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September 29, 2017 year

REGULATIONS

Underwater rugby competition

«European Underwater Rugby League» 2017/18

1. General Information.

Underwater rugby is a unique sport - the world's only three-dimensional team game. Underwater rugby has been rapidly conquering Europe from the middle of the XX century. By 2012, underwater rugby has conquered all of the continents, and its popularity among athletes is growing steadily. To make a further step in the development of underwater rugby it is time to create a European League. League should become the first professional tournament in underwater rugby.

In the 1st season, four strongest clubs of Europe take part at European Underwater Rugby League: Swedish Malmo, Norwegian Molde, Danish Flipper and Russian Betta. The first winner of the European Underwater Rugby League, on the results of three rounds - became the Norwegian Molde. Competitions were held in three rounds, in Finland, Norway and Denmark.

In the 2nd season Swedish Polisen participated to Euroleague. Norwegian Molde was won European Underwater Rugby League the 2nd time. Competitions were held in three rounds, in Sweden, Norway and Denmark.

In the 3rd season Norwegian Akkaren and Austrian Wien participated to Euroleague. Norwegian Molde was won European Underwater Rugby League the 3rd time. Competitions were held in three rounds, in three European capitals: Stockholm, Oslo and Copenhagen.

In the 4th season Finish Tampere and Turkish EGE UWR Wien participated to Euroleague. Norwegian Molde was won European Underwater Rugby League the 4th time. Competitions were held in three rounds in Hameenlinna , Molde and Copenhagen.

In the 5th season Germans TSV Malsch participated to Euroleague. Also 3 more teams wanted to participate too, but the decision of League Managers was that 10 teams is maximum for 3 Rounds tournament. Norwegian Molde was won European Underwater Rugby League the 5th time. Competitions were held in three rounds, in Copenhagen, Vienna and Tampere.

2. The purpose of European Underwater Rugby League.

Create a League was a breakthrough in the development of underwater rugby. At the moment, underwater rugby is a sport in which there are great teams with a rich history, approved and time-tested rules, effective system of refereeing, a complex system of underwater videoing. The European League of Underwater Rugby will become the media product, which will combine all the components listed above and rise to a new level, making competition for other popular sports.

3. The organizers of the tournament in season 2017/18.

- UWRC Betta Moscow (Russia)
- SDK Malmö Triton (Sweden)
- Molde UVK (Norway)
- Flipper UWR Club (Denmark)
- Polisen DK (Sweden)
- EGE UWR (Turkey)
- Tampereen Urheilusukeltajat (Finland)
- TSV Malsch (Germany)
- Egersund UVK (Norway)
- Tudserne (Denmark)
- DUC Krefeld (Germany)
- Fysalis (Greece)

4. Participating teams in season 2017/18.

- UWRC Betta Moscow (Russia)
- SDK Malmö Triton (Sweden)
- Molde UVK (Norway)
- Flipper (Denmark)
- Polisen (Sweden)
- EGE UWR (Turkey)
- Tampereen Urheilusukeltajat (Finland)
- TSV Malsch (Germany)
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5. Rules of the tournament.

1. The tournament is held between the men's teams are not permitted to attend women's teams.
2. The tournament is held in four rounds. Qualification Round and 3 Main Rounds.
3. All new teams play at QR. Each team holds one game with each team participating in the QR. As a result of QR rounds, the following is determined:
 - a) Final standings in the European Underwater Rugby League Qualification Round.
 - b) Teams which participate to Main Rounds. 1st and 2nd place at Final Standings.
4. Main Rounds is held in three rounds. Each team holds one game with each team (8 teams from the previous season and 2 teams from QR). As a result of three rounds, the following is determined:
 - a) Winner of European Underwater Rugby League;
 - b) Final standings in the European Underwater Rugby League.
 - c) Team which will play at QR round at the season 2018/19. Last place at Final standings.

