
B.O.A. Rules
for
Underwater Hockey
10th Edition
June 2001

(These rules are almost identical to the CMAS 7th Edition May 2001.

This electronic version should not be taken as definitive but it does represent the
latest update of the BOA rules as at December 2001.

0.1 DESCRIPTION

0.1.1 Underwater Hockey is a sport played on the bottom of a swimming pool by two teams of six players, each wearing basic snorkelling equipment; i.e.: fins, mask, snorkel and mouth guard. The object of the game is to push or pass a lead puck along the bottom of the pool, by using an underwater hockey stick, into the opposing team's goal.

1. PLAYING AREA AND EQUIPMENT

1.1 Playing Area (See Appendix "A", "B1" & "B2")

1.1.1 The playing area shall be a swimming pool or part thereof

1.1.2 The playing area shall be 10m-15m wide and 18m-25m long,

1.1.3 The depth of the water shall be between 1m and 3.65m, with a $\pm 10\%$ allowance

1.1.4 The end lines must be of a solid nature (i.e.: pool walls) where possible.

1.1.5 A side-line may be either a pool wall, sturdy barrier, or a demarcation line on the pool bottom- Note: There is to be no floating demarcation line as it interferes with the players.

1.1.5.1 The barrier should have a minimum height of 300mm.

1.1.5.2 The demarcation line belongs to the playing area.

1.1.6 Whenever possible, 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.

1.2 Goals (See Appendix "C")

1.2.1 Shall be made of galvanised or stainless steel [of 2mm (min.) thickness sheet metal] or similar frames, with all sharp edges removed and/or protected.

1.2.2 Open-ended goals will be used.

1.2.3 Shall be 3m long, placed in the centre of each goal-line, and secured in position.

1.2.4 The area behind the anterior lip of the goal is called the trough.

1.3 The Puck (See Appendix "D")

1.3.1 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 any protective covering.

1.3.2 The radius of the puck edge, whether covered or not, shall be from 3mm to 10mm in radius.

1.3.3 The puck shall weigh 1.3kg, ± 0.2 kg.

1.4 The Stick (See Appendix "E")

1.4.1 The stick shall be made of wood, plywood, or other homogeneous material that floats horizontally in the water.

1.4.2 The stick must fit in a box 100mm x 350mm

1.4.2.1 Minimum corner radius around the perimeter edge of the entire stick is 10mm

1.4.2.2 Edges where surfaces intersect must be rounded.

1.4.3 The playing area of the stick must be uniformly black or white.

1.4.4 The stick may not protrude from the heel of the hand (or gloved hand) by more than 25mm

1.4.4.1 The puck may not be played with the portion of the stick that may protrude from the heel of the hand (or gloved hand).

1.4.5 A wrist lanyard may attach the stick to the playing hand.

1.4.6 A player may tape the stick to the playing hand.

1.4.7 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.

1.4.8 The stick must not be capable of surrounding the puck or any part of the hand, nor encapsulating the puck by more than 50%, or locking the puck to the stick.

2. TEAM COMPOSITION, IDENTIFICATION AND PERSONAL EQUIPMENT

2.1 Team Composition

2.1.1 For a tournament, a team may bring up to 12 players in each division. From this number, a team of up to 10 members must be declared for any one game within the tournament. These team members are divided into a maximum of 6 players and 4 substitutes who may be used at any time.

2.1.2 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.

2.1.2.1 A player who leaves the game and/or game/deck area due to an injury, having received treatment, may return to the game at the Chief Referee's discretion.

2.1.3 In the event of injury or illness which is confirmed by a medical certificate, team member(s) may be replaced for the duration of the tournament.

2.1.4 During play, the team is allowed up to three (3) people to help them on the pool deck. One may be in the water on the side-lines and the other two in the players' area. If the team decides not to have a person in the water, they can use only two (2) people in their team area.

2.1.5 The team captain will be identified with a "C" marked on their upper arm. The vice captain will be identified with a "VC" marked on their upper arm. If no player has these marks the team is deemed to have no captain or vice captain for the purposes of discipline and the referees will make such disciplinary decisions as are necessary in loco of these team representatives.

2.2 Personal Equipment

2.2.1 Each player shall be equipped with a mask, which must have safety glass or other safety material fitted; a non-metal, pliable snorkel (if desired); a pair of conventional underwater hockey fins (made of rubber or other non-dangerous pliable synthetic material, excluding fibreglass) which are approved by the BOA; and an underwater hockey stick (See Appendix "E").

2.2.2 A protective glove may be worn on the playing hand if required, provided it does not contain rigid or sharp reinforcing material.

2.2.3 Head caps with firm polyethylene or rubber ear protector(s) must be worn.

2.2.4 Protective knee and/or elbow pad(s) may also be worn if required, provided they are constructed of soft materials.

2.2.5 Wet-suits and/or weightbelts may not be worn.

2.2.6 All personal and team equipment must have the prior approval of the Chief Referee.

2.2.7 A mouth guards, either internal or external must be worn.

2.3 Team Identification

2.3.1 In a league or challenge match, all members of the team playing 'at home' will wear white caps (conforming to the specification in 2.2.3) and use white Underwater Hockey sticks (conforming to the specification in 1.4). In contrast all members of the team playing 'away' will wear black or blue caps conforming to the specification in 2.2.3) and use black Underwater Hockey sticks conforming to the specification in 1.4).

