



# CMAS 8TH ASIAN UNDERWATER HOCKEY CUP – SINGAPORE AUGUST 2024 CAPTAINS & COACHES BRIEFING



# WELCOME



*Welcome to you all to the 8<sup>th</sup> CMAS Asian Underwater Hockey Cup held in the global metropolis of Singapore*

*The Asian Cup continues to be an important event on the CMAS calendar as we grow the sport in the region. It is great to see so many teams at this year's tournament and especially those in the Under 19 division which is the first time this grade has been played at an Asian Cup.*

*I trust that you will all have a wonderful time and thoroughly enjoy yourselves at this special tournament in the beautiful city of Singapore*

*Tristan Reynard*

*Director*

*CMAS Underwater Hockey Commission*





# AIM OF THIS BRIEFING PACK



To provide all teams with information on:

- ▶ The operation of the tournament
- ▶ Any specific game rules that will be applied for the tournament

All other rules are as per the following:

- ▶ UWH Rules version 12.0 (volume 1) \*
- ▶ UWH Rules version 12.0 (volume 2) \*
- ▶ UWH Procedures and Obligations version 2.0 \*
- ▶ Rules Determination Teams Tied on Points Table \*
- ▶ Rules Determination – Delay of Game (The Corner Rule) \*
  
- ▶ There will be no captains briefing for this tournament

Any changes to the items set out in the document or any further clarifications will be emailed to Team Managers and posted on the tournament notice board located by the pool entrance

\*These are available on the tournament website – see [here](#)



