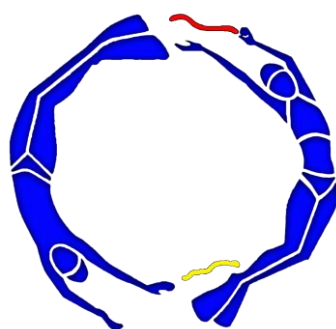




CMAS

CONFÉDÉRATION MONDIALE
DES ACTIVITÉS SUBAQUATIQUES

WORLD UNDERWATER FEDERATION



AQUATHLON

CMAS RULES

Version **2023/01**

(BoD224-06/04/2023)

In force as from **07/04/2023**

CMAS Aquathlon Rules

Version 2023/01

CONTENTS

1. DEFINITION	3
2. COMPETITION AREA AND EQUIPMENT	3
3. SWIMSUITS AND INDIVIDUAL EQUIPMENT	6
4. PARTICIPANTS	7
5. COMPETITION SYSTEMS	9
6. COMBATS	10
7. THE “GOLD” COMBAT	12
8. SPECIAL ROUND	12
9. FOULS	12
10. PENALTIES	13
11. INJURIES	14
12. SCORING AND INDIVIDUAL RANKING	14
13. TEAM RANKING	15
14. TEAM REPRESENTATIVES AND COACHES	15
15. PROTESTS	16
16. JUDGES	16
17. SOUND SIGNALS	23
18. JUDGE SIGNALS	23
19. APPENDIX	25

CMAS

1. DEFINITION

- 1.1. Aquathlon is a wrestling sport practiced in and under the water between two underwater athletes (aquathlonists), each of whom tries to tear off a ribbon attached to one of their opponent's ankle bands and be the first to show the ribbon on the surface.

2. COMPETITION AREA AND EQUIPMENT

- 2.1. Aquathlon competitions may be held in a swimming pool (indoors or outdoors) and in open water where a ring can be equipped.
- 2.2. To conduct an aquathlon competition, a square ring measuring 5m x 5m must be marked with ropes on the surface of the water, with at least 2.5m of free area around the ring. One side of the ring is marked with a red rope (red side, located to the left of the Secretariat); the other side is marked with a yellow rope (yellow side, located to the right of the Secretariat). The other two sides may be marked with ropes of any colour.
- 2.3. The water area must measure at least 3–6m in depth. The depth of the water area must be identical inside the ring and 2.5 metres around the ring.
- 2.4. Two hoops measuring 0.9–1.1m in diameter will be placed at the opposite sides of the ring under the red and yellow ropes; the hoops must be secured against displacement. The size of both hoops and the depth at which they are installed must remain equal and identical throughout the competition. The upper point of each hoop must be located
 - for athletes in the 10–11-year-old and 12–13-year-old age groups, at least 1m and not more than 2.5 m below the surface;
 - for juniors (14–17 years), 2 m and not more than 3.5 m below the surface; and
 - for seniors, 2 m below the surface.
- 2.5. A carpet with line marking must be placed at the bottom of the water area under the ring. The carpet may be either demarcated on the bottom of the swimming pool or made of dense material secured against possible displacement during the wrestling/swimming. For faster hoop installation, marking must be made on the sides of the carpet underneath the red and yellow ropes. A circle with marking must be outlined in the middle of the carpet; the circle will be used to conduct special rounds and must measure 1 m on the inner diameter. The colour of the circle and the marking must be neutral and well distinct from the colour of the ribbon.
- 2.6. The start zones (parts of the free area on the sides of the red and yellow ropes) must measure at least 2.5 m in width.
- 2.7. The judge conference area (part of the free area measuring at least 2.5 m in width) must be adjacent to the side where the Secretariat is stationed.
- 2.8. A free area measuring 2.5 m in width must be provided to the opposite side from the judge conference area; the athletes' coaches may remain in the water outside of the free area.
- 2.9. The warming-up area (if any) must be separated from the free area with a buffer zone measuring 2.5m in width.

- 2.10. Waiting areas for the athletes participating in the forthcoming combats (red and yellow pre-start zones), coach zones for the coaches of athletes participating in the forthcoming combats, an area for the Secretariat serving the combats, and a designated area for the engineering team will be provided on the sides of the pool.
- 2.11. A gong is a specialized device used for audial communication with athletes and judges in and under the water.
- 2.12. If video recording is conducted, two video cameras must be located on the pool side/shore, and another two cameras must be placed under the water. The Video Control Judges will be responsible for the operation of the video cameras. The Secretariat area must be equipped with screens.

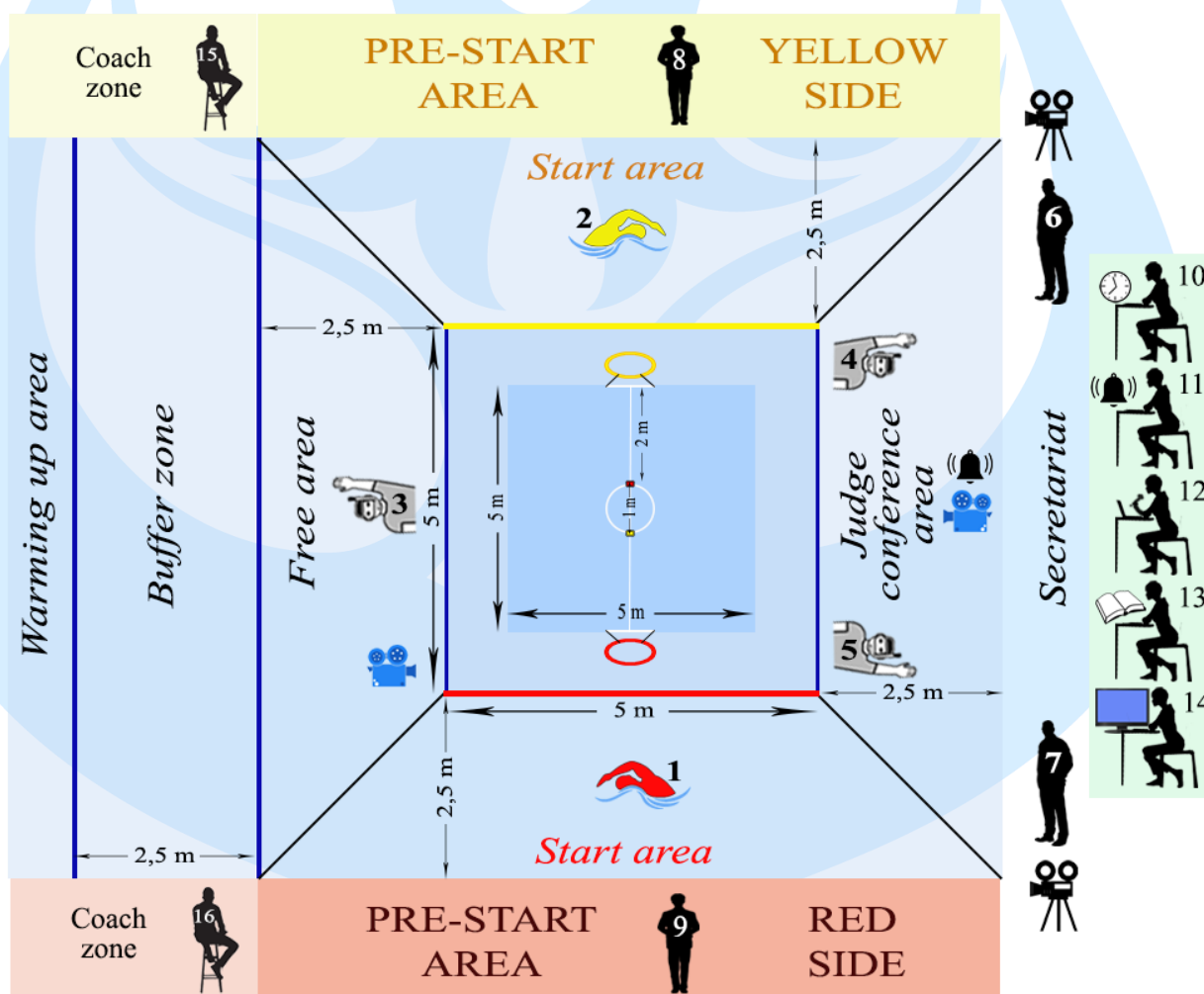


Fig. 1. Competition area (seen from above)