6. Schedule of games.

1. The game is played in two periods of 15 minutes of effective time, between periods is a 5-minute break. Each team has one 1-minute timeout in each period.
2. Each team is entitled to make three substitutions during each game. For the substitution, team must report about this Protocol Referee. **The player can join the game only after Surface Referee declares about the substitution.**
3. The order of the game:
 - 1 – team entrance
 - 2 – anthem of European Underwater Rugby League
 - 3 – presentation of the players
 - 4 – captains greeting (the exchange of pennants)
 - 5 – presentation of the Referees
 - 5 – teams greeting
 - 6 – 1st period
 - 7 - Break
 - 8 - 2nd period
 - 9 – Wining song on the national language of the wining team. (This is not the national anthem. It is a popular song in the national language). Should be provided to the organizers, by the League Managers of each team till **29.09.2017**
 - 10 -2 after-game interviews (one representative from each team)
4. After each goal the game can be continued not earlier than after 20 seconds.

7. Determination of the results and standings of the teams.

1. Standings of teams in the overall tournament table are determined by the total points gained in all games of the tournament. For the victory in each game the team is awarded 3 points, for a draw 1 point for each team, for a loss 0 points.
2. To determine the current and final standings of the teams in the overall league table in the event of a tie score between two or more teams, the advantage receives the team:
 - a) by personal meetings;
 - b) which has a greater number of wins;
 - c) which has a better goal difference;
 - d) which has a greater number of goals scored.

The above criteria are applied consistently.

Criteria above also remain in force for QR.

In case of equality of all parameters the distribution of places between the teams on 2nd to 10th places is determined by drawing at Main Rounds and at QR distribution of places between the teams on 1nd to 4th places.

3. In case of equality of all parameters the distribution of places between the teams on 1st and 2nd places in Main Rounds is determined in golden game.
4. Golden game can be assigned in the case of employment of the point 7.2 of the Regulations of the European Underwater Rugby League. Golden game will held after one hour since the end of the last game of the approved schedule (Appendix № 4).
5. The team that ranked last at the season 2017/18, at the season 2018/19 will play at Qualification Round.

8. Tournament Results

1. The winner of European Underwater Rugby League is determined as the result of the tournament.
2. In the overall tournament table, all the teams get from the 1st to 10th place, depending on the number of points in all games of the tournament.

9. Ensuring the safety of participants.

1. Participation in the European Underwater Rugby League takes place at one's own responsibility.

10. Application of the teams to the tournament

1. Team Application should be sent to the organizers by **June 30, 2017** (See the sample team application in Appendix № 1) in electronic form to commission@euwrl.com

11. Application of the players for the Round

1. Application of the players for the Round (team list) must be sent to the organizers by **7 days before each Round** (See the sample application Appendix № 2) in electronic form to commission@euwrl.com
2. Number of players in the application should be from 12 to 24 people, the coach (at least one person, may be a playing coach, in which case he is also considered as a player).
3. In the presence in a team of more than one coach, doctor and other staff, they should

also be included in the application, otherwise they will not be allowed within the playing area, locker rooms, and under the stands during games.

4. An athlete declared as a player of one of the teams is not allowed during the current season to be declared for another team. An athlete can be declared for another team in other tournaments.

12. Application of the teams for the game

1. In «Application for the game» can be included only players, coaches, doctors and staff, who are present in the «Application for the Round».
2. Application of the teams for the game must be made 1 hour before the start of the game. (See the sample application Appendix №3)
3. Changes in the application are possible until the beginning of the game, but only because of illness or injury of a player.
4. The Application of the team for the game should include 12 players of the starting composition; the coach, at least one.
5. The Application of the team for the game can also include substitute players from 1 to 6 people.
6. In the presence in a team of more than one coach, doctor and other staff, they should also be included in the application for the game, otherwise they will not be allowed within the playing area, locker rooms, and under the stands during the game.

