



CMAS Underwater-Rugby Commission
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Changes in international rules for Underwater-Rugby

In a meeting during the X. CMAS Underwater-Rugby World Championships in Cali the changes of the international rules for Underwater-Rugby was discussed.

Below you'll find the adopted changes to the international rules for Underwater-Rugby.

The BoD of CMAS had approved these amendments to the international rules for Underwater-Rugby on 10th October 2015.

Rule	Old Rule	New Rule	Remarks
1.2.1	Dimensions Length: The playing area shall be 12 m - 18 m long.	Length: The playing area shall be 12 m - 22 m long.	This amendment makes it possible to use also swimming pool with 8 lanes (20m +). This increases the number of potential pools for hosting international championships for UW-Rugby. Therefore it will be easier to find an organiser - that had a pool of this length – to held an international championship.

1.3.3	<p>Goal protective padding</p> <p>The edge of the basket shall be covered with a soft pad.</p>	<p>The edge of the basket shall be covered with a soft pad not altering the required 390 - 400 mm top inside diameter.</p>	Clarification
2.2.1	<p>Number of players</p> <p>A team consists of a maximum of 15 players, six in the water, six exchange players and three reserves.</p> <p>A team may consist of less than 15 players, but must have a minimum of six players at the start of the match.</p>	<p>A team consists of a maximum of 15 players, six in the water, six exchange players and three reserves.</p> <p>A team may consist of less than 15 players, but must have a minimum of six players at the start of the match.</p> <p>In a tournament the same maximum number is 15 players per team and valid for the entire tournament.</p>	Clarification for tournaments
2.3.2.k	Use of jerseys (new rule)	<p>The use of jerseys is not mandatory but allowed if it follows the team colour. The jerseys have to be designed in a way that it has a tight fit even when wet.</p> <p>The jerseys are considered as part of the equipment and treated in the same way as the swimsuit and cap, which means it is allowed to hold onto the jerseys but not to grab/pull the jerseys.</p>	The use of jerseys should be allowed and the handling is ruled.

2.3.2.l	Additional protection (new rule)	<p>Additional protection such as elbow and knee protection is allowed if it follows the team colour or individual skin colour. The additional protection has to be designed in a way that it has a tight fit even when wet.</p> <p>The additional protection is considered as part of the equipment and treated in the same way as the swimsuit and cap, which means it is allowed to hold onto it but not to grab/pull it.</p>	Clarification in using additional protection.
2.3.2.m	Usage of shampoo, vaseline, etc (new rule)	<p>The usage of shampoo, vaseline, etc to manage to put on the fins which is not water soluble is not allowed as it greases things like the player, ball, etc.</p>	Prevent lubricant in the water and slippery players/ball, etc.
3.1.3.d	Continuously check the goals, marker and other equipment conform to the rules	<p>Continuously check the goals, marker and other equipment conform to the rules.</p> <p>Markers refer to the following: black/blue/white wrist markers, captain arm marker, numbers written on shoulders, markers in pool indicating boundary of the Playing Area, etc.</p>	Clarification of the marker

4.1.4	<p>The referee may award a team ball when the play was stopped and no goal, free throw or penalty throw was awarded, and a referee ball is considered obviously unfair.</p> <p>Both teams must have all their players on their respective halves of the playing area. The ball is given to the team which had possession before the match was stopped. The ball is presented at the surface. The deck referee starts the game when the ball is lifted to the surface, which marks that the team is ready to start.</p>	<p>The referee may award a team ball when the play was stopped and no goal, free throw or penalty throw was awarded, and a referee ball is considered obviously unfair.</p> <p>Both teams must have all their players on their respective halves of the playing area. The ball is given to the team which had possession before the match was stopped. The team can choose any start place on their respective half.</p> <p>The ball is presented at the surface. The deck referee starts the game when the ball is lifted to the surface, which marks that the team is ready to start.</p>	Clarification for the place of starting the game
6.6.1	<p>Expulsion of a player</p> <p>...</p> <p>A player expelled due to infringement of rule 6.6.1.a shall be reported to his/her federation by use of form in appendix 5.</p>	<p>...</p> <p>A player expelled due to infringement of this rule shall be reported to his/her federation by use of form in appendix 5.</p>	Wrong reference