Key:

- | | |
|---|--------------------------|
| 1, 2 - Combat Participants | 10 - Timekeeper |
| 3 - Senior Judge in the Water (Arbiter) | 11 - Starter |
| 4, 5 - Side Judges in the Water | 12 - Announcer |
| 6, 7 - Distance Judges | 13 - Secretary Judge |
| 8, 9 - Participants' Judges | 14 - Video Control Judge |
| - video cameras under the water | 15, 16 - Coaches |
| - video cameras on the poolside/shore | - gong |
| - ribbon positions during the special round | |

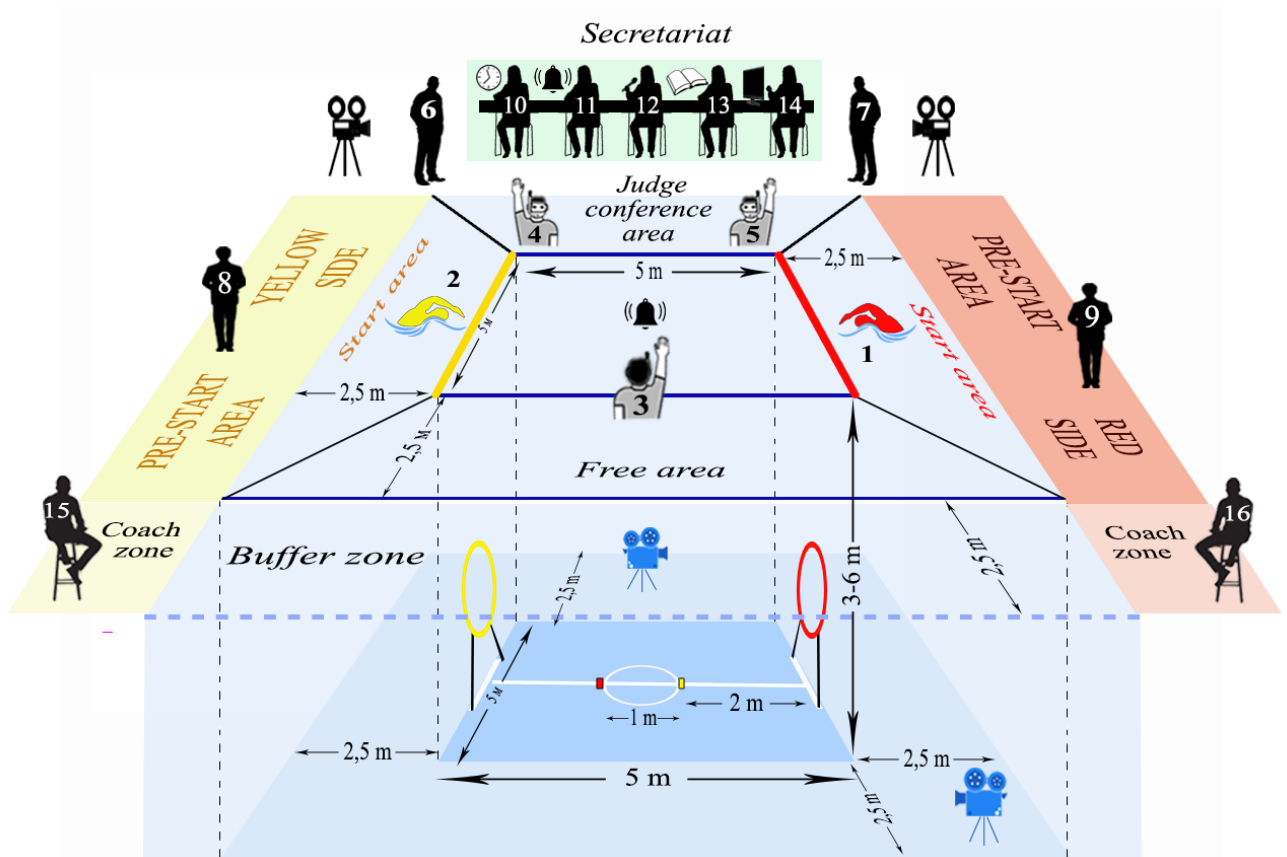


Fig. 2. Competition area (seen from the buffer zone)

2.13. Each participant will be provided with a water polo cap (Fig. 3), two ankle bands and two colour ribbons (Fig. 4).



Fig. 3. Cap



Fig. 4. Ankle bands and colour ribbons

2.14. The participant on the red side of the ring will be provided with a red water polo cap which must be free from reinforcement or protection; the athlete on the yellow side of the ring will be provided with an identical yellow cap. A minimum of 6 caps in each of the colours must be made available for each competition.

2.15. Ankle bands (Fig. 5) are Velcro ribbons of any neutral colour, measuring 40-50 cm in length and 5 cm in width, which must be attached to both ankles of each athlete. During the competition, all ankle bands must have an identical length and width and must be made of a fabric of identical composition and holding capacity.

2.16. Colour ribbons (Fig. 5) must be made of strong fabric (strap) and have at one end a 5 cm wide square to be attached to an ankle band; the ribbon must

measure 24–25 cm in length (excluding the square) and 2.5–3.0 cm in width. The athlete on the red side will wear yellow ribbons; the athlete on the yellow side will wear red ribbons. During the competition, all ribbons must have an identical length and width and must be made of a fabric of identical composition and quality. Ribbons must be attached to ankle bands on the outer side of the athlete's ankles, facing downwards.

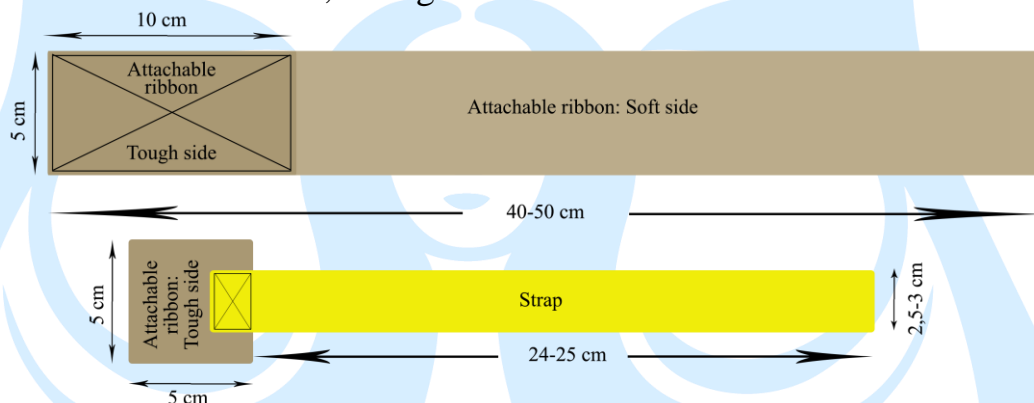


Fig. 5. Ankle band and ribbon

- 2.17. The required minimum for a competition includes
 - 12 pairs of ankle bands (24 ankle bands in total), and
 - 9 pairs of ribbons (18 ribbons in total) of each colour.
- 2.18. Replacement ankle bands and ribbons in a quantity equal to that specified in 2.17 must be provided.
- 2.19. Should an ankle band and/or ribbon accidentally become detached due to the reduced holding capacity of the attachable ribbon, the ankle band and/or ribbon must be replaced with a new one immediately after the round has been finished or halted.
- 2.20. Prior to the competition, all ankle bands and ribbons, including those from the replacement set, must be inspected and checked for compliance with the requirements specified in 2.15 and 2.16. The results of the check must be registered in the Record of Ankle Band and Ribbon Inspection. Only ankle bands and ribbons that have passed the inspection may be used during the competition.
- 2.21. The holding capacity of all ankle bands and ribbons must be checked at the beginning of each day of the competition. In case of any doubt regarding the holding capacity of any ankle band/ribbon, the item must be withdrawn from use immediately.