2.3.2 In a tournament the tournament organiser or referee is responsible for specifying which teams will 'play white' and which will 'play black'.

3. OFFICIALS AND THEIR EQUIPMENT

3.1 Number, Titles and Qualifications

3.1.1 The officials who shall control an Underwater Hockey Game are: one Chief Referee, two Water Referees, Timekeeper(s)/Scorer(s), and other officials as appointed by the Chief Referee. 3.1.2 The Chief Referee and two Water Referees shall be qualified Referees, appointed by the BOA and registered with the BOA.

3.2 Chief Referee's Duties

3.2.1 The Chief Referee's duties are conducted from a position on the poolside where an uninterrupted view of the playing area can be obtained.

3.2.2 The Chief Referee is responsible for:

3.2.2.1 All aspects and the overall conduct of the game.

3.2.2.2 Inspecting all playing equipment prior to the game.

3.2.2.3 Instructing the opposing teams of any special requirements of the game.

3.2.2.4 Presiding over the tossing of a coin by the two captains for choice of ends and announcing the result of their choice.

3.2.2.5 Signalling the starting and stopping of play in accordance with rules 4.3 and 4.4.

3.2.2.6 Observing any rule infringement which might only be visible from above the water, and to award appropriate penalties to offenders.

3.2.2.7 Responsible for stopping and re-starting play as a result of time suspensions.

3.3 Water Referee's Duties

3.3.1 Water Referees conduct their duties from the water, and each shall generally be in charge of one longitudinal half of the playing area.

3.3.2 They are jointly responsible for:

3.3.2.1 Enforcing the rules at all times.

3.3.2.2 Signalling the Chief Referee to stop play when a goal is scored, by raising both hands.

3.3.2.3 Signalling the Chief Referee to stop the game should any infringements occur, by giving the appropriate signal for 'stop play'.

3.3.2.4 Awarding appropriate penalties for rule infringements.

3.3.2.5 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.

3.3.2.6 Ensuring that the goal frames are aligned in their correct position at all times.

3.3.2.7 Signalling the Chief Referee to stop the game by showing the 'stop play' signal should an accident or injury occur, and immediately assist the injured player to the poolside.

3.4 Time-Keeper's/Scorer's Duties

3.4.1 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.

3.4.2 The responsibilities of the Timekeeper(s)/Scorer(s) are:

3.4.2.1 Timing all play; and indicating the completion of each time period to the Chief Referee.

3.4.2.2 Timing players sent out of the water for one or two minute time penalties, and indicating to the players when they may re-enter the water.

3.4.2.3 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.

3.4.2.4 Ensuring all goals are displayed and announced immediately after they have been scored.

3.4.2.5 Keeping a written record of the goals scored, the player and team credited with the goals, and any other point pertaining to the game which is felt should be recorded. .

3.4.2.6 Announcing the final score at the end of the game, once the details of the game have been verified and countersigned by the Referees.

3.5 Officials' Equipment.

3.5.1 The Chief Referee shall be equipped with a means, of creating an audible signal above and

below the surface of the water.

3.5.2 The Water Referee shall be equipped with: mask; which must have safety glass or other safety material fitted; a non-metal, pliable snorkel (if desired); a pair of conventional underwater hockey fins (made of rubber or other non-dangerous, pliable synthetic material, (excluding fibreglass) which are approved by the BOA as well as, a clearly distinguishable T-shirt, red cap with ear protectors, and a pair of brightly coloured gloves.

3.5.3 The Time-Keeper shall be equipped with suitable timing facilities, sufficient to time both the game and at least two players sent out of the water for a time penalty.

3.5.4 The Scorer shall be equipped with suitable mean, of keeping a written record of the game and a scoreboard which is visible from all parts of the pool.

3.6 Signals (See Appendix "K")

3.6.1 Ready to Start

The ready to start signal is one hand held straight up in the air with signal hand open.

3.6.2 Stop Play

The stop play signal is one arm extended up in the air with the signal hand open, giving a wide rapid waving motion back and forth.

3.6.3 Time

Full or half-time is signaled by one hand on top of the other to form the letter "T".

3.6.4 Equal Puck

Equal puck is signaled by the arms being crossed above the head with hands clenched into fists.

3.6.5 Advantage Puck

An advantage puck is signaled by backing up the offending team, using an extended arm with the palm towards the offenders. Then use the free arm moving in a 90° arc over the water surface to indicate the offending team line. Once the offending team is positioned correctly, the backing-up arm is raised vertically with open hand. When both Referees have raised their backing-up arm, play can be re-started by the Chief Referee.

