

VSFA SPORTING EVENTS
(Revised July 2005)
Rules

1. At least ninety (90) days prior to the annual meeting, the sports committee chairperson or representative, shall provide the host committee with an official entry blank pertaining to the date, time, place and contests to be held and deadline for entries.
At least thirty (30) days prior to the annual meeting, the host committee shall provide official entry blanks to all fire departments, fire companies and business corporation teams pertaining to the date, time, place and contests to be held. The VSFA Sports committee shall determine the deadline for entries. The sports committee chairperson or representative shall acknowledge receipt of each organization's application within seven (7) days of the closing date for entries by certified mail, return receipt requested. Any team, which fails to return an application within the deadline, will be allowed to participate in all events except Water Polo. Teams failing to meet the deadline will NOT be eligible for the "Most Points" Trophy and will NOT be considered for the Sportsmanship Trophy.
2. Sporting events may consist of the following events:

VSFA ACTIVE MEMBER TEAMS: Dry Hose- Wet Hose Coupling- Midnight Alarm- Portable Pump-Bucket Brigade- SCBA Endurance-Water Polo on the Ground or Water Polo on the Wire.

Ladies Teams: Dry Hose: Wet Hose Coupling- Midnight Alarm-Portable Pump- Bucket Brigade.

Definition of teams eligible to play:

VSFA active member as designated by V.S.F.A. Constitution, Article III, Membership, shall consist of anyone in good standing of any fire organization, fire brigade, rescue or ambulance squad or business corporation within the state of Vermont, upon payment of annual dues.

A VSFA active member team shall consist of a minimum of six (6) firefighters. A team may be comprised of different firefighters from other companies within the same mutual aid district. The host team submitting an application must have at least four (4) members on the team. Other mutual aid company firefighters may compete on the team. All team members must be VSFA and department members. A team member can only participate on one (1) team.

3. All VSFA active member teams participating in the sporting events shall be required to parade and conform to parade rules. Failure to do so will result in disbarment in the following year's events. An official shall be assigned to hand out certificates of participation to all teams at the end of the parade.
4. Ladies Teams- participants shall be limited to mothers, wives, girlfriends, or daughters of VSFA active members from the department they represent or active department auxiliary members. All participants should be VSFA associate members.
A ladies team shall consist of a minimum of six (6) ladies. A team may be comprised of different ladies from other companies within the same mutual aid district. The host team submitting an application must have at least four (4) members on the team.
5. Each VSFA active member team shall be required to show proof of current VSFA membership to the VSFA Sports Committee for each player participating. (i.e.- membership card or roster)
6. All team players participating in the sporting events will be required to sign an insurance disclaimer before being allowed to play.
7. Each team shall have a captain. All negotiations with officials shall be carried on by the team captain or by a person designated by the team captain.
8. In all events, except portable pump, the target shall be forty (40) feet from the nozzle line. At the discretion of the sports committee, the target may be moved.
9. All teams will furnish or make use of regulation equipment.
10. In the event of a tie for the Koltonski Trophy, the Dry Hose will be played as a run-off event.
11. **DRINKING OR OBVIOUS INTOXICATION WILL DISQUALIFY A PARTICIPANT.**

Officials

1. The officials shall consist of a Chief Referee, Chief Field Judge, referees, field judges and timekeepers. There shall be two (2) referees, one (1) sideline judge and timekeeper for each water polo court; with an additional sideline judge for the trophy rounds.
2. There shall be minimum of two (2) officials for each sports event.
3. The sports committee shall be responsible for securing officials.
4. The Chief Referee shall be the VSFA Sports Committee Chairperson and shall be the official in charge of all events. His/Her decision shall be final.
5. The field judge for that event shall keep scores in all events.
6. The timekeeper shall be responsible for the length of playing periods and time outs in water polo.
7. The chief field judge shall keep a record of all scores for awarding the Koltonski Trophy.