3. SWIMSUITS AND INDIVIDUAL EQUIPMENT

- 3.1. Swimsuit, made of dense fabric (Fig. 6):
 - for male athletes, sports swimming shorts;
 - for female athletes, a sports swimming bodysuit (a one-piece swimsuit and sports swimming shorts may be used as an acceptable alternative).
- 3.2. Mask (without glass parts, sharp edges or sharp fasteners; see Fig. 7). Goggles are not permitted.

- 3.3. CMAS-approved bifins (except for fiberglass fins).
- 3.4. Rubber fin keepers may be used.
- 3.5. Athletes may use their own water polo caps provided these meet the requirements specified in 2.14.
- 3.6. Athletes may wear a rubber cap underneath the water polo cap; the rubber cap must not cover the external ear canals and must be either of a colour identical to that of the water polo cap or of any neutral colour.
- 3.7. The mask and flippers must be designed in such a way as to preclude causing harm to the athletes.
- 3.8. Athletes may not wear any items which may cause injuries (i. e. rings, chains, bracelets, etc.); underwired underwear for female athletes is not permitted.
- 3.9. Athletes must have short nails with no sharp edges.
- 3.10. Athletes' skin must be free from any greasy or oily substances.
- 3.11. Team members must wear the correct team uniform (swimsuits, T-shirts) to the parade and the awards ceremony.



Fig. 6. Swimsuits

Fig. 7. Mask

4. PARTICIPANTS

- 4.1. Aquathlon competitions may be held in the following age groups:
 - children (10–11 years);
 - cadets (12–13 years);
 - juniors (14–17 years);
 - seniors.
- 4.2. Athletes wishing to participate in a competition must reach the required age in the same calendar year that the competition is held.
- 4.3. Athletes participating in competitions will be divided into weight categories A and B (see Table 1).

CMAS

Table 1

Age group	Subgroup	Weight category	
		A	B
Children (10–11 years)	Female	under 35 kg	35 kg or above
	Male	under 40 kg	40 kg or above
Cadets (12–13 years)	Female	under 50 kg	50 kg or above
	Male	under 60 kg	60 kg or above
Juniors (14–17 years)	Female	under 60 kg	60 kg or above
	Male	under 70 kg	70 kg or above
Seniors	Female	under 75 kg	75 kg or above
	Male	under 85 kg	85 kg or above

- 4.4. The Mandate Commission will be responsible for the registration of competition entrants (individual athletes and/or teams), the examination of documents, and the admission of athletes (teams) to the competition. The results of the document examination must be registered in the Accreditation Record.
- 4.5. An athlete may not compete in more than one weight category in the course of one competition.
- 4.6. The procedure and time of the weigh-in must be specified in the Competition Regulations. Only the athletes accredited by the Mandate Commission may take part in the weigh-in. Athletes that miss or arrive late for the weigh-in will not be eligible to participate in the competition.
- 4.7. The weigh-in will be conducted by a team of three judges, including the Chief Judge or the Chief Secretary or their deputies.
- 4.8. The weigh-in will be held on the date preceding the competition and will last for one hour.
Within one hour before the official weigh-in, the participants will be entitled to get weighed on the scales that will be used for the official weigh-in (a procedure known as the unofficial weigh-in).
- 4.9. During the official weigh-in, an athlete may not get weighed more than once. Should several scales be used for the weigh-in, participants in the same age group/weight category must get weighed on the same scales.
- 4.10. Prior to the weigh-in, all participants must submit to an external medical examination by the competition physician.
Athletes with any wounds, signs of skin diseases or orthopaedic disorders or injuries may not participate in the weigh-in.
- 4.11. Participants will be weighed in a separate room and must wear swimsuits during the procedure. Weighing without swimsuits is not permitted.
- 4.12. Weighing may only be performed upon the production of an identity document by the athlete.
- 4.13. The athlete's weight will be measured to the first decimal place; if scales with two decimal places are used, the athlete's weight will be rounded down to the first decimal place. Prior to the weigh-in, the scales must be calibrated in compliance with the scales manual. Weigh-in results must be recorded in the

Weigh-in List; if an athlete fails to attend the weigh-in, a mark “FAILURE TO ATTEND” will be made in the Weigh-in List beside their name.

- 4.14. The official weigh-in may be attended by team representative (one from each team) as well as by the participants’ coaches (during their respective athletes’ weighing session only).
- 4.15. Should an athlete’s weight deviate from their selected weight category, the athlete may join the competition in a heavier weight category unless this does not exceed the established limit on the number of participants representing this team in the respective weight category.
- 4.16. Competitions may be held in the absolute weight category, i.e. without dividing the participants into weight categories. In this case no weigh-in will be conducted.
- 4.17. Competition in an age group with less than 6 participants will be held in the absolute weight category.
- 4.18. No competition will be held in any age/weight category with less than 3 entrants. Athletes in this category may still enter the competition either in an older age category and their own weight category or in a heavier weight category and their own age category, depending on their choice.
- 4.19. In each of the age groups/weight categories, athletes permitted to participate in the competition will draw lots. First, lots will be drawn by athletes enrolled for team competition, then by athletes enrolled for individual competition.
- 4.20. The final list of athletes admitted for the competition which specifies the names of the athletes enrolled for team competition, the athletes’ weights and the results of the drawing of lots must be communicated in writing to the participants, coaches and team representatives prior to the competition.

5. COMPETITION SYSTEMS

- 5.1. The competition system will be determined separately for each age/weight category depending on the number of participants:
- Competition in an age/weight category with 3–5 participants will follow the round robin system.
 - Competition in an age/weight category with 6 or more participants will follow the double elimination system.
- 5.2. Pairing based on the round robin system (participant on the red side – participant on the yellow side):

Table 2

Number of participants	Tour 1	Tour 2	Tour 3	Tour 4	Tour 5
3	1 – 3	3 – 2	1 – 2		
4	1 – 4 3 – 2	1 – 3 4 – 2	4 – 3 1 – 2		
5	1 – 5 4 – 2	3 – 5 1 – 4	3 – 2 5 – 4	1 – 3 5 – 2	4 – 3 1 – 2

Rank table templates for round robin competitions are provided in Appendix 1.

- 5.3. Pairing based on the double elimination system:
- If the number of participants does not equal a power of two (8, 16, 32, 64, 128...), fictitious participants will be added to the actual participants to obtain the nearest number N equal to a power of two.
 - At the initial stage, pairing will be conducted in such a way as to ensure that the sum of the participants' lot numbers equals N + 1.

Table 3

Number of participants	No.	Pairs at the initial stage (participant on the red side – participant on the yellow side)
6–8	8	1 – 8, 4 – 5, 2 – 7, 3 – 6
9–16	16	1 – 16, 8 – 9, 4 – 13, 5 – 2, 2 – 15, 7 – 10, 3 – 14, 6 – 11
17–32	32	1 – 32, 16 – 17, 8 – 25, 9 – 24, 4 – 29, 13 – 20, 5 – 28, 12 – 21, 2 – 31, 15 – 18, 7 – 26, 10 – 23, 3 – 30, 14 – 19, 6 – 27, 11 – 22

Rank table templates for competitions based on the double elimination system are provided in Appendix 2.

- 5.4. Competitions with larger numbers of entrants may follow the Olympic system whereby a participant leaves the competition after the first defeat.

