

Game On, LLC • Inner Tube Water Polo

Rules of Play and Conduct

The rules governing this activity consist of rules used by the National Intramural-Recreational Sports Association (NIRSA) and the UVM Intramural Sports Program. This rules sheet is not meant to be all-inclusive; rather it is a summary of the more common rules, policies, and procedures used by the Program. Additionally, all team managers and players are responsible for reading this document and understanding the rules, policies, and procedures prior to participating in this activity. Game On, LLC reserves the right to modify these rules as necessary to ensure fair game play in a safe, fun, and friendly environment.

I. Conduct/Sportsmanship

- A. Good sportsmanship is essential during all sports activities. Individuals or teams who demonstrate poor sportsmanship may be dropped from a league or event at any time without refund. Additionally, teams that do not maintain an acceptable sportsmanship rating will be ineligible for playoffs.
- B. **Team Managers:** Team managers are responsible for all team members and spectators. Obscene or abusive language by participants or spectators will not be tolerated and will be penalized accordingly. Team managers are expected to inform all participants of rules and policies prior to participation and expected to be the team representative of his/her team and may address supervisors/officials on matters of interpretation or to obtain essential information in a courteous manner provided that it does not disrupt the flow of the game.
- C. **Ejection/Suspension:** Any player who is ejected for any reason is automatically suspended from participating in any Game On, LLC activity until meeting with the league Coordinator. To schedule a meeting with the Coordinator, please call 802.578.6081.
 - a. **Fighting Policy:** Fighting (physically striking, kicking, or attempting to drown or injure another player, spectators or staff) will not be tolerated. Players involved in a fight will be immediately ejected and will be subject to additional disciplinary actions, which will include suspension from the league and may include a referral to the local criminal authority.

II. Injuries

- A. Game On, LLC, and the Edge, Inc are not responsible for any injuries that occur while participating in the League.
- B. All participants are encouraged to obtain a physical exam prior to participating in any physical activity. Additionally, participants are encouraged to maintain adequate health insurance while participating.
- C. In the event that an injury occurs during an intramural sports activity, please immediately notify the official, manager, or supervisor who is working the contest so arrangements can be made to treat the injury and to complete an injury report. If needed, staff members can call for an ambulance to assess the injury and/or transport the injured participant to the hospital.

III. General/Eligibility

- A. Registration is open to anyone over the age of 18. No person shall be excluded from participation because of race, color, creed, gender, national or ethnic origin, sexual orientation, or physical or mental disability, so long as the individual, through his or her own effort, is able to participate in the activities of the League.
- B. **Team Rosters:** The official team roster consists only of those individuals who are eligible and who have signed the official roster/waiver. Individuals must be listed on the official roster by the end of regular season play in order to be eligible to participate in playoffs. Confirming that all players are listed on the official roster is the responsibility of the Team Managers.

IV. Player and Substitutions

- A. A team shall consist of six (6) players including the goalie. All teams must have three (3) males and (3) females in the water at all times. There may never be more than one (1) player difference between the sexes. For example, if your team has seven (7) males and two (2) females present, you can only play three (3) males and two (2) females.
- B. A team may start with no less than five (5) players. In the event a team is playing with the minimum number (5) of players and a player becomes injured or has to leave (other than an ejection) the game will continue until it is deemed a farce as determined by the officials and supervisors.
- C. **Substitutions:** Substitutions have to wait until a dead ball situation and may enter the game ONLY after the official "beckons" them in. NO substitutions may be made "on the fly".

- a. NO substitution is permitted for an ejected player. The team will play shorthanded for the remainder of the game. If a team loses two players due to ejection, the game will end immediately and they will receive a forfeit.
- D. **Communication with *Game On Staff*:** Team managers are the only individuals permitted to speak with the officials regarding calls or questions. If another player attempts to dispute, a warning may be issued. Subsequently, an unsportsmanlike conduct penalty may be called following a possible ejection.

V. Equipment

- A. **Attire:** All players must wear swimsuits. Players are encouraged to close fitting wear shirts or rash guards. Women are required to wear a bathing suit under their shirt. Cut-off shorts, underwear, and nudity are strictly prohibited. If there are any questions concerning swimwear, contact the Coordinator.
- B. **Game Ball & Inner Tubes:** The game ball and inner tubes shall be issued by the officials. Players are not allowed to jump on inner tubes.
- C. **Jewelry:** All jewelry must be removed. This includes, but is not limited to, necklaces, earrings, newly pierced earrings, facial piercings, rings, bracelets, and watches. Taping the item is not allowed as it does not provide adequate protection for you or others. If you cannot remove the item then you **CANNOT** play.

