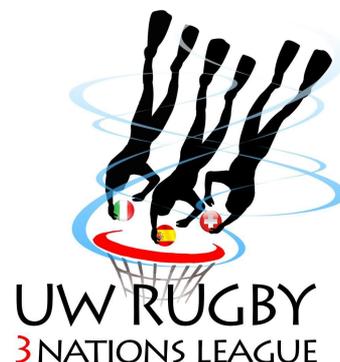


# Trinations Underwater Rugby League



*Regulation Release 2017 v1.7 - 26/01/2017*

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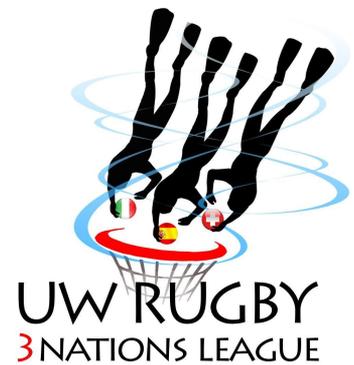
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# Introduction

## Goals, principles & definition

The Trinations League (3NL) is a set of Underwater Rugby (UWR) tournaments. By reaching critical mass, it aims to increase the attractiveness of the leagues of its member teams.

It also aims to promote UWR in the countries of the member's teams by giving the possibility to lower level teams to join a competition: by establishing games among equal teams the competition's attractiveness should increase.

The integration of teams and players is the most important principle rather than provision of a strict competition mode.

Founder Countries: Switzerland, Spain & Italy.

Member teams: Teams that paid the membership fee (100 euro) after acceptance by the committee. Only member teams can vote at the assembly and join the final ranking.

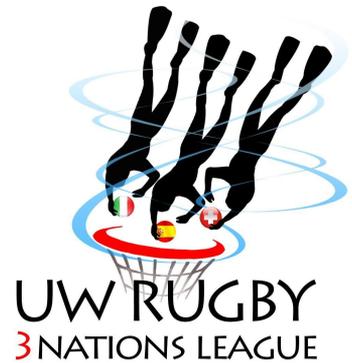
Invited countries: any team/players from an invited country may join the leg in priority on the free teams.

Free Team: a team applying to one leg, without being either member or invited.

Participating Team: a team registered to a leg.

## Structure & Competences

- The assembly of the members meets:
  - At each leg to vote on the main points and give the orientation to the committee
  - At the general assembly to designs the committee members and vote the budget.
- Each country with one member team may design one committee member. The committee:
  - defines and decides dates and regulations.
  - has the final decision for any kind of issues regarding the league.
- Leg organizers are responsible for:
  - Organizing one day tournament on a Saturday (8 hours pool minimum for 3NL games only) following the present rules.



- Free entrance for 15 players
  - Following the schedule deadlines
  - Organizing the draft
  - Organizing female games
  - Communicating the results and list of draft players to the committee.
  - Organizing a place for the assembly on Saturday evening
- 
- Official Website (Facebook, etc.) are maintained by the media manager (<http://trinationsuwrl.com/>). The web manager is designed by the committee.

## Documentation

Full documentation is maintained by the committee:

- Folder 1: file excel with proposed schedule for each leg
- Folder 2: file excel with results

## Participation fees.

Single leg fee = 265 euro; for all teams

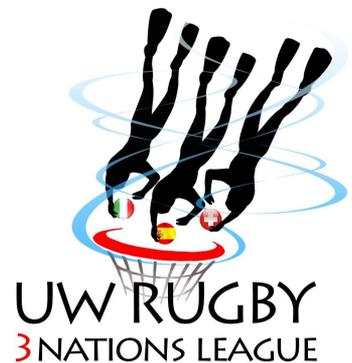
Both leg fee = 430 euro; only member in good standing with membership fee. To be paid entirely before the first leg (=530 euro).

If more than 6 teams register, the money left will be used to at the next season (2018 budget's vote at the assembly).

If less than 6 teams register on due time (see deadline), the 3NL organization is at risk (finance). In such case, in accordance with the committee, the organizing teams will be allowed to invite some free teams (number to reach required budget).

In case, the national championship will be organized during the leg (same day), the organizer must pay 50 euro for each team participating to the championship to the 3NL budget. Game times must be guaranteed as indicated in the rules; any change must be approved by the committee.