# THE TOURNAMENT TEAM





# TOURNAMENT OFFICIALS



**CMAS Technical Delegate:**  
**Tony Colquhoun (NZL)**

**Tournament Referee:**  
**Jack van Blerk (RSA)**



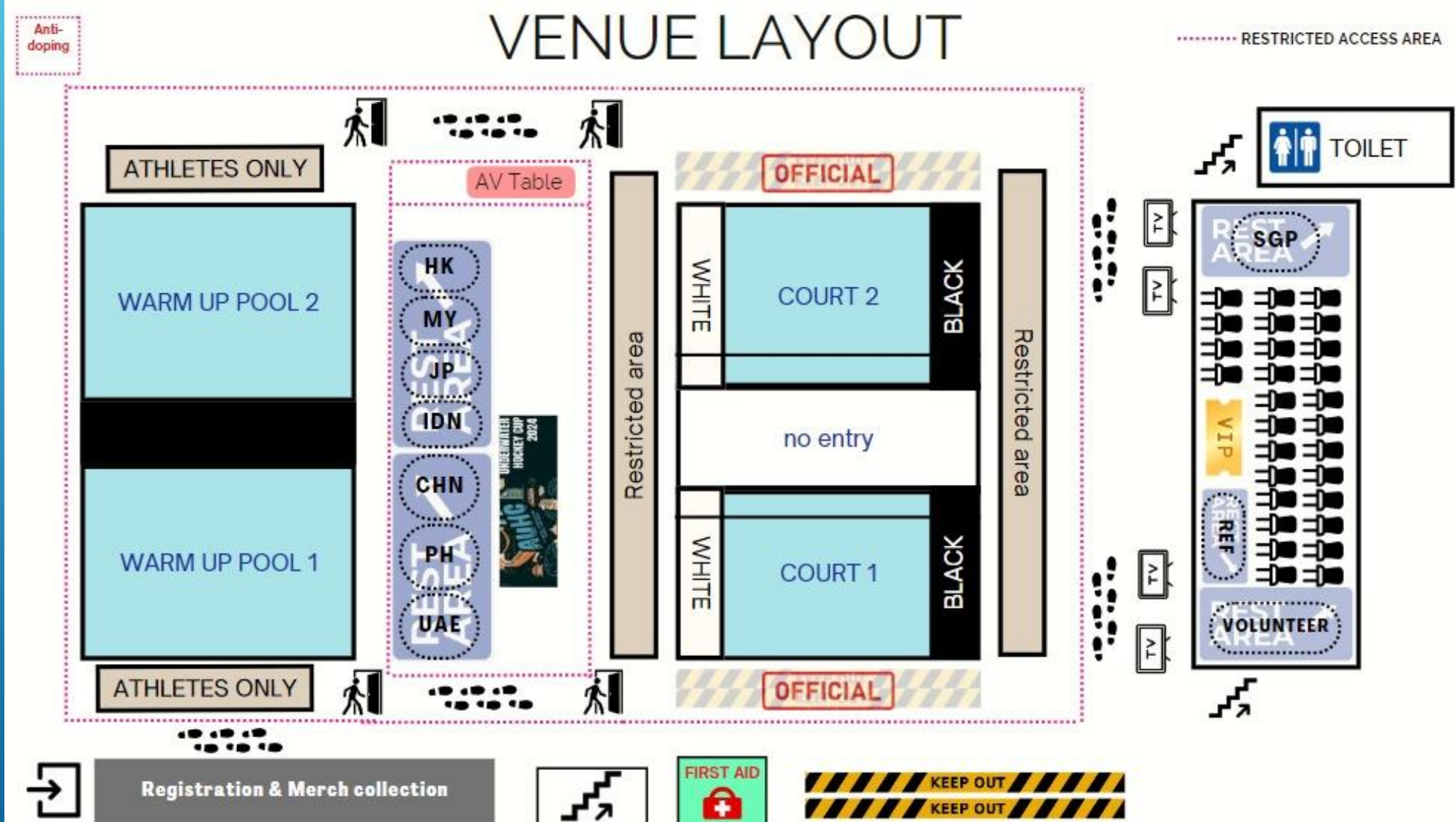


# THE POOL COMPLEX





# VENUE LAYOUT





# POOL COMPLEX



## General Comments

- i. Tournament ID (UWH Portal QR Code) is required at all time for entry into the pool facility and access to the Pool Deck Area for your games
- ii. Court 1 is the court nearest the pool entry
- iii. White starts from the warm up pool end of the court
- iv. The pool area between the two courts is a “No-Entry Zone”
- v. The tournament notice board is located by the pool entrance
- vi. Team contacts will be notified via WhatsApp group for any tournament announcements





# REGISTRATION & GEAR CHECK





# REGISTRATION & GEAR CHECK



This will be held at the pool complex on Thursday 8<sup>th</sup> August from 9.00am to 12noon as per the following schedule:

Time	Countries
9.00am – 10.00am	China & UAE
10.00am – 11.00am	Philippines, Japan & Hong Kong
11.00am – 12 noon	Malaysia, Singapore & Indonesia

Please ensure you bring:

- ▶ Passport (required to confirm nationality and date of birth)
- ▶ All playing gear
- ▶ Any practice puck – needs to be soft coated to meet pool requirements
- ▶ Signed Drug Acknowledgement form (to be handed in at registration)



# THE GRADES





# THE GRADES



1. **Men's Elite and Women's Elite**
  - ▶ Full round robin followed by playoffs, semis and finals
2. **Men's Masters**
  - ▶ Double round robin followed by semis and finals
3. **Women's Masters**
  - ▶ Series of five games between the two teams – top seed after the 5 games wins
4. **U19**
  - ▶ Competition will be 4 v 4 format
  - ▶ Double round robin followed by semis and finals
  - ▶ Different game times for these games (RR = 7 min halves & Finals = 12 min halves)

NB: We have added two non-competition games for the MW and EW Seed 5 teams in available game slots



# ACCESS TO THE POOL

## Competition Games





# ACCESS TO POOL – WARMUP POOL



The warmup pool will be available to teams **35 minutes prior** to the scheduled commencement of their game

- i. Team gear bags can be stored in the allocated rest area for the respective countries
- ii. Any member of the team that goes in the water must clearly have showered before entering the warm up pool.
- iii. No sunblock is permitted to be used in this facility (pool requirement)
- iv. No silicon is to be applied after warm up (to maintain pool clarity)



# PRE-GAME GEAR CHECK



- i. Gear check will be available to be undertaken **from 15 minutes** prior to the commencement of the games by the warm up pool
- ii. Playing team/notification of non-playing squad members is to be advised to the respective score bench **15 mins prior** to the commencement of the game
- iii. Teams are requested to respect the teams playing in the prior game in providing space whilst playing and as they exit the pool



# ACCESS TO POOL – DURING THE GAME



During the team's actual game, access to the pool deck is restricted to the following:

- i. Up to 10 players
- ii. Up to 4 support persons, limited to:
  - a) A maximum of **two** people in the water at any time
    - i. One person (the Coach) in the designated Coaches area; and
    - ii. A support person in the area behind the Coaches / substitution area  
(The support person is not permitted in the playing area at all)
  - b) A maximum of **two** people at any time on end of the pool that the team is defending
- iii. The Coach must wear a green cap





# ACCESS TO POOL – POST GAME



Teams have 5 minutes from the conclusion of their game to vacate the pool deck area

- i. The warmup pool is available for 10 minutes following your team's game for post-game cool down.

