



NORTH AMERICAN LEAGUE Underwater Rugby

Rules and Regulations 2017

1.0 Definition and Goals

The North American League (NAL) is a set of Underwater Rugby (UWR) tournaments hosted in cities of the United States and Canada with the main goal to develop, promote and grow the sport through the healthy competition of club teams in both countries.

Underwater clubs in the US and Canada decided to start a series of tournaments known as the North American UW Rugby Tournaments after the unsuccessful attempt of both countries to participate in the 9th CMAS World Championships for Underwater Rugby back in 2011. The North American UW Rugby Tournaments started back in 2011 as four (4) yearly events, hosting two (2) tournaments in each country. In 2016 the clubs decided to rebrand and reorganize the UWR series as the North American League for Underwater Rugby, keeping the same number of events in both countries, and using a system of points to have a yearly/season NAL UWR Champion.

2.0 League Season

2.1 The NAL season runs on a fiscal year starting on the month of October until the month of September of the following year. The NAL season consist of four (4) rounds played two (2) in the US and two (2) in Canada

2.2 Each round of the league is a complete competition with an event champion, and at the same time participating teams will accumulate points through the season to decide the seasonal League Champion (i.e. 2016 NAL Champion (winner from Jan-Sept. 2016), 2017 NAL UWR League Champion (winner from Oct. 2016 – Sept. 2017). The Host clubs/cities are determined by the committee before the end of the season (September) indicatively 4 rounds are held per season, two (2) in the US and two (2) in Canada. As there may be teams that are not able to join in on all dates, each round is a complete competition and tournament performance is awarded.

2.3 The *NAL* tournament round takes place on 1 day (Saturday) or 1.5 days (Saturday and Sunday) depending on the number of participating teams, but always 1.5 days are preferable. For season 2016, participating fees are defined by each *NAL* round host club.

3.0 Tournament Mode

3.1 To keep fairness on the tournament mode the game schedule will be developed through a system of pre-established game schedules and structures widely used buy the UW rugby community (See annex A).

3.2 The game schedule is developed based on the on the number of participating teams, time available and game time variables through a

special software.

3.3 The seeding of teams will be based on the final team position on the previous NAL tournament.

3.4 In the case of new teams, or teams that did not participated on the previous NAL event, their seeding will be decided through a draw in case of two or more teams to fill out the last positions

4.0 NAL committee

4.1 Each US and Canadian UWR club designates one (1) club representative to serve as their club NAL committee member.

4.2 The committee:

4.2.1 Defines and decides dates and regulations by releasing and updating the present document.

4.2.2 Has the final decision for any kind of issues regarding the league.

4.3 Members of the committee:

4.3.1 Coordinate the organization of tournaments in their own country on a given date supported by a hosting club.

4.3.2 Share the information with their club team, ask their clubs for their needs, opinions etc. in order to discuss it within the committee.

5.0 Team Registration

5.1 All teams should register their club players and paid the registration fee at least one month before the start of the tournament to help guarantee the realization of the event.

5.2 The player registration for the first tournament of the season will serve as the basis to follow up club membership for the season. Clubs should provide with full name, and cap number in order to facilitate proper registration of tournament statistics (goals) and team registration.

5.3 If a player changes clubs, it will be considered a “guest player” during his/hers first participation with the new club. (see guest player rule)

5.4 International teams are welcome to participate in any NAL tournament, their performance will be awarded, but will not be ranked nor get points for the NAL ranking. The points for the position obtained in such tournament will be awarded to the next USA-Canadian club team in the tournament final standings.

5.5 At every NAL event the host clubs should organize a mixed team (a.k.a “orphan team”) for players without a club, players affiliated to any club but not part of a registered team. The performance of the mixed team will be awarded, but will not be ranked nor get points for the NAL ranking.

6.0 Team roster

6.1 All teams and players must satisfy the standards required by the NAL tournament organizer including payment of the fees and required waivers.

6.2 All players shall play for a unique team during each round, except for:

6.2.1 Juniors (Under 21) who may play in two teams (their official club team and the U-21 team) in case an U21 team is registered.

6.2.2 Women who may play in two teams (their official club team and the ladies' team) in case a ladies team is registered.

6.3 In case a club registers two (2) or more teams, all players should play for a unique team and cannot switch teams at any point during the tournament even if they are from the same club.

