


This document outlines the approved changes to the International rules for Underwater-Rugby agreed on web conference call the 20<sup>th</sup> of June 2021.

The CMAS BoD have approved these amendments to the International rules for Underwater-Rugby on Month, dd, 2021.

Rule	Old rule	New rule	Reason
Several	Currently not all paragraph references include a chapter heading. Also, some references have been lost and only showing 0 or Error! Reference source not found.	Correct and add paragraph heading to all paragraph references (e.g add Deliberately delaying the play to 5.18 reference).	Make it clearer what the referenced chapter is about. See below rule 3.1.8 suggestion for an example.
1.1.16	Possession Clarified during WC 2019 in Graz.	Any player that is holding/pushing/grabbing the ball would be in possession of the ball. Applicable in, but not limited to, the following situations; <ul style="list-style-type: none"> <li>In a scrum more than one player is in possession of the ball and therefore more than one player can be attacked.</li> </ul> When trying to score a goal one player can be supported by another player to push in and/or move the goal defender if that player is also in possession of the ball.	Add clarification made at WC2019 to the rules.
2.1.2.d	If no name has been provided for the team leader in the protocol, the team captain is regarded as the team leader. <b>If no team captain is marked, the player (not a reserve) with lowest cap number is regarded as both team captain and team leader.</b>	If no name has been provided for the team leader in the protocol, the team captain is regarded as the team leader ( <b>2.4.4 Team captains</b> ).	Remove duplications and add reference instead.
2.4.4	<b>If the captain is not an active player</b> , the team will have reasonable time to choose a new captain. If the team can't decide who the captain is, an active player with lowest number will be selected as the captain. In this and only in this case the captain doesn't have to wear an arm band.	<b>The captain must be an active player. If no captain is selected</b> , the team will have reasonable time to choose a captain. If the team can't decide who the captain is, an active player with lowest number will be selected as the captain. In this and only in this case the captain doesn't have to wear an arm band.	Clarification.
3.1.2.e	The deck referee always starts the match after an interruption including: <ul style="list-style-type: none"> <li>Start of each period</li> <li>Start of play after a goal has been scored</li> <li>Start of free throws</li> </ul>	The deck referee always starts the match after an interruption (e.g. start of each period, after a goal, free throws, team balls, referee balls, penalty throws, etc).	Simplification.

Rule	Old rule	New rule	Reason
	<ul style="list-style-type: none"> <li>Start of team balls</li> <li>Start of referee balls</li> </ul> Start of penalty throws		
3.1.8	The referee may extend the playing time. (5.18)	The referee may extend the playing time ( <b>for rule 5.18 Deliberately delaying the play</b> the match time should be extended with the perceived time lost due to the delay situation).	Clarify the duration of time to be added.
3.1.9	Visual signal for Warning is missing.	Add Visual signal for Warning. 	Missing.
4.1.2.c	When <b>attacking immediately</b> after a goal has been scored, the ball shall be held visibly until 2 meters distance from any player of the opposing team.	When <b>starting</b> after a goal has been scored, the ball shall be held visibly <b>in front of the player with the ball</b> until 2 meters distance from any player of the opposing team.	Clarification.
4.3.5.b	If there are players from sudden death period which are serving time penalties, they can't be used in the first round <b>not</b> as an attacker <b>or</b> a defender.	If there are players from sudden death period which are serving time penalties, they can't be used in the first round <b>neither</b> as an attacker <b>nor as</b> a defender.	Clarification.
4.3.5.b 4.3.5.c	Three different players from each team shall carry out the three penalty throws The goal defender may be changed at will No player, including the three players who <b>performed</b> the penalty-throws from <b>0</b> , shall <b>perform</b> again, until all the players on their teams have each <b>performed</b> a penalty throw. The goal defender may be changed at will	Three different players from each team shall carry out the three penalty throws, <b>both defending and attacking players</b> . <i>The goal defender may be changed at will</i> No player, including the three players who <b>attacked and/or defended</b> the <b>first 3</b> penalty-throws from <b>4.2.5.b</b> , shall <b>attack and/or defend</b> again, until all the players on their teams have each <b>attacked and defended</b> a penalty-throw. <b>A player can only perform one attack and one goal defence until all the team players have attacked and defended.</b> <b>Only completed penalty-throws are counted for a player, as an</b>	Removes defending teams' advantage, in a penalty shoot-out, to be able to reuse a few goal defenders instead of forced to use all players as goal defenders.



