

REFEREE ACCREDITATION SYSTEM

PRE-REQUISITES

Level 1 Referee (State Referee)

- To have successfully completed a Level 1 Course.
- To have refereed at least 10-club level games.

Issued - Referees Manual
- Level 1 Badge

Level 2 Referee (National Referee)

- To hold Level 1 accreditation.
- To have refereed at least 20 games in major State Championships and refereed 15 games at National Championships with a Level 2 accredited Referee or higher.
- To hold current. Senior Resus. or equivalent. eg. First Aid.Certificate
- Must pass an in-water assessment by a nominated L2 Referee or higher
- To have successfully completed a L2 Course / Exam.

Issued - Level 2 Badge

Level 3 Referee (International Referee)

- Make application to the National Chief Referee.
- To hold Level 2 accreditation.
- To have refereed at least 20 games at National Competitions as an accredited Level 2 Referee.
- To have successfully completed a L3 Course / Exam set by the National Chief Referee.
- Make application to CMAS through the National Chief Referee.

(Requires two (2) passport photos signed, and a correctly filled in application form.)

Issued - Level 3 Badge

COURSE STRUCTURE

Level 1

15 Min. Introduction by Course Leader - ideally local Chief Referee.

15 Min. Outline of Course by Refereeing Instructor.

60 Min. Guest speaker - ideally a Referee or Umpire from a high profile sport;
eg. Football, Tennis, Netball

90 Min. Theory session as set out in the attached sheet.

240min. Practical in-water session.

90min. Exam on the following day.

What are we trying to achieve ?

The object of this Level One Course is
to produce Officials (Scorers,
Timekeepers, In-water Referees and
Chief Referees) with a clear
understanding of the
Basic Rules and Conduct
of an
Underwater Hockey Match.

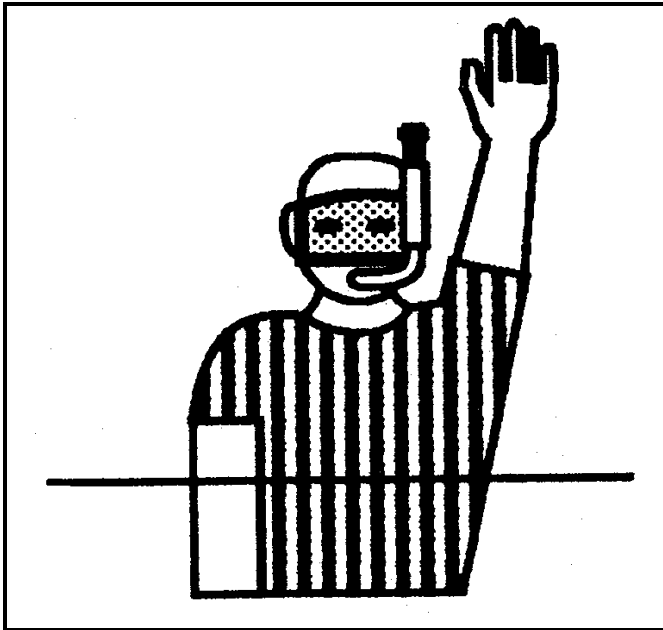
A Referee is an
Arbitrator.

A good
Referee is always in **Control**

Control = {
Concentration
Knowledge of Rules
Positioning
Fitness
Communication
Composure

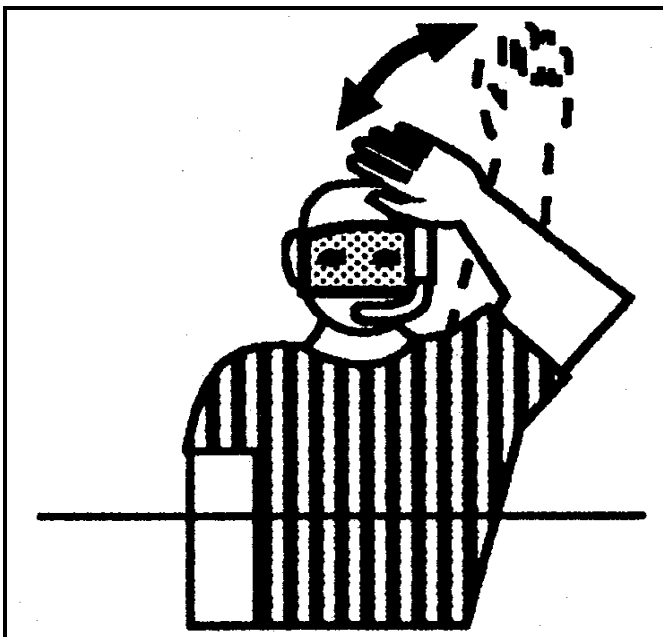
SIGNALS

Ready to Start



"I'm signalling that I am ready for play to start, because I'm in the right position and the puck is correctly placed."

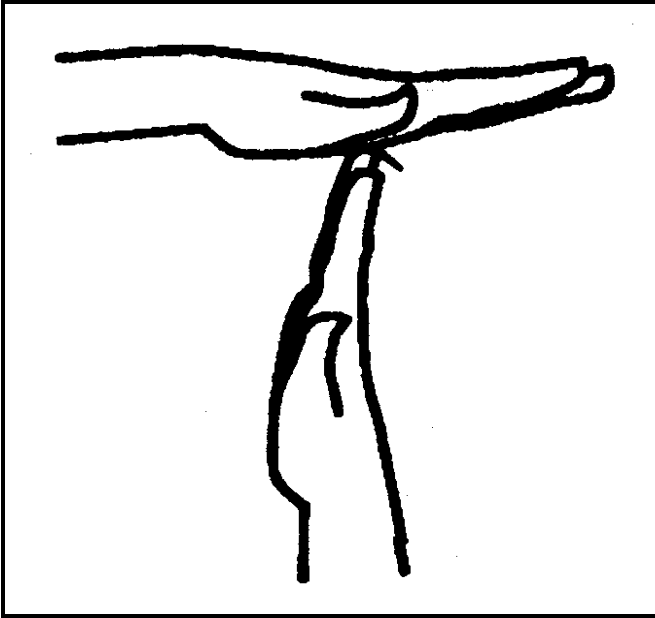
Stop



"I'm signalling a Stop to play because I have seen an infringement, or the puck has been played out of bounds."

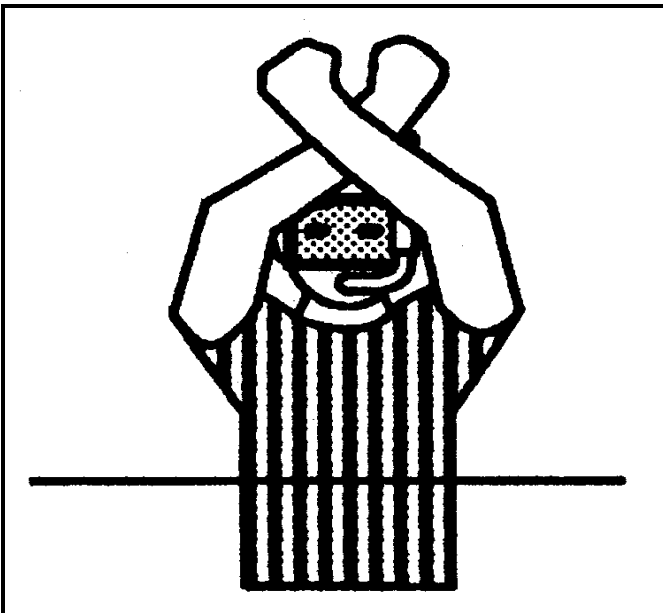
SIGNALS

Time



"I'm signalling an end to a 'TIME' period. It is either half or full time in a Normal or Time-On period. "

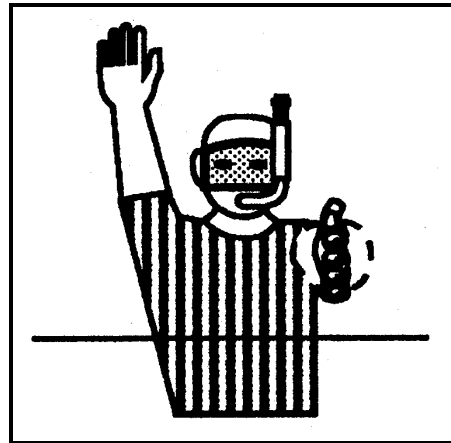
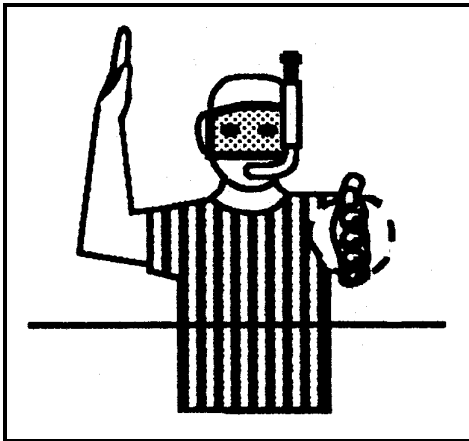
Equal Puck



"I'm letting the teams know that an Equal Puck has been awarded."

SIGNALS

Advantage Puck

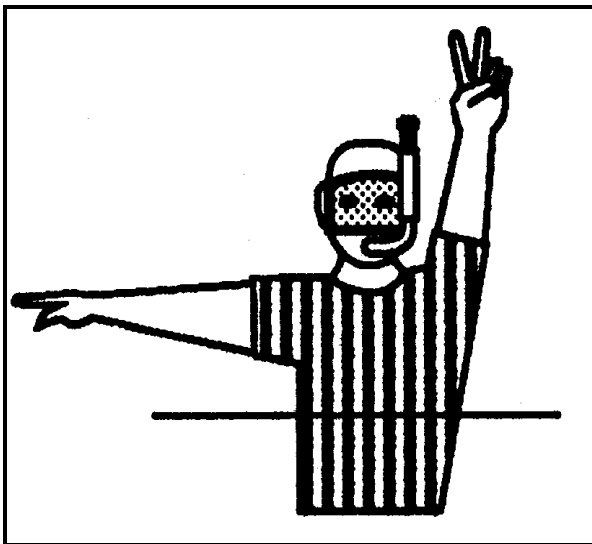


A

Sequence of 2 distinct, crisp actions:

1. *I'm signalling an Advantage Puck to one team and have moved 3m off the puck indicating the imaginary line to the other Referee.*
2. *I'm ready as all players are ON-SIDE, behind the line.*

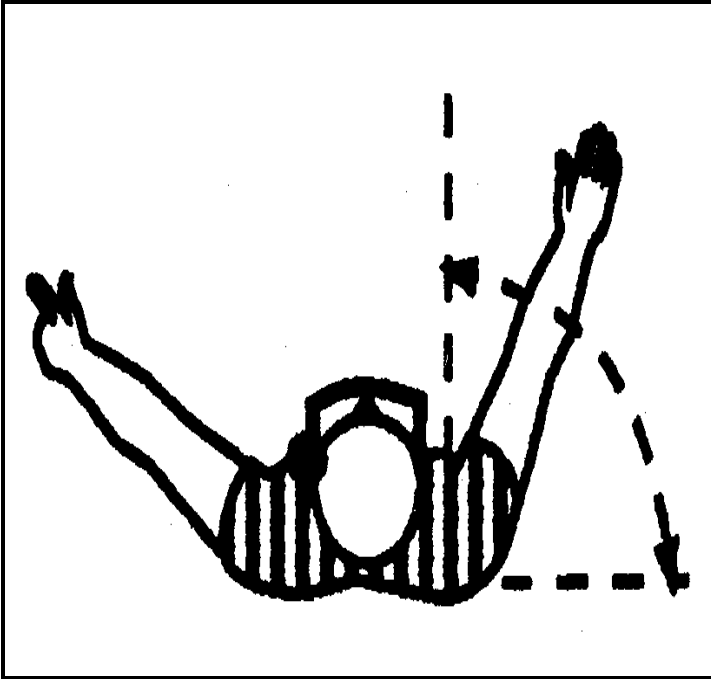
Time Penalty



"I'm signalling a Time Penalty by pointing to the player, then the penalty area. 1 finger raised = 1min. 2 fingers raised = 2min."

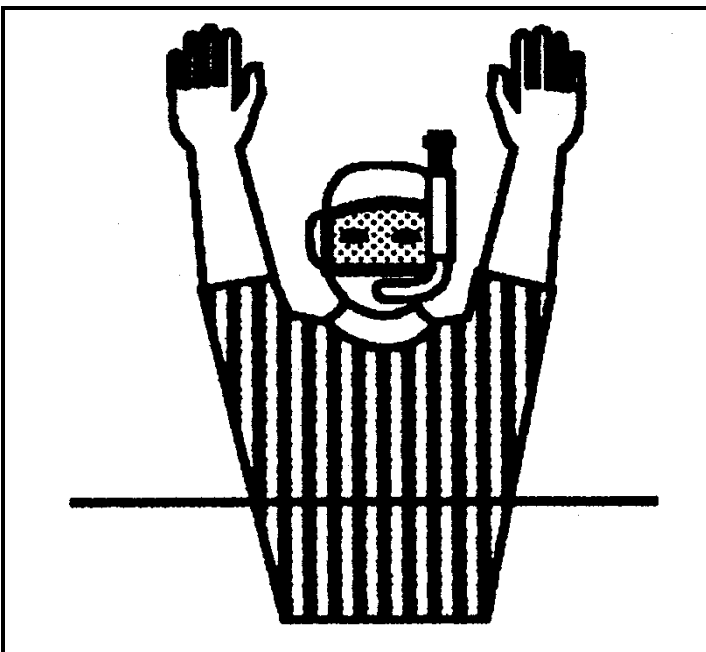
SIGNALS

Total Dismissal



"I'm signalling that a player is dismissed for the remainder of the match and cannot be replaced."

