

**The University of North Carolina Greensboro**  
**Department of Recreation & Wellness**  
*Intramural Sports*

**INNER TUBE WATER POLO RULES**  
**Open**

**WARNING: YOU MAY SUFFER FROM PHYSICAL/ MENTAL INJURY FROM PARTICIPATING IN INTRAMURAL ACTIVITIES. PARTICIPATION IN THE CAMPUS RECREATION PROGRAM IS COMPLETELY VOLUNTARY. UNCG AND THE DEPARTMENT OF CAMPUS RECREATION ARE NOT LIABLE FOR INJURIES SUSTAINED DURING PARTICIPATION IN CAMPUS RECREATION SPONSORED ACTIVITIES.**

**Rule 1: Eligibility**

1. Intramural Inner Tube Water Polo is open to all current fee paying students, as well as faculty and staff with a valid Kaplan Center membership.
2. All players must completely fill out the Team Roster Form/Waiver
3. Game time is forfeit time. If one or both teams do not have four (4) players ready to start, the game will be a forfeit.
4. To participate in any intramural activity, all participants must show a valid UNCG issued photograph identification card. A UNCG identification card must include the following information and be clearly visible to be considered valid: the individual's name, photograph, and 88#. Identification cards that do not have one or more of these requirements will not be accepted and the individual will not be allowed to play.
5. Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc) is a violation of the UNCG Student Code of Conduct. The identification card will be confiscated and the individual attempting to use the card will be ineligible to participate. If the card belongs to another student, that student must meet with a professional staff member in order to regain possession of their identification card.

**Rule 2: Equipment**

**1. Player Equipment**

- a. Proper swim attire must be worn. Participants may wear athletic shorts and T-shirts over their swim attire.
- b. The following equipment is permitted:
  - i. Rubber, cloth, or elastic bands may be used to control hair.
  - ii. Goggles are recommended, but not required.
  - iii. Personal Floatation Devices are recommended, but not required.
  - iv. Knee and ankle braces that are altered from the manufacturer's original design/production shall be permitted as long as they are soft and yielding or all exposed metal and other hard parts are padded with at least 1/2 inch foam rubber (or 1/4 inch closed cell, slow recovery foam rubber).
- c. The following equipment is prohibited:
  - i. Hard items such as beads, barrettes, and bobby pins are not permitted to be worn.
  - ii. Jewelry is not allowed. Medical or religious medallions must be removed, taped, or sewn under the uniform.
  - iii. Participants must be barefoot.
  - iv. NO hats, bandannas, or other items that are secured to the head with a knot permitted.
  - v. A guard, cast, or brace made of hard and unyielding leather, plaster, pliable plastic, metal, or any other hard substance, even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm, or elbow.

**2. Game Equipment**

- a. The Department of Recreation & Wellness will provide all equipment for the event. No outside equipment is permissible.
- b. The following equipment is provided by Intramural Sports:
  - i. Inner tubes
  - ii. Caps, which are required and must be tied and worn by players at all times.

**Note: Jumping on inner tubes is not allowed and may result in a loss of Sportsmanship Points**

**Rule 3: Team Captain Responsibilities**

1. Team captains are responsible for the following items:

- a. Ensure team members follow all eligibility requirements. Team captains are also advised to seek clarification on special eligibility requirements, if necessary.
- b. Communicate game time, location, and ID policy to teammates.
- c. Ensure teammates have a valid UNCG ID at game time to check in.
- d. Represent the team and communicate with the officials. The captain is the only player permitted to discuss the game with officials.
- e. Ensure good team sportsmanship among teammates.
- f. Turn in team conflict sheets reflecting any scheduling problems for the members of your team.
- g. Cooperate with the intramural supervisors at the game site concerning any protests, incidents, or accidents that may occur as well as with the intramural sports staff the day following such occurrences.

#### **Rule 4: Players**

1. Each player must be able to swim; the playing depth may be at a point that would not allow all participants to stand in the pool with their head above the water line.
2. Each team shall consist of seven (7) players, one of which is the goal keeper. Four (4) players are required to start and continue the game.
3. Substitutions can occur on any whistle, with approval from the official. Subs can only enter the playing area after once their teammate is completely out of the pool.

#### **Rule 5: Forfeits/Defaults**

1. There are three situations that will result in a forfeit:
  - a. Not enough players – Team does not have three players to participate by game time.
  - b. Eligibility – One or more of the players participating is ineligible and therefore, may not participate. Ineligibility may be due to the player being a roster violator, being previously ejected, ruled ineligible for sportsmanship-related issues, etc.
  - c. Sportsmanship – Team is disqualified from further participation by staff for sportsmanship-related issues.

#### **Rule 6: Protests**

Protests can only be made before the start of the next live ball about rule misinterpretations, or team eligibility. An official protest form must be filled out with the Intramural Supervisor on site. Failure to fill out the form nullifies your team's protest. Protests submitted after the conclusion of the game or in regards to an official's judgement call will not be accepted for administrative review.

