

Hello team organizers!

This is the official Captains' eMeeting for the 2023 USA UWH National Championships. These notes are also attached to the UWHPortal [2023 USA Nationals](#) event page in PDF form. There will NOT be a captains meeting at the pool, so any questions you have need to be addressed via phone, email, or personal chat by a tournament organizer.

The schedule, and subsequent results/rankings, will be available at the event page. Thanks to Atlantis for making this possible!

Please read through these notes completely and carefully. Team reps, you are responsible for making sure your team knows these rules.

Thank you, we're looking forward to a fun weekend!

## **Information: 2023 USA UWH National Championship Tournament**

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

### **---RULES---**

#### **Rules Version:**

- We will be using CMAS rules version 12.0 ([Volume 1 v12.0](#), [Volume 2 v12.0](#)), all players are strongly encouraged to at least read volume 2 of these rules.

#### **Rules Modifications:**

- Penalty times may be reduced from those specified in the CMAS rules due to shorter game length (1,2,5 minute penalties will be used, but 2 may become 1 and 5 may become 2 at the discretion of the officials)
- CMAS protest and tournament jury composition rules have been modified to be relevant for a non-Worlds tournament. Detailed modifications and the tournament jury roster will be available from the Tournament Referee.

#### **\*\*\* New rule this year \*\*\***

- In the event that a team voluntarily forfeits a match, the Tournament Director will be given the option to decide the match outcome (assign win/loss/tie/forfeit status and apply the associated points) prior to the scheduled start of the match. A voluntary forfeiture must be presented to the Tournament Referee (and the Captains of both teams) at least 30 minutes prior to the scheduled start of the match. If a team attempts to forfeit within the 30 minute window then their captain may be penalized for 2 minutes in their next game.

If a team believes that their opponent is committing a de facto forfeiture (by failing to play to the best of their ability, not engaging with the puck, deliberately scoring own-goals, etc.) they may lodge a protest after the match by going through the protest protocol as outlined in USOA's Standardized Competitive Rules. If the protest committee concludes that a de facto forfeiture has occurred in the match, the match will be treated as having been voluntarily forfeited and the Tournament Director will be given the option to decide the match outcome (assign win/loss/tie/forfeit status and apply the associated points).

**Waivers:**

- No players or referees will be allowed to enter the water until they are in compliance with the following:
  - All USA players and referees must pay USOA dues and sign the USOA waiver.
  - All international players and referees must sign the USOA waiver.
  - All players and referees must electronically sign the Atlantis Sports Media Waiver/Release (this is automatically done via creating their profile on [uwportal.com](http://uwportal.com))

**Referees:**

- Tournament Referee is Shawn Berg.
- Because we are once again using the Tri-Referee Rotation System, the Player Ref Rule (modified from the Minnesota Rule) will apply: each team must provide one ref after each game they play.
  - If your team has opted out of reffing by paying the extra ref opt out fee, you do not need to provide any Player Refs after your games.
  - If your team did not opt out, then you must have a Player Ref signed up before your game starts.
    - Put your team's Player Ref name on the line of the game you PLAY, not the game you ref.
    - If your team doesn't have a name on the board by 3 minutes before the published start time of your game, your team captain will serve a penalty at the beginning of that game.
      - This penalty will be at least one minute long (during which time, said captain may go and write a name on the board) and will continue until the name of an eligible Player Ref has been added to the appropriate line on the board.

- The Dilly-Dally Rule will apply: If your team's Player Ref is not ready to start (geared up, in position, hand up) at the published start time of the game they're signed up to ref, your team captain will serve a 1-minute penalty at the start of your next game.
  - In the event that your captain is to serve a Player Ref Rule or Dilly-Dally Rule penalty and no captain (with a C/VC on his/her arm) immediately presents him/herself to the officials, your opponent will be allowed to choose which of your players serves the penalty.
- In the event that your team is assessed both a Player Ref Rule penalty AND a Dilly-Dally Rule penalty for the same game, your opponent will choose a second player to serve a simultaneous 1-minute penalty.
- Host (Minnesota) will arrange the referees for the first game EACH DAY.

