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REGULATIONS

Underwater rugby competition

«European Underwater Rugby League» 2018/19

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.

In the 6th season Germans DUC Krefeld, Danish Tudserne, Norwegian Egersund UVK, Greek Fysalis participated to the 1st ever Qualification Round. Qualification Round were held at Copenhagen. Tudserne and DUC Krefeld took 1st and 2nd place and participated to the Main League. Competitions were held in three rounds, in Krefeld, Malmo and Izmir. Danish Tudserne won European Underwater Rugby League for the 1st time.

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 2018/19.

- Betta (Russia)
- SDK Malmo Triton (Sweden)
- Molde UVK (Norway)
- Flipper (Denmark)
- Polisen DK (Sweden)
- TSV Malsch (Germany)
- Egersund UVK (Norway)
- Tudserne (Denmark)
- DUC Krefeld (Germany)
- Urheilusukeltajat (Finland)

4. Participating teams in season 2018/19.

- Betta (Russia)
- SDK Malmo Triton (Sweden)
- Molde UVK (Norway)
- Flipper (Denmark)
- Polisen DK (Sweden)
- TSV Malsch (Germany)
- Egersund UVK (Norway)
- Tudserne (Denmark)
- DUC Krefeld (Germany)
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5. Application of the teams to the tournament

1. Team Application should be sent to the organizers by **July 20, 2018** (See the sample team application in Appendix № 1) in electronic form to commission@euwrl.com

6. 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 in editable format to commission@euwrl.com
2. Number of players in the application should be from 12 to 20 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.

7. 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.

8. Parameters of the pool

1. The pool must be arranged a special area for fans with screens placed in it to see the games. The pool must have stands for the fans, the stands should hold at least 200 100 people.
2. The pool must be equipped with specialized lighting equipment to illuminate the playing area, as well as the interview area.

9. Calendar of events

See Appendix № 4

10. 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. The term of office of the Chief Referee is 3 years after approval.
3. Chief Referee is also head of Referee Committee.
4. The Chief Referee shall attract the required amount of the referees for the EUWRL games.
5. 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.
6. **Not allowed** participation of players entered at Application of the players for the tournament as a referee.
7. Referees Application for the Round must be made 7 days before each round. (See the sample application Appendix №5)
8. European Underwater Rugby league provided budget for expenses of EUWRL Referee Committee in budget for current season.
9. Amount of expenses for EUWRL Referee Committee offered by Chief Manager and head of Referee Committee. Approved by League Managers with all budget.

11. Penalties

1. Team players and staff in case of disqualification from the game for «no sportsmanship» behavior, in accordance with point **6.2 of the Appendix № 8** (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.
3. If the team are not participated to the match or interrupt participation during the match or be late to the match more than 15 minutes (time counted from the official time of the match start, Appendix №4) - team will get the technical defeat 0-3.
 - a) Team must pay monetary penalty 600 EUR for each technical defeat. Monetary penalty payed from the team's tournament profits (According regulations point 14.5). If the amount of team's tournament profits will be less than amount of penalty, difference of amount will be canceled after the current season.
4. If the team during the season have 3 or more technical defeats – team is disqualified for the current season. At the next season team can participate to Qualification Round.

- a) All games Results of the team at current season cancelled and not included at the Standings. Results of the game will remain in force for Teams and Players Stats.
- b) Team must pay monetary penalty 600 EUR for each not played game at the current season. Monetary penalty payed from the team's tournament profits (According regulations point 14.5). If the amount of team's tournament profits will be less than amount of penalty, difference of amount will be canceled after the current season.

12. 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.

13. 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).

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

1. The teams, which participated to European Underwater Rugby League, make entry fee for participating in the tournament of 3500 euros. 50 % of participation fee till 27 of July 2018, 50 % of participation fee till 27 of October 2018.
2. Planned budget for the season 2018/19. Appendix №6.
3. 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.
4. Loss of budget and budgets of previous seasons transfers to the next seasons.

15. Development plan for the years 2018-2021.

See Appendix № 7

16. Chief Manager

1. The Chief Manager must be approved by League Managers.
2. The term of office of the Chief Referee is 3 years after approval.

3. At the end of the season Chief Manager Report must be sent by mail to all League Managers.

17. Rules and amendments

See Appendix № 8

18. Responsibilities of the team holding the round

See Appendix № 9

19. Match Protocol

Match protocol consists from the next applications:

1. Appendix №3 Application for the game of the White Team
2. Appendix №3 Application for the game of the Dark Team
3. Appendix №11 Referees Application for the game
4. Appendix №12 Electronic Match Protocol

19. Contact details of the event organizers.

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