6.4 Individual club affiliation on the registration to USOA-CUGA, at the beginning of the year/season will be considered as each player's official club.

7.0 Guest player rule

7.1 Individual international guest players (non-US or Canada residents) and/or national players (US or Canada residents) previously registered as part of another club, are limited to a total of **two (2) guest players** per team per tournament.

7.2 Registration of new players residing in the US and Canada without a previous team during the season can happen later during the year/season and will not be counted as a guest player.

7.3 A player that participates with a different team other than the one he/she played for at the previous NAL tournament will be counted as a "guest player".

7.4 Teams are required to register and clarify the name and number of their guest players at the time of the tournament registration. Failing to do so, the NAL committee might have their ranking points obtained in that round removed/reduced.

7.5 Teams with three (3) or more guest players or combined teams from two or more clubs will have their performance awarded, but will not be ranked, nor get points for the NAL ranking.

8.0 Tournament Rules

8.1 The official rules of CMAS are applied. Game times are adapted.

8.2 Game time depends on the competition configuration; always refer to the organization schedule. Times may be adjusted to the circumstances of the leg after acceptance by the committee.

8.3 In general time will be continuous; only for legs with few teams, time may be effective. When the time is continuous, time may be stopped only in case of “important unexpected events” like a serious injury.

8.4 If time is effective, each team has the right call for one (1) time-out for the entire match (1 minute).

8.5 **Knock out rule:** In order to prevent game “slaughter” with new, rookie, or weak teams by stronger teams as a way to get a better goal difference, the highest score to record on a team will be **ten (10)** goals. Any number of goals scored above 10 will not be recorded.

9.0 Referees

9.1 The official language of the referees and their communication is English

9.2 Every team must provide the names of three (3) referees at time of team registration

9.3 All the registered referees will be required to attend the referee meeting along with the tournament’s chief referee right after the team’s captains meeting, before the start of the tournament.

9.4 Following the game and referee schedules, the team providing referees will send two out of the three team referees, one of them will be a water referee and the other one either deck referee or score keeper/clock assistant.

9.5 All referees (water and deck), team captains, and the table referee must sign the game protocol after each game.

10.0 Round Points

10.1 The series of North American League Tournaments (NAL) decide the NA League champion for the year/season through a ranking and system of points given after each round/tournament.

10.2 The system of points per tournament is as follows:

- Four (4) points for 1st. place
- Three (3) points for 2nd. Place
- Two (2) points for 3rd. place
- One (1) point to all other US/Canadian participating club teams.

10.3 If a club participates with more than one team, only the highest ranking team receives the appropriate points for the club ranking.

10.4 In case of a tie in points, the club team with the most first places in that season/year will be the champion. In case of a tie, the club team with the most second places in that season/year will be the champion, and so on.

11.0 Tournament awards:

11.1 Final team positions.

11.1.1 First Place: Gold individual medal (team trophy optional)

11.1.2 Second Place: Silver individual medal

11.2.3 Third Place: Bronze individual medal

11.2 Top Scorer Team: Top scorer team trophy/plaque

11.3 Best team defense: Best team defense trophy/plaque

11.4 Top Scorer player: Award trophy/plaque to the top scorer player from the tournament.

12.0 League Season/Year awards:

At the end of the season the League champion team will be announced

12.1 Final season NAL team positions. Based on the added ranking points

12.1.1 First Place: Team with the highest number of points: Official season Champion title

12.1.2 Second Place: Team with the second higher number of points: Official season second place winner

12.2.3 Third Place: Team with the third higher number of points: Official season third place winner.

12.2 In case of a tie in points the following rule will apply:

12.2.1 The club team with the most first places in that season/year.

12.2.2 In case of tie, the club team with the most second places in that season/year.

12.3 Best US team and Best Canadian teams

12.4 Top Scorer Team: Based on the added total goals scored during the

season

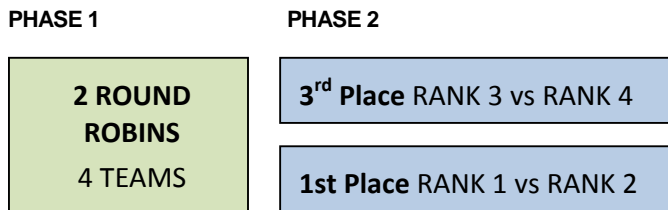
12.5 Best team defense: Based on the added number of total goals scored against during the season

