



US Underwater Rugby NATIONAL TOURNAMENT

Rules and Regulations 2018

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1.0 Definition and Goals

- 1.1 The US Underwater Rugby National Tournament (NT) is a series of Underwater Rugby (UWR) tournament rounds hosted in cities of the United States with the main goal to develop, promote, and grow the sport through the healthy competition of club teams.
- 1.2 These rules and regulations are adopted by the USOA Underwater Rugby Committee (henceforth “the Committee”). The Committee decided to continue the successful series of tournaments known as the North American UW Rugby Tournaments under a similar format branded now as National Tournaments (NT) due to the growth of more clubs in the US and the necessity to have more opportunities of high level competitions in US soil in order to keep clubs, teams and local players in constant development.
- 1.3 These rules are complemented by the USOA Standardized Competitive Rules, and the CMAS rules for UWR.
- 1.4 The NT champion will be determined through a system of points awarded at any of the several rounds during the season, as specified in these rules.

2.0 National Tournament Season

- 2.1 The NT season runs on a fiscal year starting on the month of October until the month of September of the following year.
- 2.2 The NT season consist of three (3) rounds.
- 2.3 Each round is a complete competition with an event champion, and at the same time participating teams will accumulate points through the season to decide the national champion. The host clubs and tournament locations are determined by the Committee before the end of the previous season (that is, by September each year for the following season).
- 2.4 Each NT round takes place on 1 day (Saturday), 1.5/2.0 days (Saturday and Sunday) or 2.5 days (Sat, Sun and Monday, if a holiday) depending on the number of participating teams, but 1.5 or 2.0 days are always preferable. For season 2018-19, participating fees are defined by each NT hosting club as part of the hosting bid and supported by a budget as defined on the USOA Standardized competitive Rules (SCR).
- 2.5 The national Tournament Season rules apply for both divisions (Men and Women tournaments).

3.0 Tournament Mode

- 3.1 To guaranteed consistency and fairness throughout various tournaments, each tournament’s game schedule follows the structure specified in Annex A. Based on the general game structure in Annex A, each tournament’s specific game schedule is developed based on the on the number of participating teams, available time and match time variables through the USOA game

schedule programmer.

3.2 The seeding of teams will be based on the following procedure:

3.2.1 List of participating teams following the order as described below

3.2.1.1 Final team ranking on the previous NT round;

3.2.1.2 Teams that did not participated on the previous NT event, will be placed following the ranking of the last round on which they participated;

3.2.1.3 New club teams;

3.2.1.4 Mixed teams (i.e. Orphans, USA men, USA women, U-21 teams)

3.2.2 Based on the number of groups required for the game schedule, the team's list will be divided in tiers (i.e. If two groups, each tier will have two teams. If three groups each tier will have 3 teams and so on).

3.2.3 A draw per tier will locate the teams in the different groups.

4.0 Team Registration

4.1 All teams should register their players and pay the registration fee at least one month before the start of the tournament to guarantee the realization of the event.

4.2 Unless explicitly marked as guest players, the team players are registered with for the first tournament (round) of the season is considered their official home team. In addition, players' individual club affiliation on their USOA registration will be considered, though in case of discrepancies, team registration in the beginning of the season has priority.

4.3 Clubs shall submit complete team lists that include players' full name and cap number in order to facilitate proper registration of tournament statistics (goals) and team registration (Annex C).

4.4 International teams are welcome to participate in any NT tournament, their performance will be awarded, but will not be ranked nor get points for the NT ranking. The points for the position obtained by the international team in that tournament will be awarded to the next US club team in the tournament final standings.

At every NT 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 NT ranking.

5.0 Team roster

5.1 All teams and players must satisfy the standards required by the NT tournament organizer

including payment of the fees and required waivers.

5.2 All players shall play for a unique team during each round. However, where national teams or women's teams participate in the same tournaments, players on these teams are allowed to play with these teams, as well with their home team.

5.3 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.

6.0 Guest player

6.1 Each team is limited to a total of one (1) guest players per team per tournament. Teams with two (2) 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 NT championship ranking.

6.2 A guest player is any

6.2.1 Non-resident player: Residency requires living in the United States continuously for at least 6 months prior to the specific tournament and being a current USOA UWR member. Legal status has no impact on the question of residency. Players who, in the six months prior to a NT round, actively participate in national championship tournaments and national leagues outside the US are considered non-resident player, unless the Committee approves them before the tournament as resident players. This approval shall only be given for players, who ordinarily reside and play in the US; the burden of proof lies with the team requesting their participation.