**Note:** *If games are running late, teams entering for warm up will take priority.*

**Post Game Interviews** - teams are to provide one player to be interviewed after each game. Interview will be poolside (in front of the banner) and up to 60 seconds – finals may be longer

No access to the restricted pool deck area will be permitted to players and team management outside of times set out above



# POOL SET UP





# POOL MARKINGS



All pool markings are:

- ▶ In the grout between the tiles
- ▶ The 5m and 2m are marked on the barriers
- ▶ Goal volume is also marked
- ▶ These will be reviewed and remarked as required throughout the tournament



# SUBSTITUTION AREA



- ▶ Sub benches within the marked off areas

## *Reminders:*

- ▶ The “snorkel breaks surface” substitution rule applies
- ▶ The chief referee must see the snorkels of players in the substitution area, i.e., no heads under the water to watch the game
- ▶ There is to be no contact with the lane ropes



# TIME PENALTY AREA



- ▶ Identified by markers on the pool wall
- ▶ Each team go to their respective sides (side they are defending)
- ▶ Time will commence once the player has reached the penalty area and the game has restarted – not when seated
- ▶ The official time is the one the timekeeper tracks, not the one on the game timing or video system
- ▶ If moving to end wall to get out do not interfere with play

## *Reminders:*

- ▶ Do not enter the water until told by the chief referee or their delegate
- ▶ Only slide into the water when permitted to return to the game



# IN-WATER CAMERA'S



- ▶ There is one mobile camera for each court
- ▶ Please be aware of where these are especially:
  - ▶ When on sub area platforms; and
  - ▶ Coaches in the Coaches area
- ▶ To assist the online broadcasting a minimum of 4 minutes between matches is necessary. If matches run over time the time between matches will be shortened until the time is caught up.
- ▶ No unauthorised recording of games will be permitted (including by coach in water) as these are subject to CMAS copyright.
- ▶ The match videos will be available on CMAS TV.



OTHER





# PLAYER MARKINGS



All players:

- ▶ 75mm cap number on shoulders
- ▶ 100mm cap number on both legs
- ▶ “C” and “VC” as appropriate on each arm





# REFEREE FEEDBACK



## Referees feedback forms:

- ▶ These are available from the score benches
- ▶ Please return to the mailbox by the score bench for court one.



# PROTESTS



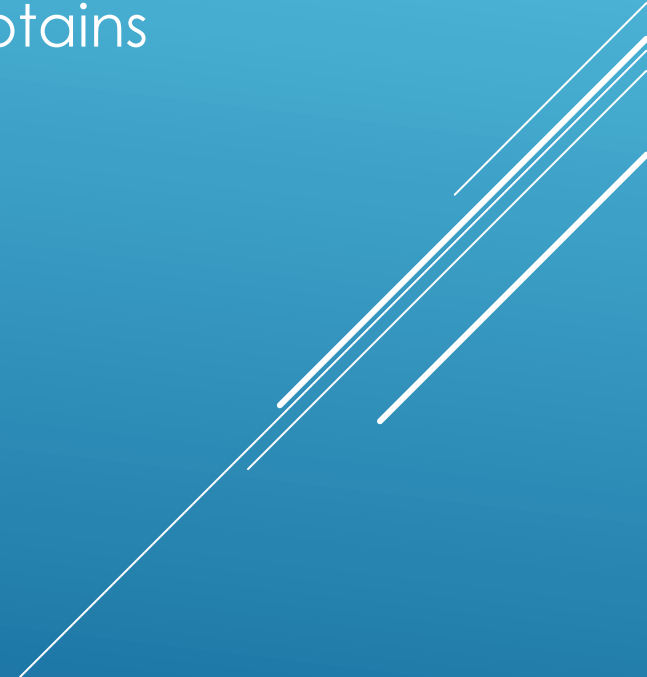
- ▶ Rules as per UWH Procedures and Obligations v2
- ▶ Protest to be announced to Technical Delegate or Tournament Referee within 15 minutes of the end of the game
- ▶ Written protest to be lodged with Technical Delegate or Tournament Referee within one hour of the end of the game together with deposit of SGD150 (EUR100) cash
- ▶ Protest form is available at score bench (optional use)



