

Hello team organizers!

This is the official Captains' eMeeting for the 2026 Battle @ Altitude. These notes are also attached to the UWHPortal [2026 B@A](#) 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 on the portal. 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 for the 2026 Battle @ Altitude UWH 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 13, available [here](#)

#### **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)
- Game timing rules, time-outs, overtime protocols etc. are as listed on the event schedule.
- Cap Numbers may be any integer from 1 to 99. Uniqueness enforced within each team.
- 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.
- In the event that a team voluntarily forfeits a match, the Tournament Referee will decide the match outcome (assign win/loss/tie/forfeit status and apply the associated points). 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. The Tournament Referee will announce the match outcome prior to the scheduled start of the match.

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 Referee will 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

#### **Referees:**

- Tournament Referee is Jaime Andrés Parra Ospina.
- 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. **Note that not all paid ref opt-outs could be honored this year.** If your team's opt-out was not honored, you will be reimbursed the opt-out fee.
  - If your team did not secure an opt-out spot, 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 CVC 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 (Colorado) will arrange the referees for the first game in each court 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 tiled with 1-ft tiles. 3 meters is almost exactly 10 of these tiles. The swimming lanes are 7 tiles wide, so 3 meters is just a little less than one-and-a-half swimming lanes.
- Please note the red markers on the pool bottom for puck positioning:
  - Circles mark the center and each of the penalty-shot spots.
  - Squares mark 5m from end walls and 2m from side boundaries.

**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 between 1 and 99, inclusive.
- BLUE and BLACK are acceptable hat colors when playing black/dark.
- WHITE is the acceptable hat color when playing white.
- Ear and mouth guards must be worn. Players will not be allowed to play without them.
- "C" and "VC" should be clearly marked on both shoulders of captain and vice-captain, respectively. There are black permanent marking pens at the officials table.
- In-water coaches must wear either a green cap/headgear, or none at all during games.

- Players' Gloves must sharply contrast the color of the playing stick and the color of the puck. Players' 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.
- Court 2 is on the South side of the referees tables, farthest from the dive well and the food 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.
- Spectators: In-water spectators may watch play from within the area between the sub boxes (outside the playing area) opposite the ref table. Please be considerate and avoid interfering with the match in any way while spectating.
- 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---

### 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.

### Saturday:

- Games 1-30
  - Full Round Robin in each division.
  - 13-minute halves, 3-minute half-time, 1 timeout per team per \*game\*, no stoppage of game clock in the last two minutes, 4-minute nominal break between games (4 minute minimum break).
  - No overtime.

- Win: +3, Tie: +1, Loss: 0, Forfeit: -2.
- Seeding ties broken by (in order): Head-to-Head record, Most RR wins, Fewest RR losses, Fewest RR goals allowed, Coin toss.

**Sunday Morning:**

- Games XO1 - XO2:
  - Crossover games between divisions.
  - 15-minute halves, 3-minute half-time, 1 timeout per team per half, no stoppage of game clock in the last two minutes, 4-minute nominal break between games (4 minute minimum break).
  - Ties go straight to sudden-death after 2-minute break (do not change ends).

**Sunday:**

- Games PO1 - PO8:
  - 15-minute halves, 3-minute half-time, 1 timeout per team per half, no stoppage of game clock in the last two minutes, 4-minute nominal break between games (4 minute minimum break).
  - Ties go straight to sudden-death after 2-minute break (do not change ends).
- Medal Games:
  - Games MD1 - MD6:
  - 15-minute halves, 3-minute half-time, 1 timeout per team per half, no stoppage of game clock in the last two minutes, 5-minute nominal break between games (4 minute minimum break).
  - Ties go straight to sudden-death after 2-minute break (do not change ends).

**Pool Access:**

- Saturday, the pool building opens at 8:00am, and warmup begins at 8:30am. The first game starts at 9:00am. Play finishes at 6:30pm. All players must vacate the pool building by 7:00pm.
- Sunday, the pool building opens at 8:30am, and warmup begins at 9:00am. The first game starts at 9:30am. Play finishes around 4:05pm. All players must vacate the pool building by 4:45pm.

**---VIDEO---**

- We have two official videographers this year. Desiree Ong will be filming selected games, and Philip Hickey will be wearing a cap-mounted POV camera for selected games. These two persons have permission to enter playing areas during matches for videography purposes. Spectators are welcome to film from the spectating area. Team videographers may be permitted to enter the playing area (no more than 1 person per team per game) at the discretion of the game chief referee. Team videographers may not interfere with the filming being done by either of the tournament videographers listed above, and must respect requests and guidance from game officials.

## ---Banquet---

### Banquet

- The banquet will be held Sunday, January 25th, at 6:30pm, at the Active Adult Center at 11181 Colorado Blvd, Thornton, CO 80233
- Please get your wristband for the banquet BEFORE you get to the venue. Player banquet tickets are included in team entry fees. If you still need extra banquet tickets, they are now \$70 each. PayPal to [ColoradoUWHTournaments@gmail.com](mailto:ColoradoUWHTournaments@gmail.com).
- Alcohol is allowed but not provided at the banquet. BYO.

## ---Contacts---

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

- Phil Hickey. Ask me first. I'll point you in the right direction.
- Jaime Andrés Parra Ospina: Refing matters
- Katrina Finley: Banquet