

QUICK REFERENCE GUIDE



UWH REFEREE LEVEL 1

VERSION 1.0 / 2021

UNDERWATER HOCKEY REFEREE COMMITTEE

Note to Users:

This document is designed as a quick reference quick to assist Level 1 UWH Referees in the key points when officiating. For a full understanding of the rules of Underwater Hockey reference should be made to the full set out rules of play.

PART A – ATTRIBUTES OF A GOOD REFEREE

A Good referee does not “control the game” but rather they keep the game “in control”.

We say this because we have seen many times where a referee can become the focal point of the game rather than the game itself. A referee is in the game to be a neutral arbitrator and to ensure the rules are applied fairly to all aspects of the game while allowing the game to flow naturally.

A good referee is always in control. Control consists of:

- i. **Concentration** – Being alert and focused at all times during the match. Watching / observing for fouls that may occur, potential injuries to players, and allows the game to flow naturally while assessing and applying the rules throughout the game. Additionally, as a Chief Referee being focused on the water referee positioning and watching for fouls being signalled, game time & penalty time awareness, and watching for substitution & surface fouls.
- ii. **Knowledge of the Rules** – Understanding and knowledge of the rules and how they are applied during a match is paramount to the success of a referee. A good referee will also show crisp & clear hand signals at all times during a match to ensure players and other referees are clear as to a call being made.
- iii. **Positioning in the pool**- Ensure proper understanding of the 3-referee system and how to rotate within this system. Try to be mid-water or on the bottom as much as possible. Try to be close enough to the play without interfering with the players to get the

PART A – ATTRIBUTES OF A GOOD REFEREE

best possible view of a potential foul that may occur.

Understanding where to focus your viewpoint based on your position (viewing the more immediate area where the puck / play is occurring or the wider view if you are further out from the play).

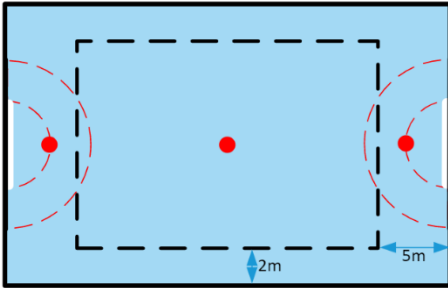
- iv. **Fitness** – Maintaining a good quality of fitness to meet and exceed the required fitness standards. A higher level of fitness will allow you to efficiently keep up with the play especially in high level / fast moving games, allow you to be down mid water / on the bottom of the pool more often.

- v. **Communication** – Ensure that you have clear communication with your other referees and officiating staff, and when required clear communication with a player (primary communication with players should be through hand signals due to different languages spoken and understood).

- vi. **Composure** – Be calm and composed at all times during a match. Players will be playing with a lot of adrenaline and we need to understand and take this into consideration especially when fouls are being called. Again, try to use hand signals as much as possible with minimal verbal communication to players during a match.

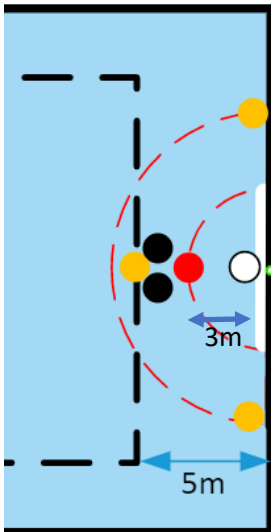
PART B – POOL LAYOUT

A. Puck Placement



- i. Game starts with Puck in Centre mark (middle red circle)
- ii. For Infringements
 - Puck is placed at point of infringement, but
 - Puck must be no closer than 2 metres from side wall and 5 metres from end wall within black box

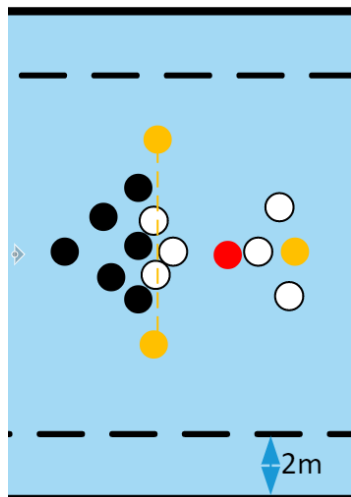
B. Penalty Shot Set Up



- iii. Puck is place on spot 3 metres out from middle of goal (red circle by goal)
- iv. Water refs (orange circles)
 - One at each side of the goal 6 metres out on the end wall
 - One behind the puck (and attackers)
- v. Players
 - Two attackers behind the puck (black circles)
 - Defender on end wall with hand on wall (white circle)
 - All on the surface prior to start of penalty shot by Chief Referee.

