

2025 Riptide CTC Captains Notes

Hello Team Captains,

We are excited to host you in sunny Las Vegas!

A couple notes before we get going. This document serves as the official Captains Notes (they will be attached to the event page on the UWHPortal as well). Please read through completely and carefully and distribute these notes to your teams. Failure to follow the rules will impact your team, players and games to be played.

Please be courteous and friendly to all pool staff – we are guests and ambassadors of our sport. If there are any issues that need to be addressed with pool staff, please bring it to the tournament organizers for resolution.

If there are any questions, please don't hesitate to reach out to the organizing committee.

Thank you!

EVENT CONTACTS:

Rob Maisey, Tournament Director (604-904-9400 WhatsApp)

Gillian Parker, Scheduling (604-379-3856 WhatsApp)

Lesley Maisey, Chief Ref (604-813-8124 WhatsApp)

Glenn Terry, Food and Fun (661-312-7268)

Weston Monroe, Equipment Manager

Eric Straily, Virtual Atlantis Sports/UWH Portal Admin

HOUSE RULES:

- Be courteous and friendly to all pool staff at all times
- Pick up your trash and maintain a safe and clean facility. Please do not leave tape, bottles, wrappers etc lying around.
- No deck changing or nudity – please use the locker rooms
- No food or glass on deck – food will be outside.

Zero tolerance for alcohol, illegal drugs, profanity and fighting. Failure to respect the facility or to follow these rules can and will lead to immediate suspensions from games or the tournament.

TOURNAMENT FORMAT

We will have 1 Division pre-seeded and split into 2 groups, one group of 4 and one group of 5.

- On Saturday, the group of 5 will complete a full round robin. The group of 4 will do a full round robin, followed by a re-seeding then one final game each A1 v A2, A3 v A4.
- On Sunday we will have a double elimination playoff.

All games will have 14-minute halves and a 3-minute halftime. There will be one timeout per team per game. The time between games will be 5-7 minutes depending on if the timeouts are used.

Round Robin Game Scoring:

- Win: +2, Tie: +1, Loss: 0, No Show/Forfeit: -3
- Seeding ties broken by (in order): Head-to-Head record, Most RR wins, Fewest RR losses, Fewest RR goals allowed, Coin toss

Saturday Schedule

Block	Start	End	#	White	Black	Ref	Block	Start	End	#	White	Black	Ref
15	8:00 AM	8:15 AM		WARM UP									
38	8:15 AM	8:53 AM	1	LA Kraken	Rumblefish	Boston Battlefish							
38	8:53 AM	9:31 AM	2	Boston Battlefish	Bay Area Coral	Rumblefish							
38	9:31 AM	10:09 AM	3	Calgary Crocs	OC Octopush	Bay Area Coral							
38	10:09 AM	10:47 AM	4	Colorado	LA Kraken	OC Octopush							
38	10:47 AM	11:25 AM	5	Bay Area Kelp	Seattle	LA Kraken							
38	11:25 AM	12:03 PM	6	Rumblefish	Calgary Crocs	Bay Area Kelp							
38	12:03 PM	12:41 PM	7	Colorado	OC Octopush	Calgary Crocs							
38	12:41 PM	1:19 PM	8	Seattle	Boston Battlefish	Colorado							
38	1:19 PM	1:57 PM	9	Bay Area Coral	Bay Area Kelp	Seattle							
38	1:57 PM	2:35 PM	10	Break			15	2:00 PM	2:15 PM		WARM UP		
38	2:35 PM	3:13 PM	12	Boston Battlefish	Bay Area Kelp	Bay Area Coral	40	2:15 PM	2:55 PM	11	OC Octopush	LA Kraken	Rumblefish
38	3:13 PM	3:51 PM	14	Seattle	Bay Area Coral	Boston Battlefish	40	2:55 PM	3:35 PM	13	Calgary Crocs	Colorado	LA Kraken
38	3:51 PM	4:29 PM	16	Break - Re rank			40	3:35 PM	4:15 PM	15	OC Octopush	Rumblefish	Colorado
38	4:29 PM	5:07 PM	18	A1	A2	Seattle Bay Area Kelp	40	4:15 PM	4:55 PM	17	LA Kraken	Calgary Crocs	OC Octopush
38	5:07 PM	5:40 PM	20	A3	A4	Seattle Bay Area Kelp	40	4:55 PM	5:30 PM	19	Rumblefish	Colorado	Calgary Crocs

