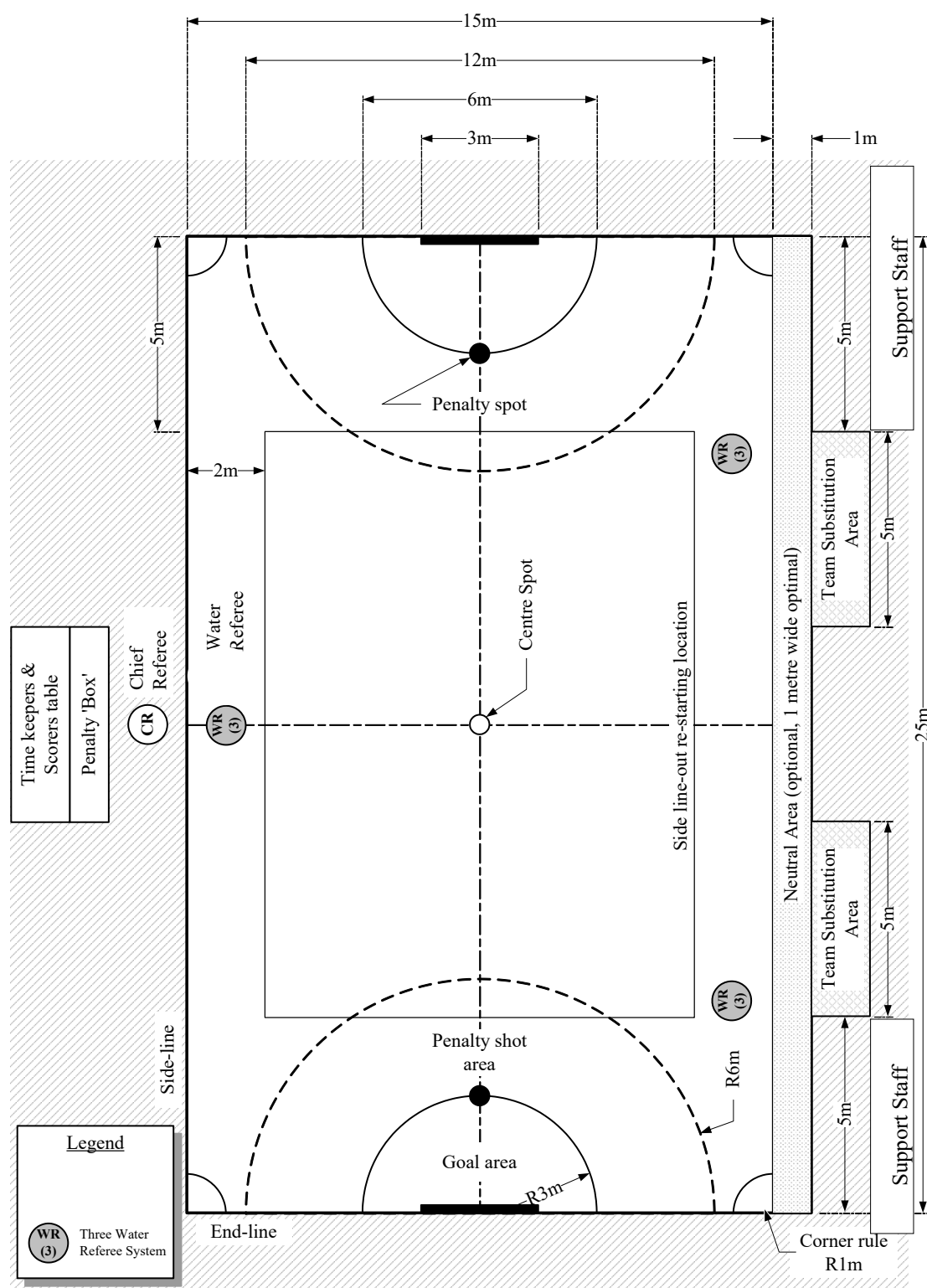
FIGURE 1C PLAYING AREA LAYOUT: DECK SIDE-SUBSTITUTION


