



UNDERWATER HOCKEY RULES (Mixed)

Confirmed: 4 March 2006

These championships are conducted in accordance with the current rules and regulations of Underwater Hockey NZ http://www.underwaterhockey.org.nz/f_refrules.htm with the following exceptions and competition clarifications:

1. TEAM SIZE

- 1.1 Each team shall name a squad not exceeding twelve (12) players.
- 1.2 Each captain/manager shall confirm their squad with the competition manager prior to the start of the competition at the Sport Technical Meeting.
- 1.3 The six (6) starting players and four (4) substitutes must be named for each match with the rest of the squad named as non playing reserves.
- 1.4 Each squad must have at least three (3) women, at least one (1) women in the water at all times.
- 1.5 The minimum number of players that can be fielded without incurring a forfeit is five (5) (see forfeits section below for more details).

2. MATCH DURATION

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| 2.1 | All Matches – | 2 x 15 minute halves |
| 2.2 | Half time – | 3 minutes |
| 2.3 | Each match shall be continuous without stoppages until the final two minutes of a game during which the game clock will be stopped for all stoppages excluding goals. | |
| 2.4 | Time-outs | One (1) per team per half for one (1) minute |

Please note: Due to exceptional circumstances match durations may need to altered, match durations will be confirmed at the sport's technical meeting prior to the start of competition.

3. POOL AND ROUND ROBIN POINTS

- 3.1 Points for each pool or round robin match shall be awarded as follows:
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| Winning Team: | 4 competition points |
| Drawn Match: | 2 competition points |
| Losing Team: | 1 competition point |
| Forfeiting Team: | 0 competition points (see forfeits section below for more details) |

4. RESOLVING DRAWN SITUATIONS

- 4.1 Pools - In the event that two or more teams are equal on points at the conclusion of pool matches teams will be separated using the following criteria (applied in order):
- (a) The result of the match between the two involved (only to be used when two teams are equal on championship points, if more than two involved move onto (b) to separate)
 - (b) Number of matches won
 - (c) Goal difference (goals for less goals against)
 - (d) Goals for
 - (e) Toss of a coin with the team travelling the greater distance to compete in the championship to call.
- 4.2 Progression and Play – off matches and Gold and Bronze medal matches – In the event that scores are drawn at the end of normal time there shall be two (2) five (5) minute extra time periods played (no time outs will be allowed during extra time), at the completion of extra time if the match is still drawn it will be decided by continuous play until someone scores a goal (“sudden death”) as per the National rules as outlined at the Sport Technical Meeting.

5. FORFEITS

- 5.1 A forfeit will be declared ten (10) minutes after the scheduled start of play time where either team is unable to play.
- 5.2 The forfeit score shall be five (5) goals to nil with zero competition points rewarded to the team that forfeits.
- 5.3 Penalties for forfeiture of playing commitment are outlined in the USNZ Event Bond Policy.
- 5.4 If a team is found to have played an unaccredited player any matches this occurred in will be recorded as a forfeit. The forfeit score or actual completed match score will be recorded; whichever is higher.

6. PRESENTATION AND EVENT POINTS

- 6.1 At the completion of the championship gold, silver and bronze medals will be presented to the first three teams in the competition. A trophy (if existing) will be awarded to the university that wins the competition:
- Mixed Championship
- 6.2 Event points will be allocated to the division as per the USNZ Awards and Points Scoring Policy – Team sports: Points allocation formula

7. UNIFORM REQUIREMENTS

7.1 General USNZ Uniform Requirements

- Each competitor shall wear the uniform of their university
- All required safety and protective equipment for that sport must be worn
- A competitor must not use equipment or wear anything that is dangerous to him/herself or another competitor (including any kind of jewellery)
- Long or sharp fingernails are to be trimmed or taped

7.2 Sport Specific Uniform Standards – The uniform requirements for each sport should be as per the National Sporting Organisations standard's with the following minimum requirements;

Underwater Hockey – Mask, Snorkel (optional), stick, togs, hand protection, fins, caps, and knee and elbow pads (optional)

- All equipment should meet the guidelines as outlined in the international rules
- Wetsuits and weight belts may not be worn

8. DUTY REQUIREMENTS

8.1 The duty requirement for **Underwater Hockey** will be:

- Each team shall be rostered to provide a duty team for a number of matches throughout the championship. Duty teams will consist of three (3) people from one team to fill the roles of water referees x 2, scorer and timekeeper x 1.

8.2 Penalties for not fulfilling the officiating requirement are outlined in the USNZ Event Bond Policy.

9. TOURNAMENT TEAMS

9.1 A tournament team will be selected for the Underwater Hockey competition. The team will consist of up to the starting line up.

9.2 The competition manager will lead the selection process and will outline this process at the Sport Technical Meeting prior to the start of the competition.

9.3 This team will not represent New Zealand University Sport at any stage. Selection in the tournament team is in recognition of outstanding individual performance during the championship only. All selected members will receive a tournament team medal.