### **Communicating with Referees:**

- Players arriving late to a game must notify officials at officials table before entering game
- Only active team captains (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 the Tournament Referee for more details.

### **Referee Court Notes:**

- The playing area is marked with lane lines on 7ft centers. 3m is about one and a half lane lines.

### **Gear & Player Markings:**

- Red headgear is required for refs. The hosts will provide: red swim caps, red polo caps, yellow mesh tops, and orange gloves.
- 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.
- All players on a team must have a unique number 1-99, this number does not have to match their cap number, but must be written on their arm instead if it doesn't match.

- 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 markers at the officials table.
- In-water coaches must wear either a green cap/headgear, or none at all during games.
- Gloves must sharply contrast the playing stick and the puck. Gloves may not be red/yellow/orange/pink in color.
  - Unsportsmanlike conduct infringements may be called if glove color is being used to intentionally mislead/confuse other players or officials.

### **---Court Setup---**

- Black starts at the West end of the 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 marked using towels 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 the only group using the pool this weekend. You may leave gear on the deck overnight, but it is still 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.

# ---SCHEDULE---

[UWHPortal Event Schedule](#)

[Spreadsheet version](#)

## Game start times

- We will be using an automated timing system.
  - Change-over time between games is maintained by the computer.
  - Teams and refs are responsible for being ready when the games start.
    - Player Refs who are not ready will incur Dilly-Dally Rule penalties.
- Schedule Synopsis:
  - 1st Round = 8 pods of 3 broken up generally into top 12 and bottom 12 strength wise at the start.
    - Each pod will participate in a 3 team Round Robin
      - The 1st place finishers of Pods 1-4 go into Group A as A.1, A.2, A.3, A.4, and seeded respectively
      - The 2nd place finishers of Pods 1-4 go into Group B as B.1, B.2, B.3, B.4, and seeded respectively
      - and so on
  - 2nd Round = Crossover 1 (Pods)
    - The 3rd place finishers of the top 4 pods will play the 1st place finishers of the bottom 4 pods (swap if upset)
      - C1 plays D4 (9v16)
      - C2 plays D3 (10v15)
      - C3 plays D2 (11v14)
      - C4 plays D1 (12v13)
    - Ties resolved with a coin flip conducted by the Tournament Referee, or if unavailable, the Tournament Director.
  - 3rd Round = 6 groups of 4 seeded from Round 1 and any swaps from Crossover 1
    - Each group will participate in a 4 team Round Robin
      - The Groups will then be ranked 1-4
  - 4th Round = Crossover 2 (Groups)
    - Group\_1 1st and 2nd play (swap if upset)
    - Group\_1 3rd and Group\_2 1st play crossover\_1 (swap if upset)
    - Group\_1 4th and Group\_2 2nd play crossover\_2 (swap if upset)
    - Group\_2 3rd and Group\_3 1st play crossover\_3 (swap if upset)
    - Group\_2 4th and Group\_3 2nd play crossover\_4 (swap if upset)
    - and so on
    - Group\_6 3rd and 4th play each other (swap if upset)
    - Rankings will be winner of 1st v 2nd is 1st, winner of crossover\_1 is 3rd, and so on
    - Ties resolved with a coin flip conducted by the Tournament Referee, or if unavailable, the Tournament Director.
  - 5th Round = Crossovers between 8-9 and 16-17 (swap if upset)

- Ties resolved with a coin flip conducted by the Tournament Referee, or if unavailable, the Tournament Director.
    - 6th Round = Standard Playoff and Finals
  
- **Game Scoring:**
  - Win: +3, Tie: +1, Loss: 0, Forfeit: -3
  - Seeding ties broken by (in order): Head-to-Head record, Most RR wins, Fewest RR losses, Fewest RR goals allowed, Coin toss
  