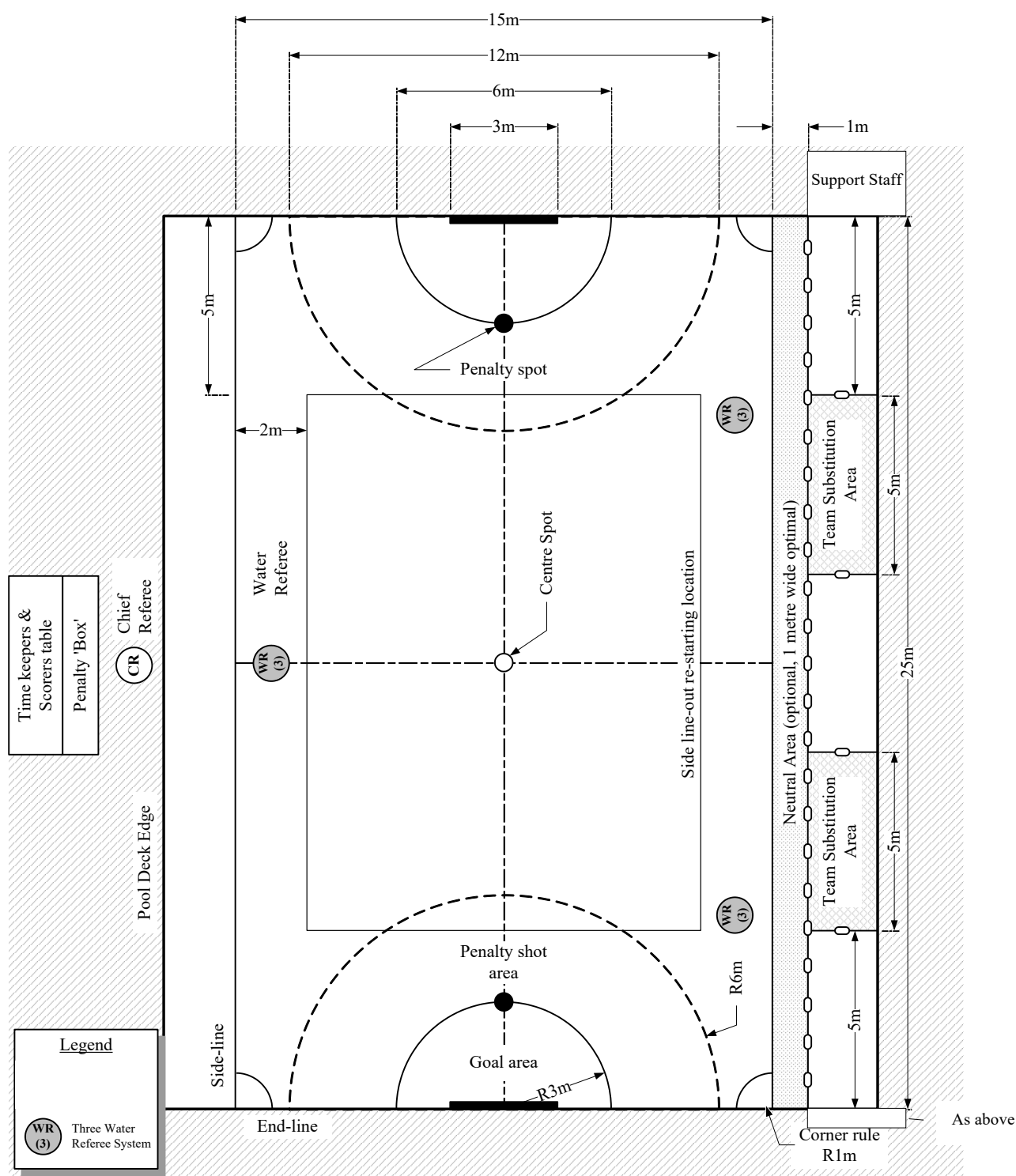
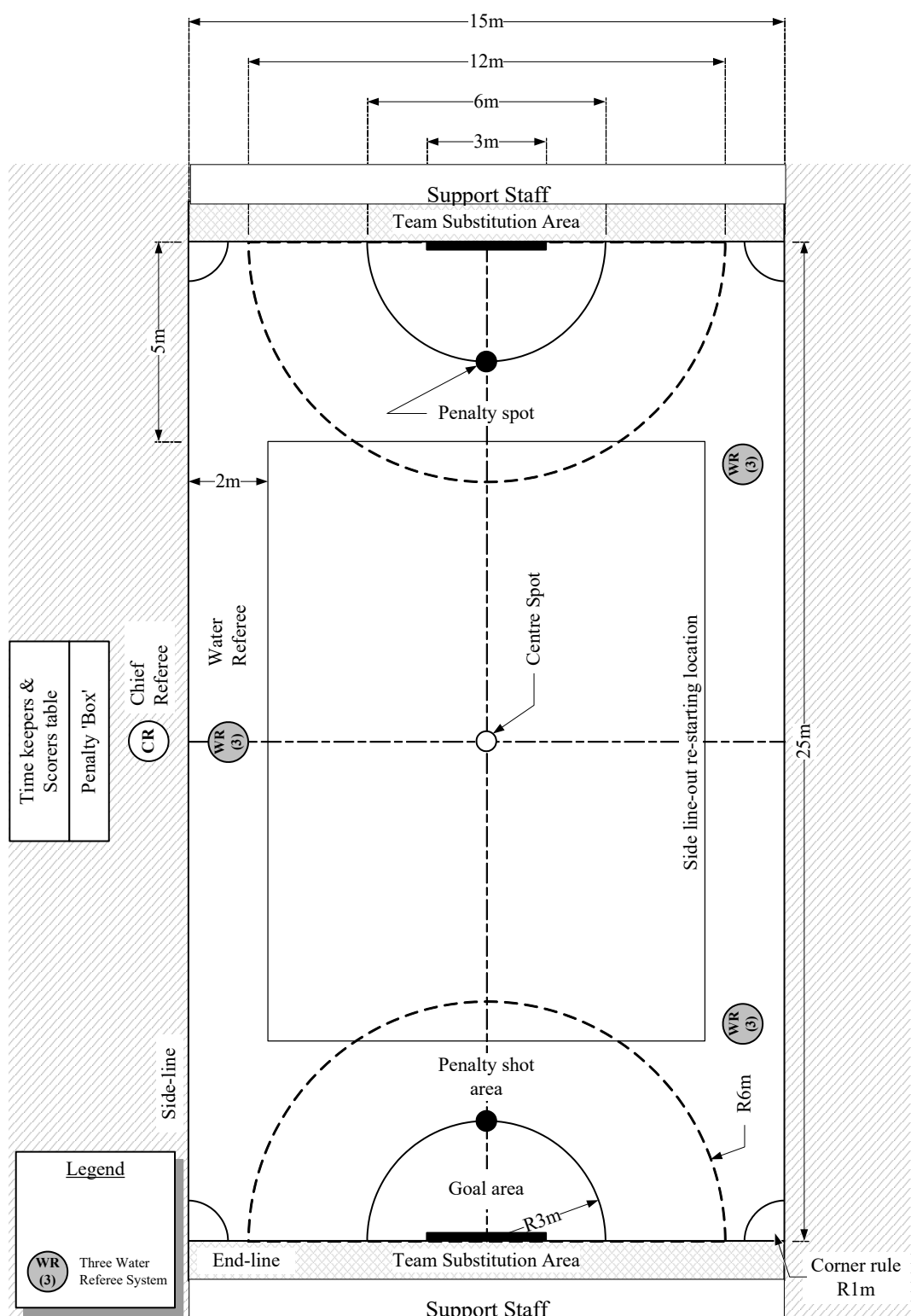