3.6.6 Time Penalty

A time penalty is signaled by pointing with one arm to the offending player, then to the penalty box with the same arm while indicating the penalty time with the fingers of the other hand held over the head.

3.6.7 Total Dismissal

A total dismissal is signaled by pointing to the dismissed player, while swinging the other arm back and forth horizontally to the water in a 90° arc, then pointing to the penalty area.

3.6.8 Goal

The signal for a goal is both arms raised straight up into the air with open hands.

3.6.9 Penalty Shot

A penalty shot is signaled by vertically pumping one arm up and down from the shoulder with clenched fist

3.6.10 Penalty Goal

A penalty goal is awarded by signalling the following sequence: stop play, then signalling a penalty shot, and finally a goal.

3.6.11 Time-Out

Time-out is signaled by raising both arms above the head to form a large letter "O".

3.6.12 Illegal Use of Free Arm

Illegal use of free arm is signaled by one arm parallel to the water, bent at the elbow with fist clenched: the arm moves in a horizontal pumping motion.

3.6.13 Obstruction, Barging, Blocking, or Shepherding

General blocking fouls are signaled by the two arms above the water being clasped at the wrists and moving the joined arms in and out from the chest.

3.6.14 Advancing the Puck with the Free Hand or Stick Infringement

These fouls are signaled by one fist punching into the palm of the other hand.

3.6.15 Illegally Stopping the Puck

The signal for illegally stopping the puck is an open hand held in a vertical plane and moving up and down in a chopping action.

3.6.16 Call by the Referee

The Referee may call anyone in the water by using one hand, palm facing the Referee, moving the fingers backwards and forwards in a beckoning or calling motion.

3.6.17 Time Suspension

Referees may signal a time suspension by forming a large letter "O" over the head, then bringing the hands to the shoulder level.

3.6.18 Illegal Substitution

An official will signal an illegal substitution by a hand over hand rolling motion.

3.6.19 Un-Sportsmanlike Conduct

Un-sportsmanlike conduct is signaled by clenching a fist and then repeatedly tapping the top of one's head with the thumb-side of the fist.

3.6.20 Breaking, False Start, or Encroachment

Arm extended and straight up with index finger pointing up. Hand is then rotated several times such that the index finger inscribes an imaginary circle above the head that is parallel to the surface of the water.

3.6.21 Grabbing and/or Pulling on the Wall Barriers

Signal is an open-fingered hand, fingers curved and moving back and forth in a pulling motion. Signal is mimicking the grabbing of the top of an invisible barrier and shaking it.

3.6.22 Infringement Seen but the Advantage Rule is in Effect

A signal made beneath the surface of the water in which the Referee points with the index finger, other fingers clenched into a fist, and the hand moved in a circular motion. The purpose of this call is to allow players to see that a Referee has seen an infringement and is at that moment exercising the "Advantage Rule". This signal is to reduce frustration and possible retaliation by players.

4. THE GAME

4.1 Rules of Play

4.1.1 A game 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 Any part of the stick's playing area (see Appendix "E") may be used to play the puck. However, the puck must not be lifted up or carried in any direction whilst balanced on the stick; and should a puck be lifted accidentally onto a stick, it must be dropped off the stick immediately.

4.1.4 The stick may be held only by the handle, in either the right or left hand.

4.1.5 Whilst a game 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.

4.1.6 At no time may a player handle the puck with the free or playing hand. Should the puck accidentally touch the back of the playing hand, this will not be considered handling the puck unless used deliberately to advance the puck.

4.1.7 When players are swimming on the surface, over-arm strokes are permitted, but only when other players are not in danger of being struck.

4.1.8 During the game, the four substitutes of each team must wait on the poolside at their own end of the pool.

4.1.9 The four substitutes may be used while a game is underway. i.e. substituting on-the-fly, or at any natural break in the play. e.g., line-out, penalty, goal, .half-time or time-out period.

4.1.10 One, two, three. or four players may be substituted at a time.

4.1.11 Before a substitute may enter the water. the player being replaced must have fully left the water at his own team's end of the pool

4.1.12 Players who have left the water to allow a substitute to enter the water now become substitutes themselves, and must wait on the poolside at their own team's end until required.

4.1.13 Substitutes must enter the water slowly, head or feet first with one hand on the pool wall. Players must NOT jump or dive into the water.

4.2 Duration of Play

4.2.1 A game 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 circumstance.

4.2.4 Should it be necessary to have a winning team from a game which ends in a draw, an overtime period may be played.

4.2.4.1 This overtime period shall consist of two 5 minute periods. Teams will start from the same end as they started the game.

4.2.4.2 When the first 5 minute period ends, both teams shall immediately change ends. The break at half-time will be one (1) minute. An audible warning signal will be given thirty (30) seconds before commencing the second 5 minute period of overtime.

4.2.4.3 An overtime period is part of the same game, and therefore, must be played with the same declared players as in the tied game.

4.2.5 If after 10 minutes of additional play, a game remains in a draw, after a 1 minute break, with no change of ends, the game will continue without interruption until a goal is scored. The first team to score a goal wins the game.