In case a tournament shall be cancelled for security reasons (weather for example), no refund will be due.



## Season 2017 organization

### Committee members.

SPAIN: Kamilo

ITALY: Antoine

SWITZERLAND: Elisa

WEB MANAGER: Kolombo

### Invited countries.

Spain, Switzerland, Italy, Luxembourg, France, Greece, England.

### Schedule of the season

The number of legs is two for season 2017.

5 months before leg 1	Communication of the date of leg 1. Members & invited teams registration opens. Drafts open.
4 months before leg 1	Members & invited teams early registration deadline. Free team's registration opens if needed. First wave of draft.
1 month before leg 1	Penultimate wave of draft.
<b>DATE 1 (21/01/2017)</b>	<b>1st leg in Luzern .</b>
5 months before leg 2	Communication of the date of leg 2. Members & invited teams registration opens. Drafts open.
4 months before leg 2	Members & invited teams early registration deadline. Free team's registration opens. First wave of draft.
1 month before leg 3	Penultimate wave of draft.
<b>DATE 2 (start of September)</b>	<b>3rd leg in Madrid.</b>
5 months before leg 1 (2017)	Release of the Season 2017 Regulation. Communication of the date of leg 1. Members & invited teams registration opens. Drafts open.

# League regulations



## Mode

### General information

As there may be teams that are not able to join in on all dates, each leg is a complete competition.

### Registration

At the end of the early registration, the organizer confirms the registration of the teams giving priority to:

1. leg organizing teams.
2. member's teams according to the date and time of the registration (proof of full payment).
3. other teams from invited countries according to the date and time of the registration (proof of full payment).

Once the early registration deadline has passed, the previous priorities are not valid anymore: member teams and teams from invited countries can still register after the deadline, but they will have no priority on free team.

If the minimum numbers of teams (6) have not been reached at the end of the early registration deadline, the organization may open the tournament to free teams (always in accord with the committee; see below) until they reach the minimum number of team.

No more than 10 teams will be accepted.

### License

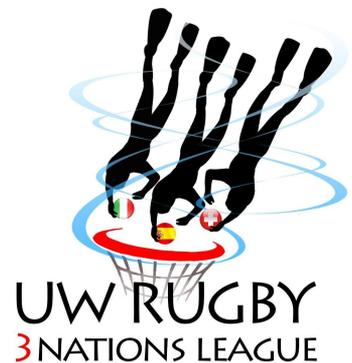
**All players shall play for a unique team during each leg**, except for:

- players under the age of 18 may play in two teams if both team leaders agree on it and communicate it to all teams at the team leaders meeting.
- women participating to the female game (one team and the women team).

**All players and teams must have a regular license**: to participate to the ranking of the 3NL, all teams and players must satisfy the standards required by their own federation to join the national championship with their own participating team (including payment of the fees) and present the documentation.

The national member of the leg is responsible for the control; for member's teams he may ask each member of the committee to control teams from their country.

**All players without a regular license from a participating team (own team) must apply to the draft**. The license shall be delivered by the team more than three months before the leg (except for obvious beginners after acceptance by committee).



## **Competition system, game order and schedule**

The competition system depends on the number of teams. The format for each configuration is available in Annex A. The game order and schedule are provided by the committee; any modification shall be approved by the committee.

The first games/groups of each competition are based on the general ranking of the 3NL; for the first leg of the new season, refer to previous season. Team out of the ranking will be added at the queue according to:

1. General ranking in the last season participated
2. Number of leg attended in the last season participated
3. Date of confirmation (proof of payment).

The leg organizer must publish the schedule of the tournament 24 hours before the start of the tournament.

## **Female games**

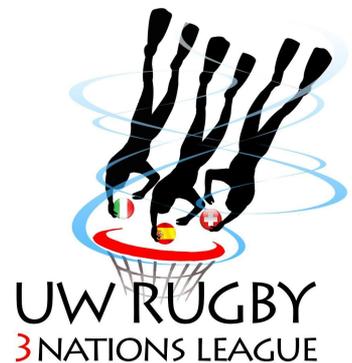
Three female games are schedules for all legs. A short pause (4 minute) shall be allowed if some women players are participating to the game immediately before or after.