12.6 Top Scorer player: Based on the added number of total goals scored by an individual during the season

Annex A

Game structure (4 teams)

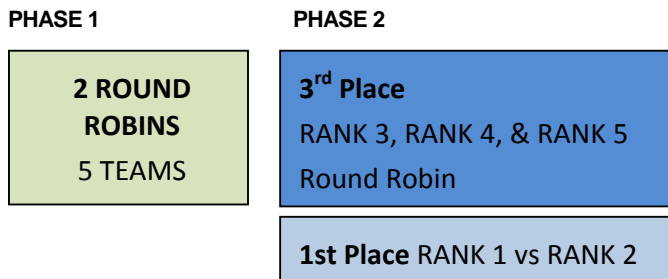
Teams are seeded based on their performance from the last tournament. Teams with no ranking from the last tournament (new teams or teams that did not participated are seeded on the remaining places through a draw).



Total games: 24

Game structure (5 teams)

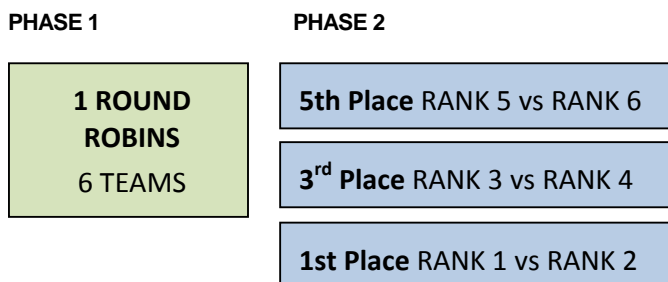
Teams are seeded based on their performance from the last tournament. Teams with no ranking from the last tournament (new teams or teams that did not participated are seeded on the remaining places through a draw).



Total games: 24

Game structure (6 teams) 2 days

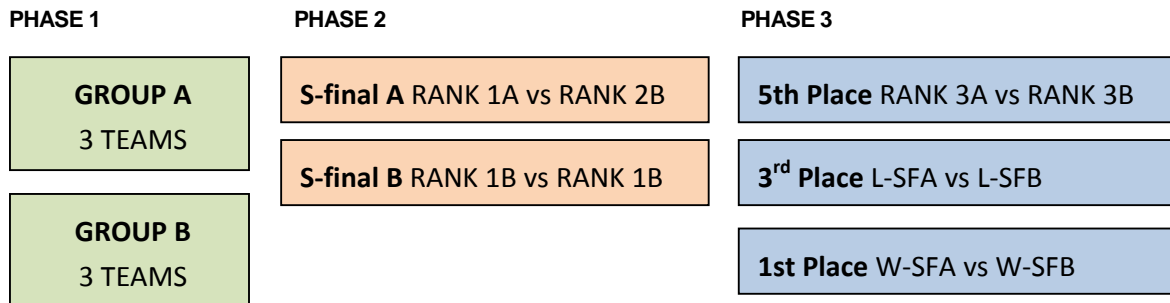
Teams are seeded based on their performance from the last tournament. Teams with no ranking from the last tournament (new teams or teams that did not participated are seeded on the remaining places through a draw).



Total games: 18

Game structure (6 teams) 1 day

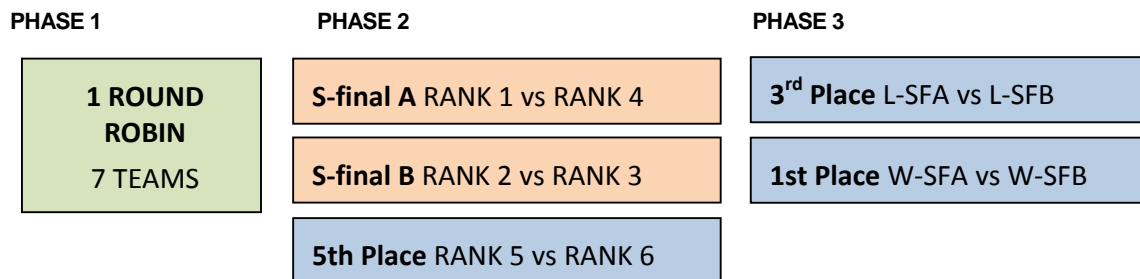
Teams are seeded based on their performance from the last tournament. Teams with no ranking from the last tournament (new teams or teams that did not participated are seeded on the remaining places through a draw).