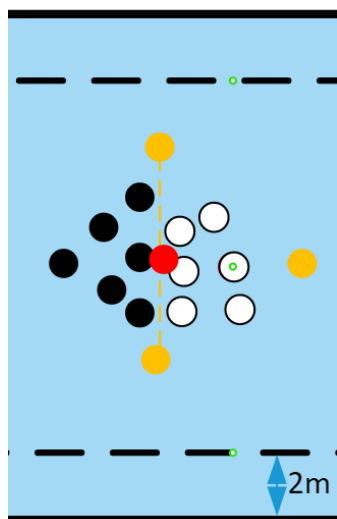
PART B – POOL LAYOUT

C. Advantage Puck



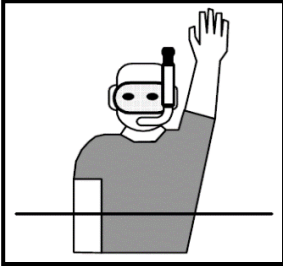
- Referees set the line 3 metres from infringement.
- 3rd referee behind the puck
- Infringing team behind referees setting line.

D. Equal Puck



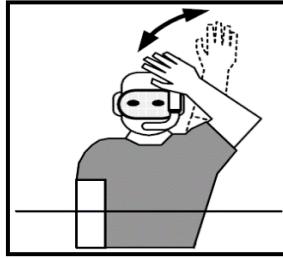
- Referees set the line for the restart.
- 3rd referee behind the attacking team
- Players behind their respective side of the line set by the referees and on the surface.

PART C – OFFICIAL HAND SIGNALS

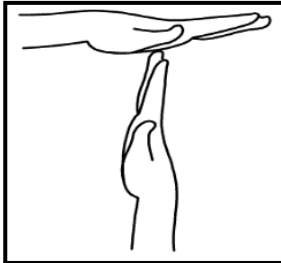


Ready to Start

Ref is in the right position and the puck is correctly placed.

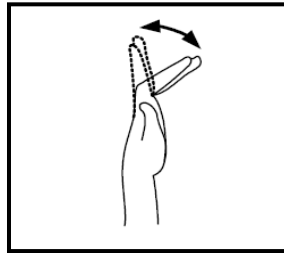


Stop Play



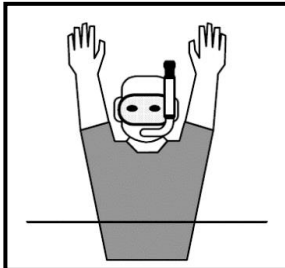
Time

Half time or full time



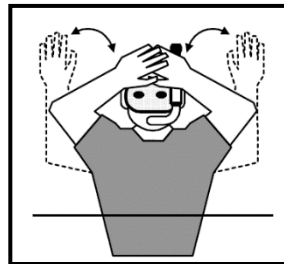
Call Player to Referee

Signalling a player to talk to referee



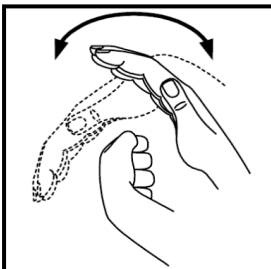
Goal

Goal has been scored.



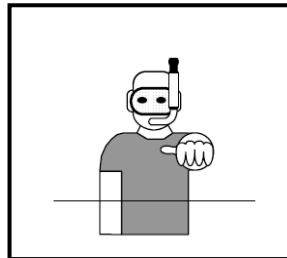
No Goal –

Infringement seen before the goal was scored



Out of Bounds

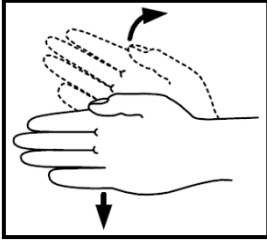
Over or under the barrier



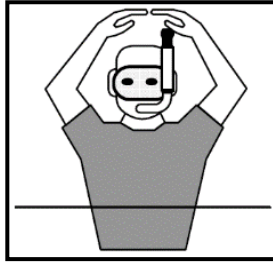
Caution

Warning to a player

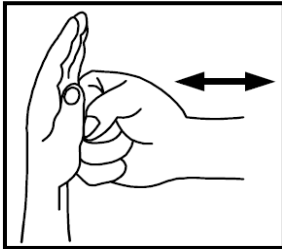
PART C – OFFICIAL HAND SIGNALS



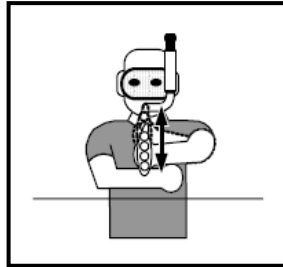
Illegally Stopping the Puck –
Stopped the puck using something other than the stick