## **Free teams**

Nonmember teams & teams from not invited countries may participate to one/more legs, only after acceptance by the committee. They will not have access to the draft of players, unless specified.

National teams are not permitted, except for female and junior teams or countries with a unique team in national championship.

Teams who does not belong to a national federation may participate to one/more legs as free teams, only after acceptance by the committee (member/invited and not).



## Drafts & free players

**All players without a regular license from a participating team (own team) must apply to the draft: even players from member and invited teams must apply to the draft if their regular team is not able to join the next leg.**

If his/her team shall join the leg, the player will have to play for his/her own team and leave the draft; even if previously selected by another team.

The draft is valid for one leg only. Any player wanting to join a team for an entire season shall be licensed by this team.

The draft will open when the next leg starts to register teams. The players on the draft will be offered to the teams by "waves": after the early registration deadline, every month, the registered players in the draft will be offered to the teams.

The penultimate wave will be organized **one month** before the leg in order to allow travel arrangement. At the team leader meeting, the draft will be closed and the last wave will be organized, allowing integrating the last minute players. The draft is managed by the media manager.

The draft will be divided in two sections with the following priorities:

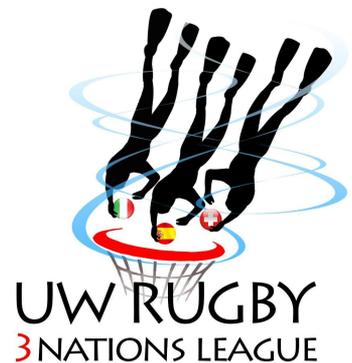
1. Draft M: Players from member teams & invited countries
2. Draft F: Free players

At each wave, the team with the lowest ranking will get the possibility to enroll one player of the draft M (or pass) and then draft M will pass to the next team in the ranking (general ranking). If there are players left on draft M at the end of the first loop, a second loop of enrolment starts over with the lowest ranking team.

When Draft M is empty, the same system applies to draft F, starting from the lowest ranking team.

Any player may apply to the draft; the committee will approve or deny its enrolment before proposing it to the teams. The player wanting to join the draft must contact the committee member of the leg and fill in the required information (player's Card on website). After acceptance from the committee, the player will be inserted in the draft at the reception of the proof of payment of the "solo player" fee of 30 euro. If he gets selected by a team, the money will be discounted from the team fee; if he does not get selected, the money is turned back to him at the end of the competition. Each player enrolled on the draft shall be guaranteed to play at least 80% of the games (team responsibility).

See annex D for answer to draft players. Always remind a draft player that they need a sport license and a competition medical authorization.



## Rules

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

### Game time

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.

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.

In the Annex B minimum values for times and margins are explained.

### Time out

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

### Penalty time

2 minutes expulsion out of water

### Draw game policy

Draws are always allowed in groups. They are not allowed in direct elimination game; see next section.

### Elimination game - no draw policy.

If the two teams have the same score at the end of the regular time, one/two extra time periods may be organized: always refer to the organization schedule. If they are no indications (or draw extra time is null), then no extra time period will be organized.

At the end of the full game time, if the two teams still have the same score:

- One penalty shot is performed by each team.
- If there is still no winner, another round of penalty shot is performed.
- If there is still no winner, another round of penalty shot is performed.
- If there is still no winner, a coin is thrown.



## **Forfeit**

If a team declares forfeit or does not show up they will lose at 0:20.

For the sake of organization, if a team gives forfeit before the start of the leg the schedule/structure may remain unvaried. The organization may still decide to apply the dedicated schedule/structure if they are able to publish it 24 hours before the start of the tournament.

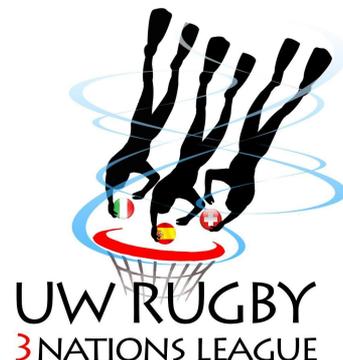
The forfeited fully registered team (in good standing with the payment) ranks at the last place of the leg (getting the Participating points + 1 ranking point). The players of a forfeited team may join the draft for free.