Total games: 11

Game structure (7 teams) 2 days

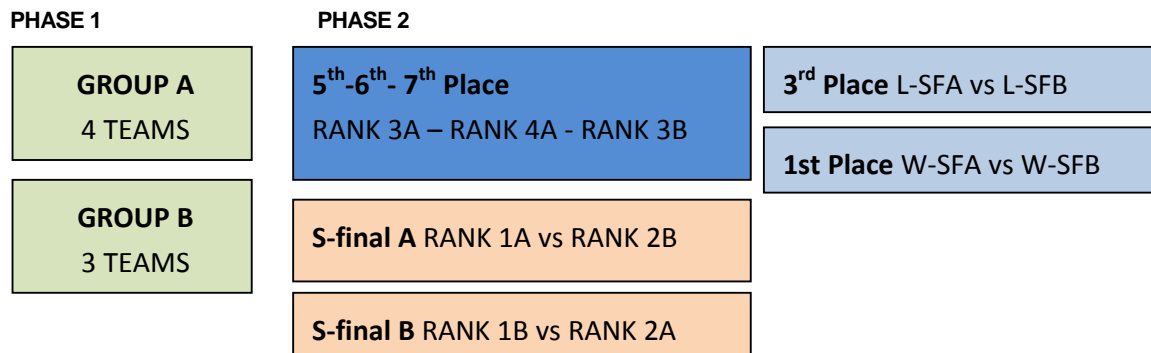
Teams are seeded based on their performance from the last tournament. Teams with no ranking from the last tournament (new teams or teams that did not participated are seeded on the remaining places through a draw).



Total games: 26

Game structure (7 teams) 1 day

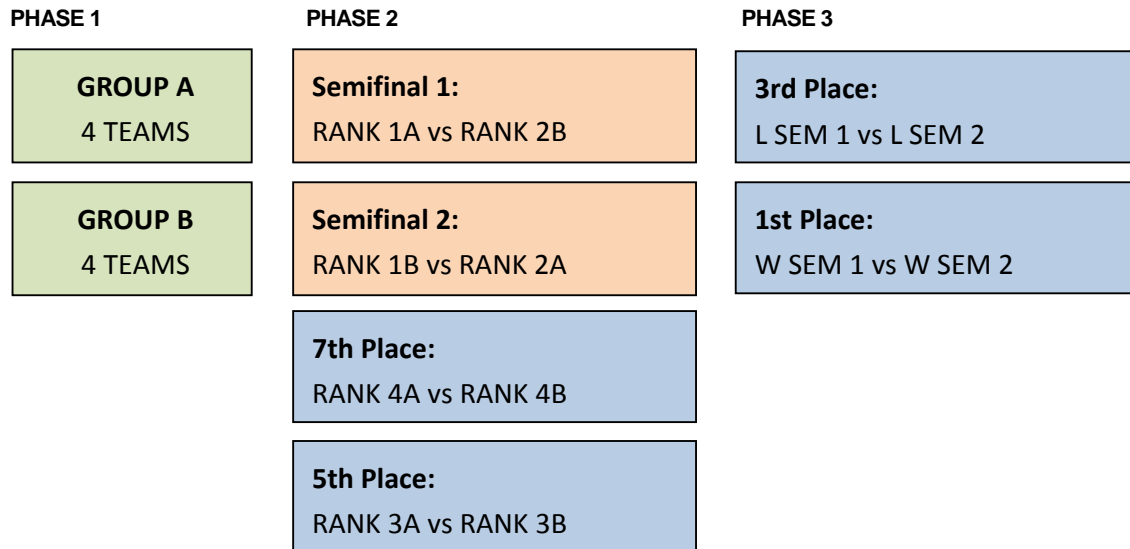
Teams are seeded based on their performance from the last tournament. Teams with no ranking from the last tournament (new teams or teams that did not participated are seeded on the remaining places through a draw).