Our second court will be available at 2:00PM. The first game on this court will start at 2:15PM

Notes:

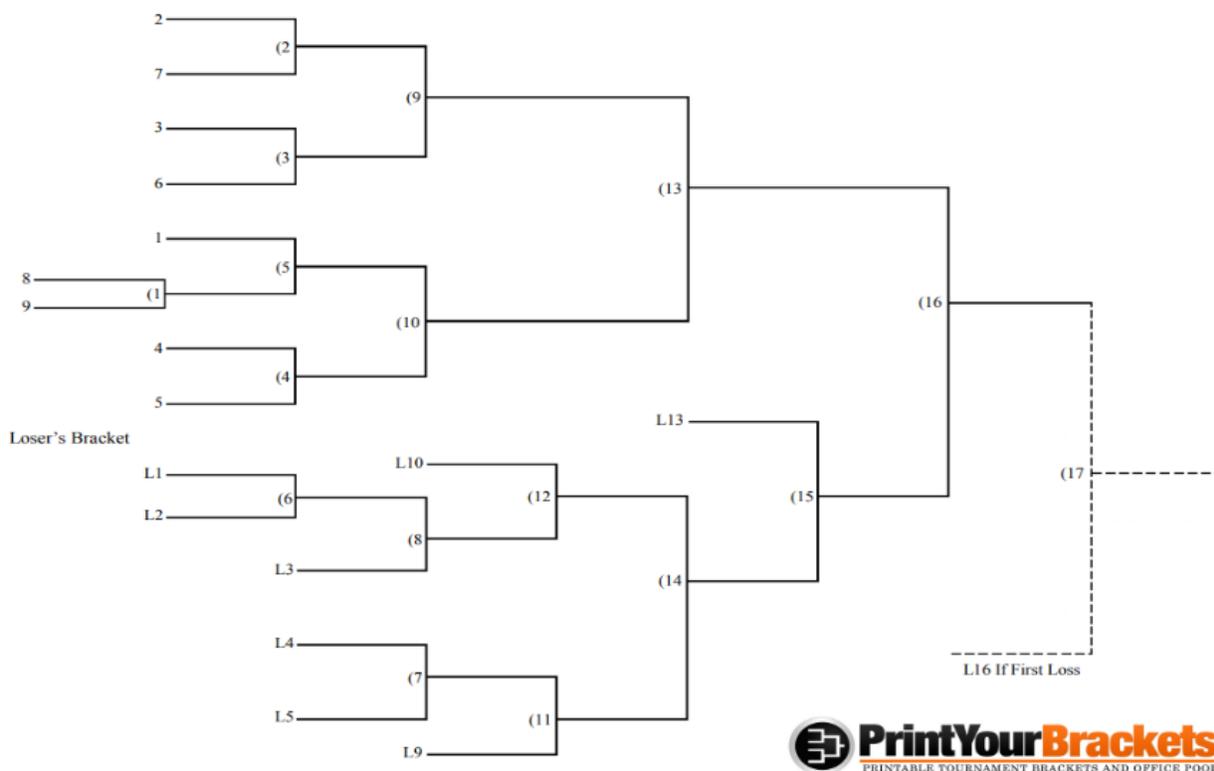
- Following the reranking of the A teams the reffing for games 18 and 19 will be scheduled using the following order:
 - Game 18: Bay Area Kelp (unless they are playing), Seattle (unless they are playing), coin toss between A3/A4
 - Game 19: Bay Area Kelp (unless they are playing), Seattle (unless they are playing), coin toss between A1/A2