4.2.6 Time-out Period:

At all competitions, one time-out period per team per half can be called at a natural break in the play. The time-out can be called by either the Team Captain or Coach.

4.2.6.1 To request a time-out period, the Captain or Coach will attract the attention of either the Water Referee or the Chief Referee and request a time-out verbally by raising both arms above the head in the form of a large letter "O". The Chief Referee will acknowledge the request by repeating the signal and stopping the clock. The Water Referees will also mimic the Chief Referee's time-out signal.

4.2.6.2 Each time-out period will be of one (1) minute duration. At forty five (45) seconds, the Chief Referee will give a fifteen (15) second warning.

4.2.6.3 Time-out is only allowed in the two normal fifteen (15) minute periods. No time-out may be called in either five (5) minute periods of overtime or sudden death time.

4.3 Starting Play

4.3.1 At the beginning of a game, after half-time, after a goal is scored, or after a Penalty Shot has been played, the starting positions of the players of each team are in the water alongside their respective end-lines, with each player having at least one hand in contact with the end-line. This hand must be visible to the officials.

4.3.1.1 The substitutes of each team shall be on the poolside at their own team's end of the pool; and any penalised players shall be on the poolside in the Penalty Area.

4.3.2 The starting position of the match officials are:

4.3.2.1 The Chief Referee shall be on the poolside approximately in the centre of the side-line.

4.3.3.2 The two Water Referees shall be in the water alongside the centre of their respective side-lines.

4.3.3 Thirty (30) seconds before a game 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 The Chief Referee will re-start play 30 seconds after goal has been scored or if the scoring team is prepared sooner. No thirty second warning shall be given.

4.3.4.1 Should play be re-started for any reason before all 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 arule infringement, an accident or an injury, 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 an indication by the Timekeeper that the time period has been completed.

4.4.2 Play is also stopped by the Chief Referee:

4.4.2.1 When a goal is scored.

4.4.2.2 When an infringement of the rules is committed.

4.3.2.3 When an accident or injury occurs.

4.4.3 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 entire puck has wholly entered the goal volume, and makes contact with either the back and/or bottom of the frame, having been propelled by or off a playing area of the stick. Should the puck enter the goal volume propelled by anything other than the playing area of a stick, it shall be disallowed and the appropriate action for a rule infringement taken.

4.5.2 The goal volume is the volume whose width is; 120mm from the end line of the pool to the front edge of the trough, 180mm high by 3m long, along the length of the goal trough.

4.5.2.1 Illustrations of a puck having wholly entered a goal volume are contained in the eight (8) sketches identified as "A", "B", "C", "D", "E", "F", "G" and "H" in the diagrams in Appendix "F". Moreover, sketches identified as "I", "J", "K", and "L" in the diagrams in Appendix "F" are examples of a puck which has not wholly entered the goal volume. Furthermore sketches "M" and "N", although it has entered the goal volume is not a goal as it hasn't touched either the back or bottom of the goal.

5. FOUL PLAY

5.1 Advantage Rule

5.1.1 At any time during play, if a Referee observes an offence against the team in possession but decides that the rule infringement does not affect the advantage held by the team in possession, play will be allowed to continue as if the offence had not occurred.

5.2 The "Corner Rule"

5.2.1 As a defensive manoeuvre, a defender may take the puck into the corner and hold it there until his 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 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 player(s) having a 1 minute time penalty awarded against them.

5.3 Infringements

Players may be penalised for the following rule infringements:

5.3.1 Starting play incorrectly according to the rules.

5.3.2 Standing on the pool bottom in a manner that interferes with the game play.

5.3.3 "Corner Rule" infractions.

5.3.4 Having more than six (6) players in the water whilst the game 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 one who has been dismissed for the rest of the game.

5.3.5 Advancing, or attempting to play the puck with anything other than the playing area of the stick.

5.3.6 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).

5.3.7 Lifting or carrying the puck balanced on a stick.

5.3.8 Obstructing an opponent in any way whilst not in possession of the puck.

5.3.9 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.

5.3.10 Stopping or attempting to stop a goal being scored with anything, other than the playing area of the stick.

5.3.11 Covering or obstructing the puck with any part of the body or equipment, whilst not in possession, to prevent access to the puck by other players.

5.3.12 Attempting to gain possession of the puck by use of obstruction.

5.3.13 Using hands, arms, or body in any way to grasp, pull, or push an opponent or his/her stick.

5.3.14 Removing or attempting to remove an opponent's equipment.

5.3.15 Insulting, by word or gesture, other players or the officials.

5.3.16 Refusing to accept any decisions made by the officials.

5.3.17 Physically attacking or deliberately hurting an opponent 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 Action by Officials

6.1.1 Should any infringement of the rules occur, play is stopped by the Chief Referee; either, on seeing the Water Referee's stop play signal, or if the offence is observed from the surface.

6.1.1.1 Depending on the severity of the infringement, the Referees have at their discretion the following courses of action open to them for penalising offending players.

