



REGULATIONS European Underwater Rugby League 2019-20.

Appendix № 8: Rules and amendments

1. 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 three rounds. Each team holds one game with each team participating in the tournament. 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 2020/21. Last place at Final standings.

2. 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. If the game will end with draw result, teams will have penalty shooting (3 penalty each team).
3. If the penalty shooting end with draw result, teams will have penalty shooting until the win of one of the teams.
4. 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.**
5. 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 - 2 after-game interviews (one representative from each team)

6. After each goal the game can be continued not earlier than after 20 seconds.

3. 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 win in each game the team is awarded 3 points, for a draw - 1 point for each team, for a loss - 0 points, for win by penalty shooting - 2 points, losing by penalty shooting - 1 point.
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.

In case of equality of all parameters the distribution of places between the teams on 2nd to 10th places is determined by drawing. 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.

3. Golden game can be assigned in the case of employment of the point 3.2 of the Appendix № 8 of the Regulations of the European Underwater Rugby League. Golden game will be held after one hour since the end of the last game of the approved schedule (Appendix № 4).
4. The team that ranked last at the season 2019/20, at the season 2020/21 will play at Qualification Round.
5. Disqualified teams are not counted in the Final standings.

4. 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.

5. Ensuring the safety of participants.

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

6. 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 rule's 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.
6. Review Procedure of the "Team Video Challenge":
 - a) "Team Video Challenge" can be reviewed only at the 1st game stop after the incident.
 - b) Team Capitan must come to the Referee table and say to which episode the team is appealing.
 - c) When the video with the moment start to review to the Referee, Team Capitan must approve to the Referee that this is current moment of the "Team Video Challenge".
 - d) After the approve of the video, Team Capitan must go back to his team's exchange area.
 - e) "Team Video Challenge" reviewed only by Deck Referee, decision of the incident approves by Deck Referee, without discussion with other Referees.
 - f) If the moment can't be clear viewed at the video replay, Deck Referee declined Video Challenge.

7. Uniform and equipment

1. During the games, the athletes of each team must be wearing the same uniform (t-shirts, trunks, caps).
2. Team are not allowed to participate the game if all players from the Application of the team for the game don't have the same design of uw t-shirts.
3. **Entree at force from the season 2020/21.** Team are not allowed to participate the game if all players from the Application of the team for the game don't have the same design of uw t-shirts, trunks and caps.
4. **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.
5. Number on the cap and t-shirts must be the same. Players are not allowed to the game if the numbers at the t-shirt and cap are different.
6. Personal equipment of the players may be strictly in accordance with the official CMAS rules.
7. The referees of the game performs the player and equipment check before the first game of the team in each round.
8. On the after-game interviews, players **obligatorily be at** the underwater t-shirts or t-shirts with emblem of his club.
9. During the game opening ceremony. Points 2.5.1, 2.5.2, 2.5.3 and 2.5.4 of the Appendix №10 all the players and staff of the team tacking part at the ceremony must be at the same uniform.

8. Ball.

1. The ball, which is visible to the viewers. **Yellow ball. Forbidden** to use the ball with drawings and inscriptions, except officially approved at point 8.1.1 and 8.1.2. of the Appendix № 8.
 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 №10), no more than four parallel lines, width from 3 to 6 millimeters, black color.