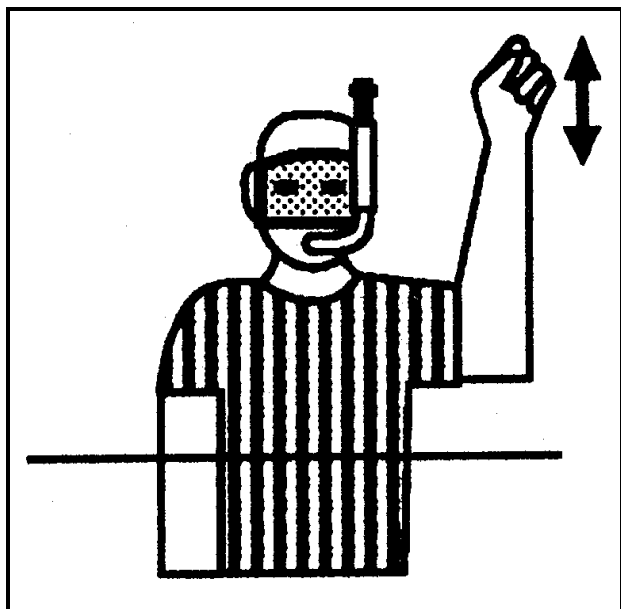
Goal



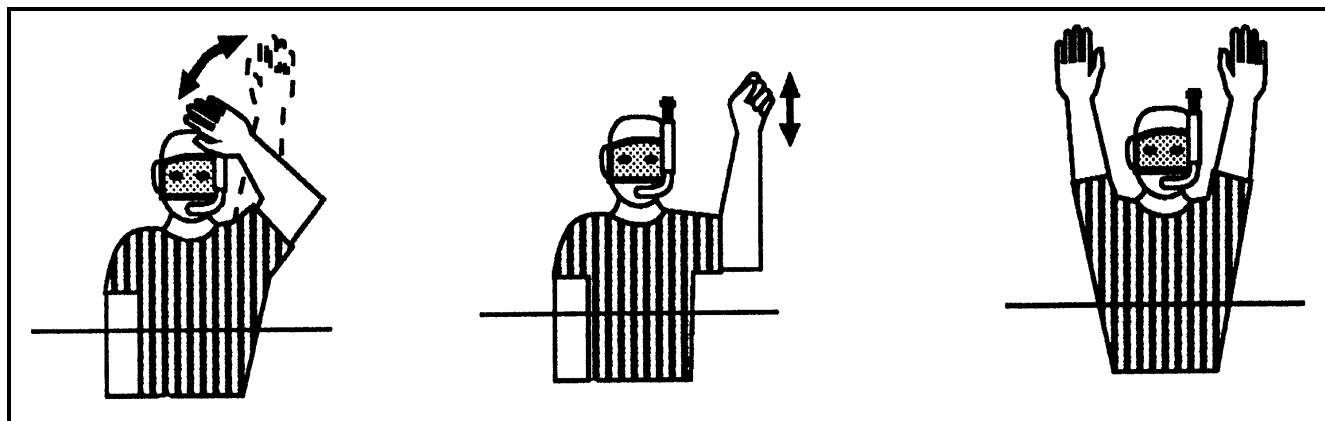
"I'm signalling that a Goal is scored because I've seen the puck fully enter the goal volume (even if momentarily) and touch either the back or bottom of the goal. (Goal is confirmed when both Referees have signalled as such)."

SIGNALS

Penalty Shot



"I'm signalling a Penalty Shot because I've seen an infringement within the 3m radius of the goal, that stopped an almost certain goal from being scored."



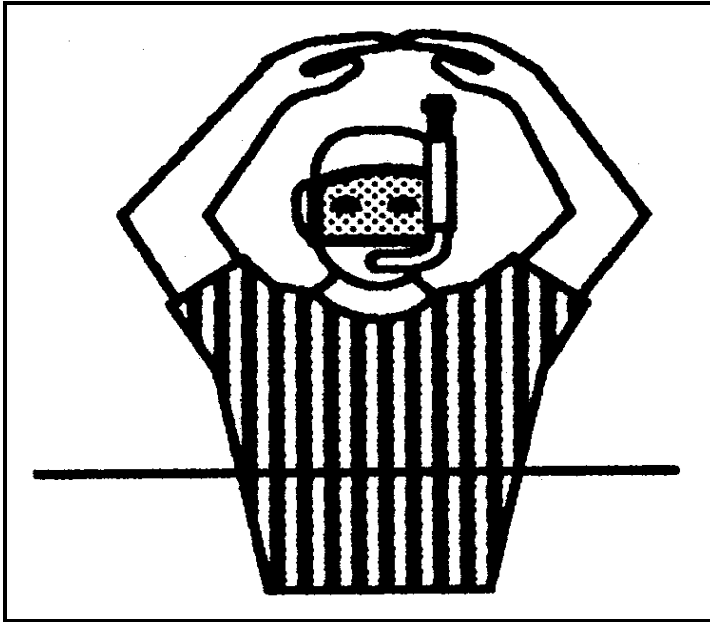
Penalty Goal

A Sequence of 3 distinct, crisp actions.

"I've seen a serious infringement inside the 3m radius of the goal and am awarding a Penalty Goal to the attacking team."

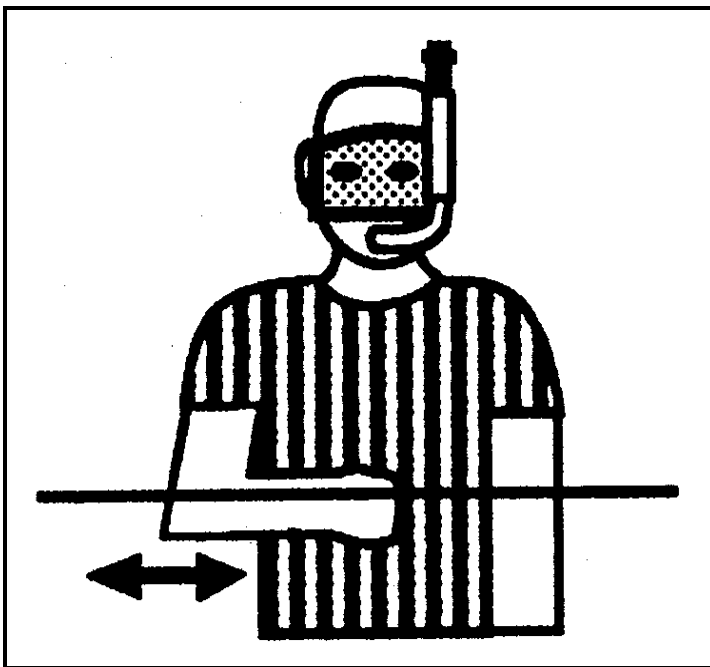
SIGNALS

Time Out



"I'm signalling or acknowledging that a team has requested a 1 minute Time-Out period"

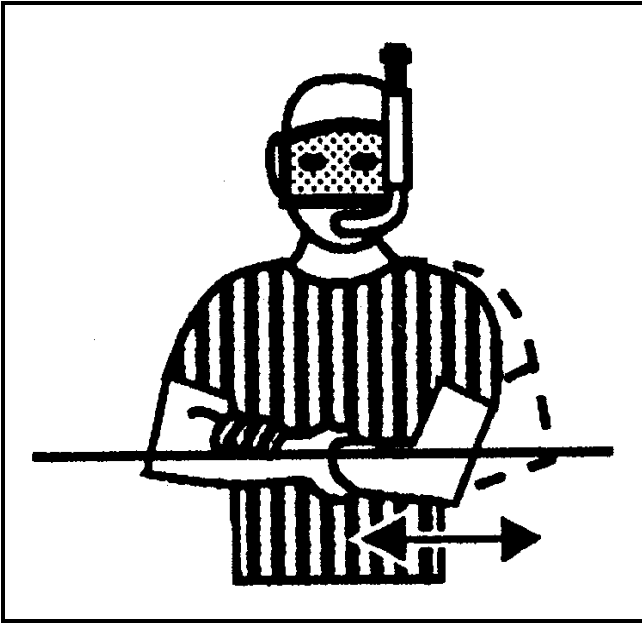
Illegal Use of Free Arm



"I'm signalling to a player that he/she has illegally used their free arm."

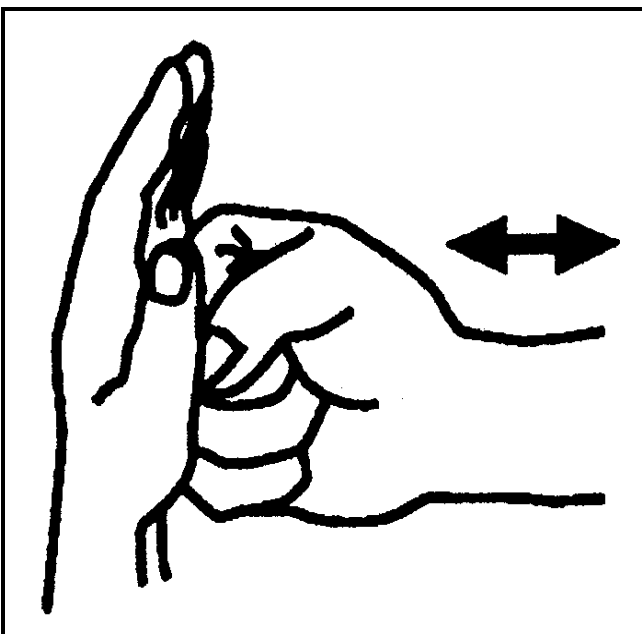
SIGNALS

Obstruction, Barging, Blocking, Shepherding



"I'm signalling to a player that he/she has committed one of the above fouls."

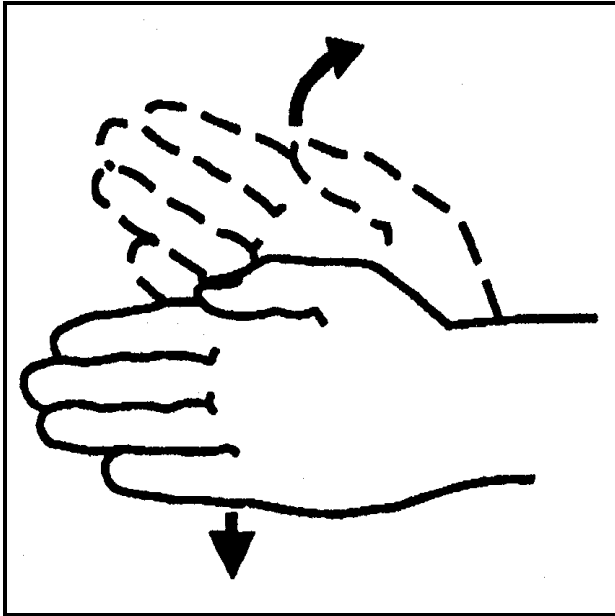
Advancing the Puck with the Free Hand, or Stick Infringement



"The player has used their hand (free or stick) to advance the puck, or has committed a stick infringement."

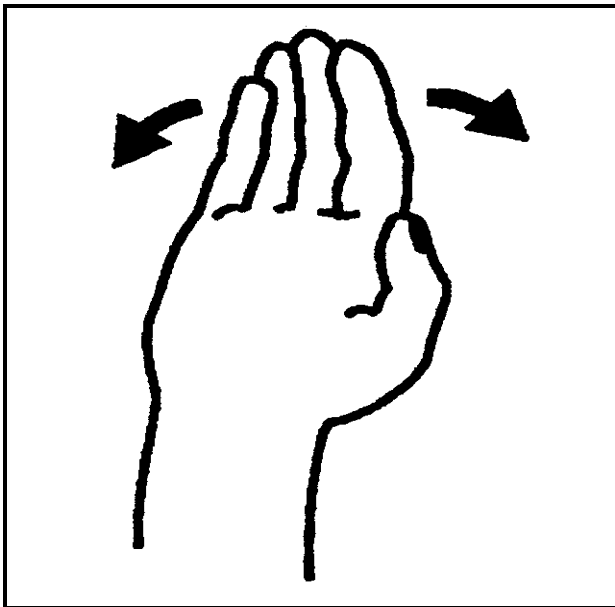
SIGNALS

Illegally Stopping the Puck



"I've seen a player stop the puck with anything other than the stick. (Intentionally or otherwise)"

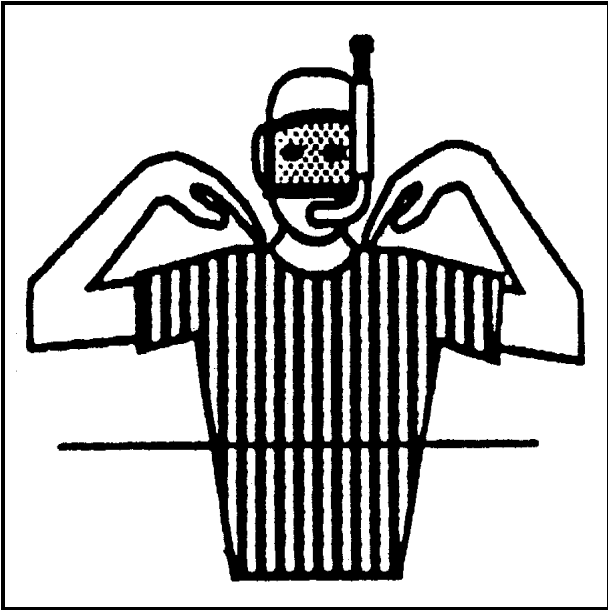
Call by Referee



"I'm signalling the player/s to me so that I can talk to him/her/them."