Playoff Structure (9 team double elimination):

Block	Start	End	#	White	Black	Ref	Block	Start	End	#	White	Black	Ref
15	8:00 AM	8:15 AM		WARM UP			15	8:00 AM	8:15 AM		WARM UP		
38	8:15 AM	8:53 AM	1	Seed 8	Seed 9	Seed 3	38	8:15 AM	8:53 AM	2	Seed 2	Seed 7	Seed 4
38	8:53 AM	9:31 AM	3	Seed 3	Seed 6	Loser 1	38	8:53 AM	9:31 AM	4	Seed 4	Seed 5	Winner 2
38	9:31 AM	10:09 AM	5	Seed 1	W1	Loser 3	38	9:31 AM	10:09 AM				
38	10:09 AM	10:47 AM	7	W2	W3	Winner 5	38	10:09 AM	10:47 AM	6	L1	L2	Seed 5
38	10:47 AM	11:25 AM	9	L4	L5	Loser 9	38	10:47 AM	11:25 AM	10	W4	W5	Loser 6
38	11:25 AM	12:03 PM	8	W6	L3	Loser 7	38	11:25 AM	12:03 PM				
38	12:03 PM	12:41 PM	13	W9	W10	Loser 8	38	12:03 PM	12:41 PM				
38	12:41 PM	1:19 PM	11	L9	W7	Winner 13	38	12:41 PM	1:19 PM	12	L10	W8	Loser 13
38	1:19 PM	1:57 PM					38	1:19 PM	1:57 PM	19	L8	L7	Loser 12
38	1:57 PM	2:35 PM	14	W11	W12	Winner 19	38	1:57 PM	2:35 PM				
38	2:35 PM	3:13 PM					38	2:35 PM	3:13 PM	18	L11	L12	Loser 14
38	3:13 PM	3:51 PM	15	L13	W14	Winner 18	38	3:13 PM	3:51 PM	20	L19	L6	Loser 18
38	3:51 PM	4:29 PM					38	3:51 PM	4:29 PM				
38	4:29 PM	5:07 PM	16	W13	W15	Gold / Silver	38	4:29 PM	5:07 PM	17	L15	L14	Bronze / 4th

Winner's Bracket

9 Team Double Elimination



Notes:

- The combinations and permutations in this playoff sequence are almost endless.
 - o There will always be a minimum of a 1 game break regardless of win/loss
 - o There are scenarios depending on Win/Loss that a team may have a Play/Ref/Play scenario. They have been minimized to the best of my crystal ball abilities.
- To fully rank all teams, 4 games have been added to this series as follows:
 - o Game 17 (3rd / 4th) L15 / L14
 - o Game 18 (5th / 6th) L11 / L12
 - o Game 19 (W 7th) L7 / L8
 - o Game 20 (8th / 9th) L6 / L19

SCORES, STANDINGS and TIMING:

- We will be using the Atlantis Sports Tournament management System, an automated timing system for all courts. Change-over time between games is maintained by the computer, and games will start on schedule, not when you are ready.
- We have about 40 games throughout the weekend, please do your best to be ready on time for your game and ref assignments.
- All scores and standings can be found on the UWHportal

RULES

Referees:

1. The tournament referee is Lesley Maisey.
2. Upon request, there has been a form created for official protests. USOA rules require a \$50 protest fee to accompany it, and the form must be filled out within 1 hour after the match. See Tournament ref for more info.
3. We are using the **Team Referee Approach**. Each team must provide a minimum of 5 players for each game that they are scheduled: 3 water refs, 1 Chief Ref and 1 Score/Timekeeper
 - a. Note: For the less experienced players, we recommend having them support through Time/Score or as puck retriever.
 - b. The Playoff games have designated referees depending on game finish.
4. The Dilly-Dally rule will apply:
 - a. If your team is scheduled to ref and not ready at the published start time of your game, your opponent will choose the player who will serve a 2-minute penalty at the beginning of that game.
5. Red headgear, yellow vests, and a glove for each hand are required for in water refs and will be provided on deck.