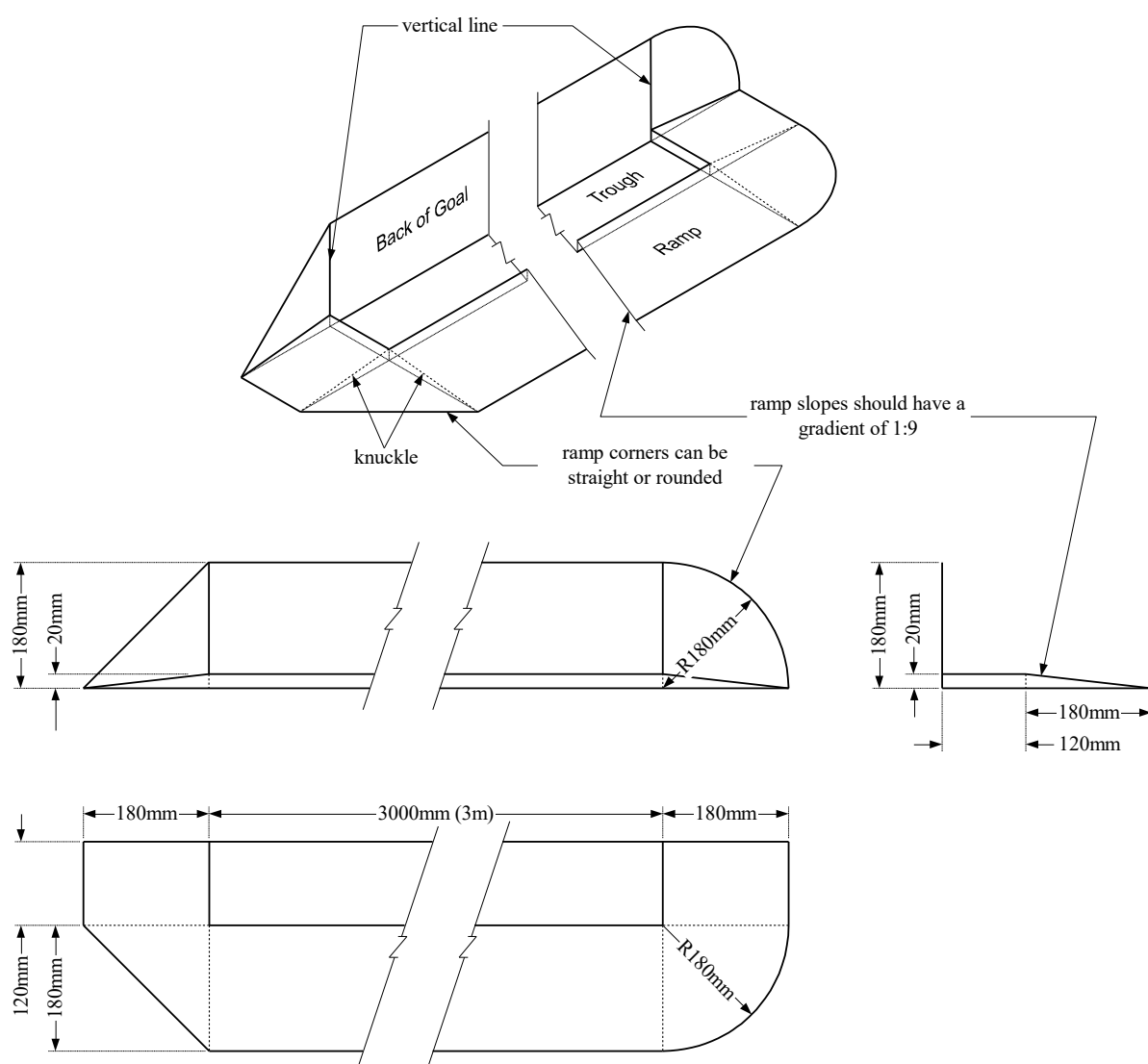
FIGURE 1D PLAYING AREA LAYOUT: IN-WATER SIDE-SUBSTITUTION