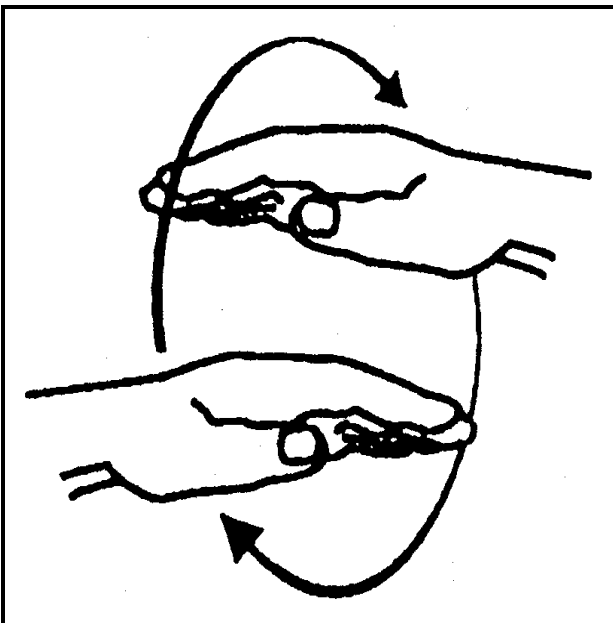
SIGNALS

Time Suspension



*“As Chief Referee, I’m signalling the suspension of time because of exceptional circumstances.”
(All clocks STOPPED)*

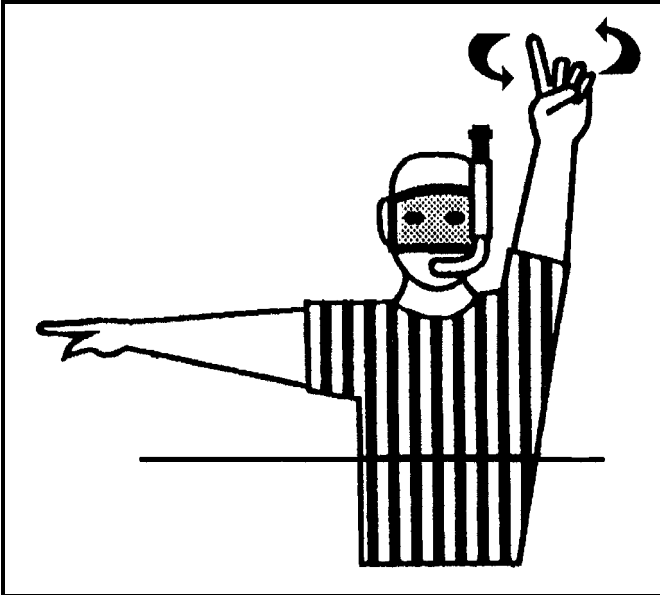
Illegal Substitution



“I’m signalling that a player has committed an Illegal substitution.”

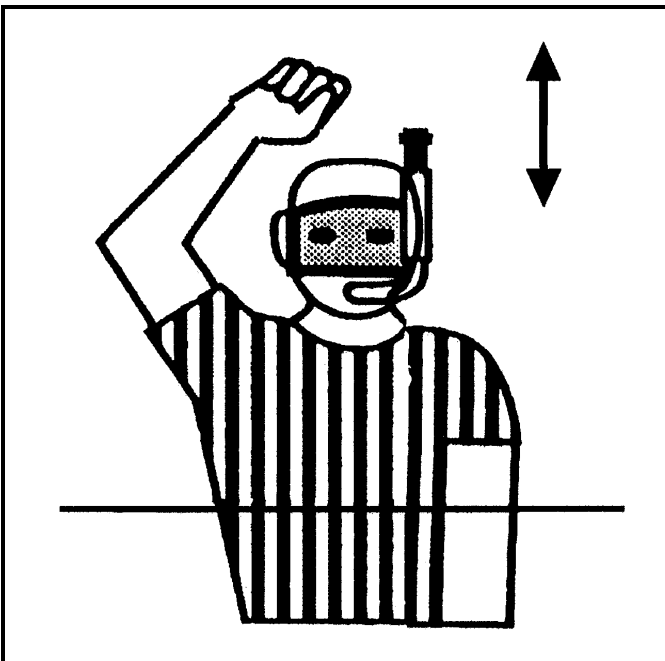
SIGNALS

Illegal Start



"I'm signalling that I've seen a player break from the start of play either at the beginning of 'time -on' or when a free puck is being taken."

Unsportsmanlike Behaviour



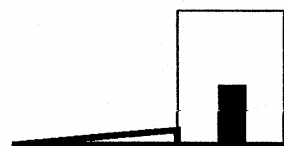
"I've witnessed a player acting in an unsportsmanlike manner and am awarding a free puck to the opposite team."

GOALS

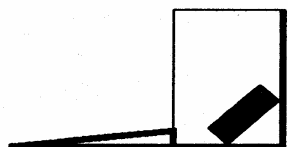
The following illustrations show situations where a goal **IS** awarded.



(A)



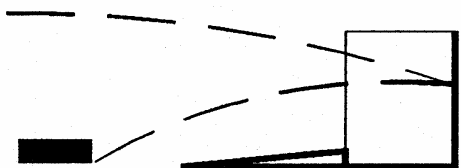
(B)



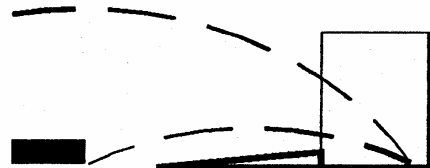
(C)



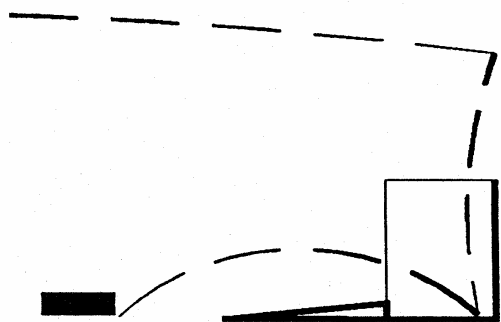
(D)



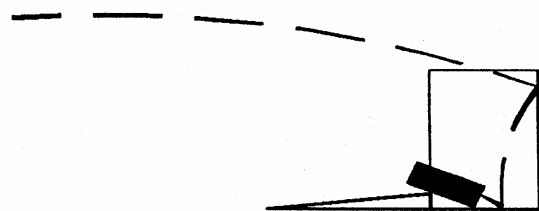
(E)



(F)



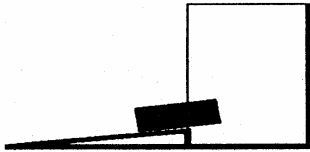
(G)



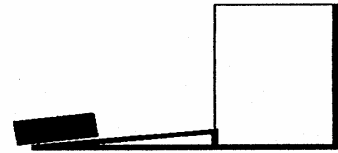
(H)

NO-GOALS

The following illustrations show situations where a goal should **NOT** be awarded.



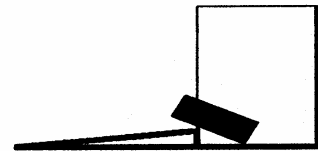
(I)



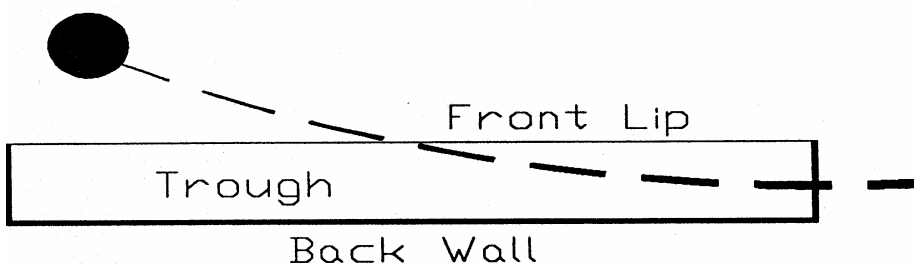
(J)



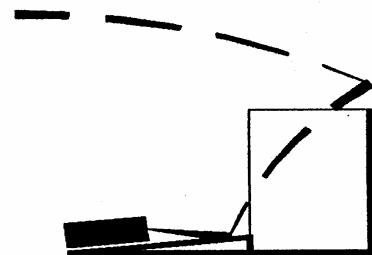
(K)



(L)



(M)



(N)

THE NATURE OF FOULS

MINOR INFRINGEMENT

- most stick infringements
- incorrect starts
- most obstruction infringements

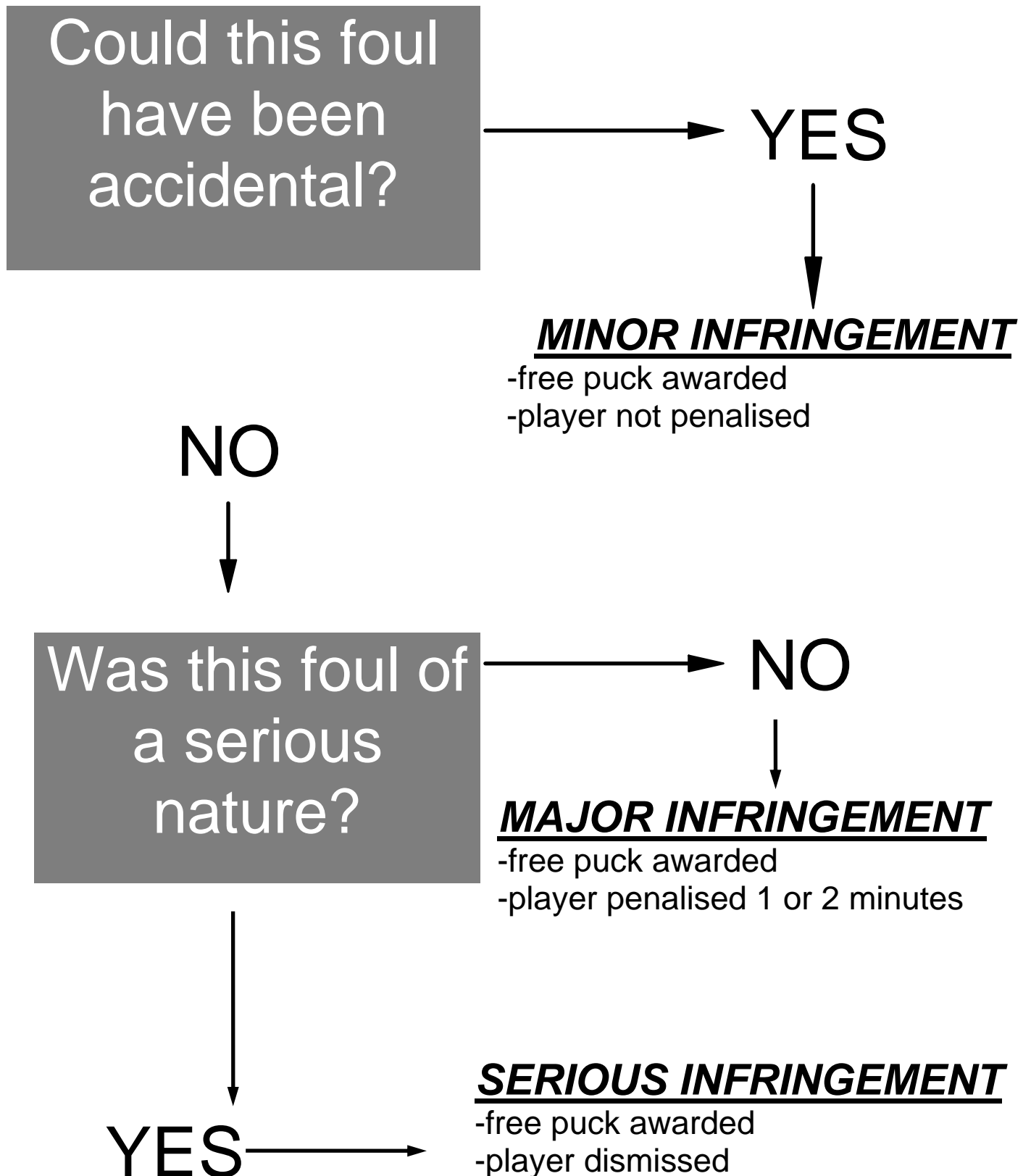
MAJOR INFRINGEMENT

- grasping, holding, pulling
- obscene language, abuse
- deliberate obstruction
- continued minor infringements

