

# Canadian UWH Nationals 2026

## Captains Notes

Pool Address:

University of British Columbia Aquatic Center  
6080 Student Union Blvd, Vancouver, BC V6T 1Z1

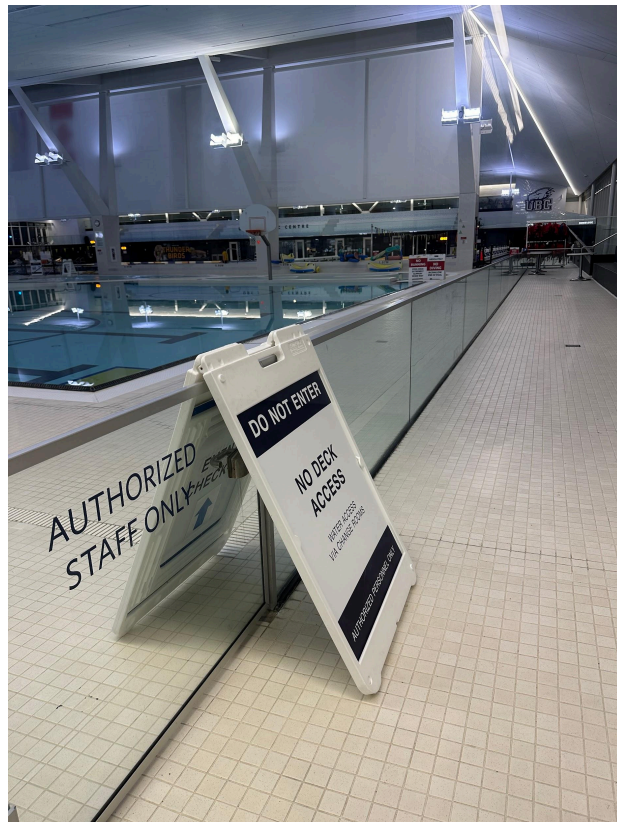
Hi Captains,

Please distribute these notes to your team, they will also be publicly available on the UWH Portal for the event as well.

### FACILITY RULES:

The below two items will **result in immediate tournament ejections** should players choose to do either of the following. There will be no warnings, so please make sure this is clear to your team(s).

1. **Hot tub use is prohibited**, and players found in the hot tub will receive a tournament ejection. This is not part of our rental agreement, and is not for tournament players to use.
2. **Jumping the glass barrier near the kids pool to shortcut the walk through the lobby and change rooms to the deck is prohibited**, and will result in a tournament ejection. Players are to use the provided wristbands to access the pool deck through the lobby, and then through the change rooms.



Other Facility Rules:

- Bags are to be kept in the stands unless playing a game
- No food on deck; participants can only eat in the stands
- **No glass** allowed on deck OR in the stands

**FACILITY ACCESS + SCHEDULE FOR BOTH SATURDAY AND SUNDAY**

Facility Entry: 7:00am

Water Access: 7:15am

Game Start: 8:00am Saturday/ 7:30am Sunday

Players will use silicone wristbands to access the pool by showing the wristband to pool staff. Players are expected to leave their bags in the stands when not actively playing, and will need to walk from the stands to the pool deck each time. As mentioned before, shortcutting the walk over the glass barrier will result in a tournament ejection.

Round Robin and Crossover Games:

- 2x 12 min Halves
- 2 min halftime
- 4 min between games
- NO timeouts

Finals

- 2x 12 min halves
- 2 min halftime
- 1x timeout per team, per game
- Stop time last 2 min
- ~7 min between games
- Sudden Death Overtime

We will be using the Atlantis Sports Tournament management system, an automated timing system, for the tournament. Change-over time between games is maintained by the computer, and games WILL start on schedule. Teams and referees are responsible for being ready when games start. As previously indicated, referees are supplied by the tournament.

The timekeeping software will not stop between games or a half. If players are not ready, the game will start anyways with the time going as usual. If a team deliberately delays the game start, its captain will get a 2 minute penalty. If a team from the previous game delays the current game start by not exiting the pool on time, its captain will get a 2 minutes penalty on their next game.

The Tournament Schedule can be found on the UWH Portal. Scores will be updated throughout the tournament.

#### RR Point System:

Win: 3 Points

Tie: 1 Point

Loss: 0 Points

Forfeit: -3 Points

#### Tiebreakers:

- Head to head
- Most Wins in the Round Robin
- Least Goals Against
- Best Goal Differential
- Coin Toss

#### Schedule Outline:

- All teams play RR and receive points based on above
- All teams play crossovers and quarterfinals based on their RR seeding

After Quarterfinals, all teams will be re-seeded based on their quarterfinal result.

- Top 4 Club teams will advance to semifinals and finals leading to medal games
- Bottom 4 Club Teams and 2 Exhibition teams will play relegation finals for places 5-8.
  - Seeding leading into relegation finals will be bottom 4 club teams seeded 5-8, then exhibition teams will be seeded 9-10.

#### **POOL/COURT SET-UP**

1 Court:

Black Team will start below the Bleachers

White Team will start on far side closest to diving boards

Warmup/cooldown area:

There will be a space next to the playing area for teams to warm up and cool down. After games, please move to the cool down area to allow the next teams to begin preparing for their game. There is limited time allotted between games.

#### **RULES:**

The CMAS rules version 13 (February 2025) will be enforced

(<https://www.cmas.org/document/cmas-underwater-hockey-rules-of-play-feb-2025-02/download.html>).

Modifications to the CMAS rules for the tournament:

- The light and dark color suits are not mandatory.
- No overtime or time outs in round robin.

- Game times will be shorter than International Rules.
- Only the 2 medal games will have the last 2 minutes timed. The time will be stopped in the case that a team makes an infringement but not for a goal.

Note the following things in the rules:

- Tape can be applied on the stick.
- Subs will be in water in the designated area.
- In case of a penalty: no jumping, no entrance from a standing position, no bum leaving the edge of the pool until the penalty time is completed. A penalty will be given for a subbing infringement if any of these conditions are not met (1 minute).
- Strictly forbidden to swim under the bulkhead

### **TEAMS AND CONDUCT**

- Teams consist of up to 12 players (unless an exception has been made by the tournament organizers); 10 may dress for each game. Team rosters have already been approved on the UWH portal; no changes allowed at this time
- Players are advised that unsportsmanlike conduct, in and out of the water, will not be tolerated. Insulting by word or gesture, other players or officials will result in penalties. Deliberate attempts to hurt another player will result in a game dismissal if indicated by the water or chief referee. Players who deliberately attempt to injure another player may be subject to review of further action taken and possibly be dismissed from further games or the remainder of the tournament
- Zero tolerance for colorful metaphors/swearing– juniors, public and children are present
- C and VC must be written on both upper arms of appropriate player
- Coaches in the water must either wear a green coach cap or no cap
- Late arriving players to a game must check in/notify the officials table

### **REFEREES AND DISPUTES**

- Referees will be provided by the tournament
- In case of any dispute, the Chief Referee (Darryl Brambilla) needs to be notified within 30 minutes of the ending of the disputed game. The Chief Referee will listen to all parties involved, then make a decision. This decision is final. If the Chief Referee is involved in the dispute, the designate to the Chief Referee (Veronique Seguin or other designated referee) will make the decision.