Intramural Inner Tube Water Polo Rules  (Revised 2/18/2019)

GENERAL INFORMATION
All participants must register at https://recwellservices.uky.edu/ to participate
To access Fusion IM, Log In with your UK Link Blue account, select Fusion IM & Register
electronically sign the online waiver and pass a participant quiz based on Participant Handbook

Participation in ALL Intramural Events Require:
Valid UK or BCTC student, faculty or staff ID required for all contests to participate
Jewelry is NOT permitted
No hats, skull caps, bandanas, or other headgear. Terry-cloth headband without exposed knots
Review specific sport rules for additional attire restrictions

BCTC student/faculty/staff must pay the “Recreation Fee” before access to Fusion IM or participation
Information about “Recreation Fee” http://www.uky.edu/plusaccount/uk-estore-information
Pay “Recreation Fee” at https://iweb.uky.edu/ukestore/ and retain your electronic receipt
Then email the Intramural Director, Natosha Harris at neharris1@uky.edu before participation; please provide your email address you’d like to use to log into your Fusion IM account. She will create you an account within the Fusion system enabling you to register for a team and then participate

These groups must send an email neharris1@uky.edu to have an account made:
Religious Advisors
Spouses of current UK student/faculty/staff can only play on Co-Rec teams

Inclement Weather/Defaults/Forfeits:
Decisions on inclement weather will not be made until at least 3pm on game day and a message will be sent through Fusion IM and or social media.

Defaults vary depending on tournament design
A person undertaking the role of team captain, Greek chair or Residential chair is assuming responsibility for that team and agrees that if the team forfeits a contest, the team captain, Greek chair or Residential chair will be assessed a $20 forfeit fee and must pay the fee before the next scheduled contest

Loss by default will not be counted as a forfeit, nor affect your sportsmanship rating while two defaults result in a forfeit or are the same as a forfeit.

Submit Default for your game via Fusion IM by clicking the “Default” Button with your corresponding game by at least 5pm on the day of your scheduled game. Failure to submit your default before designated time will result in a forfeit and the $20 forfeit fee will be assessed to your team captain, Greek Chair or Residential Chair.

Forfeits applies to various team sports and 10 minute rule applies to various sports:
If a team is not prepared to play with the required or minimum number of players signed-in when the appointed time arrives, that team will have 10 minutes to become ready to play.

NEW: Please review our Wildcard Player Participation Policy to assist team to avoid forfeits or play competitively.

To obtain a contest victory by forfeit, the required or minimum number of participants must be present, signed-in on the score sheet and ready to play. If a double forfeit occurs, both teams will receive a forfeit; in tournament play both teams with receive a forfeit and no team will advance to the next round.
ROSTERS
- There is a fifteen (15) roster player limit for all teams
- The tournament is OPEN
- Players are not officially on a team until they have joined the roster on Fusion IM. Once a player has played for a team that is the team they shall be on for the remainder of the league or tournament.
- All rosters will be locked at the beginning of the first game of the tournament.

OPEN TOURNAMENT
- There are no gender restrictions for team rosters.
- Teams may have any number combination of males and females on the roster, there are not minimum requirements per gender.
  - Ex: A roster may consist of 15 males or 15 females, 13 males and 2 females, or 9 males and 6 females, etc.
- Teams may also field any combination of males and females on the court during a game.

PLAYERS
- The maximum number of players in the water at one time is five (5), four (4) field players and a goalie if desired.
- A team must have a minimum of five (4) players to start the game.
- Once started, the game may continue with less than four (4) players if the team has a chance to win.
- All players must play from an inner-tube.
  - All field players must SIT in the inner-tube.
  - Any goalie may kneel in the inner-tube at their own discretion

LEAGUE OR TOURNAMENT PLAY
- Schedules will be posted on Fusion IM
- Schedule information will not be given over the telephone or through social media
- The tournament will be set up as a double elimination bracket

GAME TIME AND LENGTH
- Games will consist of two (2) 10-minute halves and a 3-minute halftime
- If tied at the end of regulation, there will be an untimed overtime period first team to score wins
- Teams will switch sides after half time at the start of overtime.
- Timeouts: Each time is allowed one timeout per half and one timeout for the entirety of the overtime. Timeouts will not carry over
- Forfeit rule: Game time will be forfeit time, teams with no players signed in at the official game time will forfeit their game.
  - Teams that have players signed in but do not meet the minimum requirements to play will be subject to the 10-minute rule. Teams that are ready to play will receive 5 points at the start of the game clock and an additional 5 points at the 5-minute mark. After 10 minutes the game will be forfeited.