FIGURE 1E PLAYING AREA LAYOUT: END-LINE SUBSTITUTION


2.0 GOALS (see Figure 3A)

- 2.1 Shall be made of galvanised or stainless steel (of 2mm minimum thickness sheet metal) or similar frames. All sharp edges shall be removed and/or protected.
- 2.2 Open-ended goals will be used.
- 2.3 Shall be 3.36m long, with a trough of 3m, placed in the centre of each end line, and secured in position.
- 2.4 The area behind the anterior lip of the goal is called the trough.
- 2.5 The goal back must have two (2) vertical lines marking the 3m limits of the goal volume.

FIGURE 2A THE GOALS



3.0 TEAM COMPOSITION, PLAYER'S EQUIPMENT AND THE STICK, AND IDENTIFICATION

3.1 Team Composition

- 3.1.1 For an international tournament, a Federation may bring a squad up to twelve (12) players in each division, designated on the day preceding the first match of the tournament. From this number, a team of up to ten (10) members must be declared for any one match within the tournament. These team members are divided into a maximum of six (6) players and (4) substitutes who may be used at any time. The players from the squad not chosen for a particular match are the "reserves".
- 3.1.1.1 In the case of player coaches, the team may play with less than ten (10) players if the coach decides not to play for the entire match. The Chief Referee must be informed.
- 3.1.2 In the event of an accident or injury to a player resulting in a stoppage of play and assistance of the injured player to the poolside, the appropriate Team Captain must request and obtain the verbal approval of the Chief Referee to use a substitute.
- 3.1.2.1 In the event of an injury, a reserve may not be used for that match.
- 3.1.2.2 A player who leaves the playing area and/or deck area due to an injury, having received treatment, may return to the match at the Chief Referee's discretion.
- 3.1.3 In the event of injury or illness that is confirmed by a medical certificate, squad member(s) may be replaced for the duration of the tournament.
- 3.1.4 During play, a team may have up to four (4) support staff for any match/game with a maximum of two in water and two on deck within the respective designated areas. Support staff names must be listed on team roster.
- 3.1.4.1 Support staff may only be in the area immediately adjacent to the substitution area up to and on the end wall. They may go onto the back wall area during team time outs, at the beginning and end of each timed period.