6. COMBATS

- 6.1. A combat consists of three rounds, each lasting 30 seconds.
- 6.2. The interval between any two rounds should not be less than 2 (two) minutes; the interval between any two combats should not be less than 10 (ten) minutes.
- 6.3. Athletes enter the free area on the command “READY”. On the command “STEADY”, the athletes assume their starting positions, without any contact with the pool walls, and raise one arm to signal readiness. After this, there follows a five-second countdown before the command “GO”. During the countdown both athletes must keep their heads (including the chin) and the mask above the water; the athletes may not look under the water or make any movements (including movements towards the ring) apart from water treading.
- 6.4. On the command “GO”, signalled by one gong strike, the participants must dive and enter the ring through their respective hoops. The round will start at the beginning of the gong strike.
- 6.5. Athletes will be allowed 6 seconds to enter the ring (both ribbons must cross the mouth of the hoop). An athlete that has entered the ring will receive 1 point. An athlete that fails for any reason to enter the ring within 6 seconds of the beginning of the round will lose the round with the score of 0:2.
- 6.6. Neither athlete shall prevent their opponent from entering the ring.
- 6.7. If an ankle band/ribbon accidentally becomes detached, the round will be halted; in this case, both athletes will resume their starting positions, and the round will be restarted.

Exception: Should a ribbon become detached during wrestling when one of the athletes has a clear advantage, the round will not be halted and the attacking athlete will be given an opportunity to complete the attack. At the end of the

round, the judges will decide whether the unfastening of the ribbon had any effect on the outcome of the round.

The decision to halt or continue the round after a ribbon has become detached rests with the Senior Judge in the Water.

- 6.8. If the unfastening of the ribbon did have an effect on the outcome of the round (including cases when the fact that the ribbon had become detached was overlooked by the judges), the results of the round will be declared invalid and the round will be replayed.
- 6.9. After the end or halting of the round, the detached ankle band/ribbon must be immediately replaced with a new one; the faulty ankle band/ribbon must not be used for the competition again.
- 6.10. After both athletes have entered the ring, wrestling begins. To win a round, the athlete must tear off one of the ribbons attached to their opponent's ankle bands and display the ribbon on the surface inside the ring (the ribbon must cross the surface of the ring in an upward movement). In this case the athlete will be awarded an additional two points, and win the round with the score of 3:1.
- 6.11. After the athletes have entered the ring, wrestling may continue under the water, on the surface and in the free area.
- 6.12. An athlete that has gained possession of their opponent's ribbon outside of the ring must return to the ring and, sliding their hand under the ring rope, display the ribbon inside the ring before the end of the round (the ribbon must cross the surface of the ring in an upward movement). The winner will be awarded an additional 2 points and win in the round with the score of 3:1
- 6.13. Athletes are not allowed to pick up their opponents' ribbons that have become detached. Displaying a detached ribbon which was picked up in the water rather than torn off the opponent's ankle does not constitute winning.
- 6.14. If both athletes display ribbons simultaneously, the winner will be determined on the basis of the video replay. In the absence of video recording, the winner will be determined by the decision of the judges. If neither of the athletes is declared winner on results of the video replay or by the decision of the judges, the round will be settled as a draw; in this case, each participant will be awarded one additional point, and the score in the round will be 2:2.
- 6.15. The round ends as soon as the ribbon has been shown on the surface inside the ring (the ribbon must cross the ring surface in an upward movement).
- 6.16. The command to terminate the round before the expiry of the 30-second period or to stop wrestling because of emergency is communicated by repeated gong signals.
- 6.17. A voice count is given from second 25 to second 30 of the round.
- 6.18. The end of the round is communicated on the count of 30 by three gong strikes. The round will end at the beginning of the first gong strike.
- 6.19. An athlete can halt the round by repeatedly slapping the water surface or the opponent's body. In this case, the athlete loses the round with the score of 0:3.
- 6.20. The final score of the round is determined by the sum of the points awarded in the round to each of the participants.
- 6.21. Should one and the same participant win the first two rounds in a competition

based on the double elimination system, the third round will not be held.

- 6.22. The score of the combat is determined by the total number of the points awarded to the combat participants in all rounds.

7. THE “GOLD” COMBAT

- 7.1. The “gold combat” will be conducted if two participants remain tied in a combat for prize-winning places.
- 7.2. The “gold combat” will be conducted until the first winning round. A maximum of three rounds will be held.
- 7.3. If the winner cannot be determined on results of three rounds, a special round will be held.

8. SPECIAL ROUND

- 8.1. For a special round, two ribbons (one red, one yellow) will be placed on the bottom in the centre of the ring at a distance of 1 m from each other on the axis connecting the red and yellow sides of the ring. The red ribbon must be placed on the yellow side of the ring, the yellow ribbon on the red side of the ring. On the starting command (same as for the usual rounds), the athletes must dive through their hoops, pick up the ribbon of their respective colour (the ribbon farthest from them) and return with it to the surface inside the ring (the ribbon must cross the surface of the ring in an upward movement).
- 8.2. The participants must not wear ribbons during the special round.
- 8.3. There is no six-second time limit for entering the ring during the special round; the duration of the round is not recorded.
- 8.4. The wrestling during the special round takes place in the same way as during the usual rounds.
- 8.5. The winning athlete in the special round will be awarded a technical victory; the losing athlete will be awarded a technical defeat.

9. FOULS

- 9.1. Striking or choking the opponent; using submission holds; strikes and locks applied to the groin, neck (including pulling the opponent by the neck) and head (including pushing oneself off from the opponent’s head).
- 9.1.1. Choking is a movement made by one or both arms/legs, targeted at the opponent’s neck and resulting in a temporary deterioration of the opponent’s physical condition.
- 9.1.2. A submission hold is controlling (holding) the opponent’s limbs with one’s arms or legs, which results in
- overextension (joint lock),
 - joint manipulation,
 - pressure being applied to the opponent’s tendons or muscles (squeezing).
- 9.1.3. A strike is an impulse movement (discrete and fast) which may be straight or circular and can be made with one’s hand/arm, foot/leg or head. Pressuring

- constitutes a strike.
- 9.2. Intentionally attempting to remove the opponent's mask and/or swimsuit; holding and/or intentionally removing the opponent's fins.
 - 9.3. Intentionally altering the shape of the ring or the position of the hoops.
 - 9.4. Holding, grabbing or attempting to regain one's own ribbon.
 - 9.5. Changing the position of the opponent's ribbon during the special round with one's arms or hands.
 - 9.6. Avoiding wrestling during the entire round (passivity):
 - avoiding contact with the opponent;
 - (continually) holding the opponent in submission;
 - withholding from attempting to take possession of the opponent's ribbons;
 - withholding from attempting to break free from the opponent's submission hold;
 - absence of manoeuvring;
 - intentionally leaving the ring to escape from the opponent.
 - 9.7. False start, or failure to remain in the starting position before the command "GO".
 - 9.8. Obstructing the opponent's entry in the ring.
 - 9.9. Failure to appear in the free area before the round.
 - 9.10. Refusal to accept or act on instructions or decisions of the judges.
 - 9.11. Arguing against the decisions of the judges.
 - 9.12. Violation of discipline; unsportsmanlike conduct towards one's opponent, the judges or the spectators.

10. PENALTIES

- 10.1. Fouls 9.1, 9.2, 9.3 are punishable with a strong warning, which will be registered in the Record of Fouls. The wrestling in this case will be stopped immediately, and the offender will lose the round with the score of 0:3. If the judges are unable to immediately stop the wrestling, the offender's score will be nullified, and the offender will lose in the round with the score of 0:3. If both athletes commit any of the above fouls, the round ends with the score of 0:0.
- 10.2. A participant receiving two strong warnings in the course of one competition will be disqualified; all the offender's results will be nullified.
- 10.3. An athlete committing foul 9.4 will lose the round with the score of 0:3.
- 10.4. An athlete committing foul 9.5 will lose the special round.
- 10.5. An athlete committing foul 9.6 will lose the round with the score of 0:1. In the event of mutual fouls, the round will be settled as a draw with the score of 0:0.
- 10.6. An athlete committing fouls 9.7 and 9.8 will lose the round with the score of 0:2.
- 10.7. An athlete committing foul 9.9 will lose the round with the score of 0:3.
- 10.8. An athlete committing fouls 9.10, 9.11, 9.12 will be disqualified; the offender's results will be nullified.

11. INJURIES

- 11.1. In the event of an injury, the Competition Physician will decide whether the injured athlete should continue the competition.
- 11.2. If an athlete suffers an injury through no fault of their opponent and is unable to continue the competition, their opponent will be declared winner in the round with the score of 3:0.
- 11.3. If an athlete suffers an injury as a result of their opponent's foul, the offender will be disqualified and the offender's results will be nullified.

