

This document outlines the approved changes to the International rules for Underwater-Rugby agreed at the 11th CMAS Underwater-Rugby World Championships in Graz July 2019.

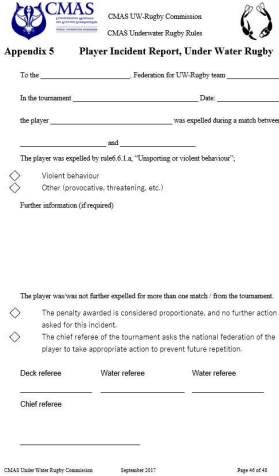
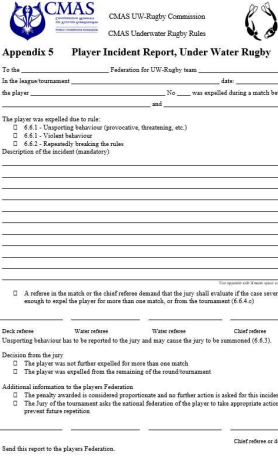
The CMAS BoD have approved these amendments to the International rules for Underwater-Rugby on February, 1st, 2020.

Rule	Old rule	New rule	Reason
1.1.2	Redefine usage of Game/Match in the rules. Game is currently used in the rules now so almost of all Game usage would be changed to Match.	Underwater Rugby is a Game played between two teams, each Match cover both In-Play and Out-of-Play.  <i>Almost all “game” in the rules have been changed to “match”.</i>	As Match and Game are replaced with Out-of-Play and In-Play there is still need of a Match definition which is the same as the current Game definition.
1.1.3	UWH 14.1 rule definition	The time before and after the periods/sudden death/penalty shot out, when the time is stopped (i.e. intervals between periods/sudden death/penalty throws, time-outs and any other period when the time is stopped).	Clearer and more self-explanatory naming. Use new In-Play and Out-of-Play definitions instead of Play and Normal Play.
1.1.4	UWH 14.1 rule definition	The time when the clock is running (i.e. during the periods/sudden death/penalty throws).	Clearer and more self-explanatory naming. Use new In-Play and Out-of-Play definitions instead of Play and Normal Play.
1.1.5	Define what a scrum is.	A scrum is when 2 or more players are locking or blocking the ball between each other. It is not relevant if the players are from different teams or not.	New definition as previously “blocked in a group” has been used.
1.2.6	The exit line does not continue beyond the playing area, i.e. it does not extend to divide the entrance line and the exchange area.	The exit line does not continue beyond the playing area, i.e. it does not extend to divide the entrance lane and the exchange area.	Incorrect as there is no entrance line dividing the exchange area.
2.3.2	UWH 11.3.1.1 rule definition	The mask must be a dual lens design mask, a single lens mask incorporating a centre divider/support in the mask's frame or a monolithic frame and lens comprised of shatter resistant safety grade plastic.	Missing
2.3.2.j	If the cap number is (partially or fully) covered, the player	If the player doesn't use a jersey with the number, then	Numbers on caps are not useful as mask



Rule	Old rule	New rule	Reason
	must write his/her number on the upper part of the arm outside of the shoulder, using a waterproof marker.	the player must write the number on the upper part of the arm outside of the shoulder, using a waterproof marker.	straps usually cover the number. The use of jerseys with numbers or writing the number on the skin is a better option.
New	UWH 11.3.6 rule definition	Wet suits and/or weight belts may not be worn as a player.	Missing and suggested to be new chapter 2.3.2.n.
2.4.3	UWH 11.2.1 rule definition	For World and Zone Championships both sets need UWR Commission approval prior to arrival at the competition.	Add ad-hoc procedure already used but not documented.
3.2.2	The deck referee shall wear a white or red shirt/t-shirt and white or red pants/shorts/skirt.	The deck referee shall wear a red or black shirt/t-shirt and red or black pants/shorts/skirt.	Remove old referee colour and add additional black option.
3.2.3	The water referees shall wear a dark or red T-shirt or a diving suit. The dark part must at least cover the torso and the shoulders, this so that the deck referee can see the direction of the free throw signalled. The water referees may wear a red cap.	The water referees shall wear a red or black T-shirt or a dark diving suit. The dark part must at least cover the torso and the shoulders, this so that the deck referee can see the direction of the free throw signalled. The water referees may wear a red or black cap.	Add additional black option to free up the red colour for usage by the teams.
New	UWH 5.3 rule definition	In the event of a match having to be abandoned, the Jury shall decide what subsequent action shall be taken.	Missing and suggested to be new chapter 3.2.7.
4.2.1.d	An exchange player may enter the pool only via the entrance lane. The player must enter the playing area before the halfway line of the playing area.	An exchange player may enter the playing area only via the entrance lane. The player must enter the playing area before the halfway line of the playing area.	Correction using the defined terms.
5	Chapter 5 has only one level, 5.1 (no 5.2, 5.3, etc).	Remove one-chapter level for rules 5.1.1 - 5.1.19 so it becomes 5.1 - 5.19 (5.1 becomes a text for chapter 5, 5.1.4.a becomes 5.4.1, etc).	Make it simple and no need for additional chapter level.
5.1.2	When the ball is blocked in a group, a player might try to free him/herself by wiggling.	During a scrum, a player might try to free him/herself by wiggling.	Use definition of scrum.
6.1 – 2	Chapter 6.1 Warnings and Chapter 6.2 Free Throw.	Chapter 6.1 Warnings and Chapter 6.2 Free Throw should	Make a logical flow of the Penalties and



Rule	Old rule	New rule	Reason
		logically be swapped and Chapter 6.2 should be renamed to Infringement as this is the term already used in the rules and Free Throw is not a penalty but a way to start the game.	don't name a Penalty the way the game can start.
6.3.1.g	The two time-penalties are treated as separate time-penalties, for example regarding rule 6.3.6.	The two time-penalties are treated as separate time-penalties, regarding rule 6.3.6, and would require one goal each to be considered served.	Clarification
Appen dix 5			Clarify the usage of the report, separating the referee and jury part (see Appendix 5 proposal).

Manuel Tito de Morais  
Chief Referee

e-Mail: [manuel@kajman.nu](mailto:manuel@kajman.nu)

Mobile: +46 723765486