## **Late arrival**

To optimize game time, there will be no tolerance on delay. **Players** that show up too late for a game are not allowed to take part to the already started game. If **referees** are late for a game (> 1 minute), their own team will lose one position in the final ranking of the leg.

## **Referees**

Every team must furnish two referees able to use diving gear. Otherwise they will have to pay the fee defined by the organization.



## Determination of the winner

### Groups ranking

In order to avoid slaughter, group ranking follow the rules:

1. Points: 3 for win, 1 for draw, 0 for loss.
2. Points from direct results between the tied teams. This means that the results with the non-tied teams are not considered.
3. Goal difference (scored minus received) of the group game(s) between the tied teams only. The team with higher goal difference wins.
4. Goal Received of the group game(s) between the tied teams only. The team with less goal received wins.

In case of perfect equality,

1. If a ranking is not needed, the two teams will occupy the same position (higher one).
2. If a ranking is still needed, the short straws are drawn. NOTE: groups for final ranking do not need a ranking.

### Leg points (Season 2017)

Leg points apply to the ranking of the leg without the non-member teams. Points are attributed as follow:

- Participating Points: 13 for every fully registered team.
- Rank Points: including and starting from the last team, increment of 1 point according to the rank.
- Podium Points: 4 extra points for the first team, 2 extra points for the second team, 1 extra point for the third team.

The point distribution is defined at the beginning of the season; it depends of the number of legs (see Annex B)



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## League ranking

Each member team gain points from each leg (leg points) counting for the general ranking of the Trinations League. The winner is the team with more total points at the end of the last leg. Nonmember teams get ranked at the queue of the member's teams according to their number of participation (and relative ranking).

If any 2 or more teams have scored the same number of points, the team with more participation will have the higher rank.

If any 2 or more teams have scored the same number of points, and have the same number of participation, the team with the higher value of Podium Points will have the higher rank.

If it is still not possible to determine the rank, the teams shall be deemed to occupy the same position in the table (The higher one). If it is necessary to choose one of the team, a coin will be thrown.

If a team does not join a leg, 0 points will be added to the final ranking. The general ranking table includes the nonmember teams table at the end:

Team Name		Participating Points	Ranking Points	Podium Points	Leg points	Partial sum	Partial Rank
Team A	1st leg						
	2nd leg						
	Total						
Team B	1st leg						
	2nd leg						
	Total						
Team X...	...						

The national member of the committee is responsible for communicating/archiving the point situation and ranking at the end of the leg, after validation by the committee. If one leg (or two) cannot be organized (or get cancelled), the partial ranking will be used to determine the final ranking.



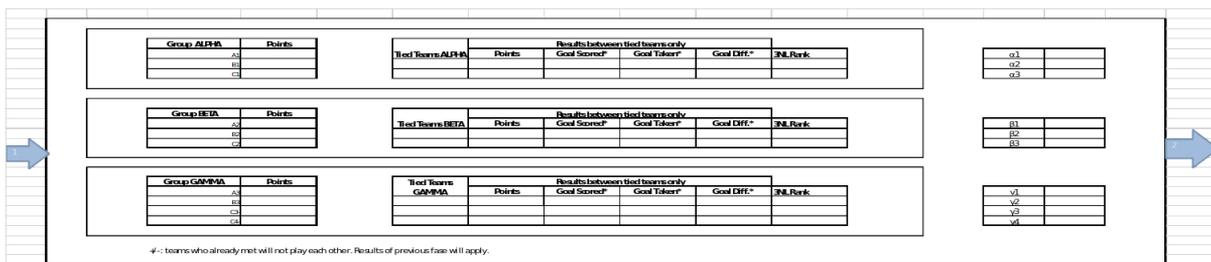
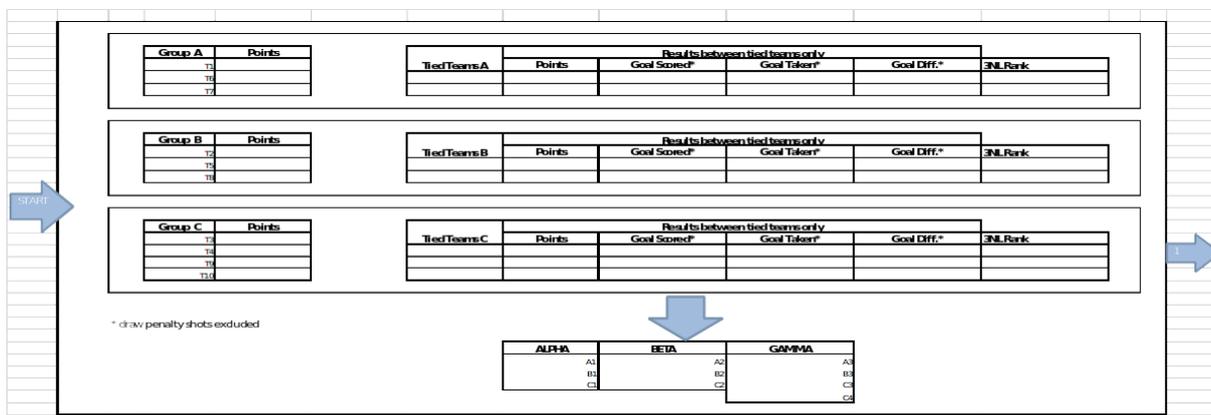
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## Annex A

