



## **UW-WHITewater INTRAMURAL SPORTS INNER TUBE WATER POLO RULES**

**Last update: August, 2021**

INNER TUBE WATER POLO IS A CONTACT SPORT, AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

### TEAM CAPTAIN'S MEETING

This is a sport that requires a preseason captain's meeting. Be attentive to your email regarding either an in-person meeting date or a link for a webex meeting.

### ENTRY FEE

The entry fee of \$30/team must be paid at time of registration.

### LEAGUE SCHEDULES

Schedules for league play will be posted on IMLeagues and the UWW Rec Sports app.

### QUESTIONS

Please feel free to contact the Office of Recreation Sports and Facilities or the Intramural Coordinator, Matt Schneider, any questions or concerns at 262.472.1145 or email [imsports@uww.edu](mailto:imsports@uww.edu).

## **GENERAL PROCEDURES**

Please use the Captain's Handbook as a resource throughout the year. If you are team captain, please inform your players of all of the guidelines in the handbook BEFORE your first contest.

## **MEN AND WOMEN**

### STARTING THE GAME:

1. **START TIME:** Teams are to be at the court and signed in before the official game time. If any team is not at the court at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring their current valid UW - Whitewater identification card to the field area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with a supervisor before entering the game.
3. **VARSIITY SWIM/DIVE TEAM AND WATER POLO CLUB ELIGIBILITY** Teams are allowed no more than any combination of two (2) CURRENT Varsity Swim/Dive, FORMER Varsity Swim/Dive and CURRENT Water Polo Club members.
4. **SCORING:** An Intramural Supervisor will keep the official game score.
5. **TEAMS:** Seven (7) players constitute a team. The male/female ratio may be 3:4 or 4:3. Teams may play with as few as five (5) players. When playing with less than seven (7) players, the male/female ratio may be 3:3, 3:2, or 2:3.

6. **DIVING:** There is no diving in the pool. Players who dive into the pool will be warned. If a player dives into the pool after being warned, that player will be ejected from the game.
7. **GAME EQUIPMENT:** The Intramural Program will provide inner tubes and a game ball. All players must wear swimming suits and a t-shirt. No jewelry may be worn.

### PLAYING THE GAME

8. **TIE GAMES:** All games ending in a tie score during the regular season will be recorded as a tie in the win/loss record. During the playoffs, two, 3-minute Overtimes will be played in their entirety (no sudden victory). If still tied after 2 OT, teams will switch ends and play sudden victory.
9. **GAME TIME:** A game will consist of two (2) halves of twelve (12) minutes. The clock will stop for timeouts. The clock will stop in the last minute of each half when the ball goes out-of-bounds and during goals. The supervisor will announce "1 minute remaining" at the appropriate time. If a team is ahead by five (5) or more goals the clock will continue to run in the final minute.
10. **MERCY RULE:** If a team is ahead by 12 or more points at the 4:00 mark, or at any point below the 4:00 mark, OR ahead by 8 or more points at the 2:00 mark, or at any point below the 2:00 mark, the game shall be over.
11. **TIMEOUTS:** Each team is granted one (1) timeout per game. A timeout is one (1) minute in length.
12. **STARTING A HALF:** Each team shall line up at their end of the pool, with one hand touching the wall. Play begins when the official throws the ball into the center of the pool.
13. **PLAYERS IN TUBES:** All players must sit on top of the tube. Players may not put their feet through the tube or swim with the tube around their arm. No "seahorse" is allowed either – please see Intramural Supervisor for clarification. Players may not fall out of their tube! Penalty: free throw for the opposing team.
14. **GOALIES IN TUBES:** ALL GOALIES MUST SIT IN THE TUBE! Goalies are NOT allowed to put their hands on the walls on the edge of the pool. However, in the shallow end, goalies are allowed to stand without a tube as the goal is larger.
15. **SCORING:** A goal scored by a male is worth one (1) point. A goal scored by a female is worth two (2) points. Penalty shots are worth one (1) point, regardless of who scores. Note: if a shooter falls out of his/her inner tube when attempting to score, the goal will be disallowed.
16. **AFTER A SCORE:** Play will be restarted after each goal by any player from the team that was scored on. The team that allowed the goal will have the ball, starting at mid-pool.
17. **PLAYERS:** No player may leave his/her inner tube (Penalty: opposing team awarded a free throw). Teams must pass the ball towards the goal while attempting to score. Players (except the goalie) may only hold the ball with one (1) hand, and may not hold the ball under the water. No player may enter the goal area (two (2) yards from the goal). Defensive players may not throw the ball back to their own goalie.
18. **TACKLING:** Any form of tackling is illegal. Penalty: Personal foul and a penalty shot for the opposing team. *Clarification: splashing is a legal action; however, you cannot splash the player that is serving as the goalie or anyone that does not have the ball!*