SERIOUS INFRINGEMENT

- fighting, striking
- continued major infringements

FOUL SELECTION PROCEDURE



PENALTIES

**Action open to
Referees!**

**Cautioning
Time Penalty
Total Dismissal**

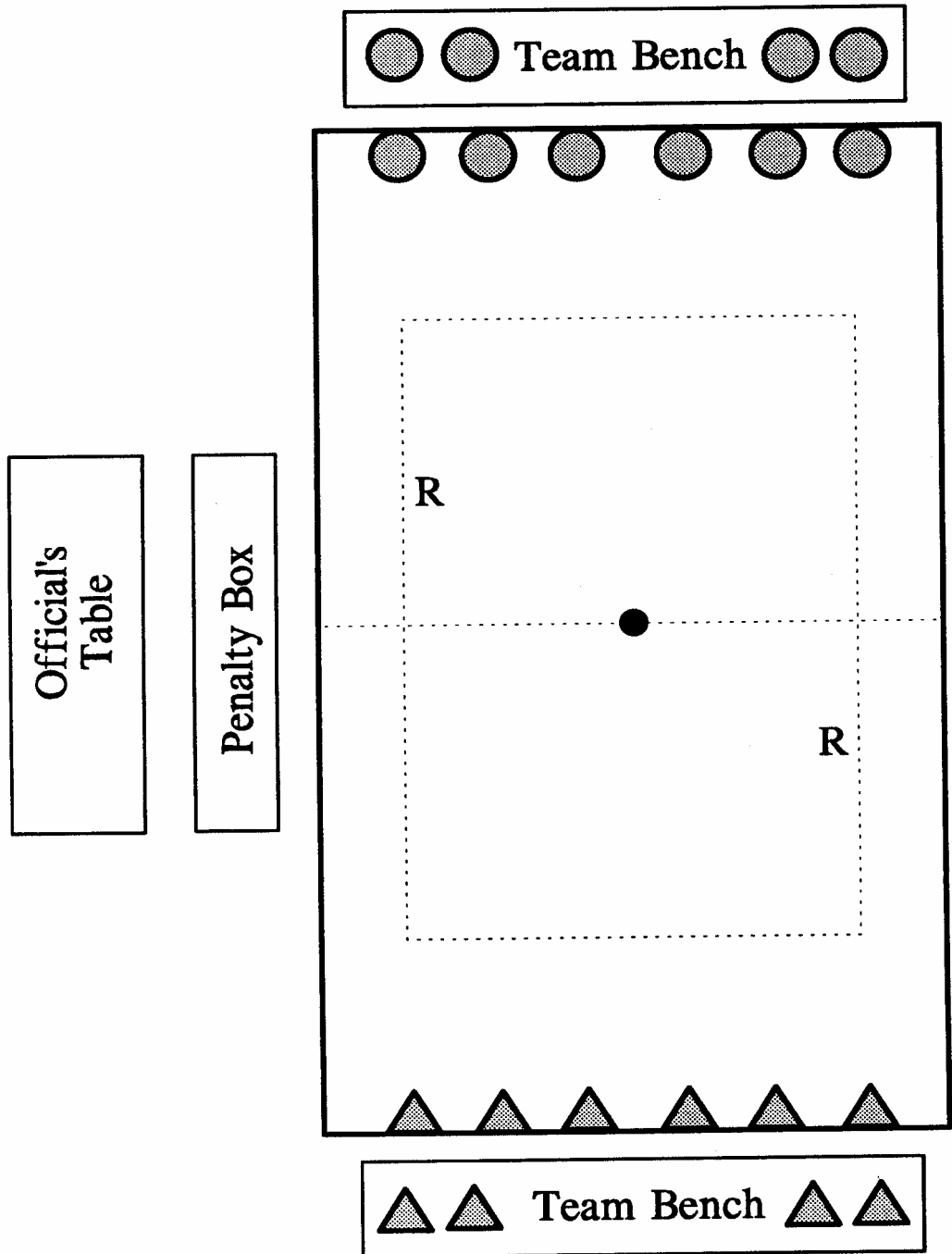
**Equal Puck
Free Puck
Penalty Shot**

Side Line-out

(In Exceptional cases ONLY)

BREAKING

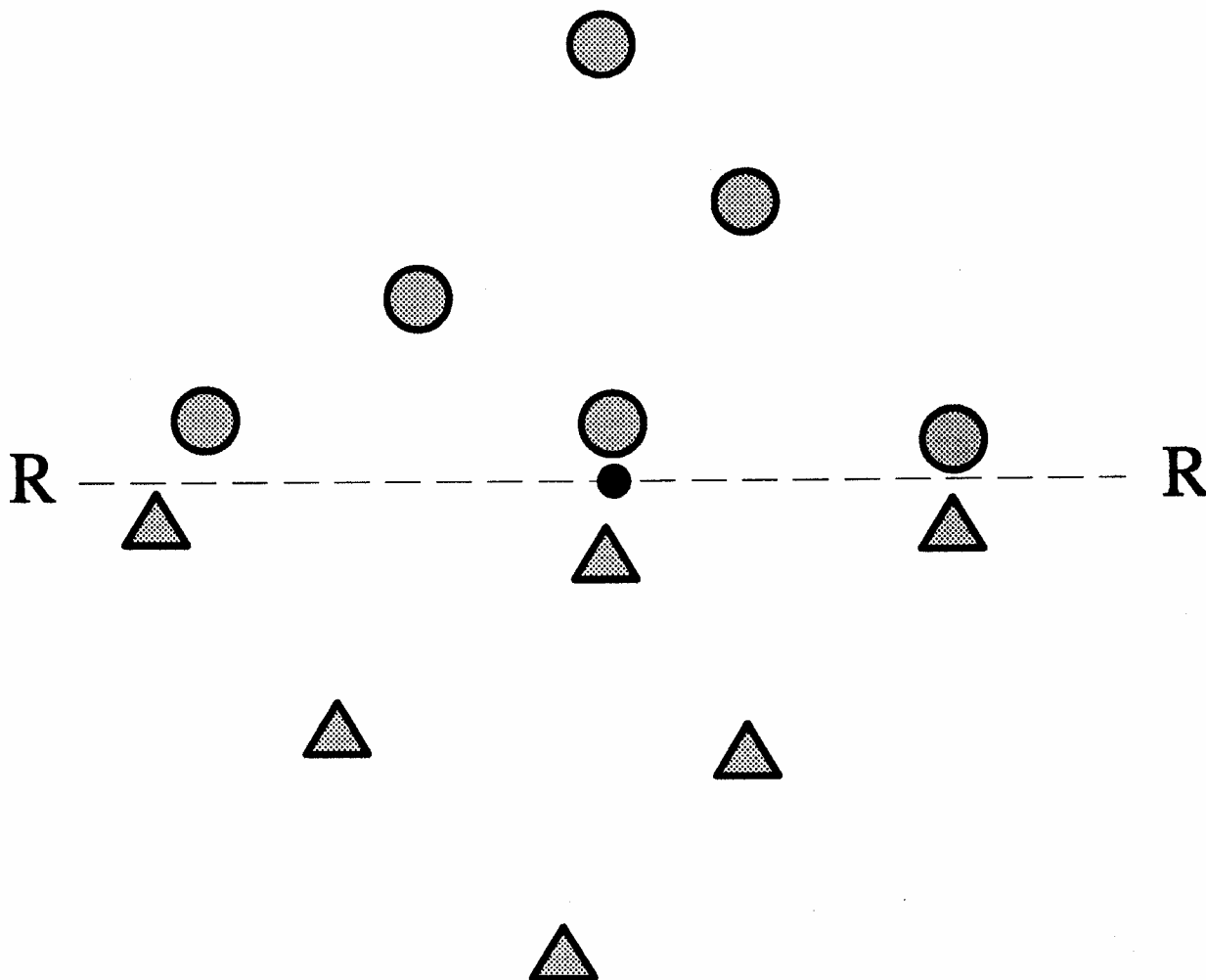
from starting position



- Stop the game.
- Award a free puck against the offending team and place the puck at the centre of the pool.

EQUAL PUCK

Player & Referee Positioning

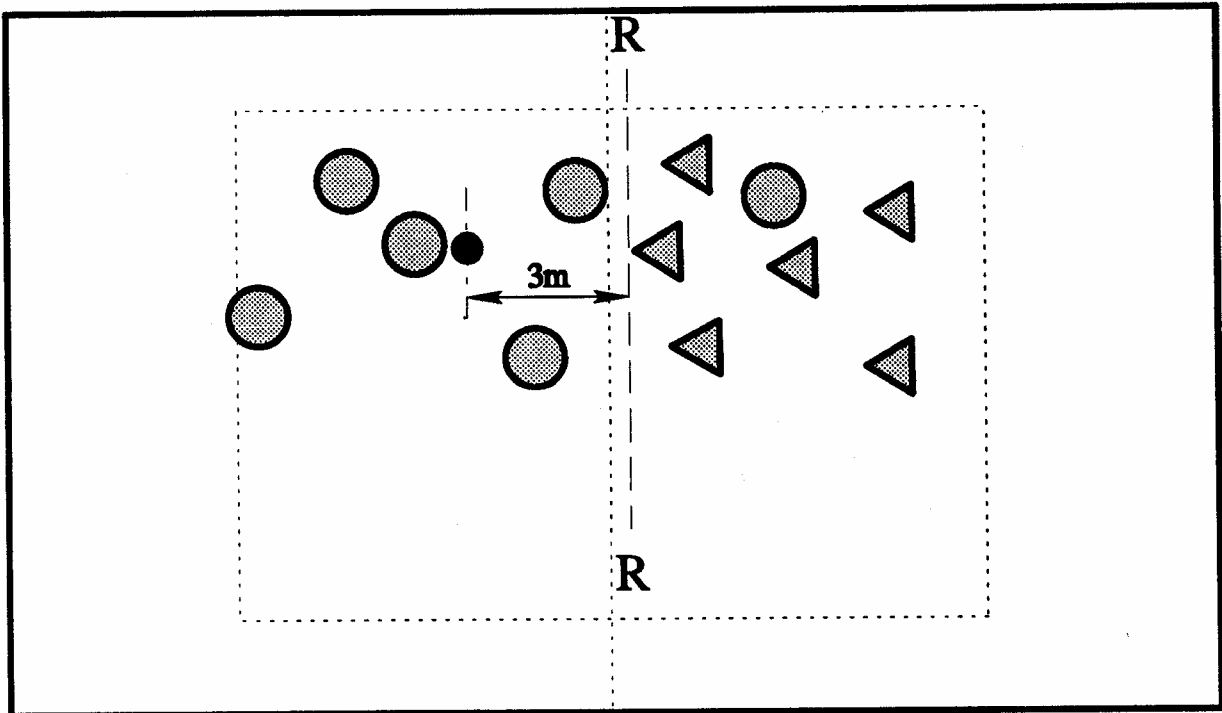
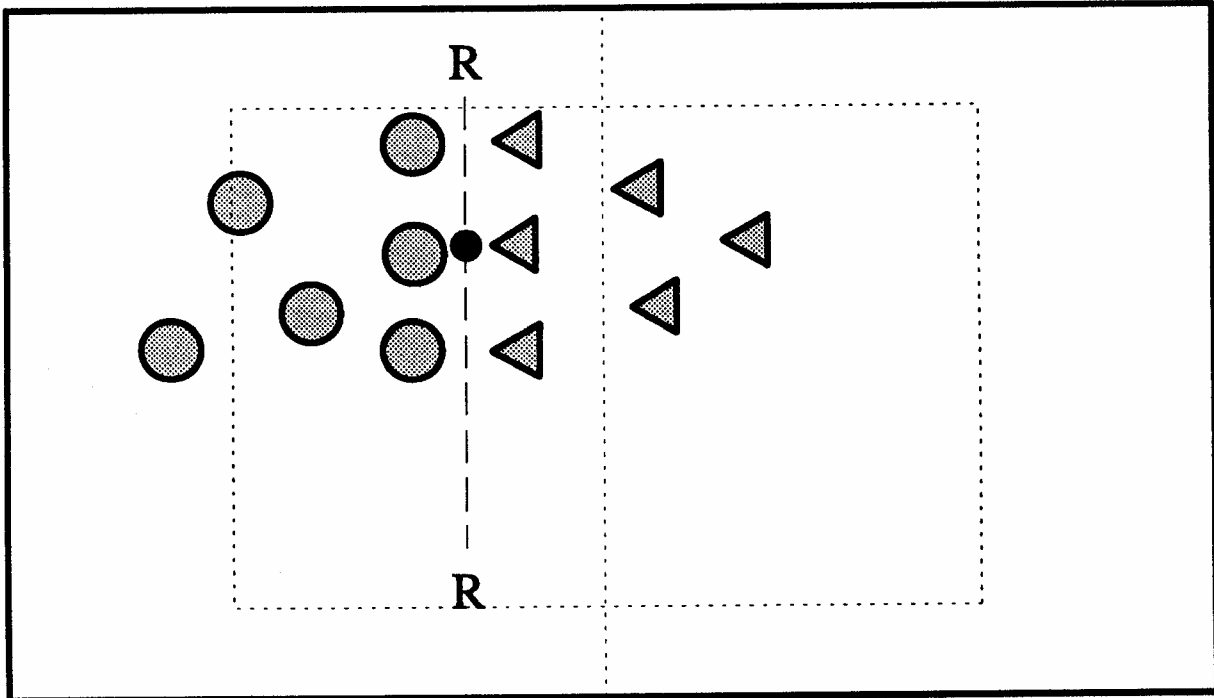