3.2 Team Identification

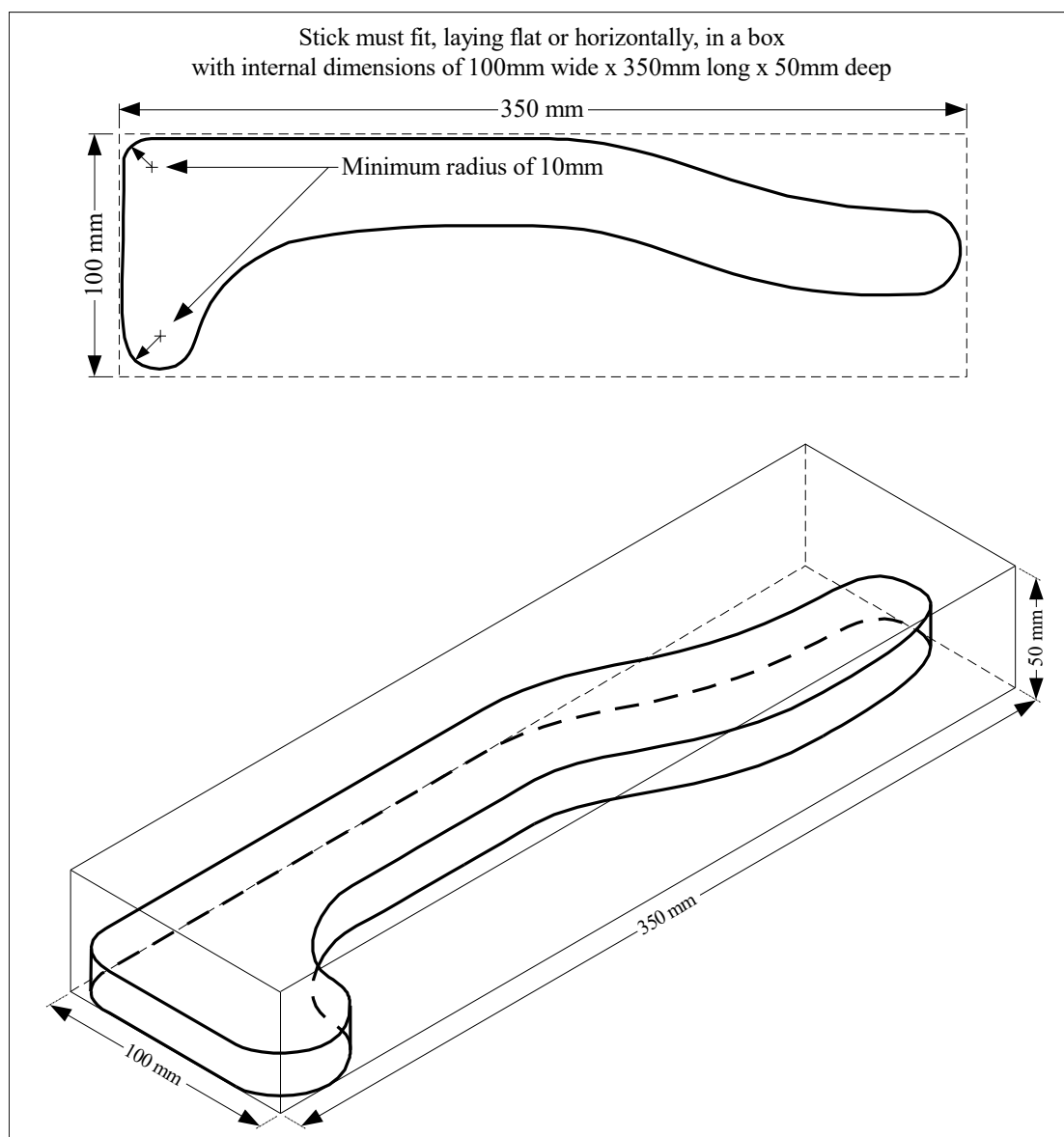
- 3.2.1 All players of a team must wear identical bathing attire of the same design as to colour and pattern, one or two piece suit and/or rash vest and/or shirt), which may have an imprint of their flag or country. Each team must have two sets of identical bathing attire, one light in colour (when the team is using white sticks) and one dark in colour (when the team is using black sticks), and both sets need Tournament Director approval prior to arrival at the competition.
- 3.2.2 All ten (10) players of each team shall wear identification headgear or caps, either black (or dark blue) or white, to match the colour of the sticks the team is using. The headgear or caps must have a unique number(s) between 1 and 14 for each player of the squad.
- 3.2.3 To assist in player identification, players are required to mark their headgear/cap number on both upper arms and both upper legs. Numbers must have a minimum height of 75mm (~3 inches) and be of a contrasting colour to that of the skin.
- 3.2.4 The Captain of each team must wear the letter "C" on each arm above their number. The size of this letter must be identical to the size of the number. In the same manner, the Vice-Captain must wear the letters "VC".