Trophies

1. Koltonski Trophy- Most points in sporting events. Not awarded to ladies teams because they do not participate in all events.
2. Merreal Wheelock Sportsmanship Trophy- Awarded to the VSFA active member team and ladies team showing the most sportsmanship attitude. **Teams must demonstrate good sportsmanship throughout the games and participate in cleanup upon the games completion.** The decision for awarding this trophy shall be made by a 5-7 person non-partisan committee selected by the Sports Committee chairman. A framed honorable mention certificate will be awarded to runner-up for both VSFA active member and ladies team.
3. Trophies shall be awarded for first, second and third place in each event. The size of these trophies (including figure) shall not exceed 1st place-19", 2nd place- 17", 3rd place 15".
4. Points for each event shall be as follows: 1st place-7 points, 2nd place-5 points, 3rd place- 3 points.

Equipment

1. Platform on scaffolding, located approx. ten (10) feet in height with safety rail, and securely anchored. Scaffolding, platform, levelers, buckets and 5.5 gal. Barrel for Bucket Brigade supplied by VSFA.
2. Hose -- shall be 2 1/2" regulation fire hose. All teams shall furnish or make use of same. (1 1/2" regulation fire hose for portable pump)
3. Adaptors- National Standard Thread to Pipe Thread. All teams shall furnish or make use of same.
4. Nozzles- Water Polo- standard 1/2" straight. All other hose events shall use 2 1/2" with shut-off less nozzle tips.
5. Portable Pump- Centrifugal, 4 cycle. Shall be departments FIRE SERVICE PUMP. The pump connection openings shall be a minimum of 2 1/2" at the intake and a minimum of 2 1/2" at the discharge. All pumps shall be presented to the judges for approval PRIOR to the start of competition. Tank supplied by VSFA.

Dry Hose Regulation

Team shall consist of six (6) players, two (2) lengths of 2 1/2" hose, laid in a straight line from hydrant. Couplings shall be folded once so that not less than three (3) feet of space will occur between coupling and hydrant and two (2) middle couplings. Nozzle to be placed vertically one (100) feet from hydrant.

Team shall start at a point twenty-five (25) feet behind hydrant. On the start signal, team shall run to hose and make necessary connections. Two (2) players to hydrant, two (2) players to center couplings and two (2) players to nozzle.

Finish time shall be taken when all players have crossed the finish line. (All members making contact at the nozzle) Team players may wear fire department boots or sneakers as they choose. Team shall set up layout prior to running the event. Judges shall check the layout prior to the run.

Penalties: One (1) second for each half (1/2) turn of connection not tightened. One (1) second for not having hose pulled straight before crossing finish line.

Wet Hose Coupling Regulations

Team shall consist of six (6) players. Two (2) lengths of 2 ½" hose, laid in a straight line from the hydrant. Hose shall be charged before each run to eliminate air in the line. Couplings shall be folded once so that not less than three (3) feet of space shall occur between couplings and hydrant and between the two (2) middle couplings. Nozzle shall be placed vertically, one hundred (100) feet from hydrant.

Team shall start at a point twenty-five (25) feet behind hydrant. On the start signal, team shall run to hose and make necessary connections, two (2) players to hydrant, two (2) players to center couplings and two (2) players to nozzle and pass water through hose and knock target to the ground. Nozzle to be kept closed until all players have contact at nozzle and shall retain contact until target hits the ground. Time shall be taken when the target hits the ground.

Team may wear fire department boots or sneakers as they choose. Team shall set up layout prior to running event. Judges shall check the layout prior to run. Team captain shall be responsible for checking nozzle to be sure it is closed before event is run.

Penalties: One (1) second for each half (1/2) turn of connections not tightened. One (1) second for not having hose pulled straight before all players have contact at nozzle and retain contact until target hits the ground. One (1) second for each turn or fraction of a turn that hydrant was not fully opened. (Judges shall check hydrant) Five (5) seconds for opening nozzle before all players have contact at the nozzle.

Midnight Alarm Regulations

Team shall consist of six (6) players. Two lengths of 2 ½" hose laid in a straight line from the hydrant. Hose shall be charged before each run to eliminate air in the line.

Couplings shall be folded once so that not less than three (3) feet of space shall occur between couplings and hydrant and between two (2) middle couplings. Nozzle shall be placed vertically one hundred (100) feet from hydrant.

