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@UK Campus Recreation and Wellness

Intramural Inner Tube Water Polo (Revised 8/19/19)

GENERAL INFORMATION

1. All participants must register at <https://recwellservices.uky.edu/>
2. Click on IMLeagues, Login with your UK Link Blue account and Register
3. Electronically sign the online waiver and pass the participant quiz

Participation in ALL Intramural Events Require:

1. Valid UK or BCTC student, faculty or staff ID required for all contests to participate
2. Jewelry is NOT permitted
3. No hats, skull caps, bandanas, or other headgear. Terry-cloth headband without exposed knots
4. Review specific sport rules for additional attire restrictions

BCTC student/faculty/staff must pay the "Recreation Fee" before access to IMLeagues.com or participation

1. Information about "Recreation Fee" <http://www.uky.edu/plusaccount/uk-estore-information>
2. Pay "Recreation Fee" at <https://iweb.uky.edu/ukestore/> and retain your electronic receipt
3. Email the Intramural Director, Natasha Harris at neharris1@uky.edu and provide an email address
4. Provide an email address you'd like to use to log into your IMLeagues.com account

These groups must send an email neharris1@uky.edu to have an account created for participation:

1. Religious Advisors
2. Spouses of current UK student/faculty/staff can only play on Co-Rec teams

10-minute Rule/Defaults/Forfeits/Inclement Weather:

1. **10-minute rule applies to various sports:**
 - a. At game time, if a team is not prepared to play that team will have 10 minutes to become ready
 - b. To win by forfeit, minimum number to play must be present and signed in with Intramural staff
 - c. If a double forfeit occurs, both teams will receive a forfeit and no team will advance
2. **Defaults vary depending on tournament design**
 - a. Loss by default will not be counted as a forfeit, nor affect your sportsmanship rating
 - b. Two (2) defaults result in a forfeit or are the same as a forfeit
 - c. Submit Default for your game via IMLeagues.com by completing the "Default" link by 5pm the day of your scheduled game time: <https://forms.gle/4o2CNxRGh2ugrVW>
 - d. Failure to submit your default before designated time will result in a forfeit and \$20 forfeit fee will be assessed to your team captain, Greek Chair or Residential Chair.
3. **Forfeits applies to various team sports and tournaments:**
 - a. Team captain, Greek chair or Residential chair assumes responsibility for that team
 - b. *Captain or Chair is suspended and responsible for paying the \$20 forfeit fee*
 - c. *Captain or Chair MUST pay forfeit fee PRIOR TO next scheduled game*
 - d. Review our [Wildcard Player Participation Policy](#) to assist team to avoid forfeits
 - e. *Forfeit Fees CAN BE PAID ONLINE at:*
<https://recwellservices.uky.edu/Program/GetProducts?classification=00000000-0000-0000-0000-000000026001>
4. **Inclement weather decisions will be made no later than 3pm on game day**

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

- **Unsportsmanlike Conduct or fighting will not be tolerated!**
- **A team representative is a participant, player, non-player, captain, coach, manager, spectator or anyone representing a team.**
- **Unsportsmanlike Conduct includes behavior, language and actions that are a violation of the University of Kentucky Student Code of Conduct.**
- Unsportsmanlike Conduct includes behavior, language, action and contact towards a team representative, ref/official, Intramural Staff or Campus Recreation and Wellness staff
- Unsportsmanlike Conduct that is but not limited to:
 - Arguing a call
 - Behavior, language, action that is abusive, demeaning, insulting, disruptive, threatening
 - Contact that is excessive or unnecessary and contact that is persistent, severe, extreme, vulgar, violent or flagrant in nature
- A team representative will be disqualified from the game, ejected from participation, shall leave the facility and may be subjected to expulsion from further Campus Recreation and Wellness events or programs
- Teams must get a 3.0 sportsmanship rating in knockout rounds or maintain a 3.0 sportsmanship rating average 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 a player constitutes an automatic ejection.**
- **Four (4) conduct unsportsmanlike penalties against a team or four of any kind will forfeit the contest.**
- **Six (6) conduct unsportsmanlike penalties against a team during the season will forfeit the team's remaining schedule**
- Game (s) may be forfeited at the discretion of the ref/official, Intramural Staff or Campus Recreation and Wellness staff

CONDUCT (All team representatives are expected to display good sportsmanship)

- Any team representative 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 team representative to setup an appointment with the Intramural Ejection Board by emailing the Intramural Director at 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.

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.