

## CO-REC INNERTUBE

# WATER POLO

**Registration Dates: January 16<sup>th</sup> (Monday) – January 22<sup>nd</sup> (Sunday)**

### **LEVELS OF COMPETITION:**

Co-Rec Water Polo – 40 teams

**FORMAT:** This is a 7-player co-rec league. Teams will be placed in round robin pool play with the top teams advancing to a single elimination playoff tournament. The league will take place from January 29<sup>th</sup> through March 2<sup>nd</sup>. Games are scheduled between 6:00PM - 11:30PM, Sunday through Thursday. All games will be played in the Wolff-Zackin Natatorium. **Registration will be limited to the first 40 teams.** Once the league is full, teams will be placed on the waiting list.

**FORFEIT PROCEDURE:** If a team fails to have the required number of participants at the scheduled game time, the opposing team who is present will have the following options:

1. Take the win by forfeit at that time. No contest will be played.
2. Choose to wait until the opponent arrives to compete. However, the official game clock will start running as scheduled. The game will commence once the opponents arrive with whatever game time is remaining on the clock and the score at 3-0, in favor of the waiting team. If the opposing team is not ready to play 10 minutes after the scheduled game time, the Intramural Staff will declare a forfeit win for the waiting team.

Teams must have 7 players in the pool **ready to play** at game time in order to avoid forfeit procedures. If a team has the required number of participants (7) signed in at game time, but fails to have the required number of properly equipped participants in the pool at game time, a 3-0 scoring advantage will be given to the other team. Forfeit procedures will not be enacted if this situation arises. The game clock will be started and the team will have 10 minutes to acquire the necessary number of players in the pool. If after 10 minutes, the team still does not have the required number of properly equipped participants, the game will be counted as a default win for the other team. No re-entry fee will be charged in the case of a default and the team will not be charged the forfeit fee.

If a team forfeits a game, they will be required to pay a re-entry fee of \$25 (non-refundable) by **4:00PM the next business day** in order to remain in the league. The re-entry fee must be paid in cash at the Customer Service Center in the Student Recreation Facility.

### **GENERAL RULES:**

1. A team must start with 7 players. You may finish with less than 7 players due to an injury or other reasons.
2. **Each team must have 3 women and 4 men or 4 women and 3 men at all times.**
3. Proper attire must be worn. **Suitable bathing suit must be worn.**
4. **All participants must shower (in the locker rooms) before entering the pool.**
5. Length of game: two 15-minute halves. Teams will change ends between halves.
6. If necessary, a three-minute overtime period will be played. **During the regular season pool play, there will be no overtime.**
7. To start play, the teams line up at opposite ends of the pool with one hand on the edge of the pool. **All players must sit in their tubes. You cannot put the tube around your body.**
  - a. The official holds the ball at mid-pool, dropping it in the water, as the players propel themselves toward the ball in their innertubes.
  - b. Players cannot remove their hand from the wall until the ball is dropped and the official sounds the whistle.

8. Procedure #7 is repeated at the start of the second half and any overtime period.
9. Following a goal, the official awards the ball to the scored-upon team's goalie. The ball must be given to the official so that teams gain balanced positioning before the ball is re-entered into the game. The official will blow the whistle to begin play.
10. **TIME-OUTS:** each team is allowed two 30-second time outs per game. Only the team in **CONTROL OF THE BALL** may call a time out. The game will be played with a running clock except for time outs.
11. **SUBSTITUTIONS:** can only be made during time outs, after a goal, or between halves. In the case of an illegal substitution, the first infraction will result in a warning, and the second infraction will result in a foul.
12. **GOALKEEPER AREA:** extends 2 meters from the end of the pool and runs the entire width of the pool. The goalkeeper area is off limits to the offensive and defensive (except goalie) team members. Any goal scored from within this area is disallowed. If a player (other than the goalie) is in this area it will result in a loss of possession or a free throw (the official must handle the ball at the change of possession). The area will be marked with cones.
13. **PENALTY AREA:** 4 meters from the end of the pool. Marked by cones on the side of the pool.
14. **SCORING:** If the shooter's head is located inside the 4-meter line the goal shall count for one point. If the shooter's head is located on or outside the 4-meter line, the goal shall count for two points. The official will notify the scorer when a goal is worth two points. **THE SHOOTER MUST REMAIN IN THEIR TUBE** (unless taken out by their momentum) **OR THE GOAL IS DISALLOWED.**
15. An automatic point is awarded to the opposing team for every four fouls committed throughout the game (technical, personal, or major). Team fouls will carry over into the second half (or overtime) and will not reset at half time.
16. **OUT OF BOUNDS:** The team whose player last touches the ball, causing it to go outside the pool, loses possession. The opponent nearest the point where the ball left the playing area puts it back into play with a free throw.
17. **FREE THROWS:** (indirect) A FREE THROW SHALL NOT BE INTERFERED WITH.
  - a. Are awarded for technical fouls.
  - b. The player on the offended team nearest the spot of the foul puts the ball into play by passing to a teammate. The official must handle the ball before the free throw is taken.
  - c. Like an indirect kick in soccer, the free throw cannot be thrown directly into the goal. If thrown into the goal, the ball is awarded to the opposing team. The ball must contact another player before a goal can be scored.
  - d. If a technical foul is committed in the goalkeeper's area, or the ball goes out of bounds by the goalie, the opposing team will have a free throw at the side of the pool closest to the foul on the 2-meter mark.
18. **FACE-OFF:** is awarded if two opponents commit a foul simultaneously. A face off consists of two players back-to-back two feet apart. The ball is placed between them and when the official signals, the ball is in play. Each person goes for the ball; the first person that retrieves the ball has possession.
19. **TECHNICAL FOULS:** The offending team loses possession and the opponents are awarded a free throw (penalty throw is not applicable). A technical fouls consist of:
  - a. Any player, including the goalkeeper, holds onto the ball under water or has it resting on their lap.
  - b. The goalkeeper throws more than half the length of the pool after a save or shot attempt.
  - c. An offensive player is inside the goalkeeper's area.
  - d. A defensive player is inside the goalkeeper's area.
  - e. The goalkeeper maintains possession of the ball for more than 10 seconds or receives a return pass from the same teammate more than twice consecutively.
  - f. A player maintains possession of the ball for more than 10 seconds.
20. **PENALTY THROWS:**
  - a. Are awarded to the offensive team when one of its players in control of the ball is fouled within the 4-meter penalty area.
  - b. Are awarded to the offensive team when a defensive player is inside their own goalkeeper's area to prevent a shot on goal.