12. SCORING AND INDIVIDUAL RANKING

12.1. Ranking in round robin competitions:

- 12.1.1. Athletes will be awarded three points for winning, one point for drawing and zero points for losing a combat.
- 12.1.2. The participant with a higher number of points will receive a higher place.
- 12.1.3. If two participants have won the same number of points, their respective places will depend on the outcome of the combat between these participants: the winner in the combat will be awarded a higher place; in the event of a draw, a "gold" combat will be held for the prize-winning places and a special round will be held for non-prize-winning places.
- 12.1.4. If three or more participants have won the same number of points, their ranking (based on the combats between these participants only) shall be governed by following tiebreaker criteria:
 - 1) number of points won by the participants in the round robin schedule;
 - 2) number of combats won;
 - 3) points scored during rounds;
 - 4) difference between points scored and conceded during rounds.The criteria are listed in descending order of importance.
Ties remaining on any criterion may not be resolved by turning to a higher-level criterion.
- 12.1.5. If the competitors remain tied on all the criteria listed above, "gold combats" will be held between the participants tied for the prize-winning places; special rounds will be held between the participants tied for non-prize-winning places.
- 12.2. **Ranking in competitions based on the single or double elimination system:**
 - 12.2.1. Special rounds will be held between the participants tied for non-prize-winning places.
 - 12.2.2. Athletes eliminated from the competition at the same stage will share adjacent places irrespective of the score in the last combat lost.
 - 12.2.3. "Gold combats" will be held between the participants tied for the prize-winning places after each combat drawn.

13. TEAM RANKING

- 13.1. Athletes will be allocated points depending on their rank as follows (see Table 4):

Table 4

Position	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Points	25	22	20	18	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

- 13.2. Athletes enrolled for individual competition will not be awarded points for the ranks achieved.
- 13.3. Points for the ranks that were achieved by athletes enrolled for individual competition will be transferred to the subsequent ranks.
- 13.4. Should several participants share adjacent ranks, each of them will be awarded the average number of points for these ranks.
- 13.5. Teams shall be ranked by the number of points scored by individual team members.
- 13.6. Teams with identical numbers of points shall be ranked by the following criteria:
- 1) number of team members winning the 1st, 2nd, 3rd place, etc.;
 - 2) combats won;
 - 3) points scored during combats (for competitions based on the round robin system).
- 13.7. The teams tied on all the parameters specified in 13.6 will share adjacent ranks.

14. TEAM REPRESENTATIVES AND COACHES

- 14.1. Each competing team must have a representative and a coach or a coach-representative combining the duties of a representative and a coach.
- 14.2. The team representative and coach (coach-representative) are appointed by the organisation to which the team enrolled in the competition is affiliated; their name (names) will appear on the team's competition entry form.
- 14.3. Team representatives and coaches (coach-representatives) must be familiar with, and strictly adhere to, these Rules, Competition Regulations and competition procedures established by the organiser and the Chief Panel of Judges. Team representatives and coaches (coach-representatives) may not intervene into the actions of the organiser or Panel of Judges.
- 14.4. The team representative will act as an intermediary between their team members, the Panel of Judges and the competition organiser.
- 14.5. The team representative will bear responsibility for the members of their team during training sessions and competitions and whilst in accommodation, catering and recreation facilities.
- 14.6. The team representative shall
- 1) within the established time frame, submit to the Mandate Commission the competition entry form and any other documents required for participant registration;
 - 2) attend joint meetings of the Panel of Judges and team representatives;

- 3) attend the weigh-in (if provided for by the competition procedure);
 - 4) participate in the drawing of lots;
 - 5) communicate to their team any applicable instructions given by the organiser and any decisions of the Panel of Judges;
 - 6) ensure the timely arrival of their team members for the parade, combats and the awards ceremony.
- 14.7. The team representative may
- 1) obtain relevant information from members of the Chief Panel of Judges, the Announcer, the Participants' Judges and representatives of the organiser on any issues relating to the organisation and management of competitions; obtain the required materials and information on the competition from the Secretariat;
 - 2) lodge protests to the Chief Panel of Judges of the competition.
- 14.8. The team coach will bear responsibility for the physical wellbeing and athletic training of the participants as well as exercise control over the technical condition and the correct use of the participants' equipment.
- 14.9. The coach may remain in the coach zone on the poolside or in the water outside of the free area (see 2.8) during their athlete's performance, communicate with their athlete and give them recommendations.
- 14.10. The coach may also perform the duties of the team representative in case of the temporary absence of the latter.

15. PROTESTS

- 15.1. Look at Chapter **BODIES OF CONTROL DURING THE COMPETITION** of CMAS Championships Organisation Procedure, point "**Claims**".

16. JUDGES

- 16.1. To coordinate the judging during the competition, the organiser must appoint the Chief Panel of Judges well in advance before the event. The Chief Panel of Judges will include
- **the Referee,**
 - **the Chief Judge, and**
 - **the Chief Secretary.**
- 16.2. The Chief Panel of Judges, jointly with the competition organiser shall appoint the Competition Panel of Judges, which will be responsible for the actual judging during the event. The Competition Panel of Judges shall include
- **the Deputy Chief Judge,**
 - **the Deputy Chief Judge for Equipment,**
 - **the Deputy Chief Secretary,**
 - **the Starter,**
 - **the Speaker,**
 - **the Time Keeper,**
 - **Secretary Judges,**
 - **the Master of Ceremonies,**
 - **the Senior Judge in the Water (Arbiter),**

- **Side Judges in the Water,**
 - **Distance Judges,**
 - **the Senior Participants' Judge,**
 - **Participants' Judges,**
 - **Judges for Equipment,**
 - **the Video Control Judge, and**
 - **the Electronic Timing Expert.**
- 16.3. Combats must be judged by a neutral team of Judges in the Water representing three different countries.
- 16.4. No participants, representatives or coaches (coach-representatives) of the teams participating in a competition may be engaged as judges in this competition.
Note: In certain cases, team representatives or coaches (coach-representatives) may perform the duties of the competition judges with the exception of the Senior Judge in the Water.
- 16.5. General duties of the judges:
- 16.5.1. The Panel of Judges must be guided by these Rules and the Competition Regulations and may not abolish or amend any provisions contained in these Rules.
- 16.5.2. Each judge must
- 1) have a good knowledge of, and strictly adhere to, these Rules;
 - 2) remain organised, disciplined and impartial at all times;
 - 3) prevent and curtail any breaches of these Rules by the participants and particularly any breaches of security and safety regulations;
 - 4) record any breaches of these Rules or standards of conduct by the participants and report these breaches to a superior judge, the Chief Judge or the Deputy Chief Judge.
- 16.5.3. A judge may not
- 1) leave the competition venue without explicit permission of a superior judge, the Chief Judge or the Deputy Chief Judge;
 - 2) render assistance or give advice to any participants;
 - 3) disclose information on the results of the competition to any party before the results have been declared final (unless this disclosure is made as part of their capacity as a judge);
 - 4) participate in the competition as an athlete, representative or coach (coach-representative) of any team, with the exception of the cases specified in Note to clause 16.4.
- 16.5.4. The competition judges shall wear an established uniform:
- 1) light-coloured tops and light-coloured bottoms for indoor competitions;
 - 2) light-coloured tops and dark-coloured bottoms for open water competitions.
 - 3) Alterations to the uniform may be introduced by the Chief Judge.
- 16.6. **The Referee**, who exercises general control over the competition,
- 1) ensures that the appointed Panel of Judges arrives at the competition;
 - 2) decides if the competition venue is ready for the event;
 - 3) participates in meetings of the Mandate Commission, Panel of Judges and the joint meeting of the Chief Panel of Judges and team representatives;