ALL Players **MUST** start from the **SURFACE**

and be **ON SIDE**

BREAKING

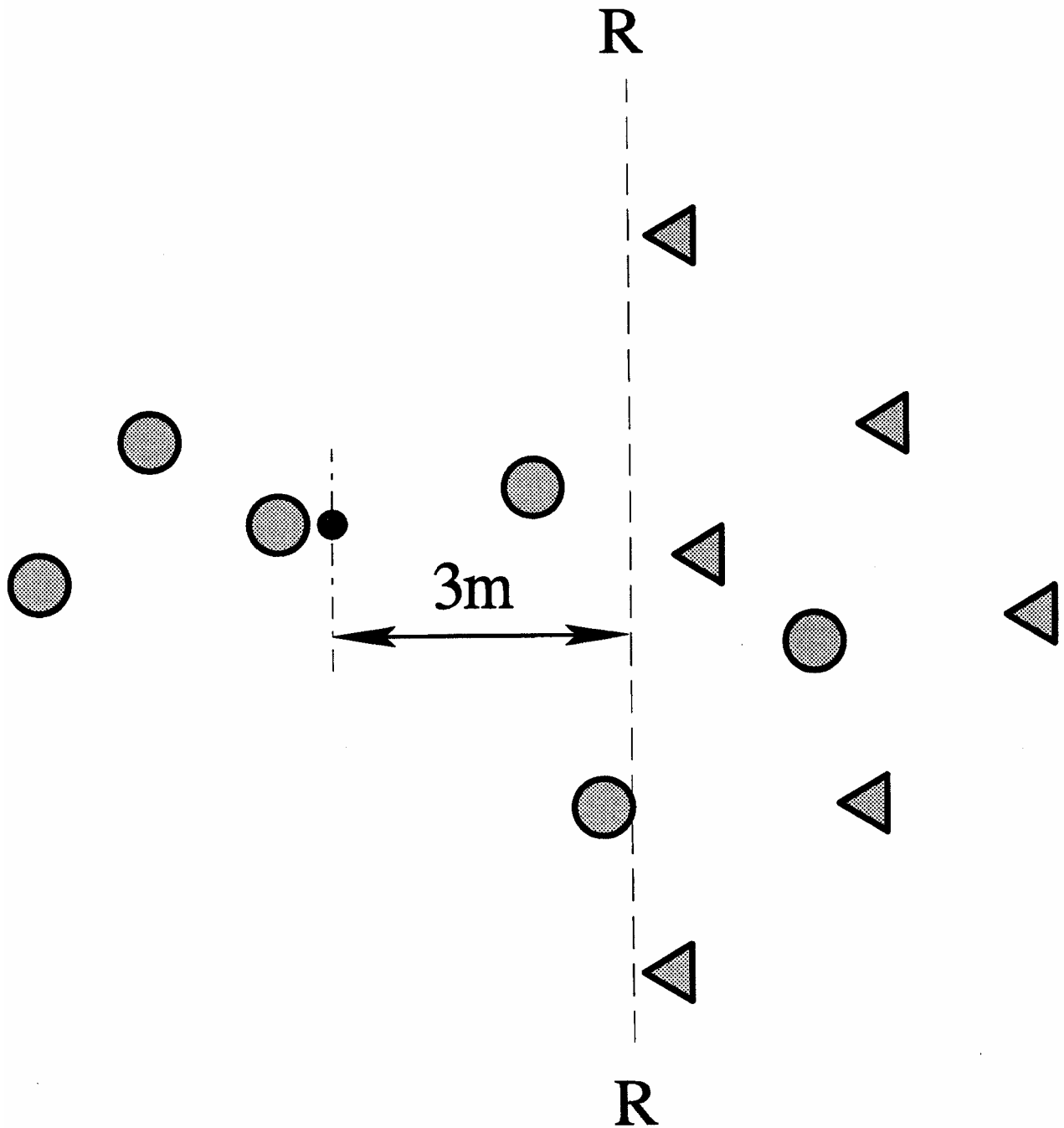
from Equal Puck



It becomes a **FREE PUCK**

FREE PUCK

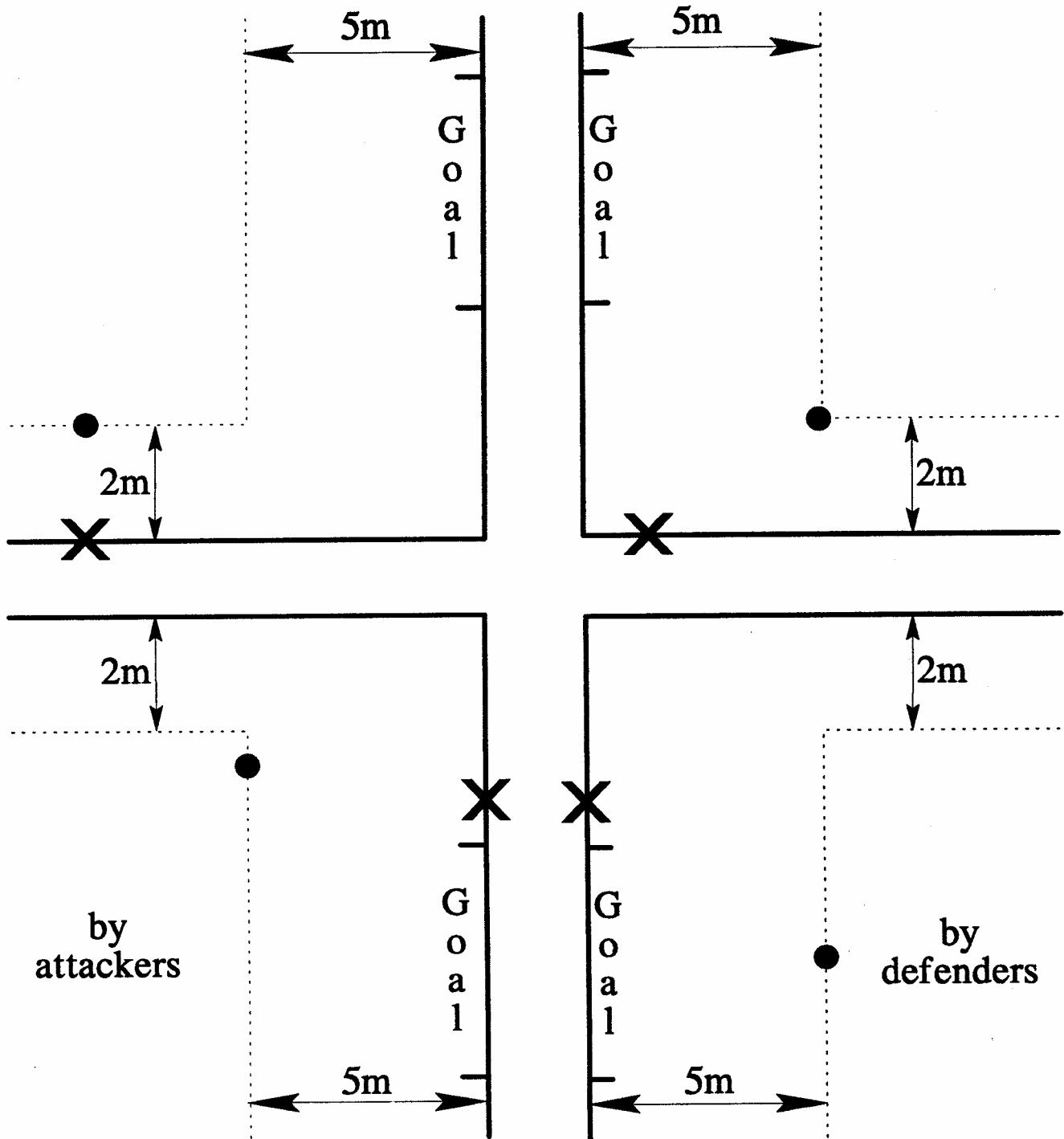
Player & Referee Positioning



FREE PUCK

Played Out of Bounds

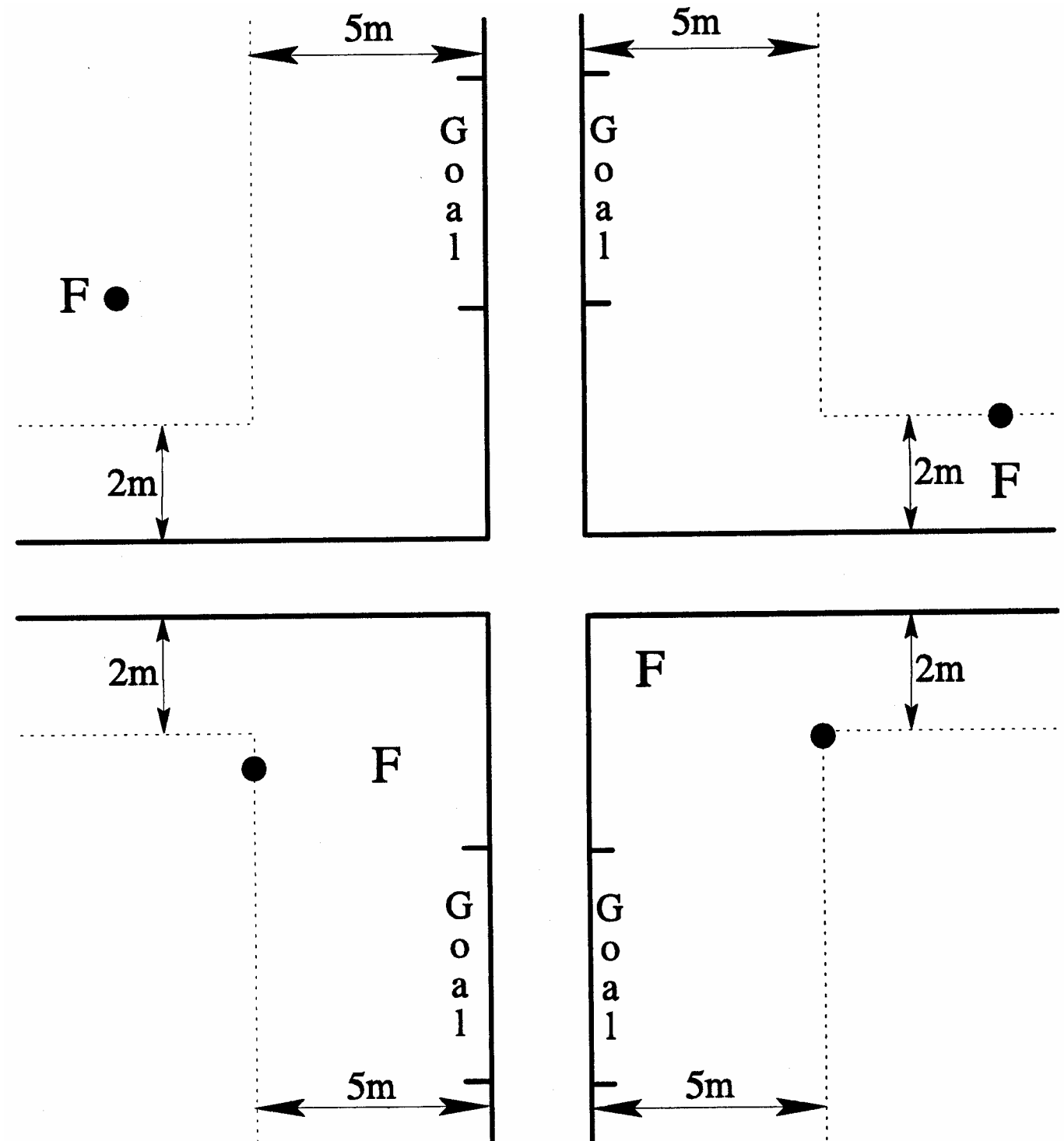
(For exceptional circumstances ONLY)



CMAS Rules require a fully enclosed court!!

