



INTRAMURAL SPORTS

**Intramural  
Inner tube Water  
Polo Rules**

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## **I. Governing Rules**

1. All Intramural participants must present a valid Skyhawk ID card in order to participate. **No exceptions.**
2. All regulations regarding forfeits, defaults, protests, and rescheduling are outlined in the program handbook. These rules **must** be followed to the letter.
3. Intramural sports are offered to UT Martin students on a voluntary basis and each student participates at their own risk. Participants are responsible for ensuring that they are physically fit to participate in the selected sport(s), and are encouraged to check with their family physician or Student Health prior to participation.
4. The officiating will be done by referees who are in absolute control of the game. The official shall have the power to make decisions on any matters or questions not specifically covered in the rules.

***It is advised that if a player cannot swim they do not participate in this activity.***

## **II. The Game, Players, Equipment, & Playing Field**

### **1. Starting Play**

- A. Prior to the start of a game, the official for the game will conduct a captain's meeting in which they will designate which captain shall call the "coin toss".
- B. The captain winning the toss will have the option of choosing first ball or which side of the pool they'd like to start on. The captain not having first choice will exercise the remaining options.

### **2. Players**

- A. A match shall be played by 2 teams of a maximum of 5 players (3 & 2 of either sex for Co-Ed). A team may start and continue a match with a minimum of 4 players.
  - i. If due to injury a team's number of player's drops below 4 the game will continue as long as the team has a chance to win.
- B. Teams will consist of 2 Defensive players and 3 Offensive players.
- C. All players not in the game must remain in the Team Box located at the front of the pool.

- D. Only dressed players and coaches are allowed near the team box. All spectators must remain in the sitting area.
- E. Each team is allowed 2 designated coaches on the sideline; coaches must be registered on the team roster.

### 3. Player Equipment-Required

***Should there be any question regarding the legality of any equipment, the supervisor on duty will make the final ruling.***

#### A. Jersey

- i. There is no requirement for teams to wear jerseys of distinguishing color. Inner tubes (provided) of different colors will be used to differentiate between teams.

#### B. Pants/Shorts

- i. Proper swimwear is required to participate.

#### C. Footwear

- i. No footwear will be allowed during game play.

### 4. Player Equipment-Optional

- A. Players will be allowed to wear a T-shirt.
- B. All types of headwear used for hair restraint will be legal.

### 5. Player Equipment-Illegal

- A. All jewelry must be removed prior to game start.
- B. All hats will be inadmissible during play.

*For any infringement of this law, the player will be removed to correct his/her equipment and may not return until a proper substituting time.*