Rule	Old rule	New rule	Reason
		<p><b>attacker or defender. If the attacker gets a new penalty throw due to an incorrect behaviour from the defender and the team opts to change attacker, that penalty-throw doesn't count as a performed for the attacker.</b></p> <p>Both team have to supply a ranked team list of 12 players, both defender and attacker All players form the defending team lists have to have defended before both the lists are restarted.</p>	
5.2	-	For a player to use a closed fist to punch/contact the ball. A punch/contact with a closed fist that misses is difficult to be seen by the referees and it increases the risk for injuries. However, punching/contacting the ball with an open palm is allowed.	Reduce the risk for injuries.
5 6.1.1 6.3.2	<p><b>For the rules 5.7 - 5.12</b> it is up to the referee to decide the harshness of the infringement and thereby also of the penalty...</p> <p>A free throw <b>may be</b> awarded by a referee for <b>the infringements</b> of rules 5.7 –5.18.</p> <p>A time penalty may be awarded by a referee for infringements of <b>rules 5.1 – 5.12, or after repetitive infringement of any rule.</b></p> <p><b>It should be noted that infringements of rules 5.7 – 5.12 may instead be punished with only a free throw.</b></p>	<p>It is up to the referee to decide the harshness of the infringement and thereby also of the penalty...</p> <p>A free throw <b>is</b> awarded by a referee for <b>foul play</b> of rules 5.1 – 5.18.</p> <p>A time penalty may be awarded by a referee for infringements of any rule.</p>	Simplify the intension that it is up to the referee to decide the harshness of the infringement and thereby also of the penalty by removing specific foul chapters where possible and include below table as a new appendix.
5.4.1	To enter the water anywhere else than via the entrance lane during the match, or to enter the water in any potentially dangerous manner during the match.	To enter the water anywhere else than via the entrance lane during the match, or to enter the water in any potentially dangerous manner during the match <b>(4.2.1.d Exchange of players during the match).</b>	Missing reference to 4.2.1.d about entering playing area before half-way line.
5.8	-	<b>Under no circumstances at any time, neither player (attacker nor defender) should use the goal basket as leverage in order to gain a better position.</b>	Add additional clarification.



Rule	Old rule	New rule	Reason
5.10	To use a strangling hold on the neck.	To use a strangling hold on the throat.	Clarification.
5.12	<b>As these chapters cover descriptive rules and most do not state any penalty, the referee must evaluate the situation for seriousness, repetition, possible gain, contempt/spite, match fluency interference, etc., and award appropriate penalty according to rule 6.1, 6.2 or 6.3. If a team continues to break the rules it is advised that the referees award a time-penalty every time, as this is proven to be the most efficient way for the teams to change behaviour.</b>	-	Move and merge general text “As these chapters...” to chapter 5 Foul Play and add examples for 5.12 Incorrect general behaviour in the future when needed/suggested.
5.13	This ban is important in order to maintain a fluid and high quality match. The referees <b>shall</b> , therefore give warning and thereafter time-penalties if the behaviour persists. ... The referee may give warnings according to rule 6.1 and thereafter time-penalties.	This ban is important in order to maintain a fluid and high-quality match. The referees <b>may</b> , therefore, give warning and thereafter time-penalties if the behaviour persists. ... The referee may give warnings according to rule 6.2 (Warning) and thereafter time-penalties.	Use “may” consistently for both sentences and correct reference number
5.18	If necessary, playing time may be extended (3.1.9). A team <b>in the lead</b> does not try to play according to the intention of the sport; for example a player is blocking the ball in the foetus position whenever opponents come close	If necessary, playing time may be extended (3.1.8 Extension of playing time). A team does not try to play according to the intention of the sport; for example, a player is blocking the ball in the foetus position whenever opponents come close <b>or two players from the same team are scrumming the ball together.</b>	Correct reference and Don’t limit the rule to the team in the lead and add additional example.
6.1	Description of Free Throw in this chapter should be moved.	Move description of Free Throw to chapter 4.1.6	Restructure in a logical way.
6.1.4.b	A free throw awarded at the opponent’s half shall be taken at the place where the infringement occurred <b>or moved towards the center line</b> , but not closer than 3 meters to the defenders’ exit line.	A free throw awarded at the opponent’s half shall be taken at the place where the infringement occurred but not closer than 3 meters to the defenders’ exit line and <b>can be moved towards the center line.</b>	Clarification
6.4	Description of Penalty Throw in this chapter should be moved.	Move description of Penalty Throw to chapter 4.1.7	Restructure in a logical way.



Rule	Old rule	New rule	Reason
6.4.6	-	If the penalty throw is interrupted by the defender attacking on the surface this will render a double penalty as this is regarded as also unsporting behaviour.	In the case both players surface for air and the defending player attacks the attacker on the surface, to prevent a certain goal on an empty basket, the punishment should be more severe.
6.6.1 6.6.2	An exchange player may replace the expelled player after the team has served a five - 5 minutes penalty and may thereafter continue with six players in the water and maximum five exchange players. The expelled player must leave the immediate vicinity of the playing area/exchange area. <b>In addition</b> , the player may not participate in the next match. A reserve may enter in the next match.	<ul style="list-style-type: none"> <li>• The expelled player must leave the immediate vicinity of the playing area/exchange area.</li> <li>• <b>Another player, from the offending team, will spend the 5 min time penalty leaving the team with one less player in the water.</b></li> <li>• <b>Regardless if any goals are scored the player spending 5 min time penalty will remain on the penalty bench.</b></li> <li>• An exchange player may replace the expelled player after the team has served a five - 5 minutes penalty and may thereafter continue with six players in the water and maximum five exchange players.</li> <li>• The <b>expelled</b> player may not participate in the next match <b>and depending on the decision from the tournament jury/league management it may be additional matches.</b> A reserve may enter in the next match.</li> </ul>	Move the duplicated text in rule 6.6.1 and 6.6.2 to chapter 6.6 and add clarification of the sequence of events.
7.2	The organising club or association is responsible <b>for notification</b> of any rule changes applicable at <b>the</b> championship. For World or Zone Championships, changes must be accepted by CMAS beforehand.	The organising club or association is responsible <b>to notify about</b> any rule changes applicable at <b>a</b> championship. For World or Zone Championships, changes must be <b>notified to the UWR Commission and</b> accepted by CMAS beforehand.	The UWR Commission should be aware of any changes/additions to the rules before they are accepted by CMAS.

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