#### **Rule 7: Play**

1. *Start of Game*
  - a. At the start of each half each team lines up at opposite ends of the pool, with hands or feet touching the wall. All players must have torso in or on the tube.
  - b. If possible, each team should have an even number of players lined up on each side of the goal. The goalkeeper must be positioned in the goal at the start of play.
  - c. When the whistle is blown the clock starts and the players may push off the wall.  
**Note: This is the only time players are allowed to push off the wall.**
  - d. The official will drop the ball in the middle of the pool.
2. *Timing*
  - a. There will be two (2) 15-minute halves of running time.
  - b. Half-time will be five minutes. Teams switch sides at the half.
  - c. Each team is allowed one time-out per game. Only an offensive player may call a time-out.
  - d. If at the end of the game there is a tie, a three (3) minute golden goal overtime period will follow. The first team to score will be given the win.
3. *Scoring*
  - a. To score a goal the following conditions must be met:
    - i. The ball must completely enter the goal. A ball part way in the goal is NOT a goal.
    - ii. If the player scoring a goal falls out of their tube due to the motion of the shot the goal will be disallowed. However, if a defensive player tips the offensive shooter out of their tube, the goal will count.
    - iii. All shots must come from outside the goalie area.
    - iv. All goals will count as one point.

- v. After a goal the ball is put in play by the goalie just scored upon *after a whistle by the official*. The goalie will have five (5) seconds to put the ball in play; the goalie may not travel outside the penalty area.
- b. **Mercy Rule: If in the last two minutes of the second half a team is winning by 8 or more goals the game shall end.**

#### 4. Method of Play

- a. No player may leave his/her inner tube and touch or maneuver the ball. The ONLY thing you can do when not in your tube is sub out or get back in your tube.
- b. No offensive player is allowed within the goalie area in front of the goal. If an offensive player is within the goal area play will be whistled dead and the ball will be awarded to the opposing team's goal for a Goal Throw. If a goal is scored by an offensive player within the goal area the goal will be disallowed.
- c. **NO BODY CONTACT IS ALLOWED.**
- d. No tipping of another player's tube is allowed.
- e. The goal keeper, while within the penalty area, may not throw (or skip) the ball more than half the distance of the pool.

#### 5. Restarts

- a. After any stoppage in play the ball will be put back in play by one of the following:
  - i. Indirect Free Throw: The player in possession of the ball has three (3) seconds to put the ball in play. Opponents must give that player at least one yard of space and may not guard or interfere the person taking the throw until the ball is in play. Another offensive player, other than the player taking the throw, must touch the ball before a goal can be scored.
  - ii. Direct Free Throw: The player in possession of the ball has three (3) seconds to put the ball in play. Opponents must give that player at least one yard of space and may not guard or interfere the person taking the throw until the ball is in play. It is NOT required for a second offensive player to touch the ball before a goal can be scored.
  - iii. Corner Throw: Awarded when the defensive team puts the ball over the end line. A corner throw is taken from the two yard line and sideline corner by the offensive team. This is a direct free start and a goal can be scored directly off a corner throw.
  - iv. Goalie Throw: Ball is awarded to the goalkeeper after a goal has been scored, an offensive player enters the goal area, or the offensive team puts the ball over the opposing team's end line. The goalkeeper has five (5) seconds to pull the ball into play and must remain within the penalty area. The ball may not be thrown, or skipped, more than halfway across the pool without touching another player.
  - v. Face Off: A face off will occur when there is a double foul or if play is stopped and neither team was in possession of the ball. Face offs also occur if opposing players simultaneously have possession of the ball. Two players must face each other two (2) yards apart. No other player may be within two (2) yards. The ball **MUST** hit the water before players may touch it. The official will award an indirect free throw to the non-offending player, should a player touch the ball before it hits the water.

**Note: All restarts will be indicated by the official's whistle for play to begin.**

#### Rule 8: Policy Infractions

##### 1. Infractions- restarted by an Indirect, Corner, or Goalie Throw

- a. A ball thrown out of bounds will be awarded to the team who did not last touch the ball. If the ball is thrown over the sideline and **Indirect Free Throw** will be awarded. If the ball goes over the end line by the offensive team and **Goalie Throw** will be awarded. If the ball goes over the end line by the defensive team and **Corner Throw** will be awarded.
- b. The defense may not grab the goal; a **Corner Throw** will be awarded for the offense.
- c. Holding the ball underwater will result in an **Indirect Free Throw** at the spot of the infraction for the opposing team.
- d. Touching, Holding, maneuvering the ball, or obstructing an opposing player while outside their tube will result in an **Indirect Free Throw** at the spot of the infraction.
- e. Stalling- a player closely guarded (within two yards) must pass the ball within 5 seconds or attempt to advance the ball or an **Indirect Free Throw** will be awarded to the opposing team at the spot of the infraction.
- f. Field players are not allowed in goalie area. A player is considered inside the goalie area when their entire tube has crossed the plane of the goalie area. Play will be whistled dead and a **Goalie Throw** will be awarded.
- g. Using the wall to gain an advantage (i.e. pushing off the wall); Result in an **Indirect Free Throw** at the spot of the infraction.