6.2.2 Changing player: A resident player, who plays the first time for a different team than the team he or she (a) is registered for in the beginning of the season; or (b) has played for in the previous round.

6.3 Teams are required to register all guest players at the time of the tournament registration. For all players that are not marked as guest players, teams need to communicate to the Committee all players that have participated in national championship tournaments and national leagues outside the US during the previous and the current season as "committee approval required (CAR)". If Committee members ask for clarifications about individual players and if teams claim that such players are resident players, they shall provide the Committee with evidence on why such players are ordinarily resident in the US.

6.4 Any team that fails to comply with 6.3 will not receive any championship points in that round. The Committee may decide on a case-by-case basis, whether the team may be awarded points even if it has violated the above rule. The Committee will especially consider whether the team acted in good faith and whether the mistake had a significant impact on the team's performance.

6.5 Decisions by the Committee under 6.3 and 6.4 will be made after giving the team, whose player is in question, a meaningful opportunity to voice their standpoint. Committee decisions in this

regard are made without the representative of the team in question.

7.0 Tournament Rules

- 7.1 The CMAS rules for UWR apply, unless changed here.
- 7.2 Game time depends on the competition configuration; always refer to the organization schedule. Times may be adjusted to the circumstances of the round after acceptance by the committee.
- 7.3 In general, game time runs continuously. That means that, in principle, for play interruptions the match clock is not stopped. However, time may be stopped in the case of important unexpected events that take significant time, such as a serious injury. Only for rounds with few teams, effective game time may be applied, that is, for all play interruptions the match clock is stopped.
- 7.4 If time is effective, each team has the right call for one (1) time-out for the entire match (1 minute). The number of time-outs given to teams when time runs continuously can vary between tournaments and during the group and the final phase of the competition.
- 7.5 Maximum score: 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 a ten (10) goal differential (0-10, 1-11, 2-12, etc.). Any number of goals scored above the 10 goal differential will not be recorded. Goals scored beyond the 10-goal differential neither count for team or individual performance (top scorer).
- 7.6 Forfeit score: When a team does not show up for a game or forfeits the game after the start of it, the points for that game will be given to the remaining team as a victory (3 points) and the score of 0-10.

8.0 Referees

- 8.1 The official language of the referees and their communication is English.
- 8.2 Every team must provide the names of three (3) referees at the time of team registration.
- 8.3 All registered referees are required to attend the referee meeting along with the tournament’s chief referee right after the team captains’ meeting, before the start of the tournament.
- 8.4 In accordance with the game and referee schedules, each team providing referees will send two referees, one of them will serve as water referee and the other one either as deck referee or as score keeper/clock assistant. In cases where tournaments have full-time referees and/or score keepers, the necessity to provide team referees will be adjusted.
- 8.5 All referees (water and deck), each team’s captain, and the table staff must sign the game protocol after each game.

9.0 NT Champion decision and ranking

9.1 The NT championship for the season is based on a combination of NT rounds won and points received after each round.

9.2 At each round, teams obtain the following points:

- Five (5) points for 1st place
- Three (3) points for 2nd Place
- Two (2) points for 3rd place
- One (1) point to all other US participating club teams.

9.3 The NT champion is the team with the most number of 1st places in the series of national tournament rounds (NT). In case of a tie, the NT champion will be decided by the following order of steps. Each subsequent step only applies until a winner emerges:

- Most first places in that season;
- Points received (9.2)
- Most second places in that season;
- Most third places in that season;
- Points won from matches against the other team(s) that have the same points;
- Goal difference from matches against the other team(s) that have the same points;
- Goal difference during that season (goals for minus goals against);
- Total number of goals scored in that season;
- Random draw/coin toss.

9.4 Besides the above rule for determining the NT champion, all other teams are ranked through system of points given after each round (9.4.). In case of a tie for any position, will be decided by the following order of steps. Each subsequent step only applies until a winner emerges:

- Most first places in that season;
- Most second places in that season;
- Most third places in that season;
- Points won from matches against the other team(s) that have the same points;
- Goal difference from matches against the other team(s) that have the same points;
- Goal difference during that season (goals for minus goals against);
- Total number of goals scored in that season.