# Competition structure Release 2017v1.1.

The following tables are extracts from folder 1. Zoom into PDF for easier reading. The structure for 2 to 5 and for 11 to 16 teams is not presented (available on request). Points are not updated.

### 10 Teams



	Results	3NL Points
1	α1	25+4
2	α2	24+2
3	α3	23+1
4	β1	22
5	β2	21
6	β3	20
7	γ1	19
8	γ2	18
9	γ3	17
10	γ4	16



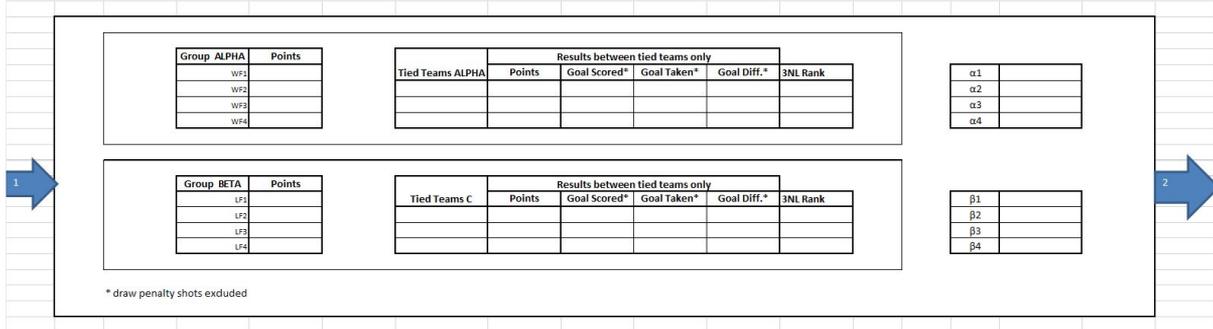
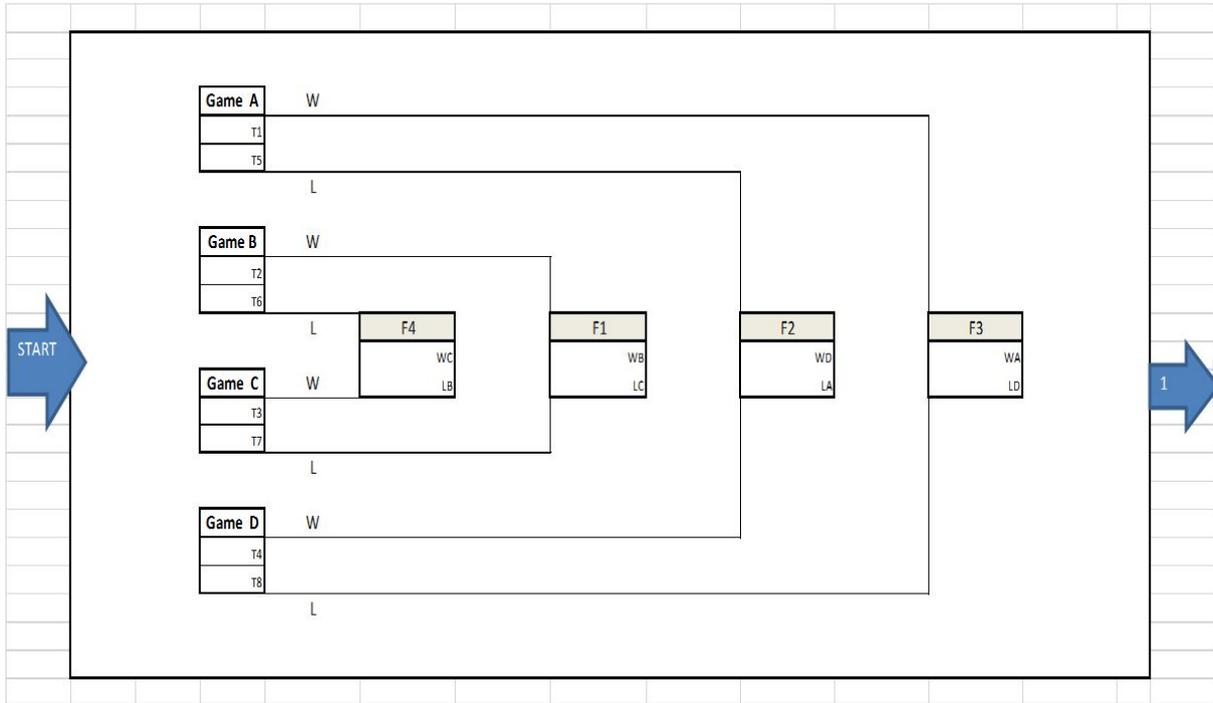
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### 9 Teams