Total games: 16

Game structure (8 teams)

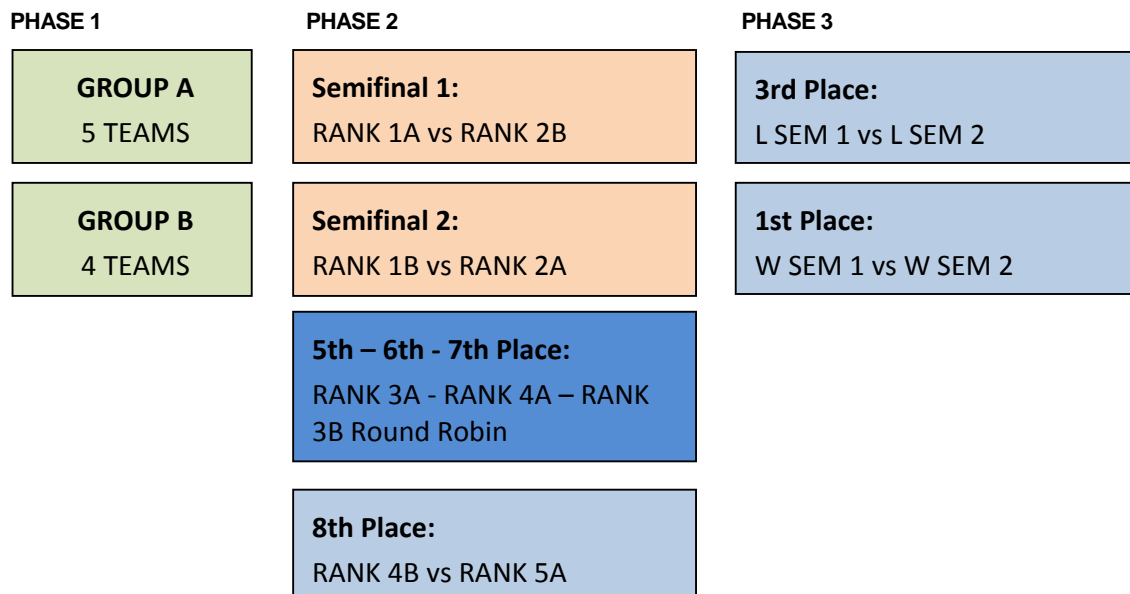
Teams are seeded based on their performance from the last tournament. Teams with no ranking from the last tournament (new teams or teams that did not participated are seeded on the remaining places through a draw).



Total games: 18

Game structure (9 teams)

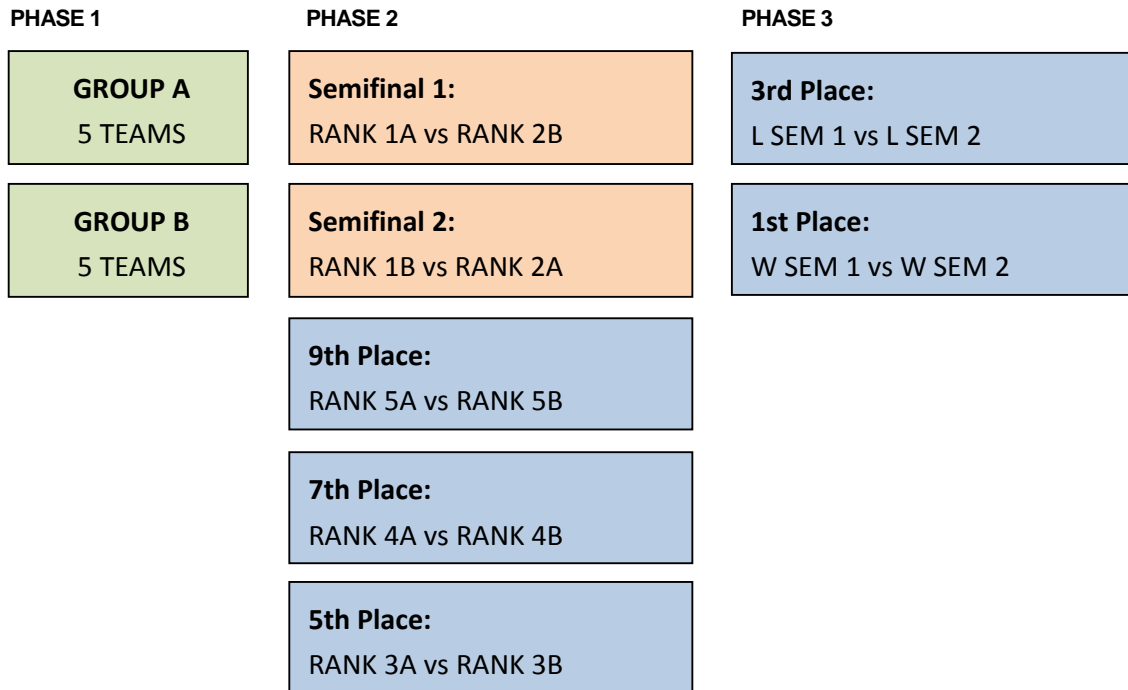
Teams are seeded based on their performance from the last tournament. Teams with no ranking from the last tournament (new teams or teams that did not participated are seeded on the remaining places through a draw).