Communicating with Referees:

1. Remember, the referees are all friends and fellow hockey players. Above all else, treat the referees with respect, before, during and after games.
2. Only active team captains (vice-captain in captain's absence) may speak to officials during a match.
3. Players arriving late to a game must notify officials at the officials table before entering the game.

Rules Modifications, Special Notices:

1. Unless otherwise stated by the Rob, Lesley, or Gillian or mentioned in this document, the current CMAS rules of underwater hockey version 13 (2022) shall be the governing document.
2. The court boundary is a barrier only. No player is allowed to push against or kick off the court boundary.
 - a. Penalty time or unsportsmanlike conduct may be assessed if a player(s) break the barrier knowingly or on accident due to rough play. Be respectful of the court.
3. Timeouts
 - a. Each team will be allocated one 1-minute timeout per game
 - b. **THERE ARE NO REF TIMEOUTS!** Quickly make a call and get things rolling again. We can chat about it at the pub later. Cheers.
4. Game ties
 - a. On Saturday if a game is tied at the end of regulation, it will be recorded as a tie (+1)

- b. On Sunday if a game is tied at the end of regulation there will be a 1-minute break (teams do not switch ends) followed by a 5 min sudden death game period. If the game is still tied after 5 minutes, coin toss. Following a sudden death game, all remaining games will be **shifted forward by 6 minutes on both courts.**
 - c.
- 5. Time penalties will be assessed in alignment with the current CMAS rules, they will not be shortened. (see Appendix for a refresher)
 - a. 'Colorful metaphors' and other inappropriate language/gestures toward players or referees will be considered un-sportsman like behavior and will not be tolerated. 2-minute penalty for first offense, followed by 5 minutes, ejection from the game, and ejection from the tournament.

Player Gear & Markings:

1. "C" and "VC" should be clearly marked on both shoulders of captain and vice-captain, respectively. There will be black permanent marking pens at the official's table. No body writing
2. All players should have unique numbers on their respective teams. Player numbers will be used to keep track of warnings, penalties and goals. If numbers are not unique, incorrect players may get penalized or credited goals. Please make every attempt to have a unique number.
 - a. If more than one player is wearing the same number, it is to the discretion of the ref which player takes the penalty.
3. Appropriate color hat/swim cap must be worn during play to match the stick color. Wrestling headgear does not count as a hat. An appropriate color hat must be worn together with a wrestling headgear.
 - a. BLUE and BLACK are acceptable hat colors when playing black/dark.
 - b. WHITE is the acceptable hat color when playing white.
 - c. Ear-guards and straps are excluded from color requirements provided they do not create confusion about what color.
4. Ear and mouth guards must be worn. Players will not be allowed to play without them.
5. In-water coaches must be easily distinguishable from players in the game. Preferred: Green cap or no polo cap/headgear
6. If you have fiberglass or carbon fins – ensure the edges and rails are in good condition. Fins in poor condition may be revoked for the duration of the event if they are deemed unsafe for play.

ROSTER Requirements

1. All players must sign USOA waiver and pay USOA registration before playing in the tournament (other country registration is exempt, ex CUGA)
2. **No roster changes will be allowed after the first game**

POOL/COURT SET-UP:

- We have 2 courts which will be marked along with Black/White. The White team will start on the far side (White Walks)

- Note: There are multiple events happening all around the facility. All other pools are off-limits to UWH.