6.1.1.1.1 They may caution the offending player(s) (see 6.2)

6.1.1.1.2 They may dismiss the offending player(s) from the water for time penalties of one minute or two minutes (see 6.3)

6.1.1.1.3 They may dismiss the offending player(s) from the water for the rest of the game (see 6.4).

6.1.1.2 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 an offending team.

6.1.1.2.1 They may award an ADVANTAGE PUCK to the non-offending team (see 6.6)

6.1.1.2.2 They may award a PENALTY SHOT if the offence is committed within the 3m goal area (see 6.7)

6.1.1.2.3 They may award a penalty goal to the non-offending team (see 6.8)

6.1.1.3 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 it in the penalty area. In addition, the team must remove a player from the water so that the team plays short-handed for the duration of the penalty.

6.2 Cautioning

6.2.1 For minor or accidental infringements, or any other reason thought necessary by the Referees, once play has stopped, the Referees may verbally caution the offending player(s) or team(s) concerned.

6.2.2 Once the offending player(s) or team(s) have been cautioned, the Referees will indicate whether play is to be re-started with an equal puck or an advantage puck.

6.2.3 In the event that a player or team is cautioned for having left the end-line before the signal to start play was given, the puck will remain at the centre and play will be re-started according to Rule 6.6.

6.3 Time Penalty

6.3.1 For major infringements or collective minor infringements, once play has been stopped, the Referee will send the offending player(s) to the Penalty Area to serve either a 1 minute or 2 minute time penalty.

6.3.1.1 Time penalty is indicated by the Referee who stopped play, pointing to the offending player(s) and then towards the penalty box, holding up 1 or 2 fingers on the free hand to indicate the actual length of the time penalty to be served.

6.3.1.1.1 The actual time penalty period does not start until the offending player(s) are in the penalty box, which is situated alongside the Time-Keeper's table.

6.3.1.1.2 Players serving time penalties may not be replaced by substitutes.

6.3.1 .2 The timing of time-penalised players is the responsibility of the Time-Keeper.

6.3.1.2.1 Offending players serving time penalties must await a signal from the Time-Keeper, indicating expiry of the time penalty, before re-entering the water at the centre line.

6.3.1.2.2 A time-penalised player shall re-enter the play by gently sliding into the water at the centre line. Under no circumstances may a time-penalised player jump or dive into the water whilst a game is in play.

6.3.1.2.3 If the time penalty is concluded whilst play the play is stopped, the time-penalised player(s) may not enter the water until the puck is touched by either team.

6.3.1.3 Once the offending player(s) have left the water, the Referee who stopped play will indicate whether play is to be re-stated with an equal puck, an advantage puck or a penalty shot.

6.4 Total Dismissal

6.4.1 For deliberate major infringements or repeated un-sportsmanlike conduct, once play has been stopped, the Referees will dismiss the offending player(s) from the water for the remainder of the game, which includes any overtime periods required.

6.4.1.1 A 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 face down over the top of the water.

6.4.1.1.1 Offending player(s) dismissed for the remainder of the game must go to the penalty box, which is situated alongside the Time-Keeper's table and remain there until the game is concluded.

6.4 1.1.2 A player dismissed for the remainder of the game may not be replaced by a substitute.

6.4.2 Once the offending player(s) have left the water, the Referee who stopped play will indicate whether play is to be re-started with an equal puck, an advantage puck, or a penalty shot.

6.4.3 In the event of a deliberate major infringement, or for repeated un-sportsmanlike conduct by a team official (manager, assistant manager, coach, trainer, underwater coach, medical official, etc.) play will be stopped and the Referees will dismiss the offending team official from the poolside for the remainder of the game, which includes any

overtime periods required, so that the team official can no longer disrupt the game nor continue to manage, direct or exercise influence over the team.

6.5 Equal Puck (See Appendix "G")

6.5.1 For any minor or accidental infringements, or any other reason thought necessary, once play has been stopped, the Referees may award an equal puck, with neither team being given the advantage, either by itself, or in conjunction with rules 6.2, 6.3, or 6.4.

6.5.1.1 An equal puck is indicated by the Referee who stopped play, holding up both arms raised crossed above the head with hands clenched into fists.

6.5.1.2 When an Equal Puck has been awarded, play recommences from the surface as follows.

6.5.1.2.1 The puck will be placed on the spot where the infringement occurred, provided it is never placed within 2m of a Side-line and/or within 5m of an End-line.

6.5.1.2.2 The Water Referees will form an imaginary line across the width of the playing area aligned on the puck, and both teams must be on-side of the line with all players on the surface (i.e. with snorkel tips above the water). The players can position themselves anywhere in the playing area between the goal they are defending and the imaginary line.

6.5.1.2.3 One player from each team prepares to take possession of the puck, once the signal to re-commence play is given by the Chief Referee.

6.5.1.2.4 When both teams are in position, the Water Referees will indicate to the Chief Referee that play is to be re-commenced by raising one open hand above the head.

6.5.1.2.5 Play is re-commenced on the Chief Referee's signal, and both teams immediately attempt to take possession of the puck.

