

GENERAL RULES & GUIDELINES FOR **IM INNER-TUBE WATER POLO**

- All players must present their own UGA 81# ID Card at every game. Any player not providing his/her own valid UGA 81# ID card will not be permitted to participate. Players may also use a valid government issued photo ID or passport.
 - Any player caught violating this rule or any other rules/policies will face the sanctions listed on Page 5 of this rule packet.

- A team's roster may only have 15 players on it for the entire season. Once a player joins a team's roster on IMLeagues 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.
 - All players must login to IMLeagues and sign up on a team prior to being eligible to participate.
 - Players must play in one regular season game to be eligible for the postseason.
 - Roster additions may only be made by a player participating in an Intramural game.
 - 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>

- **Players may only participate on one same sex team (which include: Fraternity, Men's Recreational, Men's Competitive, Women's Independent, and Sorority), and one Co-Rec team.**
 - Players violating this rule will face a minimum penalty of being ineligible for participation for one calendar year from the date the violation was found in the sport that the violation took place.

- Club Players: (See Rule J)
 - A Team is permitted to have **two** current Club Water Polo players on its roster.
 - 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 Team must be at the 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:
 - LATE ARRIVALS: 1-MINUTE LATE = 1-0; 3 MINUTES LATE = 2-0; (END OF GAME AFTER 5 MINUTES, SCORE 3-0)
 - *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.*
 - Intramural Staff will not officiate or score keep for unofficial games.
 - Teams must have four players present to avoid a default/forfeit.

- Player Uniforms
 - Teams will be designated Light (Home) and Dark (Away) on the game schedule
 - All players must be in appropriate colored uniforms or they will not be permitted to play
 - **SHIRTS MUST BE WORN BY ALL PLAYERS**
 - **NO GREY SHIRTS ARE PERMITTED TO BE WORN BY ANY PLAYER (including the goalies)**
 - Goalies must wear a contrasting color to both teams

- All games will be played at the UGA Natatorium Dive Well inside the Ramsey Center.

INNER-TUBE WATER POLO RULES

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

All players must show their UGA ID Card or Government Issued ID before every game in order to participate. NO EXCEPTIONS!

A. PLAYERS

- Teams will consist of 7 players (6+goalie).
- Teams must have 4 players to start the game.
- All players must have their UGA ID Card to participate, and must be current members of the Ramsey Center.
- 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.

B. UNIFORMS

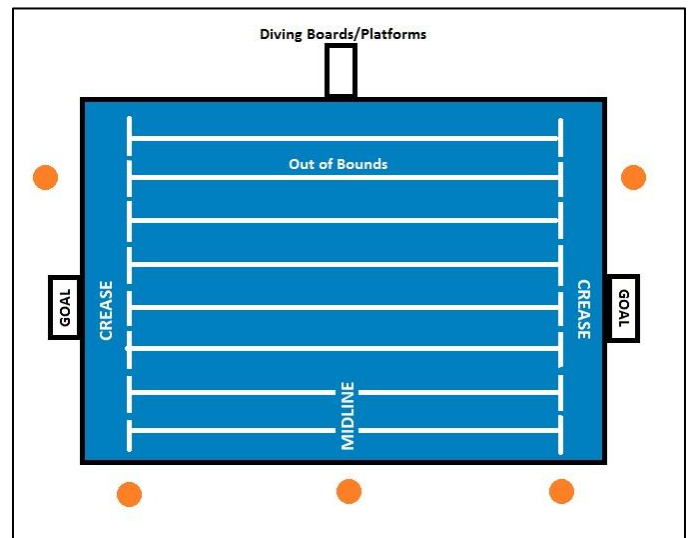
- All players must wear a bathing suit or athletic shorts and designated t-shirt color.
- Shirts are required to be worn by ALL players.
 - Shirt colors will be designated Light (Home) or Dark (Away).
 - No grey shirts are permitted to be worn by any player (including the goalie).
 - Goalies must wear a shirt color that contrasts both teams.
- Players must remove any equipment deemed illegal by intramural staff, including all jewelry, hats, and hard braces.