UWH Rules Excerpt

Rule	Infraction/Foul	First Infringement		Second infringement		Third or More Infringement	Hand-signal Used
		Accidental	Deliberate	Accidental	Deliberate	Accidental or Deliberate	
16.3.116.3.2	Standing on Playing area	individual caution	1 minute	individual caution	2 minutes	2 minutes	Obstruction
16.3.3	Delay of game		1 minute, team caution		1 minute	1 minutes	Delay of game/Unsportsmanlike
16.3.4	More than 6 players in the playing area	1 minute	2 or 5 minutes (5 minutes if used to stop a break-a-way goal)*	1 minute	2 or 5 minutes (5 minutes if used to stop a break-a-way goal)*	2 or 5 minutes (5 minutes if used to stop a break-a-way goal)*	Illegal substitution
16.3.5	Advancing the puck illegally	individual caution	individual caution	team caution	1 minute	2 minute	Illegally advancing the puck
16.3.6	Handling the puck	individual caution	2 or 5 minutes*	individual caution	2 or 5 minutes*	2 or 5 minutes*	Illegally advancing the puck
16.3.7	Lifting/carrying the puck	individual caution	2 minutes	individual caution	2 minutes	2 minutes	Illegally advancing the puck
16.3.8	Obstruction by offence (Barging)	individual caution	1 minute	caution or 2 minutes*	2 minutes	2 minutes	Obstruction
16.3.8	Obstruction by offence (Shepherding)	individual caution	1 minute	caution or 2 minutes*	2 minutes	2 minutes	Obstruction
16.3.8	Obstruction by defence	individual caution	1 minute	caution or 2 minutes*	2 minutes	2 minutes	Obstruction
16.3.9	Unsportsmanlike conduct		2 min or 5 min or dismissal*		2 min or 5 min or dismissal*	2 minutes or 5 minutes or dismissal*	Unsportsmanlike
16.3.10	Illegal stopping of goal	individual caution and a) Penalty Shot or b) Penalty Goal	2 minutes and a) Penalty Shot or b) Penalty Goal	individual caution and a) Penalty Shot or b) Penalty Goal	2 minutes or 5 minutes* and a) Penalty Shot or b) Penalty Goal	2 minutes or 5 minutes* and a) Penalty Shot or b) Penalty Goal	Illegally stopping the puck
16.3.11	Covering/ obstructing puck	individual caution	caution or 1 minute*	caution or 1 minute*	2 minutes	2 minutes	Obstruction
16.3.12	Getting puck by use of obstruction	individual caution	caution or 1 minute*	caution or 1 minute*	2 minutes	2 minutes	Obstruction
16.3.13	Handling an opponent	individual caution	2 minutes	Caution or 2 minutes*	2 or 5 minutes*	2 or 5 minutes*	Unsportsmanlike
16.3.14	Removing equipment	Individual caution	5 minutes	caution or 1 minute*	5 minutes	game dismissal	Unsportsmanlike
16.3.15	Insults		2 or 5 minutes*		2 or 5 minutes*	5 minutes or dismissal*	Unsportsmanlike
16.3.16	Refusing to accept Official's decision		2 or 5 minutes*		5 minutes	5 minutes or dismissal or game forfeit (if player won't leave)*	Unsportsmanlike
16.3.17	Attacking hurting		game dismissal		game dismissal	game dismissal	Unsportsmanlike
16.3.18	Grabbing barriers/goals	individual caution	1 minute	individual caution or 1 minute*	2 minutes	2 minutes	Grabbing barrier
16.3.19	Illegal use of free arm	individual caution	1 minute	individual caution or 1 minute*	2 minutes	2 or 5 minutes*	Illegal use of free arm
16.3.20	Deliberate removal of puck from goal		5 minutes		5 minutes	game dismissal	Unsportsmanlike
16.3.21	Dangerous Play (headshots, etc.)**	Team caution and 2 minutes	Team Caution and 5 minutes	2 minutes or 5 minutes*	dismissal	game dismissal	Unsportsmanlike
16.3.22	Leaving the penalty box incorrectly.		1 minute		1 minute	1 minute	Breaking/ Unsportsmanlike
16.3.23	Stick Infringements	individual caution	1 minute	caution or 1 minute*	2 minute	2 or 5 minutes*	Stick infringement
16.3.24	Flicking puck out of bounds	team caution	1 minutes	team caution	1 minutes	1 minutes	Side-line out/Puck Out of Bounds