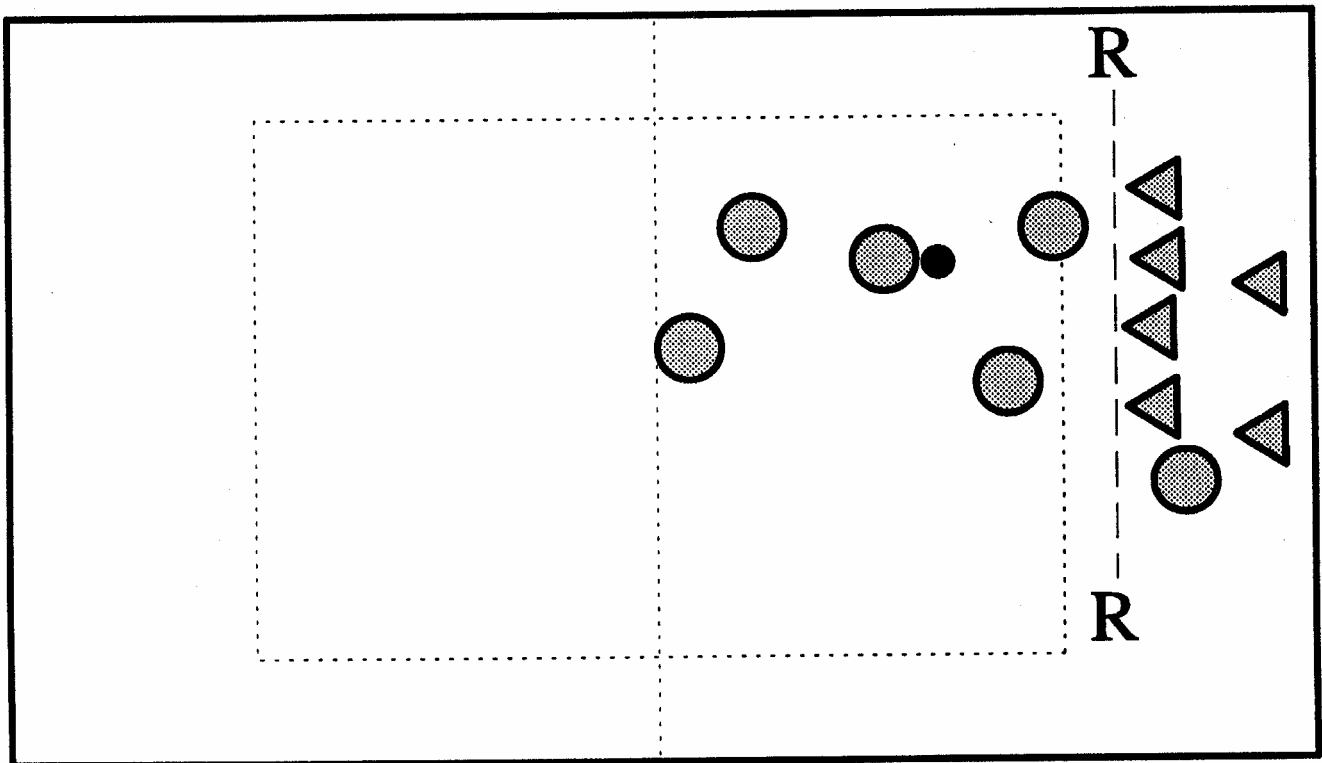
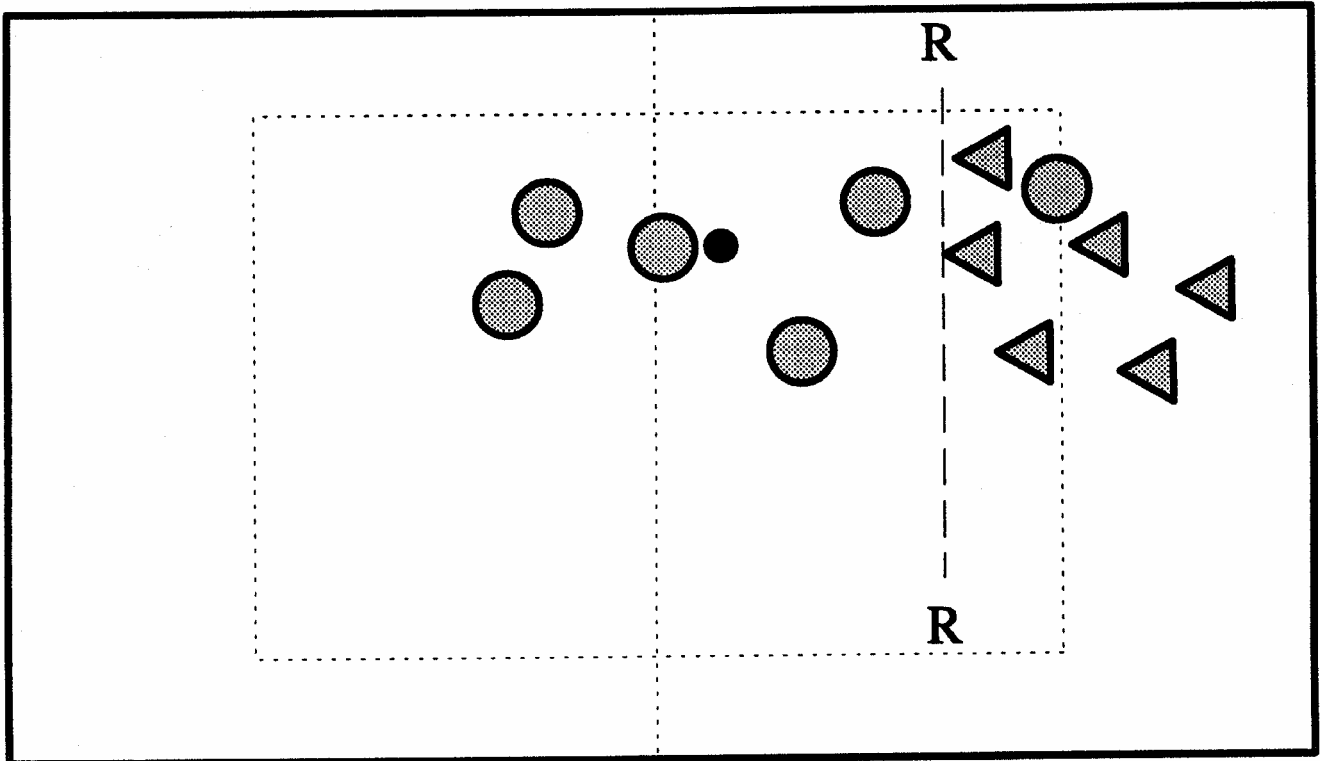
FREE PUCK

Placement After Infringement



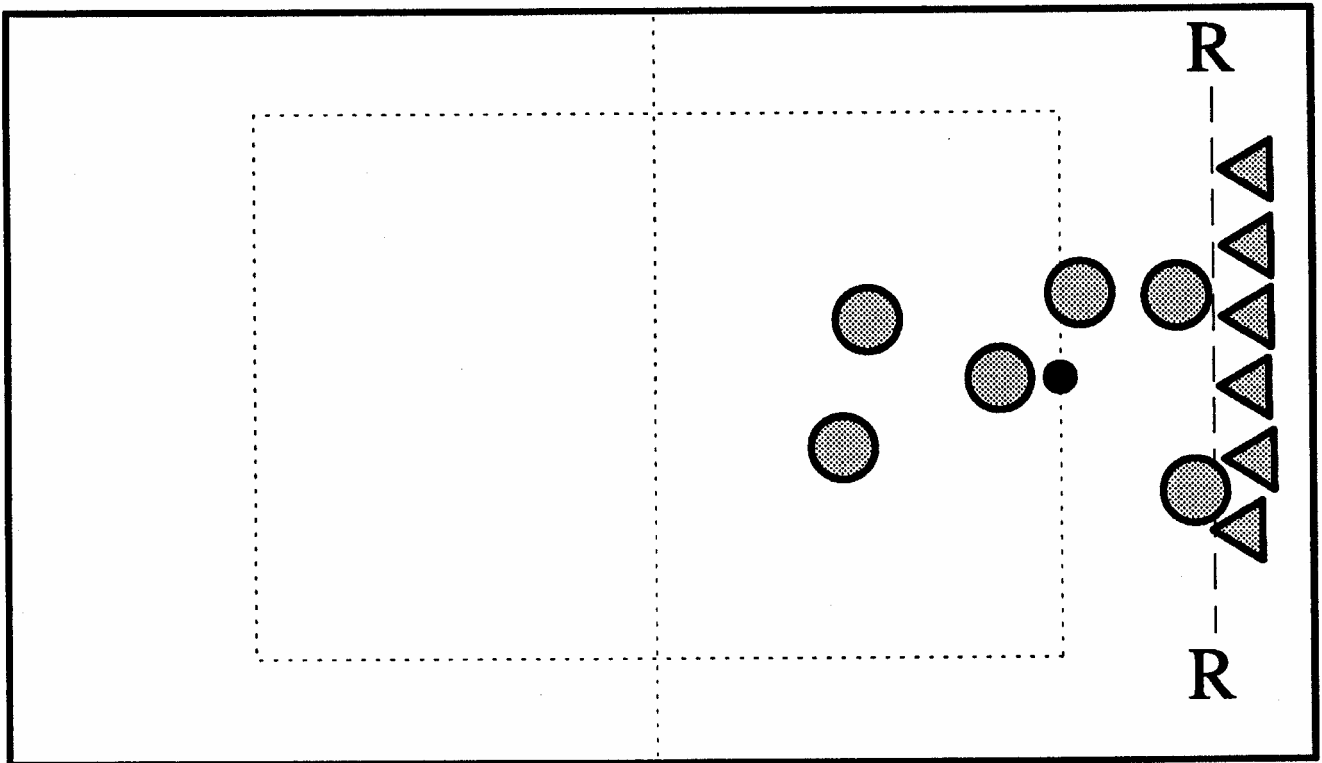
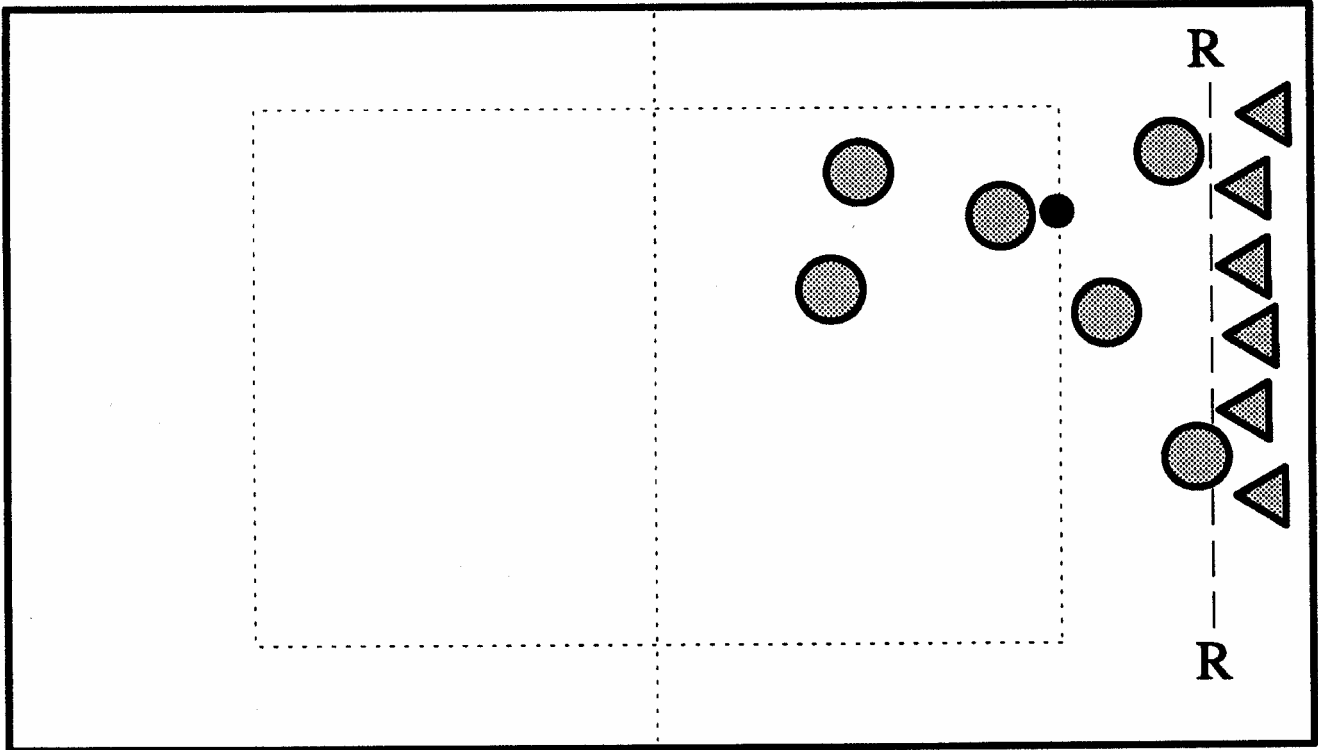
BREAKING

from a Free Puck



BREAKING

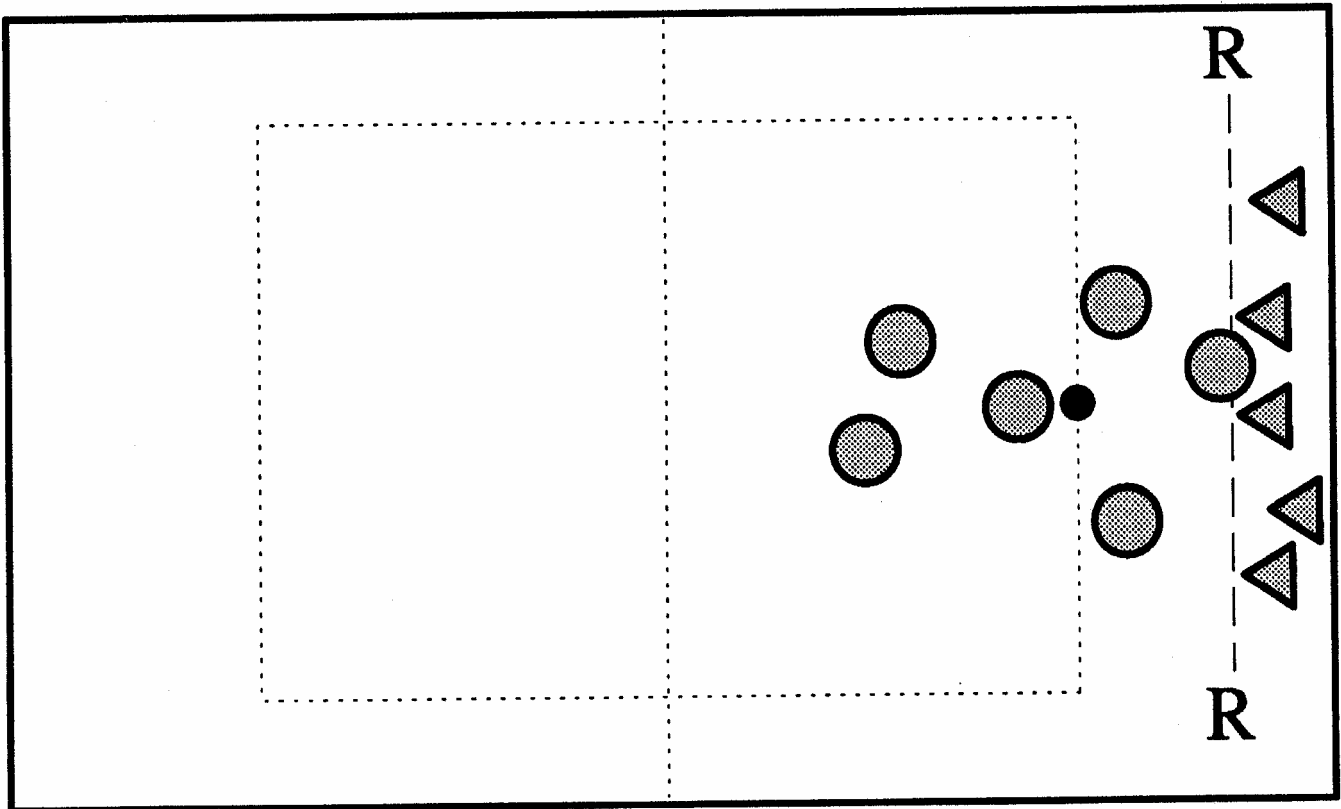
from a Free Puck



BREAKING

from a Free Puck

Break - One player in Penalty Box.