C. SET UP

- Inner Tube Water Polo will take place in the Dive Well.
- Cones and goals will be placed according to the pool diagram (right).

D. GAME PLAY

- Inner tubes:
 - All players must start in their innertubes.
 - 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.
 - Players may use the ladder and the wall to help them return to the tube, but there will be no stoppage of time.
- Games will consist of 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.
- A goal shall be scored when the entire ball has passed fully over the goal line, between the goal posts and under the crossbar.



- i. Each goal is worth 1 point.
- ii. For Co-Rec point values, see Rule K.d.
- g. After a goal has been scored, the goalie will restart play as soon as the team that just scored retreats behind the crease.

E. OFFENSE

- a. To advance the ball, players can either pass the ball or paddle forward. To paddle forward, the ball must remain in the water. (Players may face backwards to paddle forward.)
- b. There will be no offsides.
- c. Players are not allowed to enter the goalie crease to shoot on goal.
 - i. 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.
 - ii. The crease will be marked by orange cones on the pool deck.
- d. 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.
- e. The most any player can control the ball is 10 seconds. After 10 seconds they must pass or shoot the ball.

F. GOALIES

- a. Goalies must be designated and announced to the officials prior to the start of the game.
- b. Teams must notify the officials when substituting goalies.
- c. 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.
- d. 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.
- e. The goalie may not throw the ball beyond mid pool while in the crease. They must completely exit the crease to do so.

G. VIOLATIONS

- a. All violations will result in a turnover, with the other team getting the ball at the spot of the violation.
- b. If the violation occurs while they are on defense, the offense will shoot a free throw *at the spot of the violation*.
 - i. 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.
 - ii. The ball shall be in play immediately when it leaves the hand of the player taking the free throw.
- c. Free throws can be thrown in any direction, and can be thrown at the goal.
- d. The following are considered violations, and are not allowed:
 - i. Intentionally splash other players
 - ii. Push each other, or their tubes
 - iii. Flip another player's tube
 - iv. Contact the other player in an attempt to block a throw
 - v. Pull themselves along the pool using the ladder, wall, or lane lines in the pool (pushing off is allowed)
 - vi. Goalies may not throw the ball further than half the length of the pool
 - vii. Hold the ball under water
 - viii. Hold onto the goal or the net
 - ix. Take a shot from within the goalie crease
 - x. Hold the ball out of water for more than 3 seconds
 - xi. Contact the ball while not on the tube
 - xii. Knock a ball out of possession of another player (while the ball is in the water, it is considered no possession)

H. OUT OF BOUNDS

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

I. PERSONAL ITEMS

- a. 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 residence.

J. CLUB PLAYERS

- a. 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.
- b. Once an individual is on a club team roster, these restrictions apply for the entire school year which runs from the fall, spring and through the summer respectively.
- c. Club sports members shall be eligible for intramural participation in the sport of their specialty, but a team is restricted to having only **TWO** such participants on its roster.
 - i. Co-recreational teams may have one female club player and one male club player.
 - ii. Co-recreational teams may NOT have multiple same-sex club players on their roster.
- d. Any team found violating this rule will risk forfeiting its season.
- e. Any player who violates this rule will be suspended for one calendar year from the date of infraction and may be subject to further penalty as deemed appropriate by the Competitive Sports Staff.

K. CO-REC RULES

- a. Each team will consist of seven players one of who shall be the goalkeeper. The team consists of three women and three men, plus a goalkeeper who can be either sex.
- b. 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)
- c. Substitutions – must be male for male or female for female (exception: goalie).
- d. Scoring – The last offensive person to touch the ball will be credited with the goal.
 - i. Female goal = 2 points
 - ii. Male goal = 1 point