- 4) controls the legitimacy of the actions and decisions taken the Panel of Judges; ensures compliance with the Competition Regulations by athletes and all competition officials;
 - 5) passes decisions on any protests lodged during the competition. The Referee's decision on any protest shall be final.
- 16.7. **The Chief Judge** heads the competition's Panel of Judges and ensures that the competition and judging are conducted in compliance with these Rules and the Competition Regulations.
- 16.7.1. Prior to the competition, the Chief Judge
- 1) checks the competition venue, equipment, inventory and all other arrangements for compliance with these Rules;
 - 2) appoints or approves the senior judges; approves the Competition Panel of Judges;
 - 3) convenes a conference for the judges where the judges' functions will be explained and the judges will be introduced to the competition regulations and judging procedures; decides on the judges' uniform;
 - 4) jointly with the organiser, convenes an organisational meeting of the Chief Panel of Judges and team representatives.
- 16.7.2. During the competition, the Chief Judge
- 1) having checked the readiness of athletes and judges, gives permission to start the round (this duty may be delegated to the Deputy Chief Judge);
 - 2) ensures that the competition is conducted fairly; passes decisions on all debatable issues;
 - 3) convenes meetings of the Panel of Judges at the end of each day of the competition or whenever required in the course of the competition;
 - 4) approves the results of the competition in the presence of team representatives after each day of the competition;
 - 5) signs the Competition Result Cards and the Report of the Panel of Judges.
- 16.7.3. The Chief Judge may
- 1) cancel or reschedule the competition if the venue, equipment, inventory and/or safety arrangements at the start of the competition fail to comply with these Rules or in case of adverse hydro-meteorological conditions (for open water competitions);
 - 2) terminate or halt the competition in case of adverse hydro-meteorological conditions (for open water competitions) or if the competition venue, equipment or inventory have become unusable;
 - 3) introduce amendments to the competition schedule should this be necessary to prevent disruption of the competition or to ensure security and safety during the event;
 - 4) reshuffle judges during the competition (as and when necessary);
 - 5) suspend any judges that commit serious errors or fail to perform their duties;
 - 6) cancel judges' decisions, having personally made sure that these decisions were indeed erroneous;
 - 7) pass decisions on any matters upon which the judges disagree;

- 8) disqualify participants (teams) for any breaches of these Rules noticed by the Chief Judge themselves or approve disqualification decisions passed by other judges;
 - 9) expel team representatives, coaches, individual participants or teams from the competition for major breaches of these Rules or for unsportsmanlike conduct.
- 16.7.4. The Chief Judge may not amend the requirements and terms established for the competition by these Rules or by the Competition Regulations.
- 16.7.5. The decision made by the Chief Judge is final and may be cancelled only by the Referee of the competition upon examination of the respective protest lodged.
- 16.8. **The Deputy Chief Judge**
- 1) organises and controls the work of the judges;
 - 2) is responsible for the safety arrangements;
 - 3) organises and controls the weigh-in;
 - 4) replaces the Chief Judge on their request or in their absence.
- 16.9. **The Deputy Chief Judge for Equipment**
- 1) ensures that the competition venue, the scales, gong, sports equipment and the participants' gear before and during the competition are in good order and fully compliant with these Rules;
 - 2) organises the installation of the ring, carpet, hoops, video cameras and other equipment on the competition venue;
 - 3) installs and sets up the equipment and software for the competition and the awards ceremony;
 - 4) checks the availability of the required number of caps, ankle bands and ribbons; organises the inspection of ankle bands and ribbons;
 - 5) controls the holding capacity of the ankle bands and ribbons during the competition;
 - 6) attends the weigh-in procedure.
- 16.10. **The Chief Secretary** is the head of the Secretariat and is only accountable to the Chief Judge. The Chief Secretary, who ensures that competition results are determined correctly and on a timely basis and is responsible for preparing and issuing all documentation relating to the competition,
- 1) organises and controls the work of the Secretariat;
 - 2) prepares the necessary documentation for the Mandate Commission and weigh-in;
 - 3) conducts the drawing of lots;
 - 4) is responsible for the operational documentation of the competition;
 - 5) compiles the Competition Report;
 - 6) oversees the preparation of the trophies (medals, cups, diplomas, certificates, prizes, etc.);
 - 7) accepts protests from team representatives; immediately informs the Chief Judge of any protests lodged;
 - 8) signs the Result Card and the Report of the Panel of Judges.
 - 9) organises the awards ceremony (signing of diplomas; preparation of the script; the arrival of winners and prize-holders; compilation of lists of

winners, etc.) in collaboration with the Participants' Judges and the Announcer.

16.11. **The Deputy Chief Secretary** performs the most important duties of the Secretariat on request of the Chief Secretary; replaces the Chief Secretary on request of the Chief Secretary or in the absence of the latter.

16.12. **The Secretary Judges**

- 1) attend the weigh-in; mark the athletes' weights in the Weigh-in List; at the end of the weigh-in, leave the mark "FAILURE TO ATTEND" in the column "Weight" next to the names of athletes missing the weigh-in;
- 2) record the outcomes of each round, the final score of the combat, the results of the "gold" combat and special round (if conducted) and the time (to the exact minute) when the final score of the combat was announced (the scorecard template is available in Appendix 3);
- 3) enter data on the course of the combats in the rank tables which are displayed on the information board for the benefit of the participants;
- 4) provide information on the upcoming combats for the Announcer and the Participants' Judges on a timely basis; displays updated start lists on the information board for the participants;
- 5) perform the orders of the Chief Secretary.

16.13. **The Speaker**, who informs the competition participants and audience of the terms, course and results of the competition via the public address system,

- 1) announces the competition programme and procedures;
- 2) calls the participants to the pre-start zone;
- 3) announces the participants of the forthcoming combat; announces the participants before each round;
- 4) announces the results of rounds and combats;
- 5) announces any disqualifications of participants (teams) and specifies the causes;
- 6) announces the names and surnames of the winners and prize holders, their coaches, and the competition officials conferring the trophies at the awards ceremony;
- 7) announces the team results;
- 8) announces the orders and decisions of the Chief Panel of Judges and the organisers relating to the competition or makes any other public announcements.

16.14. **The Starter**

- 1) upon receiving permission from the Chief Judge to start the round, gives the commands "READY" and "STEADY";
- 2) in the absence of an electronic timer, gives a 5-second countdown, then gives the command "GO" with one gong strike;
- 3) should a ribbon be displayed or a round halted upon the decision of the Senior Judge on the Water before the expiry of 30 seconds, signals the end of the round with repeated frequent gong strikes;
- 4) in the absence of an electronic timer of the round, signals the end of the round upon the expiry of 30 seconds with three gong strikes.

16.15. The Time Keeper

- 1) controls the duration of the round.
- 2) controls the duration of intervals between rounds and combats.
- 3) in the absence of an electronic timer, gives a 6-second count at the beginning of the round and a 5-second count at the end of the round (from second 25 to second 30).

16.16. The Electronic Timing Expert

- 1) upon the command “STEADY”, starts the electronic timer of the round.
- 2) stops the sound timer if the round is halted.

16.17. The Senior Judge in the Water (Arbiter)

- 1) organises the work of the Judges in the Water.
- 2) watches over the readiness of the athletes and Judges in the Water for the round; raises one arm to signal readiness for the round;
- 3) watches over the wrestling;
- 4) decides whether the round must proceed or be halted in case a ribbon becomes detached after crossing the hoop;
- 5) halts the round in cases provided for by these Rules or in the event of any major breaches of these Rules;
- 6) monitors the signals given by the other judges;
- 7) discusses the situation with the other judges;
- 8) participates in the discussion of debatable situations;
- 9) passes the decision on the score of the round;
- 10) displays the score of the round.
- 11) It is recommended that the Arbiter wears one red and one yellow glove to ensure better signal visibility.