Team shall lie on the ground twenty-five (25) feet behind hydrant. Each player shall have NFPA 1971 protective clothing beside them consisting of bunker pants *with suspenders*, bunker boots, hip length turnout coat, - minimum length of 32 inches and a fire helmet. *(All coats and pants must have liners)*

On the start signal, team shall don PPE, run to hose and make necessary connections, two (2) players to hydrant, two (2) players to center coupling and two (2) players to the nozzle, pass water through hose and knock target to ground. Nozzle to be kept closed until all players have contact at nozzle and retain contact until target hits the ground. Time shall be taken when target hits the ground. Team shall set up layout prior to running the event. Judges shall check layout prior to run

Team captain shall be responsible for checking nozzle to be sure it is closed before the event is run.

Penalties: One (1) second for each half turn of connection not tightened. One (1) second for not having hose pulled straight before nozzle is opened and retaining contact until target hits the ground. One (1) second for each turn or fraction of a turn that hydrant was not fully opened. One (1) second for each fastener on coat not fastened, one (1) second for not having zipper fully zipped, one (1) second for not having Velcro secured, (excluding collar) One (1) second for not having chin strap under chin. Five (5) seconds for turning nozzle on before all players have contact at the nozzle.

If the target hits the ground before all players are at the nozzle, team will be disqualified or if it is discovered that a member has not donned complete PPE.

Pants buckle must be hooked- snaps not necessary.

Coats with snaps and hooks- hooks must be hooked, snaps not necessary.

Bucket Brigade Regulations

Team shall consist of no more than eight (8) players. Service ladder to be secured to scaffolding. A fifty-five gallon drum shall be secured to the platform. Service ladder shall be positioned so that the beam of the ladder is three (3) feet from the side of the drum. An open water source, (portable pond) shall be located twenty (20) feet from the butt of the ladder and directly in line with it.

Team shall start twenty-five (25) feet behind water source. On start signal team will run to water source with at least one (1) player positioned on the ladder and one (1) player on the platform, filled buckets will be passed up the ladder by hand and pour water into barrel until water flows from spout on side of drum, when finish time will be taken.

Team shall wear fire helmet with chinstraps. Platform and ladder area shall be wet down before first team runs.

SCBA ENDURANCE REGULATIONS

Revised 2004

The team shall consist of four (4) firefighters, two (2) for Suppression & two (2) for Rapid Intervention. Scoring for this game will be based on the total time it takes the four (4) firefighters to complete the course plus any accrued penalties. Firefighters shall don NFPA 1971 approved gear (*with liners and suspenders*) and have this on prior to the start of the competition. Timing will begin at the whistle with four (4) firefighters donning department SCBA and completing the following steps:

- * open cylinder valve fully
- * don SCBA
- * don facemask
- * check for seal
- * compare pressure gauge readings
- * adjust all harness straps
- * adjust facemask straps
- * connect into regulator and breathe

Note: The first two (2) firefighters that successfully complete the above steps will be the Suppression Team and may begin the following steps:

They shall WALK twenty-five (25) feet to a line. After crossing the line both firefighters will make fifteen (15) chops on a block with a fire service axe (*to the brim of the helmet*), advance to the nozzle line, pick up the nozzle in a standing position and advance an 1 3/4" charged hose line thirty-five (35) feet where they shall drop and crawl through a simulated door opening, continue to advance the hose line another forty (40) feet to a target line, discharge water and knock over the target located twenty (20) feet away. (Once the target hits the ground the Raid Intervention Team walks to the door and crawls to assist the Suppression Team following their route of travel.)

The Suppression Team shall crawl forty (40) feet through cones where they will locate a one hundred sixty-five (165) pound dummy *donning* SCBA, drag the dummy back through the cones with the assistance of "RIT", retrieve the nozzle and exit through the door. At that time they shall leave the dummy and WALK back to the nozzle line, which will be the finish line. Once all four (4) firefighters have crossed the finish line the time will stop.

Note: Other members of the team may assist in pulling the hose back to the finish line.

Penalties:

One (1) second penalty for not:

- * Opening cylinder valve fully
- * Adjusting all harness straps
- * Checking for seal
- * Comparing pressure gauge readings
- * Adjusting facemask straps

Two (2) second penalty:

- For each chop missed of fifteen (15) count
- For each incomplete chop

Five (5) second penalty:

- Running
- Missing a cone
- Failing to exit with nozzle or dummy
- Members pulling the team with hose line

Teams will be disqualified for failing to complete the event or if subsequent rule or regulation are infractions are discovered.