19. **GOALIE PLAY:** Any player may play the goalie position. The goalie may not throw the ball more than one half the length of the pool at any time. The goalie must sit in their inner tube, and may not leave it to make a play. The goalie may not hold the ball for more than five (5) seconds. If a goalie leaves the crease, he/she becomes a normal player.
20. **FREE THROW:** After minor infractions, a team is awarded a free throw from the nearest spot of the infraction. The thrower shall not be guarded, but the ball must touch at least one (1) person before it can be scored.
21. **ORDINARY FOULS:** occur when a player impedes or otherwise prevents the free movement of an opponent who is not holding the ball. The most common is when a player reaches over the shoulder of an opponent in order to knock the ball away while in the process hindering the opponent. Offensive players may be called for a foul by pushing off a defender to provide space for a pass or shot. The referee indicates the foul with one short whistle blow and points one hand in the direction of the attacking team who retain possession. The attacker must make a free pass without undue delay to another offensive player.
22. **MAJOR FOULS:** (exclusion fouls) are committed when the defensive player holds, sinks or pulls back the offensive player away from the ball before the offensive player has had a chance to take possession of the ball. This includes dunking, pulling back, swimming on the other player's back, stopping the other player from swimming or otherwise preventing the offensive player from preserving his advantage. A referee signals a major foul by two short whistle bursts and indicates that the player must leave the field of play and move to the penalty area for **ONE MINUTE**. The referee will first point to the player who commits the foul and will blow the whistle, then they will point to the ejection corner and blow the whistle again. The player must move to the penalty area without impacting the natural game play. If the player does not leave the field of play, the player will be kicked out for the remaining time of the game with substitution.
23. **PENALTY SHOT:** A penalty shot is awarded to the offensive team if they are fouled inside the penalty area (within four (4) yards of the goal). The player who is fouled must take the penalty throw. Penalty shots are taken from outside the penalty area, and the shooter may not be guarded. During the penalty throw, only the goalie may be in the goal area.
24. **POOL EDGES:** No players (except for goalies) may use the edge of the pool as leverage in attempting to make a play on the ball or to take a better position. This includes, but is not limited to, a player pushing him/herself up on the edge of the pool to catch or block a shot. Due to safety reasons, goalies may use only one hand at any given time.
25. **OVER AND BACK:** After the ball passes the mid-pool line, the offensive team may not go back behind it. Penalty: free throw for the opposing team.
26. **DELAY OF GAME:** Teams have 30 seconds to get the ball on their opponent's half of the pool. Failure to do so will result in a turnover and the other team will get the ball at that spot.
27. **OUT OF BOUNDS:** Any ball leaving the pool is out of bounds. Penalty: free toss for the opposing team.
28. **PERSONAL FOULS:** Personal fouls include hitting an opponent, abusive language, and persistently repeating a foul. Penalty: free throw for the opposing team. Any player receiving three (3) personal fouls will be ejected from the game.

## SPORTSMANSHIP

29. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials (the captain is the only player permitted to talk with the officials) by any coach, manager or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.
  
30. DISQUALIFIED PLAYERS: A player disqualified from the game for unsportsmanlike conduct must leave the court area IMMEDIATELY, and will be declared ineligible for play in any intramural sports activity until he/she has met with the Intramural Sports Coordinator. The player shall be suspended for no less than one game. Failure to leave may result in disqualification of the captain, or forfeiture of the game. Any second occurrence of unsportsmanlike conduct by a team may result in that team being eliminated for the remainder of the season.
  
31. IM SPORTS EQUIPMENT: Equipment provided by Intramural Sports is very expensive; therefore, any unnecessary abuse will result in the team being charged replacement costs for new equipment and must be paid before the team may continue to play.