16.18. The Side Judges in the Water

- 1) ensure that their respective athletes are wearing ankle bands and ribbons; check whether the ankle bands and ribbons are correctly and securely attached;
- 2) check if their respective athlete is ready for the round; raise one arm to signal their own readiness and the readiness of their respective athlete for the round;
- 3) watch over the false starts of their respective athlete;
- 4) check if their respective athlete has passed through the hoop;
- 5) when both ribbons have crossed the mouth of the hoop, gives a signal by lowering the raised arm;
- 6) in the event of a false start, or if an athlete has failed to enter the hoop within 6 seconds, is not wearing ribbons, or if a ribbon has detached before the athlete has passed the hoop, give a signal by crossing their arms above the head;
- 7) watch over the actions of the athletes during the wrestling;
- 8) participate in the discussion of the score of the round.
- 9) It is recommended that each Side Judge in the Water wears one red and one yellow glove to ensure better signal visibility.

16.19. The Distance Judges, stationed on the side of the pool at the edge of the

competition area,

- 1) check if the athletes and judges are ready for the round;
- 2) watch over false starts;
- 3) monitor the actions of the athletes during the wrestling;
- 4) watch over the athletes and determine which of them was the first to display a ribbon above the surface of the ring;
- 5) participate in the discussion of debatable issues;
- 6) in the event of a false start or if a ribbon has become detached before the athlete has crossed the hoop, give a signal by crossing their arms above the head.

16.20. The Senior Participants' Judge

- 1) organises and supervises the work of the Participants' Judges;
- 2) provides the Participants' Judges with updated start lists on a timely basis;
- 3) informs the participants of the forthcoming combats; ensures that the participants arrive at the pre-start zones;
- 4) checks if the participants' identities are consistent with the start lists;
- 5) checks the holding capacity of the ankle bands and ribbons.

16.21. The Participants' Judges, who make certain that the athletes are prepared for the combats,

- 1) ensure that the athletes are present in the waiting area;
- 2) ensure that the athletes' masks, swimsuits and fins are safe for the opponents;
- 3) ensure that the participants are not wearing any items capable of causing injury (rings, chains, bracelets, underwired underwear, etc.);
- 4) check that the athletes' nails are short and have no sharp edges;
- 5) check that the athletes' skin is free from any oily or greasy substance;
- 6) provide the participants with caps, ankle bands and ribbons;
- 7) prior to the first round and after an ankle band/ribbon has been replaced, check that the ankle bands and ribbons are securely attached;
- 8) should an ankle band/ribbon accidentally become detached, withdraws the item from use, removes it from the pre-start zone to preclude its accidental reuse, and replaces it with a new ankle band/ribbon.

16.22. The Video Control Judge

- 1) video-records every round;
- 2) monitors the combats on screen;
- 3) provides video replays of combats in case of any disputable situations.

16.23. The Master of Ceremonies

- 1) checks that the selected site is ready for the awards ceremony;
- 2) prepares the awards;
- 3) organises the arrival of the winners and prize holders at the awards ceremony site.



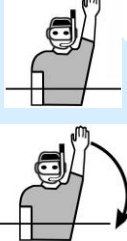
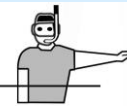


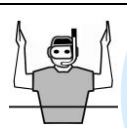
17. SOUND SIGNALS









Table 5



Signal	Meaning
One gong signal/strike/buzz	Start of round
Three gong signals/strikes/buzzes	End of round
Repeated gong signals/strikes	Halt round immediately

18. JUDGE SIGNALS

Table 6

№	Signal	Meaning	Judge in the Water		Distance Judge	Description
			Senior	Side		
1		The athlete and the side judge are ready for the round		X		The judge holds up one arm showing an open palm (on the side of their respective athlete)
2		The athletes and judges in the water are ready for the round	X			The judge holds up one arm showing an open palm.
3		The athlete has passed through their hoop		X		The judge holds up one arm showing an open palm (on the side of their respective athlete). When the athlete has passed through the hoop, the judge moves the arm downwards
4		The athlete was the first to show the ribbon	X	X	X	The judge extends one arm showing an open palm to indicate the athlete
5		Score 3:1	X			The judge extends one arm showing an open palm to indicate the winner; the other arm is upstretched
6		Score 3:0	X			The judge extends one arm showing an open palm to indicate the winner and touches the top of the head with the other hand
7		Score 2:2	X			The judge extends both arms bent at the elbows with fingers pointing up

№	Signal	Meaning	Judge in the Water		Distance Judge	Description
			Senior	Side		
8		Score 2:0	X			The judge extends one arm bent at the elbow with fingers pointing up and touches the top of the head with the other hand
9		Score 1:0	X			The judge raises one arm showing an open palm and touches the top of their head with the other hand
10		Score 0:0	X			The judge touches the top of their head with both hands
11		Score 1:1	X			The judge raises both arms showing open palms
12		One of the athletes has committed a foul during the wrestling	X	X		The judge raises both arms, with one hand holding the other by the wrist; then extends the arm of the holding hand to point with a clenched fist at the offender
13		Both athletes have committed a foul	X	X		The judge raises both arms, with both wrists above the head; then extends both arms with clenched fists to point at the offenders
14		Both athletes must stop wrestling immediately	X			The judge crosses arms above the head showing open palms
15		Athlete or judge is not ready for the round; false start; ribbon becomes detached prior to crossing the hoop; major breach of rules		X	X	The judge crosses arms above the head showing open palms

№	Signal	Meaning	Judge in the Water		Distance Judge	Description
			Senior	Side		
16		The judges must gather together	X		X	The judge extends both arms in front of the body, with open palms facing each other
17		Technical timeout	X		X	Hands with open palms form a T-shape

19. APPENDIX

19.1. Appendix 1. Rank tables for round robin competitions:

№	Surname, name	Team	1	2	3	W	D	L	Points	SD	R
1				:	:					:	
2			:		:					:	
3			:	:						:	

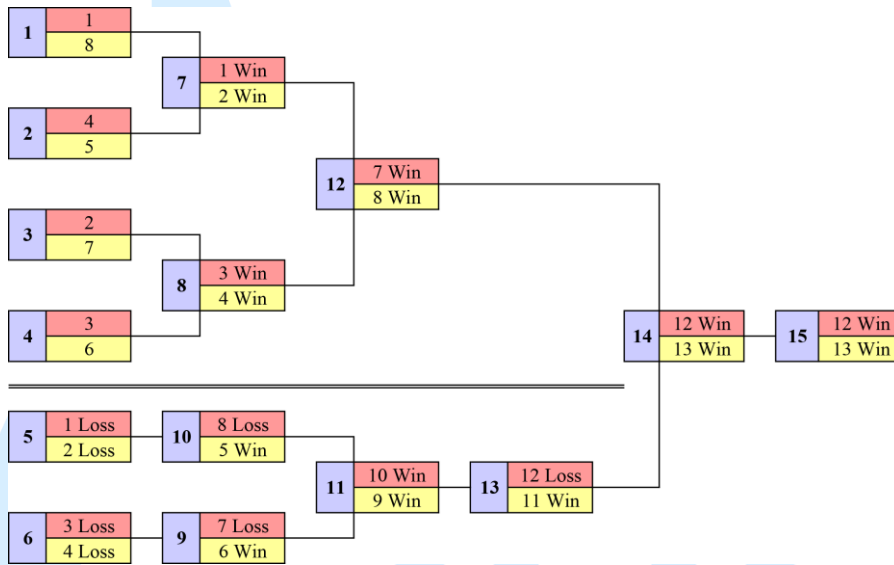
№	Surname, name	Team	1	2	3	4	W	D	L	Points	SD	R
1				:	:	:					:	
2			:		:	:					:	
3			:	:		:					:	
4			:	:	:						:	

№	Surname, name	Team	1	2	3	4	5	W	D	L	Points	SD	R
1				:	:	:	:					:	
2			:		:	:	:					:	
3			:	:		:	:					:	
4			:	:	:		:					:	
5			:	:	:	:						:	