Same structure as 10 without T10. Different points:

	Results	3NL Points
1	$\alpha 1$	24+4
2	$\alpha 2$	23+2
3	$\alpha 3$	22+1
4	$\beta 1$	21
5	$\beta 2$	20
6	$\beta 3$	19
7	$\nu 1$	18
8	$\nu 2$	17
9	$\nu 3$	16

# 8 Teams



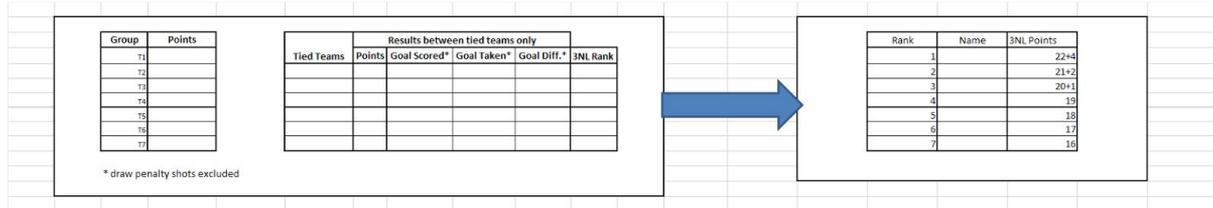
2 →

	Results	3NL Points
1	α1	23+4
2	α2	22+2
3	α3	21+1
4	α4	20
5	β1	19
6	β2	18
7	β3	17
8	β4	16

## 7 Teams

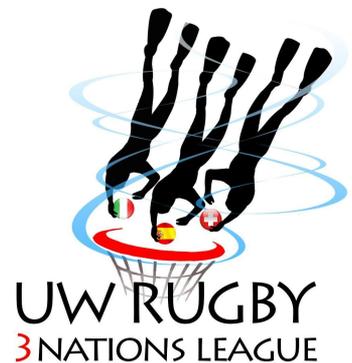


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## 6 Teams





## Annex B

### Time Estimation and Indication

The following numbers have to be applied:

#### Draw extra time

If draw is not allowed, then time margin is determined as:

Draw extra time =  $(\text{Interval time} \times 2 + \text{Draw Extra Time} + 5) / 3$  for each game.

In the main case, it is equivalent to 02:20 min by game.

#### Effective-only time

Effective-only Time =  $1/3$  of playtime for each game.

#### Break/Pause time between two games

Break Time = 4 minutes minimum.

#### Interval time between two periods

Interval Time = 1 minute minimum for continuous time

Interval Time = 2 minutes minimum for effective time

#### First Games of the day time

Extra time =  $5 \text{ min} \times \# \text{ of team} / 2$ . every day.