VI. Duration of Game and Grace Period

- A. **Game Length:** Games will consist of two 15 minute halves (the clock will only stop for time-outs, protests, and injuries). During the last two (2) minutes of the second half, the clock will be stopped on all whistles.
- B. **Grace Period:** There will be no Grace Period!!! Game time is forfeit time.
 - a. Games in which one team is late:
 - i. The team that is signed in and ready to play at the scheduled starting time will be given two (2) options:
 - a. They may take the forfeit immediately.
 - b. OR give the team five (5) minutes to show up with the minimum amount of players to begin, if they still do not show a forfeit will then be rewarded.
 - **Once the decision is made it cannot be changed.
 - b. **Reverse Clause:** The Game On Staff reserves the right to make time adjustments to accommodate scheduling conflicts.
 - c. **Time-Outs:** Two (2) per half per game - duration one (1) minute in length. Unused time-outs do not carry over to the next half.
 - d. **Ties:** Games that end in a tie during regular season will be recorded as such. There is NO overtime during regular season.
 - e. **Overtime:** (playoffs only) If the game is tied at the end of regulation, each team will take five (5) alternating penalty shots. The goalie must be the same goalie that ended regulation. If the score is still tied after the initial five shots, teams shall continue alternating in the same order, allowing each member to shoot, until a team has one more goal in the same number of shots. Notably, teams must alternate shots on goal between male and female in Co-Rec leagues.

VII. Playing Rules:

- A. **Starting Play:** To start each half, both teams line up at opposite ends of the pool (with at least one hand on the pool wall) until the official drops the ball in the center of the pool and signals for play to begin.
 - i. After a score, play is restarted by a goalie throw by the team that was scored upon.
- b. **Ball Movement:** Players dribble the ball by pushing it in the water, holding it between their knees, holding it with two hands, holding it with one hand, holding it against their body, or holding it in their lap (it is legal for defensive players to remove the ball from someone's lap).
 - i. It is illegal to hold the ball completely underwater.
 - ii. All players must sit in the horizontal position on the innertube.
- C. **Goal Box:** The area that extends two (2) meters from the edge of the pool and extends the entire width of the pool is the goal box. This area is marked by cones on the side of the pool. Only the goalie is allowed in this area.
 - a. Penalty: if on the defense, penalty shot; if on the offense a goal throw is awarded.
 - b. Goal throws will be awarded to the goalie when the offense forces the ball to go out of bounds along the end line, or when an offensive player enters the goal box. The goalie may take the goal throw from anywhere inside the goal box.

D. **Scoring:** A goal is scored when the entire ball passes under the cross bar and between the side posts. The shot will be disallowed if any offensive player is in the goal box, or if the shooter falls out of his/her tube before the ball crosses the goal line.

E. **Live Ball Fouls:**

- a. The goalie may leave the goal box, but cannot pass the ball beyond mid-pool line.
- b. The ball becomes dead and a free throw will result when any of the following violations occur:
 - The ball passes out of bounds.
 - A player touches the ball while out of his/her tube or while sitting incorrectly in the tube.
 - A player enters the goal box.
 - A player holds the ball completely under water.
 - The goalie holds the ball for five (5) seconds or more.
 - The goalie throws the ball past the mid-pool line.
 - Free throws will be taken from the spot of infraction. During the free throw, the defense must be at least five (5) feet away from the thrower. All free throws are indirect (a goal may not be scored directly from a free throw).

VIII. **Team Fouls and Misconducts**

- A. Players may not hold, push, hit, splash, dunk, or tackle any player with or without possession of the ball. A Team Foul will be recorded for each violation.
 - a. For the first six (6) team fouls during a half, a free throw will be taken by the offended player from the spot of the foul.
 - b. On the 7th foul during a half, the bonus will go in effect. Once in the bonus, the offended team will be awarded a penalty shot after every foul.
- B. **Goalie:** The goalie may not leave his/her tube to attempt to stop a shot on goal.
 - a. Penalty: penalty shot.
- C. **Penalty Shots:** taken from the 10' line and the goalie must have a portion of their tube on the goal line. All players must remain outside the goal box and at least three (3) feet away from the person taking the shot. The ball will remain live if the initial shot deflects back into play, where it may be played by any player.

IX. **Face-Offs**

- A. A face-off will be awarded when fouls on opposite teams occur simultaneously or when the referee is unsure who threw the ball out of bounds. Any two opposing players may take the face-off. The players will be two (2) yards away with the ball being tossed in between both players. The ball may not be touched before it hits the water.