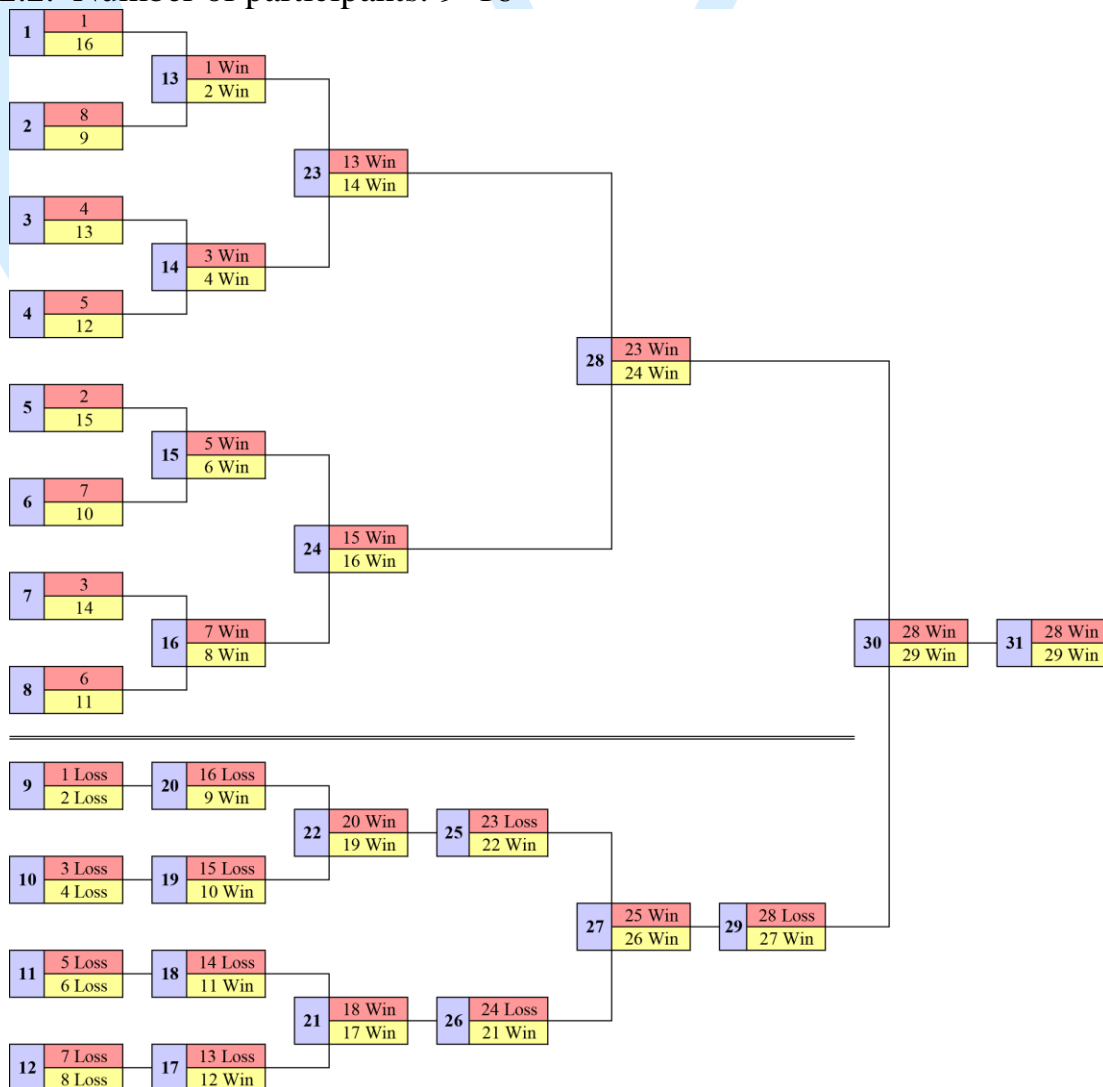
CMAS

19.2. Appendix 2. Rank tables for competitions based on the double elimination system

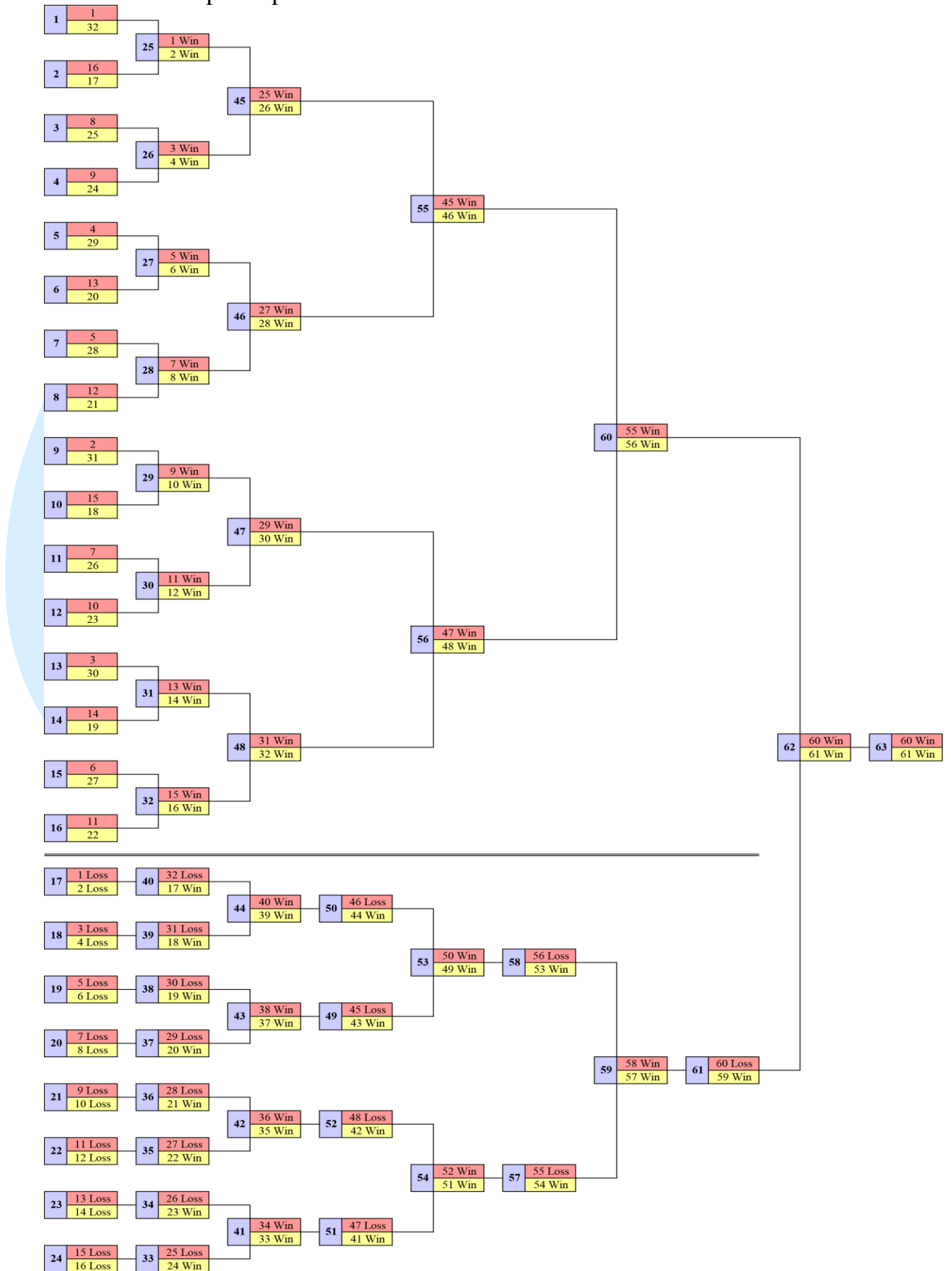
19.2.1. Number of participants: 6–8



19.2.2. Number of participants: 9–16



19.2.3. Number of participants: 17–32



19.3. **Appendix 3. Scorecard**

_____ Combat number					
_____		_____		_____	
Gender		Age group		Weight category	
_____			_____		
Red side			Yellow side		
_____		_____		_____	
Surname		Name		Surname	
_____		_____		_____	
Team		Team		Team	
Warnings	Round 1	Round 2	Round 3	Special round	Warnings
	:	:	:	:	
_____		_____		_____	
Score		:		Time	
_____		_____		_____	

***** End of document *****