Total games: 24

Game structure (10 teams)

Teams are seeded based on their performance from the last tournament. Teams with no ranking from the last tournament (new teams or teams that did not participated are seeded on the remaining places through a draw).



Total games: 27

Game structure (11 teams)

Teams are seeded based on their performance from the last tournament. Teams with no ranking from the last tournament (new teams or teams that did not participated are seeded on the remaining places through a draw).

PHASE 1

GROUP A
6 TEAMS

GROUP B
5 TEAMS

PHASE 2

Semifinal 1:
RANK 1A vs RANK 2B

Semifinal 2:
RANK 1B vs RANK 2A

10th – 11th Place:
RANK 6A vs RANK 5B

7th – 8th – 9th Place:
RANK 4A - RANK 4B – RANK
5A Round Robin

5th Place:
RANK 3A vs RANK 3B

PHASE 3

3rd Place:
L SEM 1 vs L SEM 2

1st Place:
W SEM 1 vs W SEM 2

Total games: 34

Game structure (12 teams)

Teams are seeded based on their performance from the last tournament. Teams with no ranking from the last tournament (new teams or teams that did not participated are seeded on the remaining places through a draw).

PHASE 1

GROUP A
4 TEAMS

GROUP B
4 TEAMS

GROUP C
4 TEAMS

PHASE 2

Semifinal 1:
RANK 1A vs BEST 2(A-B-C)

Semifinal 2:
RANK 1B vs RANK 1C

10th – 11th – 12th Place:
RANK 4A - RANK 4B – RANK
4C Round Robin

7th – 8th – 9th Place:
RANK 3A - RANK 3B – RANK
3C Round Robin

5th Place:
2ND RANK 2(A-B-C) vs
3RD RANK 2(A-B-C)

PHASE 3

3rd Place:
L SEM 1 vs L SEM 2

1st Place:
W SEM 1 vs W SEM 2

Total games: 29

Game structure (13 teams)

Teams are seeded based on their performance from the last tournament. Teams with no ranking from the last tournament (new teams or teams that did not participated are seeded on the remaining places through a draw).

PHASE 1	PHASE 2	PHASE 3	PHASE 4
GROUP A 4 TEAMS	Quarter final 1: RANK 1A vs RANK 2B	Semifinal 1: W QF1 vs W QF4	7th Place: L PR1 vs L PR2
GROUP B 3 TEAMS	Quarter final 2: RANK 1B vs RANK 2C	Semifinal 2: W QF2 vs W QF3	5th Place: W PR1 vs W PR2
GROUP C 3 TEAMS	Quarter final 3: RANK 1C vs RANK 2D	Preround 3: 5-8th L QF1 vs L QF 4	3rd Place: L SF1 vs L SF2
GROUP D 3 TEAMS	Quarter final 4: RANK 1D vs RANK 2C	Preround 4: 5-8th L QF2 vs L QF 3	1st Place: W SF1 vs W SF2
	Preround 1: 9-10th RANK 3A vs RANK 3B	9th – 10th Place: W PR1 vs W PR2	
	Preround 2: 9-10th RANK 3C vs RANK 3D	11th – 12th – 13th Place: L PR1 - L PR2 – RANK 4(A) Round Robin	

Total games: 33

Game structure (14 teams)

Teams are seeded based on their performance from the last tournament. Teams with no ranking from the last tournament (new teams or teams that did not participated are seeded on the remaining places through a draw).