### 6. Playing Field

#### A. Offensive Zone

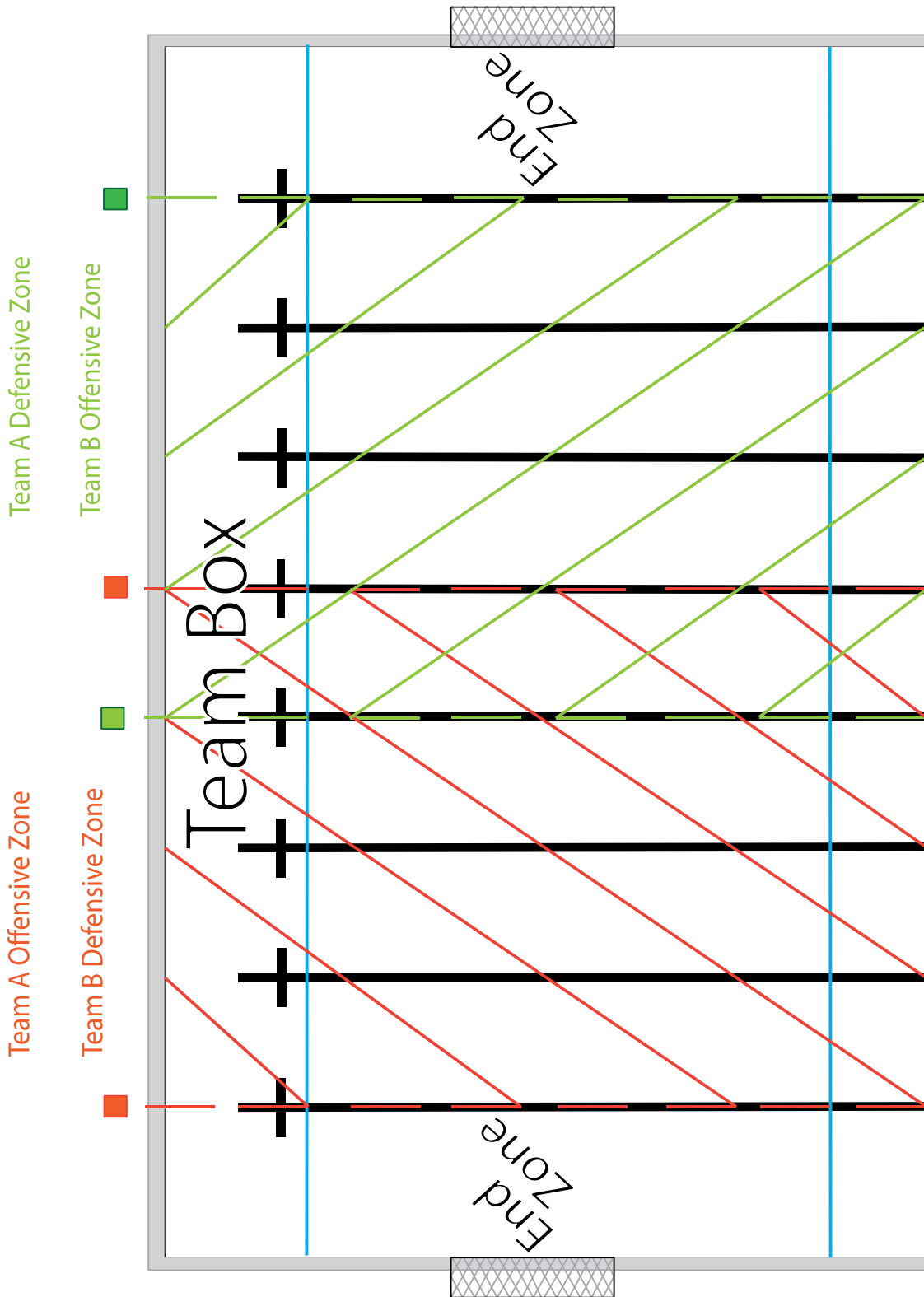
- i. Only 3 offensive players per team will be allowed to enter the Offensive Zone. **Penalty:** Illegal Procedure, change of possession.

#### B. Defensive Zone

- i. Only 2 defensive players per team will be allowed to enter the Defensive Zone. **Penalty:** Illegal Procedure, change of possession.
- ii. The 3 offensive players from the opposing team may enter their opponents Defensive Zone.

#### C. End Zone

- i. No player may intentionally enter the End Zone unless retrieving a ball that went out of bounds, or from a successful or unsuccessful goal. **Penalty:** Illegal Procedure, change of possession. Made goals will be disallowed if the offensive player was in the End Zone.



### **III. Game Time is Forfeit Time**

#### **1. Forfeits**

- A.** If a team knows they will not be able to report to a scheduled game time, they must notify the Office of Campus Recreation 24 hours prior to game time.
- B.** If a team does not report to their designated field for their game at the scheduled time they will be assessed a forfeit.
- C.** All forfeits will be assessed a \$25.00 Forfeit Fee that *must* be paid prior to the team's next game. No fee will be assessed if prior notice (24 hours) is given.
- D.** Teams will only be allowed 2 forfeits in one season. If more than two forfeits are assessed the team will be dropped from that sport and will still be required to pay the forfeit fee. If payment is not received the team could potentially be dropped from considered participation for future sports.

#### **2. Defaults**

- A.** If a team reports to their game but is incapable of gathering the necessary number of players to play a legal game, the option of a default will be available. In order for a team to obtain a default at least one half of a game must be played, otherwise a forfeit will be assessed.
- B.** No fees will be assessed for defaults.
- C.** After a team has received 2 defaults in one sport future defaults within that sport will be considered forfeits.

#### **3. 10 Minute Rule**

- A.** If, at game time, a team does not have enough players to start a legal game the opposing team's captain will have the option of waiting an additional 10 minutes for the other team to obtain enough players to play a legal game.
- B.** If the 10 Minute Rule goes into affect the game clock will start at the scheduled game time and play will commence once enough players from the offending team have arrived.

#### **4. Rescheduling**

- A.** If a team knows they will not be able to make it to their scheduled game but would like to reschedule the game they must contact the opposing team's captain and both captains must come by the Office of Campus Recreation and meet with the Coordinator of Intramurals to find a time to reschedule.

- B.** A game can only be rescheduled once. If a team attempts to reschedule a game that has already been rescheduled, if they are unable to play the game they will be assessed a forfeit.