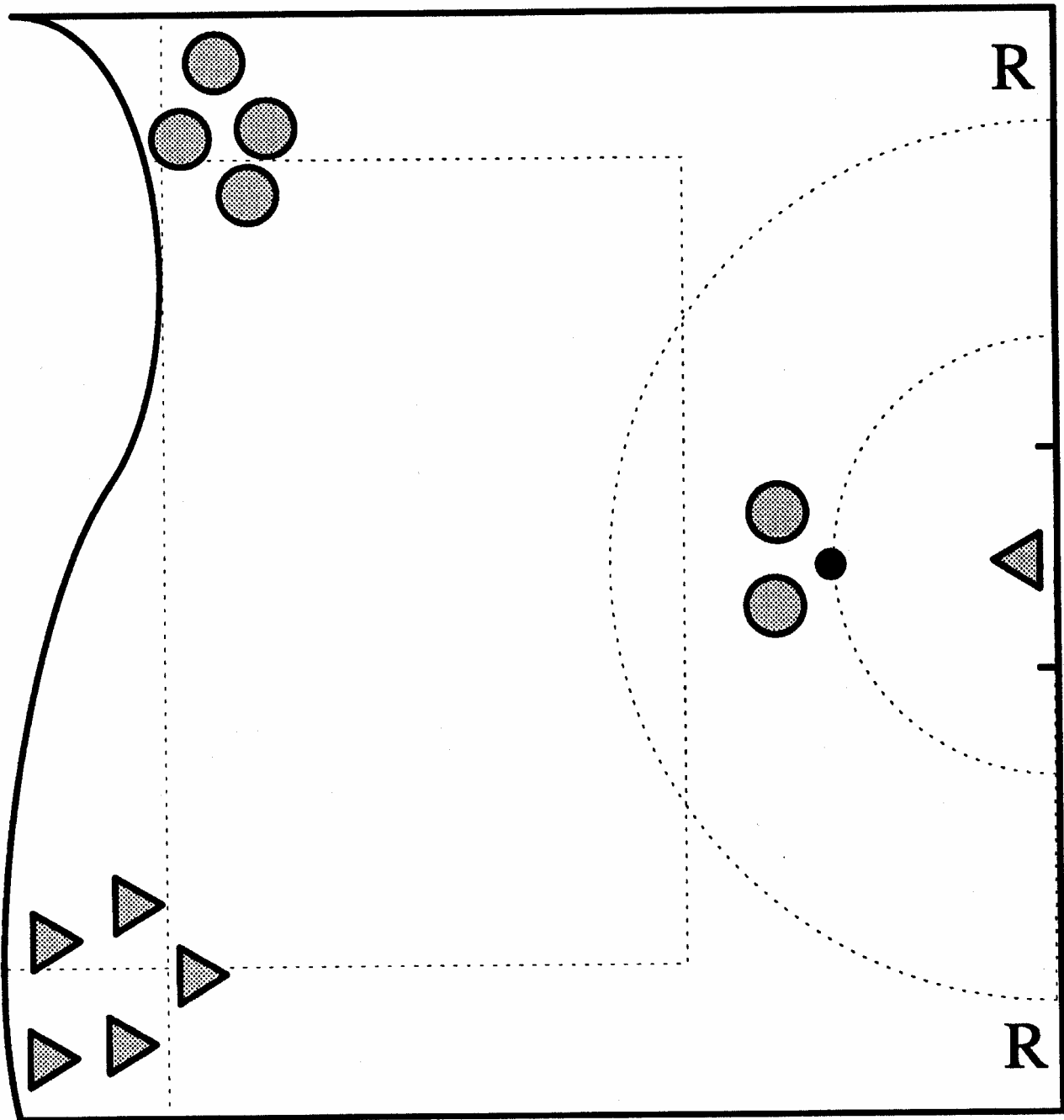


Break Again - Two players in Penalty Box etc.



PENALTY SHOT

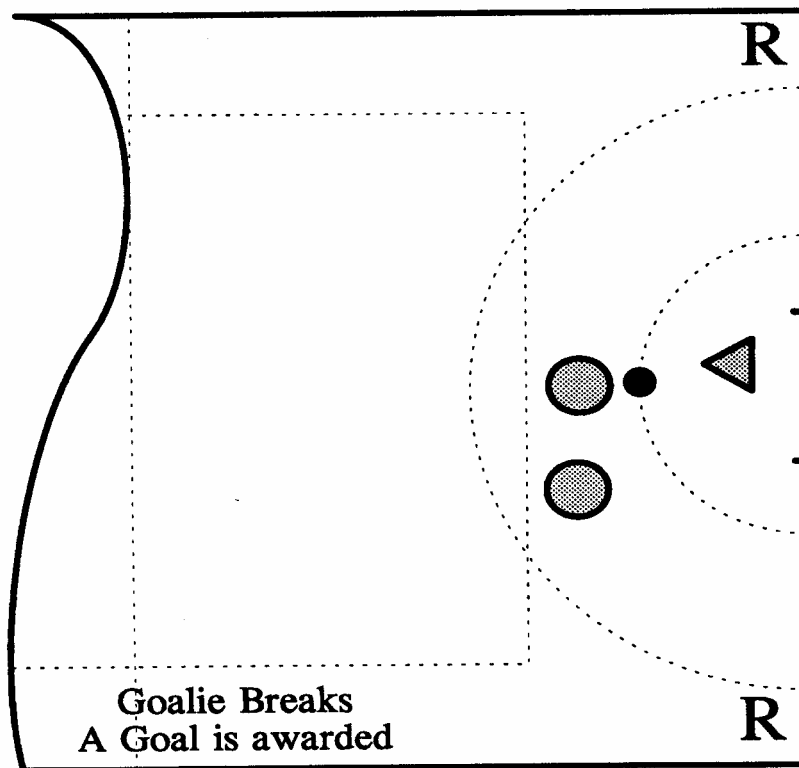
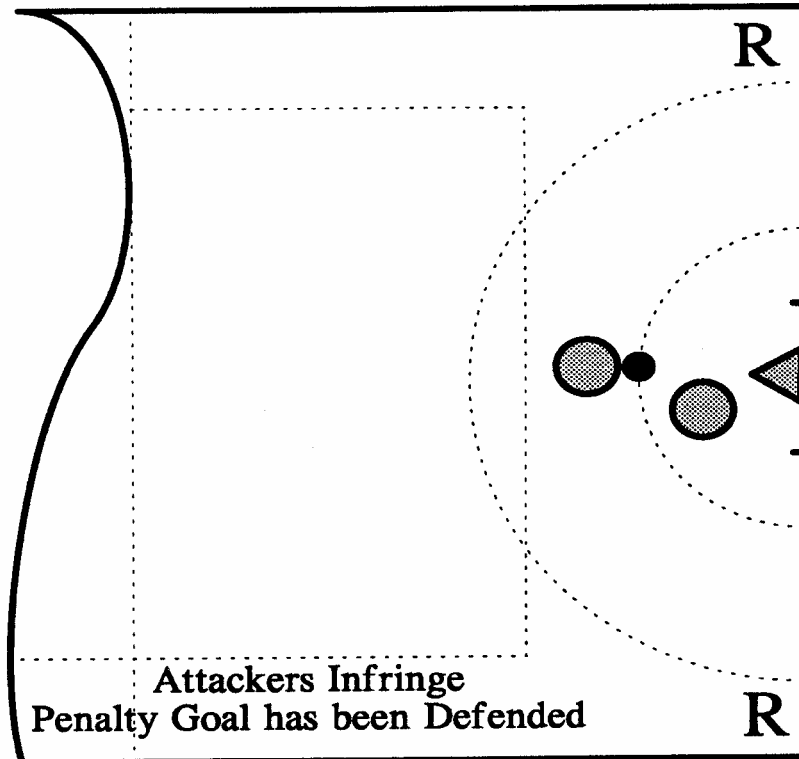
Player & Referee Positioning



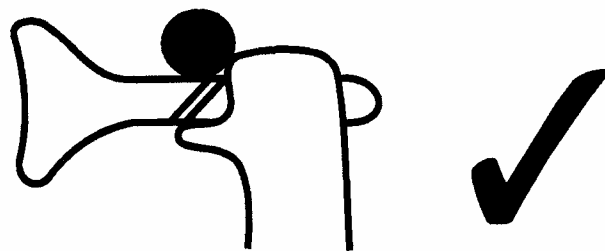
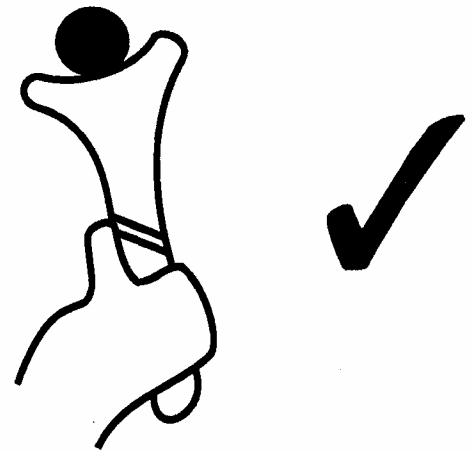
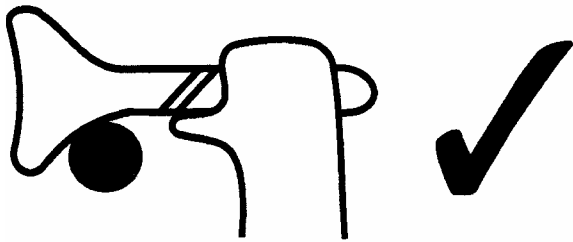
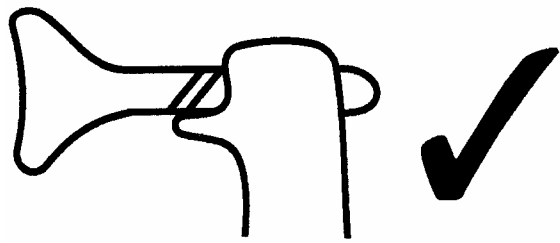
- Only 3 nominated players take part
- All 3 players must start on the surface
- All remaining players keep well clear

BREAKING

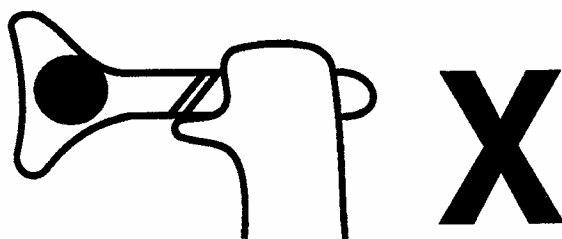
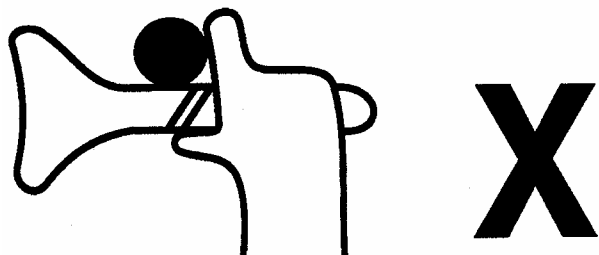
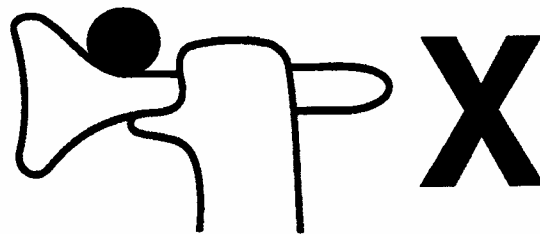
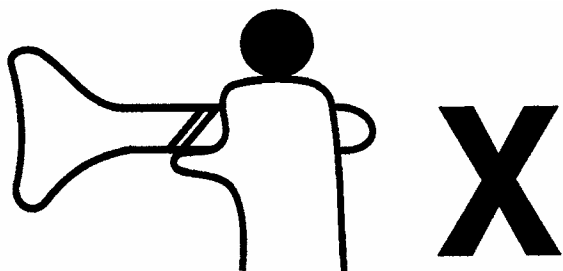
From a Penalty Shot