6.6 Advantage Puck (See Appendix "H")

6.6.1 For any rule infringement, once play has been stopped, the Referees may award an advantage puck against the offending team, either by itself, or in conjunction with rules 6.2, 6.3, or 6.4.

6.6.2 To re-start play:

6.6.2.1 The puck is placed at the point the offence occurred, except when the offence occurred away from the puck, in which case the puck is placed in the position it was when play was stopped. The puck is never placed within 2m of a sine-line or within 5m of an end line.

6.6.2.2 The Water Referees first align themselves on the puck, then hold up one hand in a 'stop' signal with the palm facing the offending team to indicate an advantage puck; they swim 3m 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.

6.6.2.2.1 If the offending team fails to retreat, or stay behind the three (3) metre line, then as a further penalty, the puck may be advanced an additional three (3) metres towards the offending team's goal.

6.6.2.3 The offended team players prepare to take possession of the puck by positioning themselves anywhere in the playing area; and

6.6.2.4 When both teams are in position, the Water Referees raise one open hand to signal the Chief Referee to re-start play.

6.6.3 Once the signal to re-commence play has been given by the Chief Referee, the offended team must take possession within five (5) seconds of the signal being given.

6.6.3.1 Should a player fail to take possession of a puck within five (5) seconds of the Chief Referee's signal to re-commence play, then this team forfeits the advantage puck. Play is then restarted with an equal puck.

6.6.4 The offending team players may submerge but must not advance across the imaginary line until the offended team has taken possession of the puck.

6.7 Penalty Shot

6.7 1 Should any rule infringements occur within the 3m goal area which prevents an almost certain goal being scored, the Referee will signal the Chief Referee to stop play by 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 game dismissal.

6.7 2 To prepare for playing a penalty shot:

6.7.2.1 The puck is placed directly in front of the offending team's goal on the penalty spot, which is situated in line with the midpoint of the end-line and exactly 3m away from the end-line;

6.7.2.2 The offended team's captain selects two (2) attackers from amongst all the players and substitutes on the offended team, who are initially both on the surface and behind the puck;

6.7.2.3 The offending team's captain selects one (1) defender from amongst all the players and substitutes on the offending team, who is initially on the surface near the mid-point of the end-line and has at least one hand in contact with the end-line wall;

6.7.2.4 All the remaining players of both teams must move completely out of the penalty shot area, must remain on the surface, may return to their respective ends, and must not take part in nor interfere with play until the penalty shot has been concluded; and

6.7.2.5 The Water Referees are positioned on the surface near the end-line, one at each end of the 6m dotted line bounding the penalty shot area.

6.7.3 The Chief Referee, on seeing that all persons are in their proper place, and the Water Referees have one arm raised to indicate they are ready for play to start, will give the signal for the penalty shot to be played.

6.7.4 Once the signal to commence play has been given, to play a penalty shot:

6.7.4.1 An attacking player, at his/her discretion, will submerge and must take possession of the puck within five (5) seconds of the signal being given. If the player fails to take possession of the puck then the penalty shot is forfeited and the penalty shot is successfully defended;

6.7.4.2 Once an attacking player takes possession, play is continuous until the penalty shot is decided;

6.7.4.3 The other attacking player, at his/her discretion, will submerge; and both attacking players will try to retain possession of the puck, score a goal, maneuver the puck anywhere within the penalty shot area, and prevent the defender from gaining possession and moving the puck out of the penalty shot area;

6.7.4.4 If either attacking player commits an infraction after the penalty shot is underway, the Water Referee who sees the infraction will take immediate action by signalling play to be stopped and advising the offending player of the infraction. The penalty shot will be deemed to have been successfully defended by the defender; i.e.: no goal will be credited, even if one was scored before the Referee could stop play.

6.7.4.5 The defending player, at his/her discretion, will submerge and must keep one hand in contact with the end-line wall until attacker has taken possession of the puck; whereupon, the defender need no longer touch the wall with one hand, and must try not only to prevent a goal being scored, but also gain possession of the puck in order to thrust it wholly across the 6m dotted line, i.e. out of the penalty shot area; and

6.7.4.6 The Referees, at their discretion, will submerge; will insure that the attacker takes possession within 5 seconds; and will signal the Chief Referee to stop play when the penalty shot is decided, either by a goal being scored or by the puck being moved wholly out of the penalty shot area.

6.7.5 Once the penalty shot has been played, whether or not a goal was scored, all players will return to their respective end-line; the puck will be placed at the centre; and the Chief Referee will re-start play without a 30 second warning being given.

6.7.6 Once a penalty shot has been awarded, it must be played. In the event that a time period ends before the penalty shot has been completed, the procedure will not be interrupted and the game will be prolonged to allow the penalty shot to be decided.

6.8 Penalty Goal

6.8.1 In extreme cases, for any rule infringement committed anywhere in the pool in circumstances where an almost certain goal would have been scored, once play has been stopped, the Referees may award a penalty goal to the non-offending team and waive playing the penalty shot.

