General Rules & Guidelines for UGA Intramural Inner-Tube Water Polo

Season Begins: Wednesday, January 21st

1. All players must present their own UGA 810 ID Card at every game. Any player not providing his/her own valid UGA 810 ID card will not be permitted to participate.
   a. Any player caught violating this rule or any other rules/policies will face the sanctions listed on page 4 of this rule packet.
2. A team’s roster may only have 15-players on it for the entire season. Once a player joins a team’s roster on IMLeague and participates in a regular season game, they are considered to be a part of that team, and cannot switch teams, or be removed from the roster.
   a. **NEW FALL 2014** All players must login to IMLeagues and sign up on a team prior to being eligible to participate.
      i. Players must play in one regular season game to be eligible for the postseason.
3. **CLUB PLAYERS:** A Team is permitted to have **two current Club Water Polo** players on its roster.
   a. All co-recreational teams can have one female club player and one male club player. No co-recreational teams can have multiple same sex club players on their roster.
      i. Any team found violating this rule will risk forfeiting its season.
      ii. Any club players violating the above rule will be suspended from all Intramural Inner-Tube Water Polo for one calendar year from the date that the players are caught.
   b. Roster additions may only be made by a player participating in an Intramural game.
      i. Players must play in one regular season game to be eligible for the postseason.
4. A Team must be at its assigned pool, signed in, and ready to play (including legal uniforms) at their scheduled time. If not, the clock will start, and the following penalties will occur:
   a. **LATE ARRIVALS:** 1-MINUTE LATE = 1-0; 3 MINUTES LATE = 2-0; (END OF GAME AFTER 5 MINUTES, SCORE 3-0)
   b. **If a game is scheduled for 5:30pm, once the Intramural Staff’s official clock reads 5:35pm, that game will be declared a default/forfeit.**
      i. Intramural Staff will not officiate or score keep for unofficial games.
5. **Player Uniforms**
   a. Teams will be designated **Light (Home)** and **Dark (Away)** on the game schedule
   b. All players must be in appropriate colored uniforms or they will not be permitted to play
   c. **SHIRTS MUST BE WORN BY ALL PLAYERS**
   d. **NO GREY SHIRTS ARE PERMITTED TO BE WORN BY ANY PLAYERS (including the goalies)**
   e. Goalies must wear a contrasting color to both teams
6. **Players may only participate on one same sex team (which include: Fraternity, Men’s Recreational & Men’s Competitive, Women’s Independent & Sorority), and one Co-Rec team.**
   a. Any player found violating this policy will face a minimum penalty of being ineligible for participation in the league in which the violation took place.
7. All Intramural Participants must meet all eligibility guidelines which can be found in the Intramural Sports Participant Guide at [http://www.recsports.uga.edu/im](http://www.recsports.uga.edu/im)
8. **All games will be played at the UGA Natatorium Dive Well inside the Ramsey Center.**

The Department of Recreational Sports
A Division of Student Affairs
Intramural Sports

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Website: www.recsports.uga.edu/im
INNER-TUBE WATER POLO RULES

All players must show their UGA Card before every match in order to participate. NO EXCEPTIONS!

FINA Water Polo rules will govern Intramural Inner-tube Water Polo play with the following exceptions:

All rules within the Intramural Handbook are still applicable. Specific to Inner Tube Water Polo, the rules will be followed as listed below:

1. **Players**
   
   Teams will consist of 7 players (6+goalie). Teams must have 4 players to start the game. All players must have their UGACard to participate, and must be current members of the Ramsey Center. **All players must wear a bathing suit or athletic shorts and designated t-shirt color.** Players must remove any equipment deemed illegal by intramural staff, including all jewelry, hats, and hard braces. Substitutions will be made in the extended area on the side of the pool. Substitutes can rotate in and out after an out-of-bounds play or a goal.

   a. **Club Players:** A Team is permitted to have two current club water polo players on its roster.
   
   b. All co-recreational teams can have one female club player and one male club player. No co-recreational teams can have multiple same sex club players on their roster. A club sports member is defined as any individual who is on the club sport’s roster and participates in practices and/or plays in games. Any student who practices with the team is also considered by our program to be on the club team and thus considered a club team member. Once you are on or considered on the club team these restrictions apply for the entire school year which runs from the fall, spring and through the summer respectively.
      
      i. Any team found violating this rule will risk forfeiting its season.
      
      ii. Any club players violating the above rule will be suspended from all Intramural Inner-Tube Water Polo for one calendar year from the date that the players are caught.

2. **Game Play**
   
   All players will start in their inner tubes. In order to play the ball, the player must be seated in the inner tube (not through). If a player falls out of his/her tube, they cannot play the ball until they have returned to their tube. The ladder and the wall can be used to help return to the tube, but there will be no stoppage of time. Games will have 12 minute halves, with no stoppage of time. If a team is ahead by 10 goals with 2 minutes remaining in the game, the game will be over by mercy rule. If a game is tied at the end of regulation, there will be a **3-minute sudden victory overtime.** The first team to score in overtime will win. To begin play at each half, there will be a “jump ball.” Each team will have two designated “sprinters” that must have their feet or hands on the far end of the wall. At the whistle, they will sprint to the middle to retrieve the ball. As soon as any player has retrieved the ball, normal play begins. The players that are not the designated “sprinters” cannot retrieve the ball. After a goal has been scored, the goalie will restart play as soon as the team that just scored retreats behind the crease.