VSFA Member Portable Pump Regulations

Team shall consist of six (6) players, a portable pump, one fifty (50) foot length of single rolled 1 ½" hose, a nozzle unattached, a ten (10) foot length of hard suction hose with a strainer attached and all equipment laid out at a starting line fifty (50) feet from center of tank. Team shall start twenty-five (25) feet behind equipment.

On start signal, team shall run to equipment, pick up equipment and carry to tank where connections will be made, pump started and hose laid out. Team shall pass water through hose, knocking down target, which is located twenty (20) feet from nozzle.

No connections shall be made until pump is in position at the tank. Pump shall be dry and clapper valves will be permitted.

No one-quarter turns or quick connects couplings allowed on any hoses. Portable pump shall be a department FIRE SERVICE PUMP. The pump connection openings shall be a minimum of 2 ½" at the intake and a minimum of 2 ½" at the discharge. All pumps shall be presented to the judges for approval prior to the start of the competition.

No fire gear is required and sneakers are recommended.

Penalties: Five (5) second penalty for connections not made, (any connections that fall apart are not made). Five (5) second penalty for going past nozzle line.

Teams will be disqualified if it is discovered subsequent to the run that any of the above mentioned rules or regulations were violated.

Ladies Portable Pump Regulations

Team shall consist of six (6) players, a portable pump, and one fifty (50) foot length of single rolled 1 1/2" hose, a nozzle unattached. A ten (10) foot length of hard suction with strainer attached.

Pump will be placed next to the tank with engine running at idle. Rest of equipment will be laid out at starting line fifty (50) feet from center of tank. Team will start twenty-five (25) feet behind the equipment.

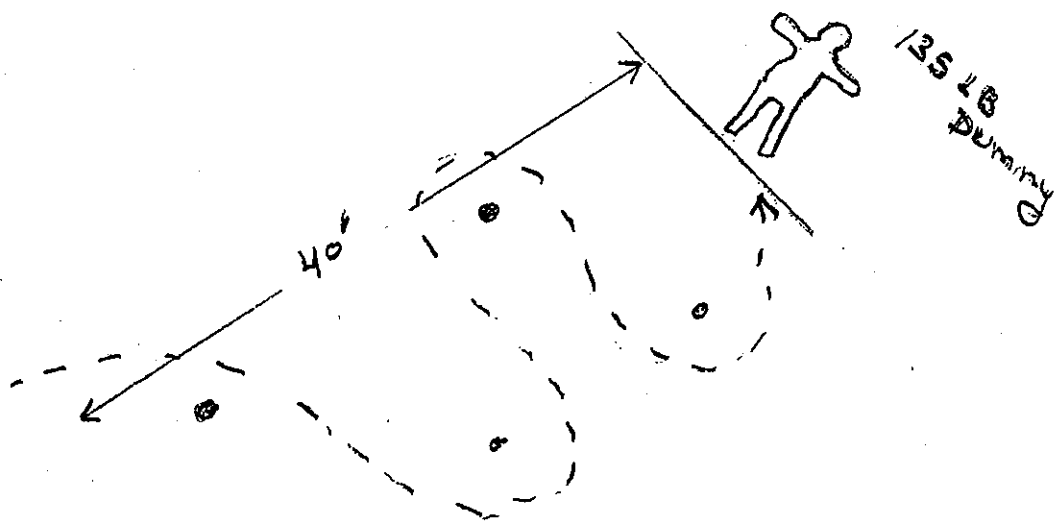
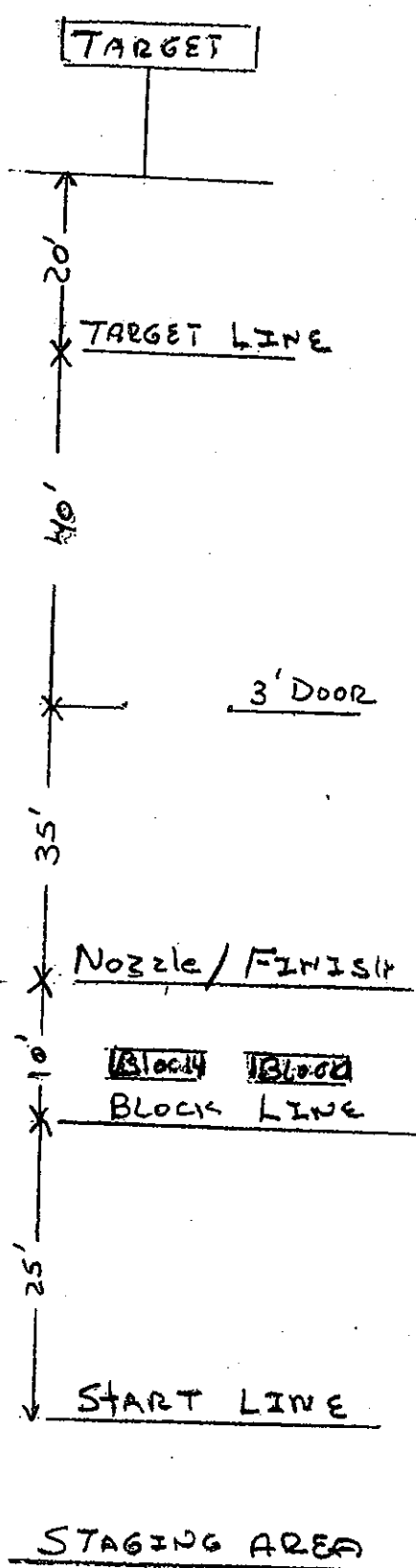
On start signal, team shall run to equipment, pick up equipment and carry to tank where connections will be made and hose laid out. Team shall pass water through hose, knocking down target, which is located twenty (20) feet from the nozzle.