6.8.2 A 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 When a penalty goal has been awarded, normal play will recommence again with the puck placed at the centre of the pool as in Rule 4.3. No thirty (30) second warning will be given.

6.9 Side Line-out (see Appendix "B1" and "B2")

6.9.1 In a pool with no wall for a side line, if the puck goes completely out of the playing area, i.e. it passes completely over a demarcation line, then the Referee will stop play and will award either an equal puck or an advantage puck against the offending team.

6.9.2 The puck will be placed 2m in from where it went out-of-play, except that; 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 from the demarcation line.

6.9.3 Where a player deliberately flicks the puck over a side-line boundary, the team is warned, and the offending team is penalised. Play starts with an advantage puck.

7. GENERAL

7.1 Pre-game Preparation

7.1.1 Before a game, the two team captains will introduce themselves to each other and to the Officials. In the event the schedule has not assigned ends, then by tossing a coin, the two team captains will choose at which end of the playing area their team will start; the winner having first choice of ends.

7.2 Protests and Appeals

7.2.1 Should a protest be made by a Team Captain or a Team Manager about the conduct of a game whilst it is in play, the Chief Referee shall 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.

7.2.2 Within thirty (30) minutes of the end of a game, a Team Manager may appeal a Chief referee's decision by giving written notice to the Games Commissioner.

7.2.3 A fee of £20, or its equivalent, must be submitted with the written notice.

7.2.4 All appeals properly submitted must be adjudicated on by a jury. The jury's decision is final.

7.3 Match Abandonment

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

7.3.2 The Chief Referee's decision is final.

7.4 Ruling Body

7.4.1 The Ruling Body for all Underwater Hockey Games shall be the BOA.

7.4.2 Any inquiries concerning the rules by which Matches are played should be addressed to the current National Referee as Rules Director:

8. AMENDMENT OF RULES

8.1 Opportunity to propose, discuss and approve rule amendments is provided whenever several teams participate in BOA Underwater Hockey Championships, during which meetings of the Underwater Hockey Commission are convened.

8.2 Amendments to the rules may be proposed by any team at any time between Championships. The team will forward, in writing, their proposed amendment(s) together with reasons justifying the rule change to the Rules Director (see 7.4.2) for distribution to all participating teams in good standing with the BOA. A ballot will be included on which teams will record their vote, their reasons for accepting/rejecting the proposed rule change, and the signature of the person authorised to cast the vote. Whenever votes are taken between Championships, they will be conducted by mail or e-mail.

8.3 Votes will be returned to the Rules Director. A simple majority of fifty per cent of the returned votes plus 1 is required for a rule amendment to be approved. The Rules Director will announce the result of a vote within two weeks after the deadline to receive ballots.

8.4 In order to be in force for a Tournament or a Championship, approved rule amendments must be distributed to all teams by mail or e-mail at least six (6) months in advance of the event.

8.5 A rule may be amended and be immediately implemented at a Meeting of the BOA or Rules Committee prior to a Championship, if all delegates of competing teams at the Championship are given two (2) days notice of such rule amendment and a unanimous vote is received at such a meeting.

9. GUIDANCE NOTES.

9.1 Playing Area and Equipment

9.1.1 Playing Area

9.1.1.6 For Championships, sturdy barriers or walls are recommended. However, if not possible, a demarcation line is acceptable.

9.1.4 The Stick

9.1.4.1 All sticks will be checked at captain's meeting and stamped.

9.1.4.2 The Chief Referee may delegate the inspection and approval of all personal and team equipment prior to a game to the Water Referees.

9.2 Team Composition, Identification, and Personal Equipment

9.2.1 Team Composition

9.2.1.1.1 In the case of player coaches, the team may play with less than 10 if the coach decides to not play for the whole game. The Chief Referee must be informed.

9.2.1.2.1 In the event of an injury, a reserve may not be used for that game.

9.3 Officials and Their Equipment

9.3.2 Chief Referee's Duties

9.3.2.2.6 The Chief Referee is to watch that substitutions are done correctly.

9.4 The Game

9.4.1 Rules of Play

9.4.1.6.1 The puck while being propelled by the stick may rest against the index finger when the hand is in its natural position of holding the stick.

9.4.1.11.1 Incorrect substitution: Remove substitute from the water, plus one other player (If a substitute is penalised while not in the water, then both the substitute and a team member in the water will be given a time penalty of one (1) minute.)