3. **Offense**
   
   To advance the ball, players can either pass the ball or paddle forward. To paddle forward, the ball must remain in the water. There will be no offsides, however, players are not allowed to enter the goalie crease to shoot on goal. A player may enter the crease to retrieve a thrown ball, but may not shoot until the ball and tube are entirely out of the crease. The crease will be marked by orange cones on the pool deck. Players that are holding the ball out of the water may do so for 3 seconds. They must either return the ball to the water, pass, or shoot within 3 seconds to avoid a turnover. The most any player can control the ball is **10 seconds.** After 10 seconds they must pass or shoot the ball.

4. **Goalies**
   
   Goalies must be designated and announced to the officials prior to the start of the game. Teams must notify the officials when substituting goalies. The goalie is the only player allowed in the crease after the initial “jump ball”. Defensive players are allowed to be on the crease line, but may not allow their tube to cross completely into the
crease. A free throw will be awarded when a defensive player actively plays defense from within the box on a legal thrower. A free throw will also be awarded if the goalie contacts the ball while completely out of their tube. The goalie may not throw the ball beyond mid pool while in the crease. They must completely exit the crease to do so.

5. Violations
All violations will result in a turnover, with the other team getting the ball at the spot of the violation. If the violation occurs while they are on defense, the offense gets a free throw at the spot of the violation. During a free throw the defense must give the player 5 feet of clearance in all directions until the ball has been put into play.

- Free throws can be thrown in any direction, and can be thrown at the goal.

Players may not do any of the following:

- Intentionally splash other players
- Push each other, or their tubes
- Flip another player’s tube
- Contact the other player in an attempt to block a throw
- Pull themselves along the pool using the ladder, wall, or lane lines in the pool (pushing off is allowed)
- Goalies may not throw the ball further than half the length of the pool
- Hold the ball under water
- Hold onto the goal or the net
- Take a shot from within the goalie crease
- Hold the ball out of water for more than 3 seconds
- Contact the ball while not on the tube
- Knock a ball out of possession of another player (while the ball is in the water, it is considered no possession)

6. Out of bounds
When a ball goes out of bounds, the opposing team is awarded the ball at the point it left play. The player nearest to where the ball goes out of bounds receives the ball. On a goalie save or deflection that goes out of bounds, the ball is returned to the goalie. If the ball lands in the pool behind the goal it is considered out of bounds.

7. The Intramural Sports Department is not responsible for lost or stolen items brought to the pool. It is strongly suggested to leave cell phones and other items of value at your residents.

**Co-Rec Inner-Tube Water Polo Rules:**

**Players:**

- Each team will consist of seven players one of who shall be the goaliekeeper. The team consists of three women and three men, plus a goalkeeper who can be either sex.
- Teams can play with the following male/female combinations (NO EXCEPTIONS):
  - i. 4-males & 3-females (male Goalie)
  - ii. 4-males & 2-females (male Goalie)
  - iii. 3-males & 4-females (female Goalie)
  - iv. 3-males & 3-females (either Goalie)
  - v. 3-males & 2-females (male Goalie)
  - vi. 3-males & 1-female (male Goalie)
  - vii. 2-males & 2-females (either Goalie)
  - viii. 2-males & 3-females (female Goalie)
  - ix. 2-males & 4-females (female Goalie)
  - x. 1-male & 3-females (female Goalie)
- Substitutions – must be male for male or female for female (exception: goalie).

2. **SCORING** – The last offensive person to touch the ball will be credited with the goal.
- Female goal = 2-points
- Male goal = 1-point
Disciplinary Guidelines

The following suspensions apply for misconduct during Intramural activities:

**Ejection**

- Any participant ejected by any Intramural Sports employee will serve a two (2) game suspension for the team from which the athlete is ejected.
- If the ejection is the result of violence or misconduct aimed at any Intramural Sports employee, the participant will be suspended indefinitely from all Intramural activities sponsored by the Department of Recreational Sports until the participant meets with the Specialist for Intramural Sports.

**Student Identification Card Infraction**

- Any participant who attempts to partake in any activity by fraudulently using a UGA 810 ID Card will be suspended for six (6) months from all activities sponsored by the Intramural Sports Department. The rightful owner of the UGA ID Card will also be suspended for six (6) months from all activities sponsored by the Intramural Sports Department. The confiscated UGA ID Card can be claimed from the Specialist for Intramural Sports in room 201 Ramsey.

**Meetings: Purpose**

- The suspensions listed above are final unless the player meets with the Specialist for Intramural Sports. Meetings will provide players receiving disciplinary suspension the opportunity to present grounds for a reduction in the suspension. The Specialist has full authority to reduce or remove suspensions.

**Meetings: Procedure**

Meetings can be set up via email with the Specialist for Intramural Sports, Matt Levy (mlevy@uga.edu).

- Meetings will give the player direct contact with two members of the Department of Recreational Sports. These two members of the department will be the Specialist and a graduate assistant. If a graduate assistant is unavailable, another member of the department will take their place. If the Specialist is directly or indirectly involved in an occurrence that is the subject of the meeting, the meeting will take place between the player and two members of the Intramural Sports staff, excluding the Specialist for Intramural Sports.