If a tie persists after these steps, the tied teams share a place.

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

10.0 NT Round awards

10.1 Final team positions.

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

10.1.2 Second Place: Silver individual medal

10.1.3 Third Place: Bronze individual medal

10.2 Top Scorer Team: trophy/plaque/certificate (optional)

10.3 Best team defense: trophy/plaque/certificate (optional)

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

11.0 NT Season awards

At the end of the season the national champion team will be announced.

11.1 Final season NT team positions.

11.1.1 First Place: as defined in 10.0 above, official season champion title

11.1.2 Second Place: Official season second place winner

11.1.3 Third Place: Official season third place winner.

11.3 Top Scorer Team: Based on the added total goals scored during the season.

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

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

Annex A: Game Structures

Game structure (4 teams)

PHASE 1

**1 or 2 ROUND
ROBINS
4 TEAMS**

PHASE 2

3rd Place RANK 3 vs RANK 4

1st Place RANK 1 vs RANK 2

Total games: 8 or 14

Game structure (5 teams)

PHASE 1

**1 or 2 ROUND
ROBINS
5 TEAMS**

PHASE 2

3rd Place RANK 3 vs RANK 4

1st Place RANK 1 vs RANK 2

Total games: 12 or 22

Game structure (6 teams) 2 days

PHASE 1

**1 ROUND
ROBINS
6 TEAMS**

PHASE 2

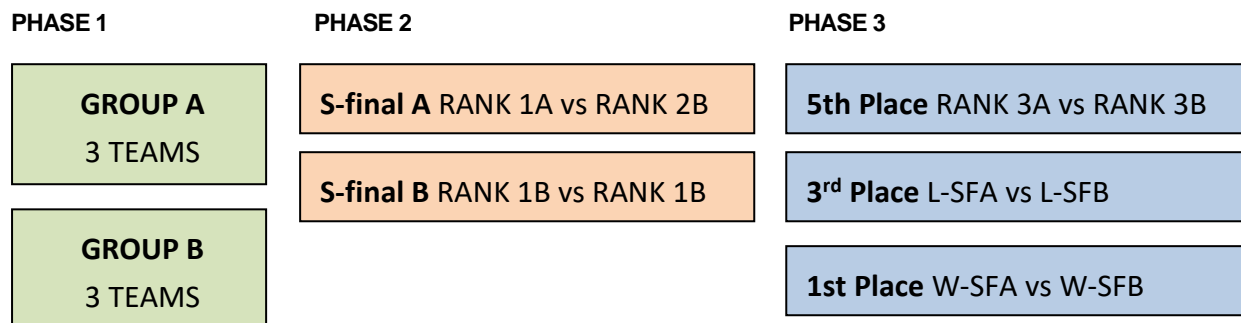
5th Place RANK 5 vs RANK 6

3rd Place RANK 3 vs RANK 4

1st Place RANK 1 vs RANK 2

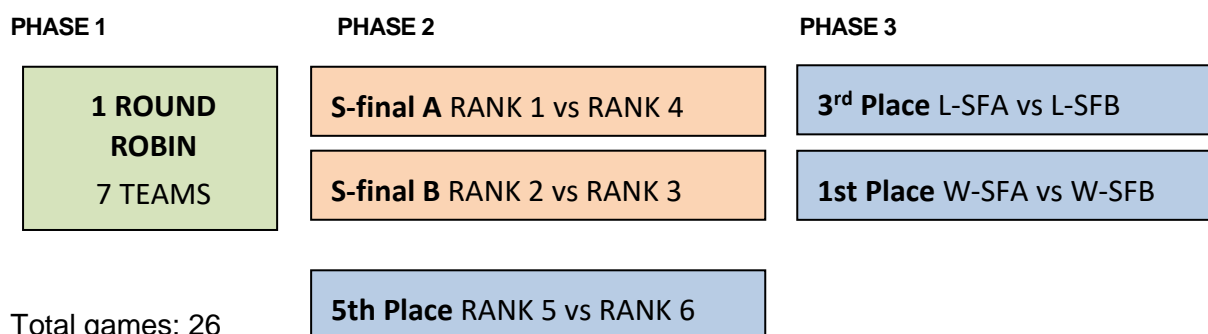
Total games: 18

Game structure (6 teams) 1 day



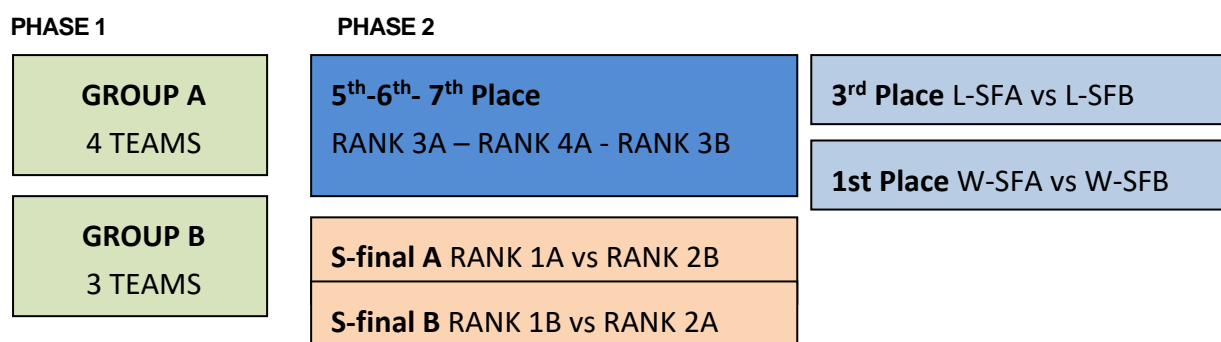
Total games: 11

Game structure (7 teams) 2 days



Total games: 26

Game structure (7 teams) 1 day



Total games: 16

Game structure (8 teams)

PHASE 1

GROUP A
4 TEAMS

GROUP B
4 TEAMS

PHASE 2

Semifinal 1:
RANK 1A vs RANK 2B

Semifinal 2:
RANK 1B vs RANK 2A

7th Place:
RANK 4A vs RANK 4B

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: 18

Game structure (9 teams)