Pump shall be dry and clapper valves will be permitted. No one-quarter turns or quick connects couplings allowed on any hoses.

No fire gear is required and sneakers are recommended.

Penalties: Five (5) second penalty for connections not made, (any connections that fall apart are not made.) Five second penalty for going past nozzle line.

Teams will be disqualified if it is discovered subsequent to the run that any of the above mentioned rules or regulations were violated.



- ① Leave Dummy + Walk to finish Line
- ② Pick up nozzle + Exit Door with Nozzle + Dummy
- ③ Crawl THROUG GA Cones Returning with Dummy
- ④ KNOCK DOWN TARGET + LEAVE HOSELINE
- ⑤ ADVANCE THROUGH DOOR TO TARGET LINE
- ⑥ STAND ADVANCING HOSELINE
- ⑦ 15 CHOPS ON BLOCKS
- ⑧ WALK 25' TO BLOCK LINE
- ⑨ DOWN SCBA

Water Polo on the Ground

1. Teams shall consist of at least six (6) VSFA members for the duration of the game. (No maximum)
2. You may have a maximum of nine (9) players competing at a time. (four team members on the court, four (4) players pulling hose and the gate person.)
3. The four (4) on the court are considered the actual players whereas the remaining team members are considered substitutes. (Including those on the hose, gate and additional members) Substitutions of the four (4) players on the court can only be made at the beginning of a quarter, for an injury or at the discretion of the referee.
4. All substitutions shall be reported to the referee. The referee shall call time out for the time necessary for the substitutions.
5. The playing field shall be rectangular, thirty (30) feet by one hundred (100) feet, with cement or asphalt surface, washed free of dirt and gravel prior to the match.
6. Goal lines shall be eighty (80) feet apart, the entire width of court and marked in a manner, which will stand up the entire length of the competition.
7. A centerline shall be located at mid-court, forty (40) feet from each goal line and plainly marked as above.
8. The supply hose will be laid from the pump or hydrant to a point opposite the center line of the court, there to be wye'd into two (2) 2 ½" lines running to both ends of the court. At the ends of the court the 2 ½" lines will be wye'd to two (2) 1 ½" lines of one hundred (100) feet each equipped with the nozzles supplied by the VSFA.
9. The maximum nozzle pressure shall not exceed 50 psi. The pump operator shall set the relief valve in accordance with this rule.
10. Playing time shall be four (4) continuous three (3) minute quarters, with a one (1) minute rest between quarters and a three (3) minute rest at half time. Teams shall change ends after each quarter.
11. Each team shall be allowed three (3) two (2) minute times out in each match. In case of injury to a player, or at the discretion of the referee the referee for the necessary length of time may call official times out.
12. A goal consists of the ball being forced over the defending team's goal line by means of the hose streams.