PHASE 1	PHASE 2	PHASE 3	PHASE 4
GROUP A 4 TEAMS	Quarter final 1: RANK 1A vs RANK 2B	Semifinal 1: W QF1 vs W QF4	7th Place: L PR1 vs L PR2
GROUP B 4 TEAMS	Quarter final 2: RANK 1B vs RANK 2C	Semifinal 2: W QF2 vs W QF3	5th Place: W PR1 vs W PR2
GROUP C 3 TEAMS	Quarter final 3: RANK 1C vs RANK 2D	Preround 3: 5-8th L QF1 vs L QF 4	3rd Place: L SF1 vs L SF2
GROUP D 3 TEAMS	Quarter final 4: RANK 1D vs RANK 2A	Preround 4: 5-8th L QF2 vs L QF 3	1st Place: W SF1 vs W SF2
	Preround 1: 9-12th RANK 3A vs RANK 3B	9th – 10th Place: W PR1 vs W PR2	
	Preround 2: 9-12th RANK 3C vs RANK 3D	11th – 12th Place: L PR1 vs L PR2	
	13th – 14th Place: RANK 4A vs RANK 4B		

Total games: 35

Game structure (15 teams)

Teams are seeded based on their performance from the last tournament. Teams with no ranking from the last tournament (new teams or teams that did not participated are seeded on the remaining places through a draw).

PHASE 1	PHASE 2	PHASE 3
GROUP A 5 TEAMS	Semifinal 1: RANK 1A vs BEST 2 (A-B-C)	3rd Place: L SF1 vs L SF2
GROUP B 5 TEAMS	Semifinal 2: RANK 1B vs RANK 1C	1st Place: W SF1 vs W SF2
GROUP C 5 TEAMS	5th Place: 2 nd RANK 2(A-B-C) vs 3 rd RANK 2(A-B-C)	
	7TH – 8TH – 9th Place: RANK 3A – RANK 3B – RANK 3C Round Robin	
	10th - 11TH – 12TH Place: RANK 4A – RANK 4B – RANK 4C Round Robin	
	13th - 14TH – 15TH Place: RANK 5A – RANK 5B – RANK 5C Round Robin	

Total games: 44

Annex B

Season 2017/18 NAL organization

CAMO Rugby Sousmarin (Montreal, QC Canada):

Cesar Florez

Toronto UWR (Toronto, ON, Canada):

Camilo Contreras

Club Liberation (Brantford, On Canada):

Tom Elliot

Boston UWR (Quincy, MA USA):

Tim Burke

New Jersey Hammerheads (Newark, NJ USA):

Daniel Naujoks

NUWR (Newark, NJ USA):

Rovier Mosquera Jr.

East Haven Makos (East Haven, CT USA):

Jose Bedoya

Florida Keys Krakens (Key Largo, FL USA):

Nicole Fabian

San Francisco Giant Sea Bass (San Francisco, CA USA)

Cyrus Katrak

Underwater Society of America (USOA)

Rolexi Pinzon

Canadian Underwater Games (CUGA)

Camilo Contreras

Annex C



REGISTRATION FORM

Number North American Underwater Rugby Tournament - **City** 20XX

Date: Month - Day 20

Club: _____

	Athletes Full Name	Cap Number	Email	Guest Player? Y/N
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
	Name	Cell	Email	
Delegate				
Coach				
Captain				
Referee				
Referee				
Referee				

We confirm that all the players belong to our Club, are physically and mentally fit to participate in the championship. We disclaim any responsibility to the Organization of the championship, for any loss or accident that may occur to any member of our delegation.

Club President

Coach

Captain/Delegate

Annex D

Schedule of the season 2017/18

August 2017 (2 months before Round #1 - 2017/18)	Invitation and team registration open for Round #1 – 2017/18.
Oct. 21-22, 2017	19th North American League - Newark 2017 Round 1 - 2017/18 (host: NJ Hammerheads)
December 2017 (2 months before Round #2 - 2017/18)	Invitation and team registration open for Round #2 – 2017/18.
Feb./Mar TBD, 2018	20th North American League – TBD - Canada 2018 Round 2 - 2017/18 (host: TBD)
March 2018 (2 months before Round #3 - 2017/18)	Invitation and team registration open for Round #3 – 2017/18.
May/June TBD, 2018	21st North American League – TBD - USA 2018 Round 3 - 2017/18
June 2018 (2 months before Round #4 - 2017/18)	Invitation and team registration open for Round #4 – 2017/18.
Aug./Sep. TBD, 2018	22nd North American League – TBD - Canada 2018 Round 4 - 2017/18