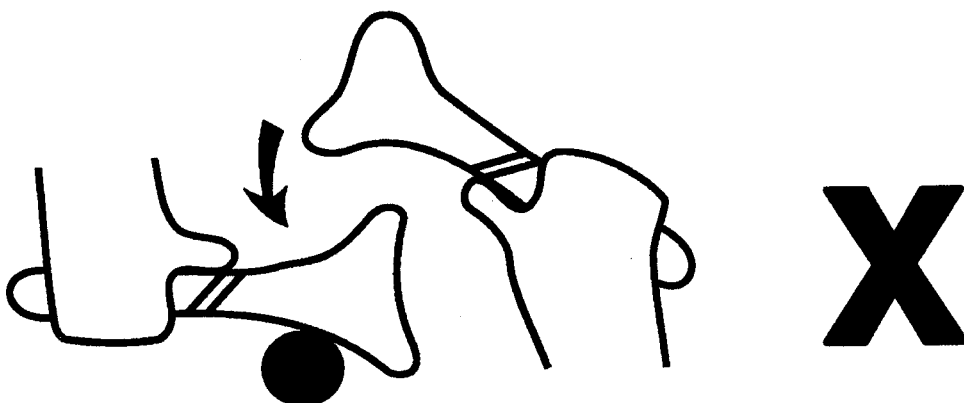
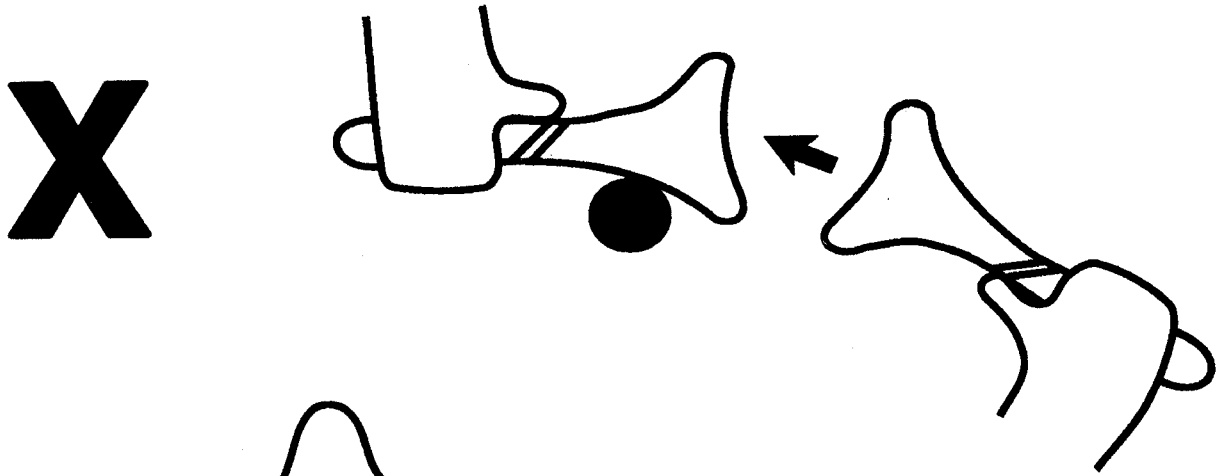
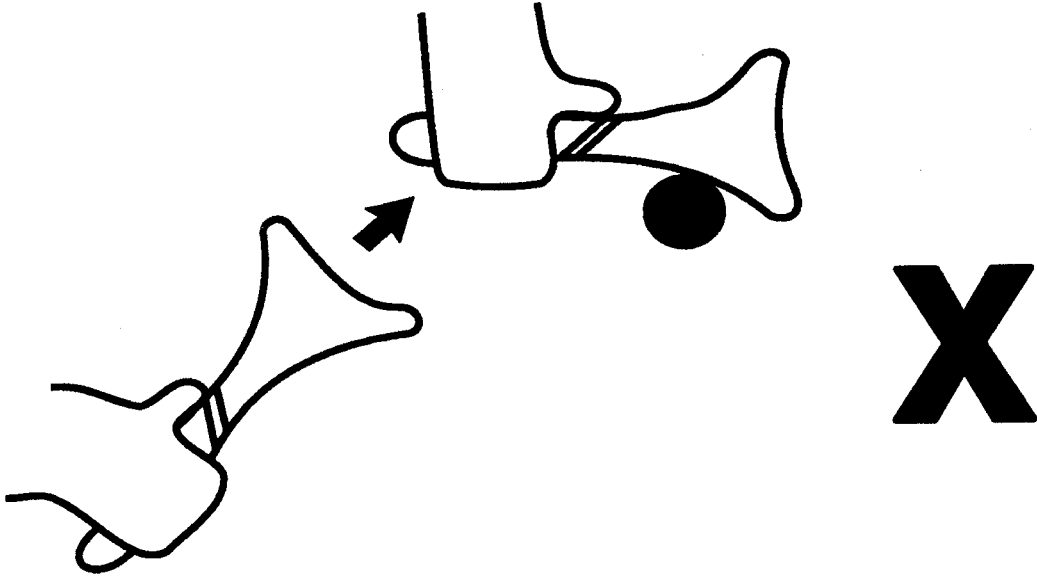
STICK INFRINGEMENTS



STICK INFRINGEMENTS

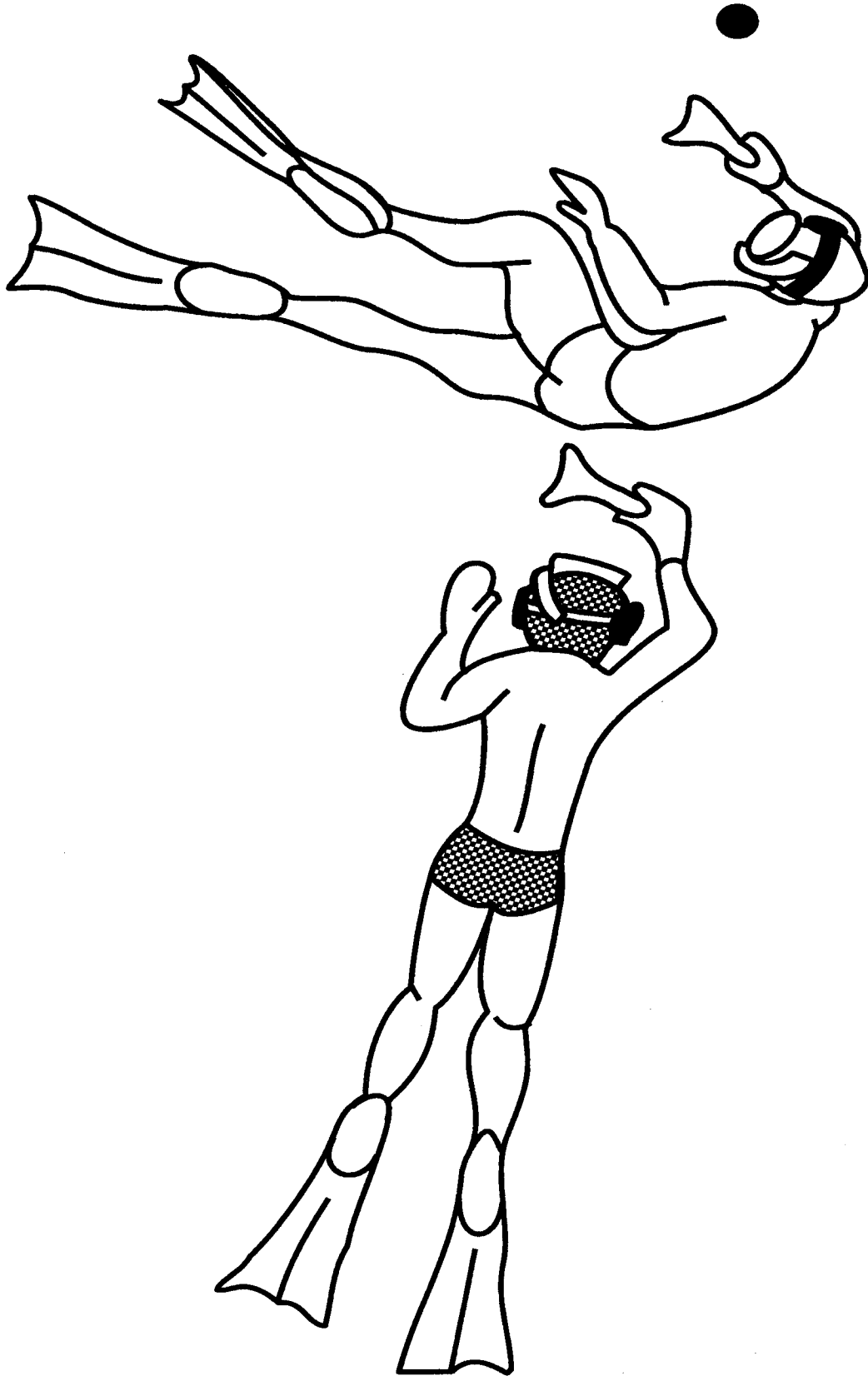


STICK INFRINGEMENTS

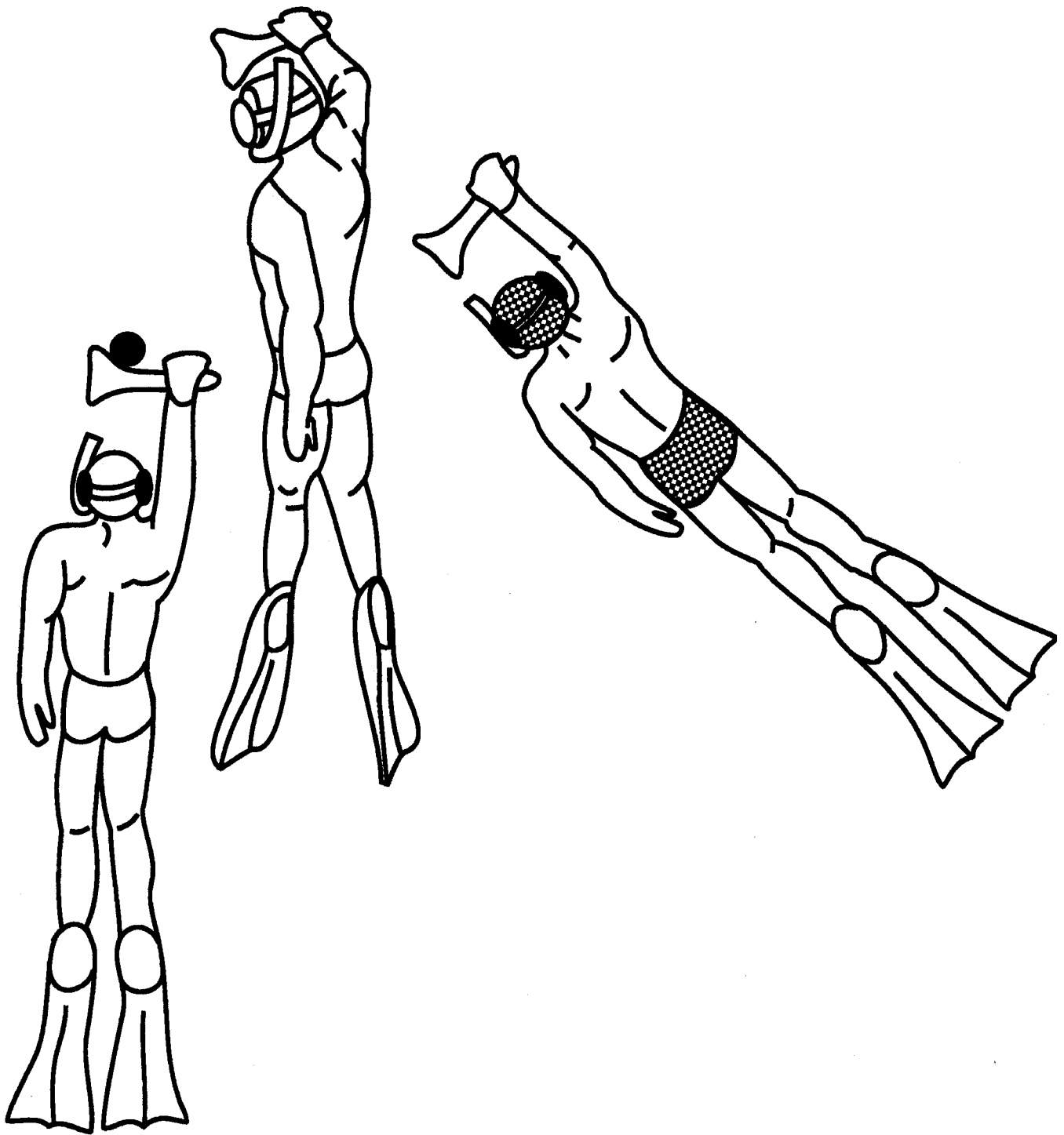


First contact MUST be made with the PUCK!!

OBSTRUCTION



OBSTRUCTION



OBSTRUCTION



