



UTSA INTRAMURAL SPORTS

INNER TUBE WATERPOLO RULES

TEAM CAPTAINS:

- Team captains are responsible for informing their teammates of all Intramural Sports governing rules and policies.
- Only the team captain may address an official, on matters of rule interpretations or to obtain essential information.
- Team captains are responsible for their team and fans behavior before, during and after their game.
- Team captains are responsible for any equipment given to them, such as team jerseys and team balls. (**Team captains, you will be charged for the missing items**).
- In the event of bad weather, call the sports hotline at **458-PLAY**.

PLAYERS:

- Players may play for only **one** team men's or women's team and one Co-Rec team.
- Switching from one team to another is not allowed.
- Men's and women's teams consist of 4 players. A minimum of 3 players is needed to start the game.
- Co-Rec teams consist of 4 players, 2 men and 2 women. A minimum of three is required to start the game. **Acceptable combinations of males and females included: 2M & 1W or 1M & 2W.**
- Team rosters are frozen after a team's second game.
- Maximum number of players per roster is **8**.
- A team may play with 3 players (1M and 2W or 2M and 1W). The game will begin when these players are present.

ELIGIBILITY:

- All UTSA students, faculty and staff are eligible to play intramural sports.
- Alumni and outside visitors are not eligible to participate.
- **NO ID NO PLAY!** All participants must present their UTSA Banner ID to the Intramural Staff on duty, in order to be eligible to play.

FORMAT:

- Tournament style play.
- Games will be played in the outside in the pool.

EQUIPMENT:

- Intramural Sports will furnish game balls and tubes.
- All participants must wear proper swimwear attire allowed by the Campus Recreation Center Pool.
- Participants **may not wear jewelry**. Participants **may not** cover up jewelry with tape, band-aids or other such items.
- Cast or splints (hard or soft) **are not permitted**.

GAME FORMAT:

- Tournament: Either Single or Double Elimination Tournament.
- One forfeit during the tournament will disqualify the team entirely, regardless if the format is double elimination.
- Any team that receives "C" or worse sportsmanship rating during the tournament **will not** advance to the next round.
- Player's must check-in with the supervisor before game time.

- The captain must complete the score sheet and blue sheet prior to each game.
- There will be two 15 minutes halves
 - Running clock
 - No timeouts
- The mercy rule will apply when a team is up by 10 goals with only 2 minutes left in the 2nd half

START OF THE GAME:

- At the start of the game both teams will start on opposite sides of the pool and hold onto the ledge in front of the goal
- The official will blow his/her whistle then toss the ball in the center of the pool
- As soon as the ball makes contact with the water players may advance to get possession of the ball
- At the start of the 2nd half the opposite team will receive possession of the ball
- The ball will be put into play by the goalie

THE GAME:

- Players must remain in their tubes at all times.
 - If a player falls out of his/her tube during the game they may not make a play on the ball under any circumstances.
 - If a player makes a play on the ball while out of his/her tube then the possession will be given to the opposing team.
- If a player catches a pass and then falls out of his/her tube then the ball must instantly be dropped into the water at the spot and the player needs to get back into their tube → this will make the ball available to anyone.
- The goalie must stay in their tube at all times and cannot sit on the ledge of the pool to play defense/
- Once a player maintains possession of the ball they have 15 seconds to either pass or shoot the ball.
 - If the ball is not released within 15 seconds then it is a turnover of possession to the other team from the spot of the violation
- Areas of the pool (each area will be marked off by an orange cone)
 - No player may shoot the ball within 3 yards of their goal
 - No player may rebound the ball within 3 yards of their opposing goal
 - Only the defending goalie or his/her teammates may rebound the ball within 3 yards of their goal
- Each goal scored is one point
- **For Co-Rec:** if a female scores it is 2 points & Female penalties are worth one point.
- Once a goal is scored the defending goalie will put the ball back into play
If a ball is thrown out of bounds the opposing team will put the ball back into play by sitting in their tube closest to the ledge where the ball left the field of play.
- In regular season if a game ends in a tie, the tie will remain
 - During playoffs if a game ends in a tie then there will be a penalty throw shootout. Each player in the pool will have 1 penalty throw (4 shots total per team)
 - The throws will alternate between teams starting with the visiting team.

PENALTY THROWS AND PENALTIES:

- All penalty throws will be taken from 7 yards in front the goal (this will be marked by an orange cone)
- The following are penalties that result in a penalty throw:
 - Knocking the ball out of a player's hands ▪
 - Can only swat a ball once it has been released from someone's possession
 - Flipping someone's tube
 - Grabbing onto someone or their tube
 - Pushing off of someone's tube/pushing them away

DISCIPLINE

- The team captain of a team that receives a "D" or "F" rating must meet with the Assistant Director of Intramural Sports prior to his/her team's next game.
- If a player is ejected from the game for any reason:
 - **Ejected Player consequences:**
 - Team will be automatically deducted two (2) sportsmanship letter grades.
 - Ejected player must leave playing area (out of sight and sound).

- Ejected player may not participate in any Intramural Sports or activities (including watching), until they have met with the Assistant Director of Intramural Sports, Andrew Chadick, or have been officially reinstated.
 - Must contact Andrew Chadick, Assistant Director of Intramurals, to set up a meeting to determine what action should be taken.
 - It is the responsibility of the ejected player to schedule the reinstatement meeting.
 - Ejected player is ineligible until meeting has taken place.
 - Ejected player will face a *minimum* one(1) game suspension from all Intramural activities.
 - If necessary, ejected player might be referred to Judicial Affairs for further disciplinary actions, and be suspended indefinitely from Intramural Sports and Campus Recreation participation.
 - If the ejected player does not think the Assistant Director of Intramural Sports decision is fair, he/she may appeal by scheduling an appointment with the Associate Director of Campus Recreation. Appeals must be made within 48 business hours of the Assistant Director of Intramural Sports disciplinary decision.
 - If the official or supervisor believes it is in the best interest of the program to stop a game, he/she may do so.
 - The Intramural Staff reserves the right to indefinitely suspend any participant or team from intramural competition for behavior detrimental to the mission and purpose of Campus Recreation or UTSA.
- If a player is found to have played on two teams:
 - **Consequences for Playing on Two (2) Teams:**
 - Player will be permitted to play on the first team he/she signed in and played for.
 - Both teams will be notified of the player violation.
 - The second team the player participated with will be deducted one (1) sportsmanship letter grade.
 - Player will receive a *minimum* of one (1) game suspension.
- In case of an illegal player found participating on a team:
 - **Illegal Player Consequences**
 - Team in violation will receive a loss, and opposing team will receive an automatic win.
 - Team in violation will also receive an automatic C sportsmanship rating.
 - Second offense will result in the team being eliminated from the league.
 - Both teams will be notified of illegal player violation.
 - Illegal player is not permitted to play any Intramural sports or activities.
 - An Illegal player consists of a person who is not currently enrolled at UTSA with a minimum of one (1) credit hour.
 - **Faculty/Staff:**
 - Must have a Campus Recreation membership in order to participate in Intramural Sports.
 - Faculty/Staff must also present their UTSA ID at each game.
- Teams found in violation will be deducted one (1) sportsmanship letter grade for each violation