- c. Are awarded to the offensive team when the goalie holds onto the ball when out of the tube.
  - d. All penalty throws are taken by **FEMALE** players at the designated 4-meter line.
  - e. On a penalty throw, everyone but the shooter and the goalkeeper leaves the penalty area until the throw is taken. No one may be within a yard of the shooter. If the throw is missed, **THE BALL REMAINS LIVE AND IS IN PLAY.**
  - f. Are worth one point.
- 21. PERSONAL FOULS:** The offending team loses possession and the opponents receive a free throw (or penalty throw, if applicable) whenever:
- a. Any player holds, pushes, hits, jumps, or blatantly splashes an opponent.
  - b. Any player who physically harasses, splashes, or hold onto the inner-tube of an opponent.
  - c. Any defender who strikes the player with the ball (other than innertube contact), knocks the ball loose, or blocks the shot or the pass within the perimeter of an opponent's tube.
  - d. The goalkeeper holds the side of the pool while catching or passing the ball.
  - e. Team "hogs" the ball in their own defensive half of the pool for more than 15 seconds.
- 22. MAJOR FOULS:** A player will be ejected from the game (substitution not permitted) and the ball is given to the opponent for a free throw (or penalty throw, if applicable) for:
- a. Attacking, striking, or kicking an opponent in a manner, which could cause an injury.
  - b. Refusing to obey a request by the official.
  - c. Behaving in an unsportsmanlike manner.
  - d. Tipping the tube of another player.

**NOTE:** This is up to the officials' discretion and should not be questioned. Any harassment of an official will result in a major foul.

#### **PLAYER RESPONSIBILITIES:**

1. The goalie is responsible for preventing the opponents from scoring. They must do this while sitting **IN THE TUBE**. The goalie may not sit directly on top of the tube; a part of their back must be touching the tube at all times. The goalie may leave the tube going for a save; however, they may not handle the ball or make another save until they are completely back in the tube. **The goalie may not touch the side of the pool in order to gain possession, or hold the side of the pool to make a save.**
2. There are no legal restrictions on the territory covered by either offensive or defensive players, except for the goalkeeper area.
3. No offensive or defensive player is allowed in the goalkeeper area.
4. **PLAYERS ARE NOT PERMITTED TO LEAVE THEIR INNERTUBES TO PLAY THE BALL,** except for the goalie. Players cannot "swim" their tube to take advantage of position.
5. Players may use one or both hands in passing, catching, or shooting. A player with the ball may be challenged (SEE PERSONAL FOUL), but the defensive player must not leave their tube. They may not physically harass the player with the ball or strike the player with the ball.
6. If a player who has fallen out of their tube, including the goalie, touches the ball, they are charged with a personal foul and the nearest opponent is awarded a free throw or penalty throw.
7. Players are not permitted to hold the ball in their lap, on their legs, or out of the water while paddling to advance position. The ball must either be held in their hand(s) or in the water next to the tube while paddling.

**Please read the Intramural Handbook. It is a written description of the regulations that govern the Intramural Sports Program. No matter what sport you play, these regulations govern your participation in our programs. It is imperative to the continuity of the program that all participants are aware of and abide by the regulations set forth by UConn Recreation.**

**SPORTSMANSHIP RATING:** Good sportsmanship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. UConn Recreation reserves the right to suspend or disqualify groups or individuals for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during, and/or after a game (event) will not be tolerated. **The team captain assumes full responsibility for the conduct of the team and spectators.**

Unsportsmanlike conduct includes actions that are unbecoming to an ethical, fair, honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting. UConn Recreation disapproves of any form of taunting which is intended or designed to embarrass, ridicule, or demean others under any circumstances.

**Teams qualifying for the playoff tournament (using W/L record) must average at least a “B” (3.0) rating to be included. In addition, teams must maintain a “B” (3.0) rating throughout the playoff tournament. Teams dropping below a 3.0 average during the playoffs will be eliminated from the tournament. Teams will not receive a grade for a game forfeited or won by forfeit. All ratings will be cumulative based only on the number of games played.**

#### **RATING CRITERIA**

- A= Team members participate with excellent sportsmanship within the established rules throughout the contest.**
- B= Team or individual team members occasionally complain to officials. Sportsmanship and understanding of the rules is acceptable, but could be better.**
- C= A player or team is given a major foul for unsportsmanlike conduct.**
- D= A team or members of the team are given two major fouls for unsportsmanlike conduct.**
- F = A team or members of the team are given three or more major fouls for unsportsmanlike conduct.**

**The Intramural Managers reserve the right to reevaluate and amend any grade based on team/player’s sportsmanship.**

If you have any questions regarding the intramural co-rec water polo rules, please

contact Nick D’Amato (Coordinator of Intramurals and Tournaments)

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Schedules and results will be available on the IMLeagues webpage.

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