- **Friday:**
  - Important Times:
    - Building opens at 8:00am
    - Warmup available at 9:00am (while lane lines are being pulled)
    - First game starts at 9:20am
    - Out of the water at 8:00pm
    - Vacate the building by 8:30pm
  - Games 1-24 (Pre-seeded round robins, 8 pods of 3)
    - 11-minute halves, 2-minute half-time, no timeouts, no stoppage of game clock in the last two minutes, no overtime, 5-minute break between games
  - Games 25-28 (Crossover games)
    - 11-minute halves, 2-minute half-time, no timeouts, no stoppage of game clock in the last two minutes, no overtime, 5-minute break between games
  - Games 29-34 (Round robins, 6 pods of 4) - continued on Saturday
    - 11-minute halves, 2-minute half-time, no timeouts, no stoppage of game clock in the last two minutes, no overtime, 5-minute break between games
  
- **Saturday:**
  - Important Times:
    - Building opens at 7:30am
    - Warmup available at 8:00am
    - First game starts at 8:20am
    - Out of the water at 8:00pm
    - Vacate the building by 8:30pm
  - Games 35-64 (Round robins, 6 pods of 4) - continued from Friday
    - 11-minute halves, 2-minute half-time, no timeouts, no stoppage of game clock in the last two minutes, no overtime, 5-minute break between games
  - Games 65-76 (Crossover games 2)
    - 11-minute halves, 2-minute half-time, no timeouts, no stoppage of game clock in the last two minutes, no overtime, 5-minute break between games
  - Games 77-78 (Crossover games 3)
    - 11-minute halves, 2-minute half-time, no timeouts, no stoppage of game clock in the last two minutes, no overtime, 5-minute break between games
  - Games 79-80 (Playoffs) (3x8-team single-elimination playoffs with consolation games, seeds 1-8, seeded by RR results and crossover games) - continues on Sunday

- 11-minute halves, 2-minute half-time, no timeouts, no stoppage of game clock in the last two minutes, sudden death OT, 5-minute break between games
  - Ties go straight to sudden-death after 2-minute break (do not change ends)
- **Sunday:**
  - Important Times:
    - Building opens at 7:00am
    - Warmup available at 7:15am
    - First game starts at 7:30am
    - Out of the water at 6:00pm
    - Vacate the building by 7:00pm
  - Games 81-108 (Playoffs) - continued from Saturday
    - 11-minute halves, 2-minute half-time, no timeouts, no stoppage of game clock in the last two minutes, sudden death OT, 5-minute break between games
    - Ties go straight to sudden-death after 2-minute break (do not change ends)
  - Games 109-114 (Medal Games):
    - 15-minute halves, 3-minute half-time, 1 timeout per team per half, game clock will stop in the last 2 minutes of the 2nd half for all game stoppages (except goals), 5-minute break between games.
    - Ties go straight to sudden-death after 2-minute break (do not change ends).

## ---VIDEO---

### Streaming

- The Atlantis Sports video streaming and time/score management system will be up and running to provide free live and recorded game footage, and integration with UWHPortal.com!

### Camera Driving

- The camera system will be recording every game, but the quality of the video depends on a driver to control the camera. We will have some volunteers to help, \*however\* it is your team's responsibility to arrange drivers for your games, if desired.

## ---Banquet---

### Banquet

- The banquet will be held Sunday, June 11 at 7pm, at Sociable Cider Werks 1500 Fillmore Street NE Minneapolis, MN 55413

- Please get your wristband for the banquet BEFORE you get to Sociable, they will be available at the Loon Bin Information tent on Saturday and Sunday (grouped by team). If you have not yet paid, take care of it via PayPal to [treasurer@mnuwh.com](mailto:treasurer@mnuwh.com) or Venmo to @mnuwh (\$35/ticket).
- The banquet venue 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.

- Shawn Berg, Tournament Referee: reffing and rules questions
- Michael O'Leary, Tournament Director (aka Head honcho): Talk to him if no one else fits the bill.
- Karen Erickson: Food room.
- Eric Straily, Tristan Debrunner: Timing, Sound & Video