9.4.1.11.2 Referees will not wait for substitutes to return to their pool positions. (i.e. advantage puck)

9.5 Foul Play

9.5.0.1 The Nature of Fouls

9.5.1.1.1 Minor Infringement

- Most stick infringements

- Incorrect starts

- Most obstruction infringements

9.5.0.1.2 Major Infringement

- Grasping, holding, pulling

- Obscene language, abuse

- Deliberate obstruction

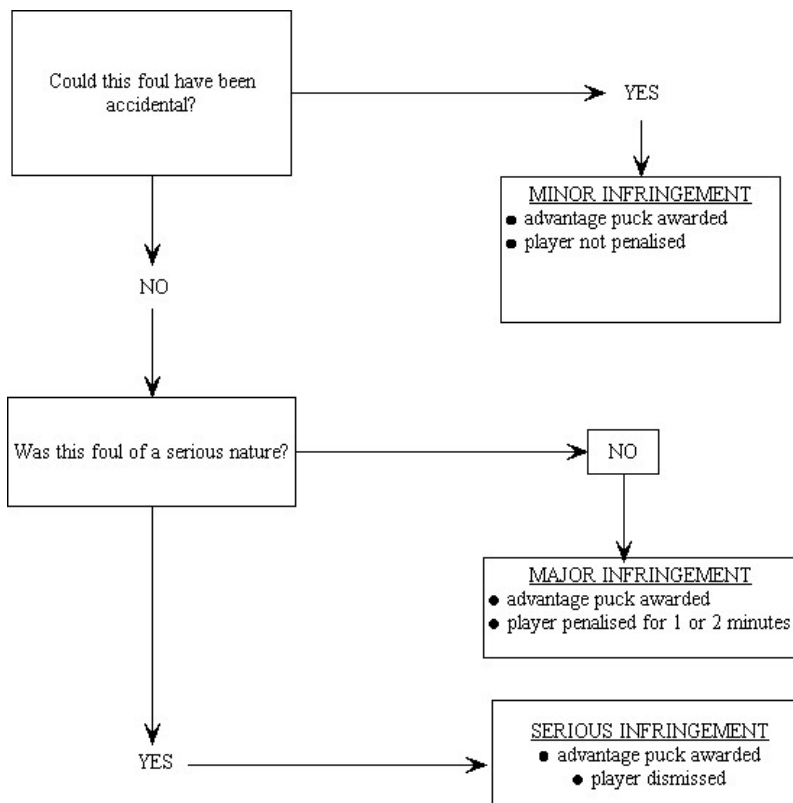
- Continued minor infringements

9.5.0.1.3 Serious Infringement

- Fighting, striking

- Continued major infringements

9.5.0.2 Foul Selection Procedure



9.5.2.1 Incorrect Starts

Starting play early (breaking)

Start:	Advantage puck at the centre
Caution:	Advantage puck to the other side.
Advantage Puck:	Back 3m further. (If this occurs 5m from the goal line, the puck is then moved sideways to the centre of the pool.)

9.5.2.7 Obstruction

9.5.2.7.1 Especially watch when the puck is flicked forward and the opposing player turns but doesn't directly go for the puck.

9.5.2.7.2 Obstruction on advantage puck: On an advantage puck, before the puck has been played, a player is deemed to be obstructing if he/she endeavours to block another player's direct line to the puck. **Action:** advantage puck if done defending team. equal puck if done by attacking team.

9.6 Penalties

9.6.1 Dangerous Play

9.6.1.1 If the Water Referee believes that the puck has been deliberately played in a dangerous manner, he will caution the offending player and award an advantage puck, dismiss the player for a time penalty, or send the player out of the water for the remainder of the game.

9.6.2 Deliberate Flick-Out

9.6.2.1 Where a player deliberately flicks a puck over a side-line boundary, the team is warned once. With subsequent infringements the offending player is given a two minute time penalty. Play re-starts as for an advantage puck.

9.6.3 Time Penalties

9.6.3.1 The following table is a list of time penalties to be awarded against offenders of the listed rule infringements:

<u>Rule 5.2</u>	<u>INFRINGEMENTS</u>	<u>1st Offence</u>	<u>2nd Offence or more</u>
5.2.1	Incorrect start	Caution	1 minute
5.2.2	Standing on bottom	Caution	1 minute
5.2.3	"Corner Rules" violation	Caution	1 minute
5.2.5	Handling the puck with free hand	1 minute	2 minutes
5.2.6	Lifting/carrying puck	1 minute	2 minutes
5.2.8	Un-sportsmanlike conduct	2 minutes	2 minutes
5.2.9	Illegal stopping of Goal	2 minutes	2 minutes
5.2.12	Handling an opponent	2 minutes	2 minutes or Game Dismissal*
5.2.13	Removing equipment	2 minutes	2 minutes or Game Dismissal*
5.2.14	Insults	2 minutes	Game Dismissal
5.2.16	Attacking/hurting	Game Dismissal	

*For rules numbered 5.2.12 and 5.2.13, on any subsequent offence by the player, a game dismissal may be awarded, rather than a two (2) minute time penalty if the action was deemed to be deliberate.

9.7 General

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 decisions made by the officials"; thus, it does not merit the award of another penalty for breaking Rule 5.2.15. If after receiving an explanation, the player refuses to go to the penalty area, such action may constitute "refusing to accept any decisions made by the officials". The player will go immediately to the penalty area, and let the Team Captain protest the matter to the Chief

Referee. After consultation, and the Chief referee's announcement of a decision, the Team Captain will no longer protest the issue, so that the game can be resumed. An appeal can be made following the game if necessary.