13. Responsibilities of the team holding the round

1. The host team must provide a pool with a play area for underwater rugby.
2. The host team must provide for the round: goals, underwater signal equipment, scoreboard, big screens and projection equipment to broadcast games.
3. The host team must provide for the round TV for the Video Referee (Minimum 24' with 2 HDMI inputs)
4. The host team must provide for the round TV for commentator (Minimum 24' with HDMI input)
5. Pool must be completely cleared of visitors for the duration of the tournament games.
6. The pool should be provided with separate changing rooms for each team participating in the round (the shower can be shared), or special areas demarcated for the teams.
7. Entrance to the pool and the possibility of installing the equipment, the video studio and banners must be provided for the installers 48 hours before the game.
8. The pool must be connected to the Internet (upload at a speed not less than 15000 kb/s) to organize a direct Internet broadcasting of games.
9. Organize a campaign to attract fans to the games of European Underwater Rugby League.

14. Parameters of the pool

1. The pool must be arranged a special area for fans with screens placed in it to see the games. **Recommended** for the pool to have stands for the fans, the stands should hold at least 200 people.
2. The pool must be equipped with specialized lighting equipment to illuminate the playing area, as well as the interview area.

15. Uniform and equipment

1. During the games, the athletes of each team must be wearing the same uniform (trunks, caps).
2. **For the teams participated to EUWRL obligatorily** that the team played in a special underwater t-shirts with numbers and names. Players are not allowed to the game, without special underwater t-shirts with numbers and names.
3. Personal equipment of the players may be strictly in accordance with the official CMAS rules.
4. The referees of the game performs the player and equipment check before the first game of the team in each round.
5. On the after-game interviews, players **obligatorily be at** the underwater t-shirts or t-shirts with emblem of his club.

16. Calendar of events

See Appendix № 4

17. Refereeing

1. The Chief Referee must be approved by league managers. The Chief Referee will organize refereeing in all rounds. He also will have an equal voice in the debates and controversial issues in the league manager meeting.
2. Chief Referee is also head of Referee Committee.
3. The Chief Referee shall attract the required amount of the referees for the EUWRL games.
4. If the team wants his referee participated to EUWRL as a referee, it must be coordinated with the Chief Referee, within 20 days before each round.
5. **Not allowed** participation of players entered at Application of the players for the tournament as a referee.
6. Referees Application for the game must be made 1 hour before the start of the game. (See the sample application Appendix №5)
7. European Underwater Rugby league provided budget for expenses of EUWRL Referee Committee in budget for current season.
8. Amount of expenses for EUWRL Referee Committee offered by Chief Manager and head of Referee Committee. Approved by League Managers with all budget.

18. Rules and amendments

1. Competitions are held according to the official CMAS rules with amendments.
2. Amendment №1. To pull or hold onto the opponent's swimming trunks / bathing-suit / uw t-shirts.
3. Amendment №2. The concept of "no sportsmanship" means itself obscene remarks, insults or threats against referees, opponents, teammates, coaches and staff of both teams, event organizers and fans. Also, any prohibited by the rules actions, leading to

injury of players, coaches, referees, staff, fans, confirmed by a certificate from a doctor. Also a fight between any of the participants in the game.

4. Amendment №3. "Referee Video Challenge" All referees are entitled to stop the game and ask to view the video replay, in the event of a dispute. Unlimited number of times per game.
5. Amendment №4. "Team Video Challenge". Each team has one Challenge at every period. If the Challenge accepted, team can use it again at the same period. If the Challenge declined team lose their time-out at current period.

19. Penalties

1. Team players and staff in case of disqualification from the game for «no sportsmanship» behavior, in accordance with point 18.2 (this should be stated at the game protocol) will be penalized at a rate of 50 euros for each case. This amount will be deducted from the profits from the tournament of the team player which is penalized. If there are no profits during the season, the penalty is canceled.
2. If none of the players or the coach of the team who were in the application for the game at the request of the organizers of the broadcast do not give the interview after the game, the team will be fined 50 euros. This amount will be deducted from the profits from the tournament of the team player which is penalized. If there are no profits during the season, the penalty is canceled.