#### Backup time

Back up time = 15 min. every day + 15 min for first day.

### Points system model

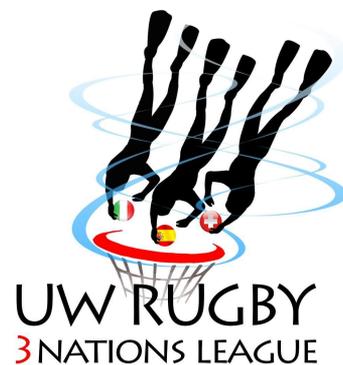
Principle: if only one team participates to all legs, even if they are the last team in all three legs, this team shall be the winner of the 3Nations league.

To determine the Participating points ( $x_0$ ), this equation was used:

Number of legs \*  $(x_0 + \text{increment}) = (\text{Number of legs} - 1) * (x_0 + \text{increment} * \text{max number of team} + \text{Max Bonus Point}) + 1$

For season 2017,  $2 * (x_0 + 1) = 1 * (x_0 + 1 * 10 + 4) + 1$ ;  $x_0 = 1 * 14 + 1 - 2 = 13$

## Annex C



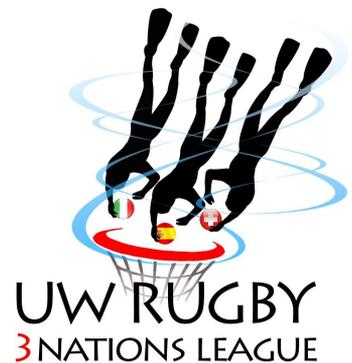
### Season 2016 ranking after last leg

Name	Status	Participati ng Points	Ranking Points	Podium Points	Total Point s	Final Rank 2016
Madrid	Member	3*15	5+3+5+0	2+0+0+0	60	7
Firenze	Member	4*15	4+1+7+6	1+0+1+1	81	3
Luzern	Member	4*15	3+4+4+2	0,5+0+0+0	73,5	5
Zurich	Member	4*15	2+7+1+3	0+1+0+0	74	4
Piranas	Member	4*15	1+9+8+7	0+4+2+2	93	2
Basel	Member	2*15	5+5+0+0	2+0+0+0	42	9
Barcelona	Member	4*15	4+6+9+8	1+0+4+4	96	1
Luxembourg	Invited	2*15	3+0+0+1	0,5+0+0+0	34,5	11
Milano	Member	4*15	2+2+3+4	0+0+0+0	71	6
Brescia	Member	2*15	1+0+0+5	0+0+0+0	36	10
Bordeaux	Invited	15	0+0+2+0	0+0+0+0	17	12
Fysalys	Invited	2*15	0+8+6+0	0+2+0+0	46	8



Free Teams participation table:

<b>Name</b>	<b>Status</b>	<b>Season 2016 number of participation</b>	<b>Rank</b>
Bamberg	Free	1	1
Bodensee	Free	1	4
Rostock	Free	1	7
Ratisbona	Free	1	11
TF Austria	Free	1	1



## Annex D

### Draft answer

1/ The organizer is not obliged to guarantee a player that she/he will find a hosting team. If a player contacts you to join, you can answer:

“Bergamo 2016 is hosting the final leg of the TriNationsLeague 2016.  
For this reason, extra players may join the tournament as "draft players". Please apply on the website <http://trinationsuwrl.com/draft.html>”

2/ If the player applied before the deadline of the penultimate wave (one month before the tournament), he will be proposed to the teams by email and he may easily find a team. This is the answer you may send to him:

“Thank you for applying to the 3nl leg in Bergamo. Your application has been forwarded to the teams; we will let you know as soon as a team decides to enroll you.”

3/ If the player applied after the deadline of the penultimate wave (one month before the tournament), he will be proposed to the teams at the team leader meeting (no guarantee to play). This is the answer you may send to him:

“Thank you for applying to the 3nl leg in Bergamo. We will do our best to find you a hosting team. However, because of your late application, we cannot guarantee your participation until a team decides to enroll you at the draft player's distribution during the team meeting. For this reason, your presence at team leader meeting is mandatory; please be on time.”