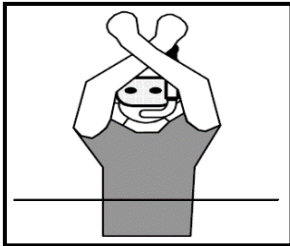
Time Out
Team time out



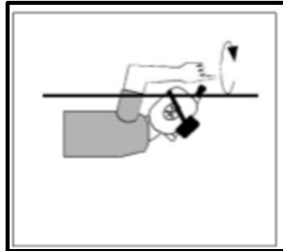
Illegally advancing the puck
Gloving,
Carrying



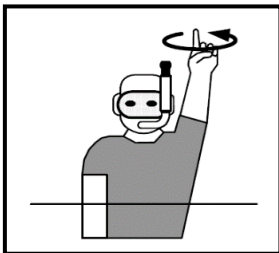
Stick Infringement



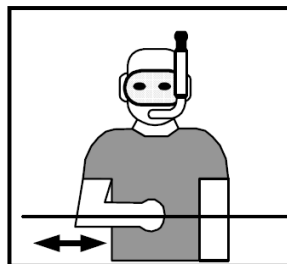
Equal Puck
Restarting the game with an equal puck



Advantage Rule
Playing an advantage for a infringement seen

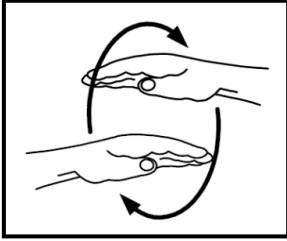


Illegal / False Start –
Breaking

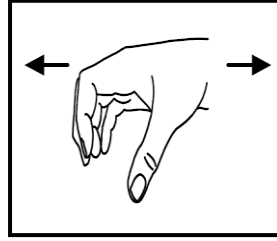


Illegal Use of Free Arm

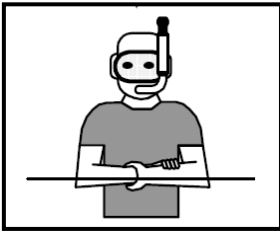
PART C – OFFICIAL HAND SIGNALS



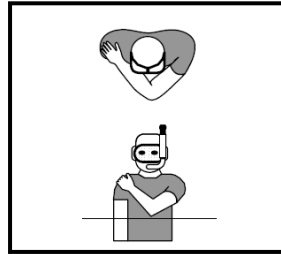
Illegal Substitution



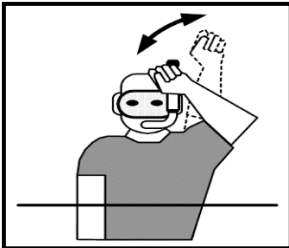
Grabbing the Barrier – Holding on to the barrier



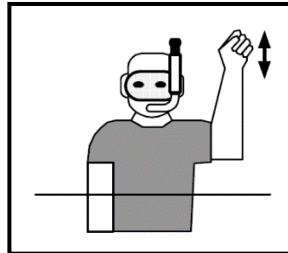
Obstruction
Obstruction,
Barging,
Shepherding,
Blocking,
Charging.



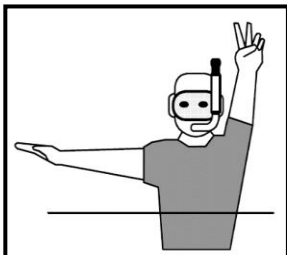
Corner Rule
Delay of game
2nd player didn't attempt to remove puck from corner



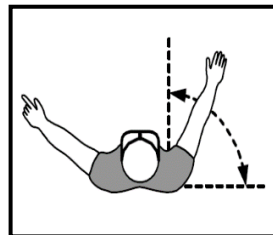
Unsportsmanlike Behaviour
Headshot
Hitting
Striking etc



Penalty Shot
Seen a likely goal stopped

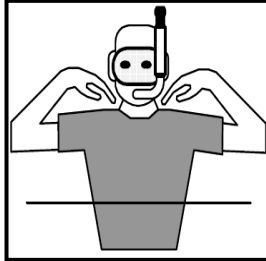
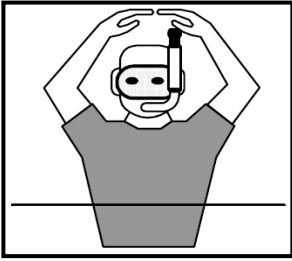


Time Penalty
1, 2 or 5 min penalty

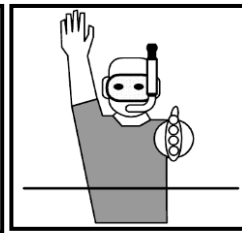
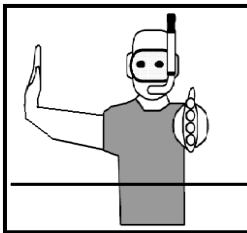
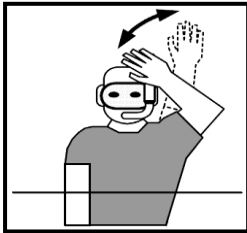