PHASE 1

GROUP A
5 TEAMS

GROUP B
4 TEAMS

PHASE 2

Semifinal 1:
RANK 1A vs RANK 2B

Semifinal 2:
RANK 1B vs RANK 2A

5th – 6th - 7th Place:
RANK 3A - RANK 4A – RANK
3B Round Robin

8th Place:
RANK 4B vs RANK 5A

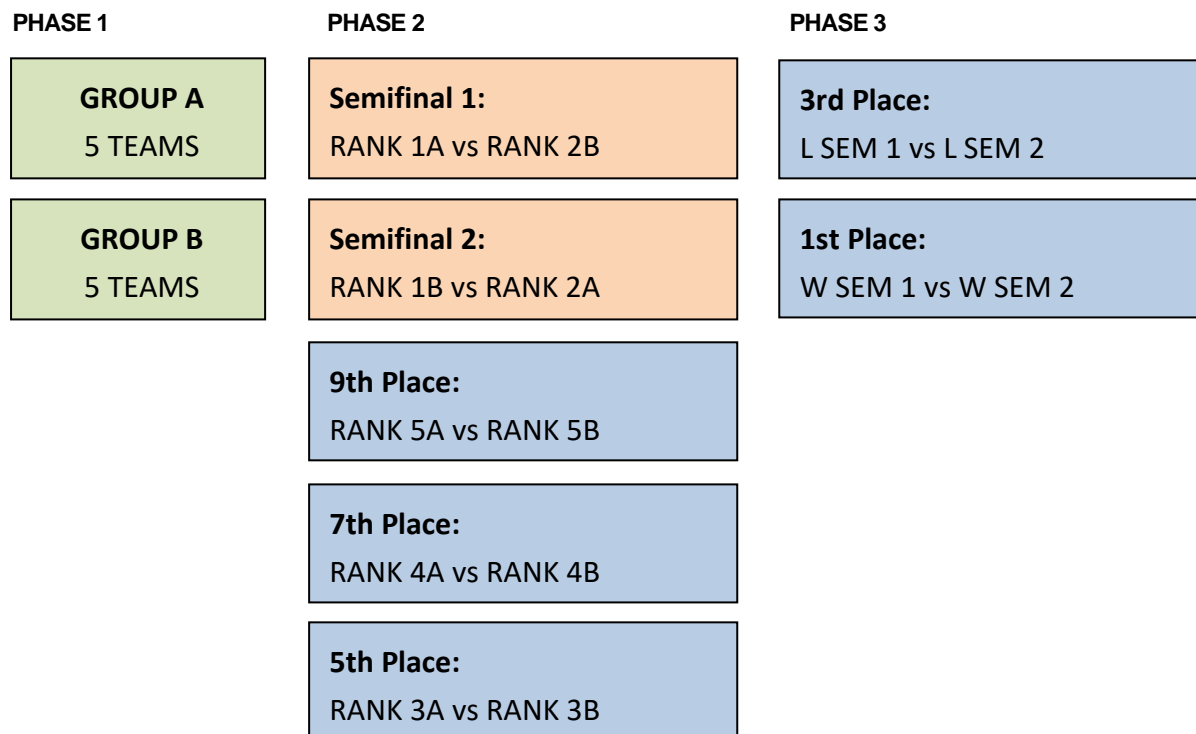
PHASE 3

3rd Place:
L SEM 1 vs L SEM 2

1st Place:
W SEM 1 vs W SEM 2

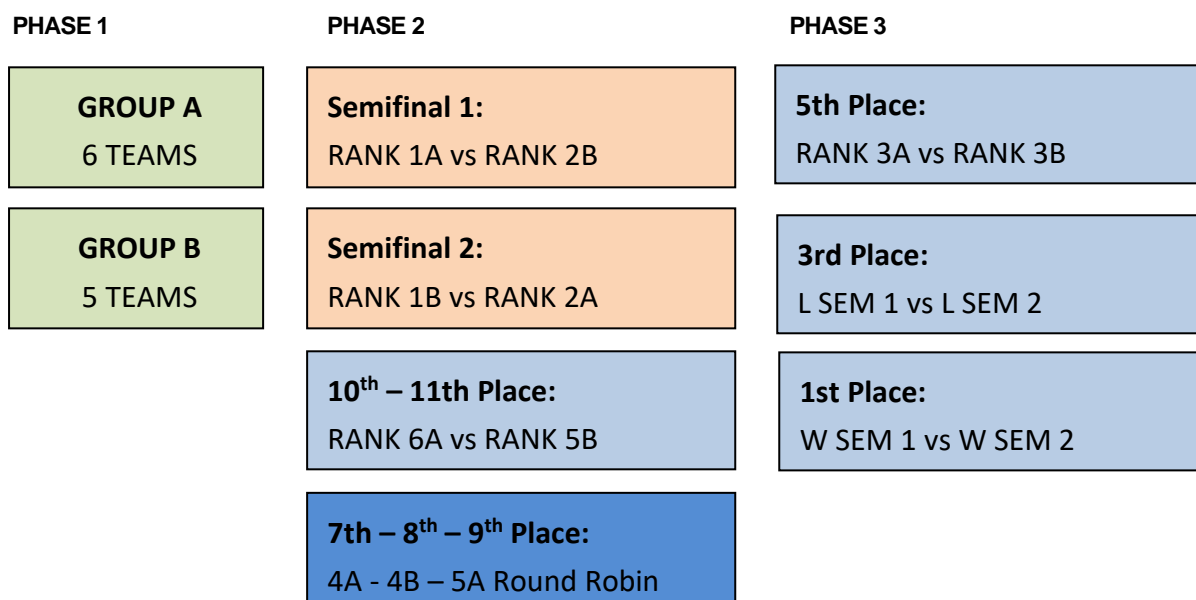
Total games: 24

Game structure (10 teams)



Total games: 27

Game structure (11 teams)



Total games: 34

Game structure (12 teams) - Long

PHASE 1	PHASE 2	PHASE 3	PHASE 4
GROUP A 4 TEAMS	Quarterfinal 1: 1A vs 2nd BEST 3(A-B-C)	Semifinal 1: W QF1 vs W QF4	7th – 8th Place: L SF3 vs L SF4
GROUP B 4 TEAMS	Quarterfinal 2: 1B vs 1st BEST 3(A-B-C)	Semifinal 2: W QF2 vs W QF3	5th – 6th Place: W SF3 vs W SF4
GROUP C 4 TEAMS	Quarterfinal 3: 1C vs 2A	Semifinal 3: L QF1 vs L QF4	3rd – 4th Place: L SF1 vs L SF2
	Quarterfinal 4: 2B vs 2C	Semifinal 4: L QF2 vs L QF3	1st – 2nd Place: W SF1 vs W SF2
	Pre Round 1 (9th - 12th) 3 rd 3(A-B-C) vs 4A (*)	11th – 12th Place: L PR1 vs L PR2	
	Pre Round 2 (9th - 12th) 4B vs 4C (*)	9th – 10th Place: W PR1 vs W PR2	