# GAME SHEETS



- i. Teams are to advise the referee team (when doing gear check) of the non-playing team members no less than 15 minutes before the scheduled commencement of their game
  
- ii. Game sheets are to be checked and signed by both captains after the game





# RULE CLARIFICATION





# OFFENSIVE BEHAVIOUR



- ▶ No offensive behaviour will be tolerated
  - ▶ Whether by players, coaches or spectators
  - ▶ In or out of the water
  - ▶ Before, during or after games
- ▶ Any offensive behaviour will be dealt with firmly following the guidelines as set out in the UWH Procedures and Obligations v2.0
  - ▶ Letter from Technical Delegate may be issued



# STICKS GLOVES & SNORKELS



Refer to the CMAS Underwater Hockey Equipment Tournament Guidelines which can be found on the CMAS Website under [UWH Regulations](#)



# MASKS



Legal  
Mask has two separate lenses



Legal  
Mask is monolithic – the lens and bezel are made from one piece



Illegal  
Mask has lens and bezel (not monolithic), and has one single lens



# PLAYER IN GOAL VOLUME



- i. Players are not permitted to have any part of their body in the goal volume to stop a goal.
- ii. Should the puck be stopped by any part of a player's body in the goal volume then this will be deemed to be an illegal stop infraction (with the appropriate penalty), except for dangerous play.





# ADVANTAGE SIGNAL



- ▶ The referees will be signalling above the water when they are playing the advantage when close to the surface
- ▶ The chief referee will revert to the referee signalling
  - ▶ Advantage first and / or
  - ▶ Advantage where another referee calls for a stoppage of play



# PENALTY SHOT



- ▶ Time will be stopped for all penalty shots
- ▶ Defender must be touching the wall behind the goal
- ▶ All players must be on the surface before the buzzer is sounded to commence penalty shot, if they are not then the penalty shot will be restarted
  
- ▶ Time will recommence once the result of the penalty is advised by the chief referee and buzzer sounded for the game to be restarted



# DANGEROUS SHOTS



- ▶ These will be assessed on a case-by-case basis at the sole discretion of the referees

Guidelines (*but not definitive*):

- ▶ A puck hitting a player on an upward path will be deemed dangerous
- ▶ A puck hitting a player on a downward path may not be considered dangerous if player has ability to move from pucks path
- ▶ Dangerous shot includes where puck hits own team player



# OBSTRUCTION



- ▶ Must have an “**active**” component
  
- ▶ Examples:
  - ▶ Taking space (“star fish”)
  - ▶ Shooting behind a player and barging in the player
  - ▶ Dropping elbow or shoulder on player
  - ▶ Leaving legs/fins in the way on a curl
  - ▶ Locked arm (16.3.12.1)
  - ▶ Following underneath a player to lift the player off court floor



# CONCUSSION PROTOCOL



- ▶ A copy of the Concussion Protocol to be used at this tournament can be found on the CMAS website – [here](#)
  
- ▶ In case of a suspected concussion:
  - ▶ Referee time out called
  - ▶ Referees/Support team assist player from the pool
  - ▶ Written medical clearance must be obtained and presented to the Technical Delegate before being allowed to resume participation in the tournament.



# BLOOD PROTOCOL



- ▶ Any player with bleeding **MUST** be removed from the pool – A referee time out may be called to do so.
  
- ▶ A player cannot re-enter the pool until all blood is removed and the bleeding has been stopped.



# COMMUNICATION DEVICES



## For the purposes of clarification

- ▶ Players are not permitted to use communication devices during games at this tournament
- ▶ The referees may use communication devices at their sole discretion for the sole purposes of providing an excellent refereeing performance for your games



*On behalf of the organising committee and the tournament officials we wish you and your team a very successful and enjoyable Asian Cup here in Singapore*