EQUIPMENT
- UK Intramurals will provide all equipment
- No jewelry of any kind including earrings, rings, necklaces, watches, etc. will be permitted.
- Participants must meet clothing requirements of the Lancaster Aquatic Center.

BEGINNING A GAME
- A coin toss will determine first half goal areas with the winner choosing their side.
- Teams will switch goal areas for the second half and any overtime periods.
- The ball will be dropped into the center of the playing area to start play.
- All players must be in their team’s goal area to start then move for the ball on the official’s whistle to start play.
The Game

- Alternate possession rule is in effect.
- One point is awarded for each goal legally thrown into the opposition’s goal/net.
- Shots must clearly have broken the plane of the goal to have a point awarded.
- After a goal is scored the goalie inbounds the ball on the official’s whistle.
- Individual players may not hold the ball for more than a 5-second count
- Players may not dunk and hold the ball under water.
- Players may not dunk, tip the inner-tube of or splash other players.
- Teams may not stall.
  - The goal must be attacked throughout the game.
  - A team will be told to play the goal.
  - If the team does not play the goal, a minor penalty will be assessed and possession will be awarded to the opponent.
- The UK Intramural Department reserves the right to introduce pass limits per possession to the tournament if we see fit.
- All goals scored will be worth one (1) point.
- Any shot that is deflected out of bounds across the end of the pool will be put in play by the goalie. (No Corners)

Penalties

- Minor penalties include:
  - Not stopping on the whistle
  - Holding the side of the pool or lane divider
  - Intentionally holding the ball under water
  - Intentionally stalling, holding the ball for more than 5-seconds
  - Falling out of the inner-tube with the ball
- All minor penalties result in a loss of possession
- Major penalties include
  - Shooting fouls
  - Over aggressive plays
  - Pushing
  - Intentional splashing of water at an opponent
  - Kicking
  - Any unsportsmanlike conduct
- Major penalties will result in a penalty shot and possible ejection if flagrant or continuously occurs.
  - Warnings do not need to be issued prior to an ejection.
- Penalty shots will be taken from a predetermined spot.
- Once a penalty shot is taken, the ball becomes live either off the block or miss or after the scored goal.

Overtime Rules

- Overtime will be untimed and follow a sudden death format. The first team to score when overtime has started wins.
- Teams will switch sides at the beginning of overtime.
- Each team gets one (1) timeout for the entire overtime period.

UNSPORTSMANLIKE CONDUCT

- A player, coach, or spectator using abusive or insulting language, disrupting, or arguing a call is display of unsportsmanlike conduct. Unsportsmanlike violations by a spectator will be charged to the team captain. If the unsportsmanlike conduct is flagrant in nature then the offender will be disqualified.
- 3.0 grade point average must be obtained throughout the regular season for a team to advance to playoffs.
  - In playoffs, if a team receives a 2, 1, 0 sportsmanship rating that team cannot advance in playoffs.
- Two (2) unsportsmanlike conduct penalties against one player in a game constitute an automatic ejection.
- Four (4) conduct unsportsmanlike penalties against a team or four of any kind will forfeit the contest.
CONDUCT

- It is the desire of the Campus Recreation and Wellness Unit that all participants display good sportsmanship.
- Any player ejected from a game for any reason shall be suspended from ALL Intramural play until they contact the Intramural Director. It is the responsibility of the player to setup an appointment with the Intramural Director via email, neharris1@uky.edu. If players are found to be participating before being reinstated they will be suspended from all Intramural activity for the remainder of the semester. A team for which an ineligible player participated will forfeit all games.
- Fighting will not be tolerated in any form. Teams will be responsible for their players and spectators. Teams and/or individuals may be subjected to expulsion from any further Intramural Sports.
- Any team criticizing or otherwise ridiculing, or attempting to demean an official or any Intramural staff member shall be liable to expulsion and disciplinary action. In addition, the game may be forfeited at the discretion of the referee, supervisor, or tournament director.

PROTESTS

- There will be no protest involving official’s judgment in games that are officiated by the Intramural Staff.
- Protests of rule interpretation must be made before the start of the next dead ball situation.
  - To protest, the protesting team must begin the process immediately following the event in question. The supervisor’s decision is final.
  - Protests can be made without team time-outs. A rejected protest in this case will result in an unsportsmanlike conduct penalty on the team captain.

- In non-officiated games, any and all disagreements between teams must be settled by the players. Disagreements not resolved within reason or in a timely manner, Intramural Staff will intervene and decide to resolve the disagreement and their decision is final.

- Eligibility protests are permitted. They must be filed in writing by noon the following business day.
- All eligibility protest must be emailed to the Intramural Director, neharris1@uky.edu or turned into the IM Office, room 172-B of the Johnson Center.