3.3 Players' Equipment and the Stick

- 3.3. Each player shall be equipped with a mask, snorkel, mouthguard, cap, stick, glove(s) and fins. In addition, they may have elbow / knee guards.
- 3.3.1. The mask must be either a dual lens design mask, a single lens design mask incorporating a centre divider /support in the mask's frame or a plastic monolithic frame design mask. All lenses are to be comprised of shatter resistant safety grade material.
- 3.3.2 Hand protection (e.g. gloves) must not contain rigid or sharp reinforcing material.
- 3.3.3 Gloves used for hand protection may not have webbing between fingers or be of any design that would aid in swimming.
- 3.3.4 Hand protection worn by players (e.g. gloves) must be of a colour that strongly contrasts with the colour of that player's stick and the colour of the puck used for the match. This is to avoid confusion if the puck is being controlled by the player's hand. Players may not wear a glove of a colour that could be confused with the Water Referees'

gloves being used at any competition, which shall always be bright yellow or orange. Note: For World Championships the puck must be pink and/or orange (Rule 12.5.6.4), so at some World Championships pink may not be allowed as a hand protection colour, at the discretion of the Chief Referee.

- 3.3.5 A non-metal, pliable snorkel and players will wear a device/guard that adequately protects them against injuries to their teeth and gums.
- 3.3.6 Headgear or caps with firm polyethylene or rubber ear protectors must be worn.
- 3.3.7 Protective knee and/or elbow pad(s) may also be worn if required, provided they are constructed of soft materials.
- 3.3.8 Wet suits and/or weight belts may not be worn.
- 3.3.9 The Stick (*see Figure 3A*)
 - 3.3.9.1 Materials: An underwater hockey stick may be produced from wood or plastic or other approved material.
 - 3.3.9.2 Dimensions: The stick must fit wholly in a box with the interior dimensions of 100mm x 350mm x 50mm.
 - 3.3.9.3 Design: The stick must not be capable of surrounding the puck or any part of the hand. The stick may not encapsulate the puck by more than 50% or lock the puck to the stick. The stick may not protrude from the heel of the hand by more than 25mm. The minimum corner radius around the perimeter edge of the entire stick is 10mm (*see figure 3A*).
 - 3.3.9.4 Safety: The Stick must be considered safe. It must be structurally sound and edges where surfaces intersect must be rounded such that they cannot cause harm. If the Chief Referee or Water Referee determines that the stick may cause harm, the stick may be removed from play for that match.
 - 3.3.9.5 Colour: The stick must be uniformly black or white. However, it may have discreet markings in a contrasting colour for identification purposes. If the Chief Referee or Water Referee determines that the markings could create confusion as to the colour of the stick, the stick may be removed from play for that match.
 - 3.3.9.6 The stick may be secured to the playing hand in a manner that cannot cause harm or interfere with the puck.
 - 3.3.9.7 The “playing area” of the stick is that area not covered by the protected hand and forward of the thumb and index finger where they rest on the stick. The puck may not be played with the portion of the stick that may protrude from the heel of the protected hand.

FIGURE 3A THE STICK*(drawing not to scale)*

- The stick must fit in a box 100mm x 350mm x 50mm.
- Minimum corner radius around the perimeter edge of the entire stick is as per figure 3A.
- 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.

4.0 OFFICIALS AND THEIR EQUIPMENT.

4.1 Number, Titles, and Qualifications

- 4.1.1 The Officials who shall control an Underwater Hockey Match are: one Chief Referee, three (preferred) or two Water Referees, Timekeeper(s)/Scorer(s), and other Officials as appointed by the Chief Referee.
- 4.1.2 The Chief Referee and Water Referees shall be qualified International Referees, appointed by the Federation underwater authority and registered with the CMAS Underwater Hockey Commission.
- 4.1.3 Timekeeper(s)/Score(s) shall be qualified Federation referees.