20. Protests

1. In case of disagreement with the decision of the referees of the game, team representatives may file a protest. An appeal may be filed only after the game within one hour. Filing a protest is made with the payment of 100 euros. Should the protest be satisfied, the money will be returned.
2. Eight league managers - who represent the teams, which are not interested in the dispute and Chief Referee, decide protests. The decision is taken by a simple majority vote.

21. Winner awards

1. The winning team is awarded the grand prize of the tournament "The Semenov Cup".
2. As a result of the tournament the best striker is determined, who scored first the highest number of goals.
3. As a result of the tournament the best assistant is determined, the first who made the most assists.
4. As a result of the tournament the most valuable player is determined, who has gained the most points in the system goal + pass (assist).

22. Terms of financing and the share of participants in the profits.

1. The teams, which participated to European Underwater Rugby League Main Rounds, make entry fee for participating in the tournament of 2000 euros. 50 % of participation

- fee till 20 of July 2017, 50 % of participation fee till 4 of November 2017.
2. The teams, which participated to QR of European Underwater Rugby League, make entry fee for participating in the tournament of 1200 euros. 100 % of participation fee till 20 of July 2017.
 3. The teams which win QR and participate to Main Rounds entry fee is 2000 euros, 100 % of participation fee till 4 of November 2017.
 4. Planned budget for the season 2017/18. Appendix №6.
 5. Profits from the tournament (money received from sponsors, the sale of rights to broadcast the tournament, tickets to the games, selling merchandise and Express Cafe work) is divided equally among the participating teams.
 6. Loss of budget and budgets of previous seasons transfers to the next seasons.

23. Development plan for the years 2015-2018.

1. From the budget of Euroleague buy special underwater t-shirts for the champion team, including season 2014/15. If the champions already have special underwater t-shirts, Euroleague buys t-shirts for the 2nd, 3rd, e.t.c .
2. Improving the quality of broadcast. We must have HD quality with HD replays and HD titles and uw-cameras in the baskets till the year 2018 .
3. The ball, which is visible the viewers. **Recommended for season 2015/16, Enters into force on season 2016/17. Use a yellow ball. Forbidden** to use the ball with drawings and inscriptions, except officially approved at point 23.3.1 and 23.3.2.
 1. Approved inscription on the ball: «EUWRL», «European Underwater Rugby League», «Euroleague Underwater Rugby». Allowed to apply a single sentence on the ball.
 2. Approved drawings on the ball: Official logo of «European Underwater Rugby League» (Appendix №7), no more than four parallel lines, width from 3 to 6 millimeters, black color.
4. Underwater rugby should become a more famous and recognized sport. For this, we need to involve the press in each round of the Euroleague. We also need to work more with social networks. More interesting posts, news, photos, videos. For this, we can involve a professional photographer every round.
5. We need professional video reviews of each round. We need attract the professionals from the TV channels, who are ready to come and do reviews about EUWRL.
6. Official Registration. The first step is to register a non-profit organization. Formation of the organization's budget from the fees of the participating teams. In accordance with the statute of noncommercial organization, all income should be used for the development of Euroleague. Our main goal is to attract sponsors to cover the athletes` participation cost in the Euroleague.
7. Introduce the post of Chief Manager of European Underwater Rugby League from the season 2015/16. Chief Manager is assigned till the season 2017/18 inclusive. Responsibilities include the organization of EUWRL, annual budgeting and reporting on its implementation, implementation of the point 23, preparation of development plan till 2024 year.

24. Development plan for the years 2018-2021.

1. Should be developed before 1.02.2018 by Chief Manager and approved by League Managers and Head of Referee Committee.

25. Contact details of the event organizers.

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