Total Dismissal
Player is dismissed for the rest of the game

PART C – OFFICIAL HAND SIGNALS

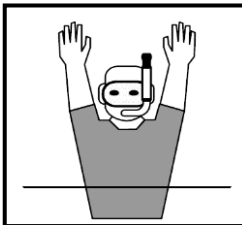
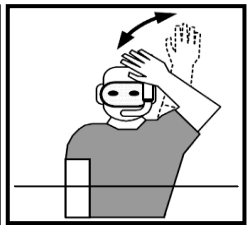
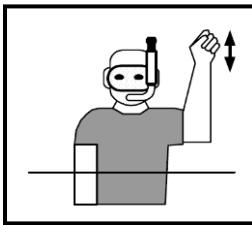


Time Suspension / Referee Time Out (2 signals)



Advantage Puck (4 signals)

Restarting with an advantage puck
Add signal for the infringement after stop play



Penalty Goal (4 signals) “almost certain goal” would have been scored.
Add infringement after stop play

Key Differences between Penalty Goal and Penalty Shot

	Penalty Shot	Penalty Goal
Infringement Occurs	Within 3 Metres of the Goal	Anywhere in the pool
Key Term	Stops a “Likely Goal”	Stops an “Almost Certain Goal”

PART D – PENALTY GUIDE (GUIDE ONLY BASED ON 17.2 OF RULES)

Infraction/Foul	First Infringement		Second infringement		Third +Infringement	Hand-signal Used
	Accidental	Deliberate	Accidental	Deliberate	Accidental or Deliberate	
Advancing the puck illegally	individual caution	individual caution	team caution	1 minute	2 minute	Illegally advancing the puck
Handling the puck	individual caution	2 or 5 minutes	individual caution	2 or 5 minutes	2 or 5 minutes	Illegally advancing the puck
Lifting/carrying the puck	individual caution	2 minutes	individual caution	2 minutes	2 minutes	Illegally advancing the puck
Stick Infringements	individual caution	1 minute	caution or 1 min	2 minute	2 or 5 minutes	Stick infringement
Incorrect Start	team caution	1 minute	1 minute	2 minutes	2 minutes	Breaking
More than 6 players in the playing area	1 minute	2 minutes	1 minute	2 minutes	2 minutes	Illegal substitution
Grabbing barriers/goals	individual caution	1 minute	1 minute	2 minutes	2 minutes	Grabbing barrier
Illegal use of free arm	individual caution	1 minute	1 minute	2 minutes	2 or 5 minutes	Illegal use of free arm
Leaving the penalty box incorrectly.		1 minute		1 minute	1 minute	Breaking/ Unsportsmanlike
Flicking puck out of bounds	team caution	1 minutes	team caution	1 minutes	1 minutes	Out of Bounds
Delay of game / Courner Rule		1 minute		1 minute	1 minutes	Corner Rule
Illegal stopping of goal	individual caution	2 minutes	individual caution	2 or 5 minutes	2 or 5 minutes	Illegally stopping the puck
Obstruction/ Barging/ Shepherding	individual caution	1 minute	caution or 2 mins	2 minutes	2 minutes	Obstruction
Standing on Playing area	Individual caution	1 minute	Individual caution	2 minutes	2 minutes	Obstruction
Covering/obstructingpuck	individual caution	caution or 1 minute	caution or 1 min	2 minutes	2 minutes	Obstruction
Getting puck by useof obstruction	individual caution	caution or 1 minute	caution or 1 min	2 minutes	2 minutes	Obstruction
Unsportsmanlike conduct		2 or 5 min or dismissal		2 or 5 min or dismissal	2 or 5 min or dismissal	Unsportsmanlike
Insults		2 or 5 minutes		2 or 5 minutes	5 minutes or dismissal	Unsportsmanlike
Refusing to accept Official's decision		2 or 5 minutes		5 minutes	5 minutes or dismissal	Unsportsmanlike
Handling anopponent	individual caution	2 minutes	Caution or 2 mins	2 or 5 minutes	2 or 5 minutes	Unsportsmanlike
Removing equipment	Individual caution	5 minutes	caution or 1 min	5 minutes	game dismissal	Unsportsmanlike
Attacking hurting		game dismissal		game dismissal	game dismissal	Unsportsmanlike
Deliberate removal of puck from goal		5 minutes		5 minutes	game dismissal	Unsportsmanlike
Dangerous Play (headshots, etc.)	2 minutes	5 minutes	2 or 5 mins	dismissal	game dismissal	Unsportsmanlike