4.2 Chief Referee's Duties

- 4.2.1 The Chief Referee's duties are conducted from a position on the poolside where an uninterrupted view of the playing area can be obtained.
- 4.2.2 The Chief Referee is responsible for:
 - 4.2.2.1 All aspects and overall conduct of the match.
 - 4.2.2.2 Instructing the opposing teams of any special requirements of the match.
 - 4.2.2.3 Signaling the starting and stopping of play in accordance with rules 15.1 and 15.3.
 - 4.2.2.4 Observing any rule infringement which might only be visible from above the water and awarding appropriate penalties to offenders.
 - 4.2.2.5 Stopping and re-starting play as a result of time suspensions or time-outs.
 - 4.2.2.6 Determining that substitutions are made correctly.
 - 4.2.2.7 Authorising (or delegating another suitably qualified official to authorise) penalised players to re-enter water when advised by the Timekeeper(s)/Scorer(s).
 - 4.2.2.7.1 Applying *Rule 17.3.1.2.3* if the completion of the timed penalty occurs while play is stopped.
 - 4.2.2.8 Appointment of appropriately qualified referees to inspect all players' personal and team's equipment prior to the match.

4.3 Water Referee's Duties

- 4.3.1 Water Referees conduct their duties from the water.
- 4.3.2 Water Referees are jointly responsible for:
 - 4.3.2.1 Enforcing the rules at all times.
 - 4.3.2.2 Signaling the Chief Referee to stop play when a goal is scored.
 - 4.3.2.3 Signaling the Chief Referee to stop play should any infringements occur.
 - 4.3.2.4 Awarding appropriate penalties for rule infringements.
 - 4.3.2.5 Ensuring the puck is placed in the correct position and indicating the match is ready to be re-started to the Chief Referee.
 - 4.3.2.6 Ensuring that the goal frames are aligned in their correct position at all times.
 - 4.3.2.7 Signaling the Chief Referee to stop the match by showing the 'stop play' signal should an accident or injury occur and immediately assisting the injured player to the poolside.

4.4 Time-Keeper's/Scorer's Duties

- 4.4.1 The duties of the Timekeeper/Scorer can be performed by one or more persons and shall be carried out from a position adjacent to the Chief Referee.
- 4.4.2 The responsibilities of the Timekeeper(s)/Scorer(s) are:
 - 4.4.2.1 Timing all play and indicating the completion of each time period to the Chief Referee.
 - 4.4.2.2 Timing players sent out of the water for one (1), two (2) or five (5) minute time penalties and indicating to the Chief Referee (or the Chief Referee's designated official) when players may re-enter the water.
 - 4.4.2.3 Stopping the timing of the time period at the request of the Chief Referee in the event of a serious injury, the need to confer with the other Referees, or other special circumstances.
 - 4.4.2.4 Ensuring all goals are displayed and announced immediately after they have been scored.
 - 4.4.2.5 Announcing the final score at the end of the match once the details of the match have been verified and countersigned by the Referees.