13. The ball is placed in the centerline to start play after each goal. When play is stopped for the ball leaving the side of the court the ball is considered dead and will be placed fifteen (15) feet from the edge of the court at the point where it left the court.
14. To commence play the referee will place the ball at the appropriate location with the opposing teams at least ten (10) feet away from the ball, signal the gate person to charge the lines. The hose streams are held vertically until the referee blows the whistle.
15. In the event of a tied score at the end of the prescribed playing time the match will be decided by a sudden death overtime period. *(The referee shall toss a coin, designate a team captain to call heads or tails, the prevailing captain will then call heads or tails for the subsequent toss and the winning captain shall have the choice of court ends.)*

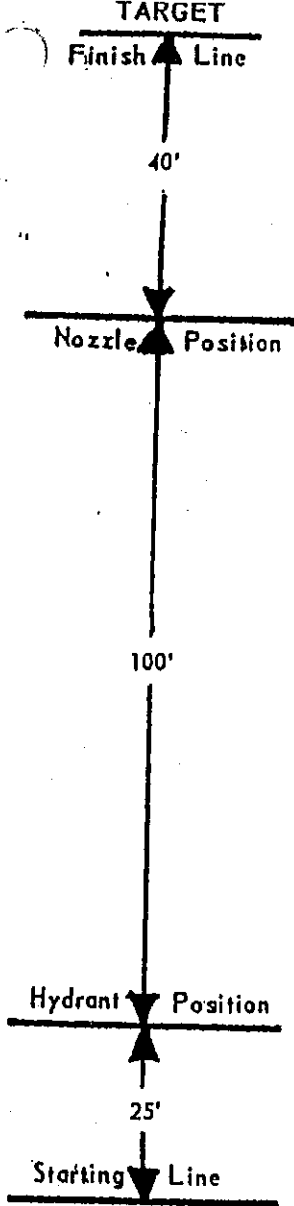
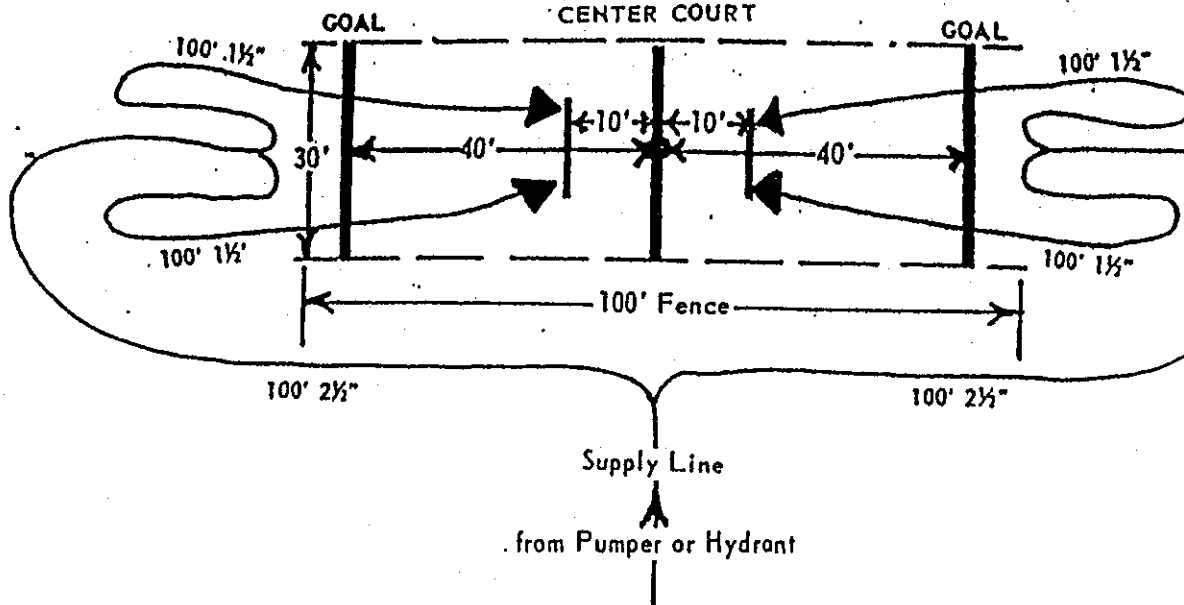
Penalties for infractions on the water polo court shall be as follows:

1. An individual receiving two **(2) official warnings** in a game shall be removed from the court for the remainder of that game.
2. Any team receiving a total of three **(3) official warnings** in a game shall be automatically disqualified from that game.
The warnings regarding the two (2) rules mentioned above shall include but not be limited to the following infractions: high streams (above the waist) intentional or accidental, intentional blocking or trapping of the ball, illegal rotation of players, intentional falling to stop play, verbal or physical confrontation with-in your team, with the opposition or with the referees. The referees shall exercise their discretion as to the need for an **official warning**.
3. Any individual receiving one **(1) official warning** from the referee for physical contact with anyone will automatically be removed from the court for the duration of the game. This action will result in two **(2) official warning** against the team for that game.
4. If more than one (1) individual is involved in any form of physical aggression against an opposing team the team initiating the physical contact shall be disqualified from that game. If it is determined that both teams acted improperly both teams shall be disqualified from that game.
5. If an individual is removed from the court in more than one (1) game during the day, or **if a team is disqualified due to physical aggression that team shall be disqualified from all events**. This shall result in the individual and or team automatically losing their **privilege** to participate in the VSFA Muster for a **minimum of one (1) year**. The VSFA Sports Committee shall review the incident to determine the length of suspension depending on the individual circumstances.

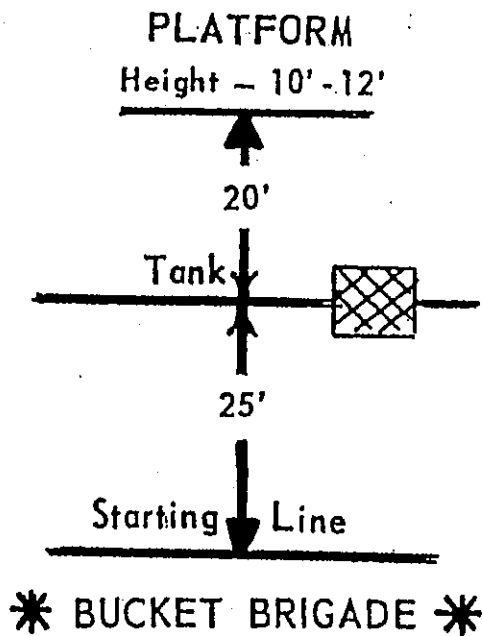
6. All regular games shall have two (2) referees on the court and one (1) sideline judge. During the trophy rounds there shall be two (2) referees on the court and two (2) sideline judges.
7. Any team not ready to play within five (5) minutes after the preceding game ends will forfeit.
8. As a minimum, team members should wear a T-shirt, athletic shorts and sneakers. Biking shorts, speedo bathing suits, sandals, or similar attire is NOT appropriate. Players wearing inappropriate attire will not be allowed to participate. The wearing of goggles or safety glasses is suggested.

Note: Any physical contact on the site designated for the Muster areas shall also result in the same suspensions.

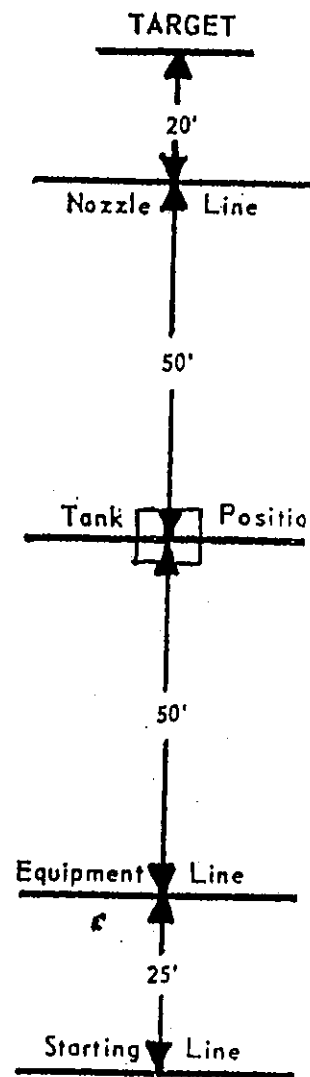
WATER POLO ON THE GROUND



- * DRY HOSE
- * WET HOSE
- * MID-NIGHT ALARM



* BUCKET BRIGADE *



* PORTABLE PUMP *

WATER POLO PLAYING COURT
WATER POLO ON THE WIRE
CENTER COURT