Total games: 34

Game structure (12 teams) Short

PHASE 1	PHASE 2	PHASE 3	PHASE 4
GROUP A 3 TEAMS	Quarter final 1: RANK 1A vs RANK 2B	Semifinal 1: W QF1 vs W QF4	7th - 8TH Place: L SF3 vs L SF4
GROUP B 3 TEAMS	Quarter final 2: RANK 1B vs RANK 2A	Semifinal 2: W QF2 vs W QF3	5th - 6TH Place: W SF3 vs W SF4
GROUP C 3 TEAMS	Quarter final 3: RANK 1C vs RANK 2D	Semifinal 3: L QF1 vs L QF4	3rd - 4TH Place: L SF1 vs L SF2
GROUP D 3 TEAMS	Quarter final 4: RANK 1D vs RANK 2C	Semifinal 4: L QF2 vs L QF3	1st - 2ND Place: W SF1 vs W SF2
	Pre Round 1: 9-10th RANK 3A vs RANK 3B	11th - 12th Place: L PR1 vs L PR2	
	Pre Round 2: 9-10th RANK 3C vs RANK 3D	9th - 10th Place: W PR1 vs W PR2	

Total games: 28

Game structure (13 teams)

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 SF3 vs L SF4
GROUP B 3 TEAMS	Quarter final 2: RANK 1B vs RANK 2A	Semifinal 2: W QF2 vs W QF3	5th Place: W SF3 vs W SF4
GROUP C 3 TEAMS	Quarter final 3: RANK 1C vs RANK 2D	Semifinal 3: 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	Semifinal 4: 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 - 4A Round Robin	

Total games: 33

Game structure (14 teams)

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) Long

PHASE 1	PHASE 2	PHASE 3	PHASE 4
GROUP A 5 TEAMS	Quarterfinal 1: RANK 1A vs 2nd 3(A-B-C)	Semifinal 1: W QF1 vs W QF4	13th - 14th - 15th Pl. 5A – 5B – 5C R. Robin
GROUP B 5 TEAMS	Quarterfinal 2: RANK 1B vs 1 st 3(A-B-C)	Semifinal 2: W QF2 vs W QF3	7th Place: L PR1 vs L PR2
GROUP C 5 TEAMS	Quarterfinal 3: RANK 1C vs RANK 2A	Semifinal 3: L QF1 vs L QF 4	5th Place: W PR1 vs W PR2
	Quarterfinal 4: RANK BB vs RANK 2C	Semifinal 4: L QF2 vs L QF 3	3rd Place: L SF1 vs L SF2
	Pre round 1: 9-12th 3rd 3(A-B-C) vs 4A	9th – 10th Place: W PR1 vs W PR2	1st Place: W SF1 vs W SF2
	Pre round 2: 9-12th 4B vs 4C	11th – 12th Place: L PR1 vs L PR2	

Total games: 49

Game structure (15 teams) Short

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 SF3 vs L SF4
GROUP B 4 TEAMS	Quarter final 2: RANK 1B vs RANK 2A	Semifinal 2: W QF2 vs W QF3	5th Place: W SF3 vs W SF4
GROUP C 4 TEAMS	Quarter final 3: RANK 1C vs RANK 2D	Semifinal 3: L QF1 vs L QF4	3rd Place: L SF1 vs L SF2
GROUP D 3 TEAMS	Quarter final 4: RANK 1D vs RANK 2C	Semifinal 4: L QF2 vs L QF3	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 -15TH Place: 4A – 4B – 4C R. Robin		

Total games: 40

Annex B: Organizing committee for the 2018-2019 season

Boston UWR (Quincy, MA USA):	Tim Burke
New Jersey Hammerheads (Newark, NJ USA):	Daniel Naujoks
NUWR (Newark, NJ USA):	Rovier Mosquera
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
DC UWR (Fairfax, VA USA)	Juan Sevillano
Underwater Society of America (USOA)	Rolexi Pinzon