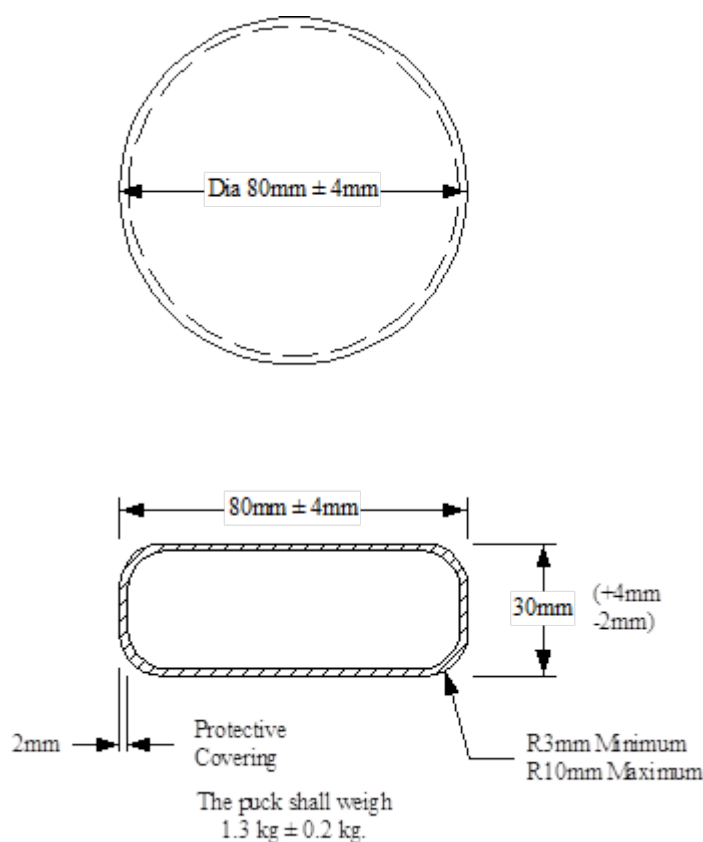
4.5 Officials' Equipment and the Puck

- 4.5.1 The Chief Referee shall be equipped with a means of creating an audible signal above and below the surface of the water.
- 4.5.2 Each Water Referee shall be equipped with: mask, snorkel and fins, as per rule 3.3.
- 4.5.3 Each Water Referee shall also wear a clearly distinguishable shirt, red cap with ear protectors, and a pair of brightly coloured gloves, which should always be bright orange or yellow for major competitions.
- 4.5.4 The Time-Keeper(s) shall be equipped with suitable timing facilities, sufficient to time both the match and at least two players sent out of the water for a time penalty.
- 4.5.5 The Scorer(s) shall be equipped with suitable means of keeping a written record of the match and a scoreboard that is visible from all parts of the playing area.

4.5.6 The Puck (see Figure 4A)

- 4.5.6.1 The puck shall have a diameter of 80mm, ± 4 mm; and a thickness of 30mm, $+4$ mm, -2 mm. These are outside dimensions, which include the puck and the protective covering.
- 4.5.6.2 The radius of the puck edge, whether covered or not, shall be from 3mm to 10mm in radius.
- 4.5.6.3 The puck shall weigh 1.3kg, ± 0.2 kg.
- 4.5.6.4 The puck must be a bright distinctive colour. High-visibility pink or orange is preferred, and for World Championships the puck **must** be bright pink and/or orange.
- 4.5.6.5 In the case of an official World or Zone Championship, the puck must have the approval of the World Tournament Director.

FIGURE 4A THE PUCK



5.0 PROTESTS, GAME ABANDONMENT AND FORFEIT

5.1 Protest During a Match

- 5.1.1 Should a protest be made by a Team Captain or a Team Manager about the conduct of a match whilst it is in play, the Game Referee may stop play, consult the Water Referees and others as may be necessary, consider the factual evidence presented, announce a decision to all parties and resume play.
- 5.1.2 If a player receives a penalty, only the Team Captain can protest to the Water Referee. This will not constitute “refusing to accept any decisions made by the Officials”; thus, it does not merit the award another penalty.
- 5.1.2.1 If, after receiving an explanation, the player refuses to go to the penalty box, such action may constitute “refusing to accept decisions made by Officials”. The player will go immediately to the penalty area, and let the Team Captain protest the matter to the Chief Referee.
- 5.1.2.2 After consultation and the Chief Referee’s announcement of a decision, the team captain will no longer protest the issue, so that the match can be resumed. A protest can be made following the match if necessary.

5.2 Game Abandonment

- 5.2.1 Abandonment is when a game cannot commence or has commenced and cannot continue to the conclusion of the game due to circumstances beyond the control of the tournament organisers,
- 5.2.2 In the event of a game being abandoned, the Technical Delegate shall decide what subsequent action shall be taken.
- 5.2.3 The Technical Delegate decision is final.

5.3 Game Forfeit

- 5.3.1 Forfeit is when:
- a team fails to be in position to start the game within two minutes after the scheduled start time, or
 - a team fails to be in position to start the game within two minutes after the scheduled start time with three players or less,
- 5.3.2 In the event of a game being forfeited, the Technical Delegate shall decide what subsequent action shall be taken.
- 5.3.3 The Technical Delegate decision is final.

[For illustrative purposes only]

Type	Examples
Abandonment	<ul style="list-style-type: none"> • Broken tiles – too dangerous to continue • Weather – Lightning / Storm • Behaviour of a team / refuse to continue to play • Electrical issues / gear failure (scoring / barriers / loss of power) • Safety Issues
Forfeiture	<ul style="list-style-type: none"> • Team don’t turn up • Team is late • Team is late and opposition quote 5.3.1