#### **IV. Periods, Time Factors, & Substitutions**

##### **1. Game Length**

- A.** Matches will consist of two 12 minute halves with a continuously running clock and a 2 minute halftime.
- B.** Teams will change sides of the pool at halftime.
- C.** Games must be won by 2 points.

##### **2. Time-Outs**

- A.** Teams will be given one 1 minute Time-Out per half.
- B.** The player in control of the ball is the only player able to call Time-Out.

##### **3. Substitutions**

- A.** Substitutions will only be allowed during dead balls and following the official's approval.
- B.** Dead balls occur when a goal is scored, at halftime, when the ball is thrown out of play, during injuries, and Time-Outs.
- C.** Unlimited substitutions will be allowed.

## **V. Starting Play**

### **1. Open Pass**

- A. At the beginning of each half and after each score the ball will be put into play from the offensive team's end of the pool. The first pass will always be free.
- B. After the first pass has been made defensive players may make any attempts to take the ball from the offensive team.

### **2. Player Conduct**

- A. No player may make contact with an opposing player's head, neck, or face. Incidental contact with the arms will be allowed. **Penalty:** Illegal contact. Penalty shot given to offended team.
- B. No player is allowed to hold onto another player's tube, legs, arms, or any other body part. **Penalty:** Holding. Penalty Shot given to offended team.
- C. Pushing another player's tube will be allowed.
- D. Splashing will be allowed.
- E. Stealing the ball from another player will be allowed.
- F. Attacking, striking, or kicking a player in a violent manner will not be allowed and will result in ejection. The player will also be required to meet with the Coordinator of Intramurals and/or the Director. **Penalty:** Unsportsmanlike Conduct. Player ejection & 1 point to opposing team.
- G. No player may intentionally leave their tube at anytime during a live game. If a player, in possession of the ball, unintentionally leaves their tube they must release control of the ball and re-enter their tube prior to legally playing the ball.

### **3. Penalties**

#### **A. Change of Possession Penalties**

- Player Entering End Zone
- Touching or grabbing the side of the pool or lane ropes with hands or feet
- Holding the ball underwater

#### **B. Penalty Shot**

- Intentionally leaving the Inner Tube
- Blocking a shot while out of inner-tube
- Unsportsmanlike Conduct (Penalty Shot & Ejection)
- Unnecessary Roughness
- Illegal Contact
- Knocking opposing player from tube
- Holding

## **VI. Playing the Ball**

### **1. Out of Bounds**

- A.** A ball that leaves the pool will be considered out of bounds.
- B.** In the event of a change of possession due to penalty, out of bounds, or goal the opposing player closest to the ball will inbound the ball from a spot closest to where the ball change occurred.
- C.** The inbound player cannot score a goal directly from an inbound pass.
- D.** One pass must be made/attempted before a goal can be scored.

### **2. General Play**

- A.** Defensive players must remain on their defensive half of the pool and Offensive players must remain on their offensive half of the pool.  
**Penalty:** Illegal Procedure. Opposing team will attain possession of the ball.
- B.** With 2 minutes remaining in second half all eligible players of both teams will be able to go anywhere except the opposing teams end zone.
- C.** Should the ball, after a shot, rebound off of any portion of the pool and reenter the field of play the ball will be considered live and play will resume. If the ball rebounds from anything outside of the pool the ball will be dead and possession will change.

### **3. Overtime**

- A.** Should a game end in a tie a Shoot-Out will take place to determine a winner.
- B.** The captain of each team will select three shooters from their team to participate. All shooters must have been legally in the game when the clock stopped.
- C.** Teams will alternate shooting.
- D.** A "coin toss" will take place to determine which team will shoot first.
- E.** Players participating in the Shoot-Out will follow the same protocol as a Penalty Shot.
- F.** If after the first Shoot-Out the score is still tied the 2 players that did not participate in the first Shoot-Out along with 1 of the previous 3 will start a new Shoot-Out.

## **VII. Scoring**

1. All Field Goals will count 2 points.
  - A. Any ball that is deflected off the side of the pool, a tube, a player, or the water and enters into the goal will count as a good goal. Unless the ball does not leave the playing field entirely prior to entering the net.
2. Penalty Shots will count 1 point.
  - A. Penalty shots will be taken from half court. The shooter must remain in their tube from the time of release until the ball enters to goal.
  - B. If a penalty shot is missed and rebounds into the playing area it will be considered live.
3. Mercy Rule
  - A. If a team is ahead by 10 at any point in the second half the game will be declared complete.

## **VIII. Jack and Jill Modifications**

- A. Teams of 5 will be required to play with a minimum of 2 females playing during any live ball situation.
- B. All male goals will be worth 2 points. Female goals will be worth 3.