



INNER TUBE WATER POLO

Any rules or play interpretations not discussed below will be covered by the National Federation of State High School Association Volleyball Rules Book and Official's Manual.

I. GENERAL

A. Rosters

- i. Players may play for only **one** team.
- ii. A team consists of 5 players. A minimum of 3 players is needed to start the game.
- iii. Players may join a team any time during the regular season or playoffs, as long as they have not already joined and played for another team.
- iv. There is no limit to players on the roster. Please note the maximum number of t-shirts awarded to a team will be two (2) times the number of required players for a game.
- v. **NOMAD RULE:** Players may play for more than one team if they are playing as a "nomad" for any additional teams other than their original team.
 1. Players may not play for a team as a nomad if they are not already on another team. If they are not on any team, they will be added to the roster of the first team they play for.
 2. Players may only play as nomads in order to help a team meet the full roster size in order to play (i.e. if a team only has 2 players present for a 3v3 basketball game, they may only pick up one nomad player for that night).
 3. Nomads will not be allowed during playoff games.
 4. Teams may not use the nomad rule more than twice during the regular season.

B. Roster Restrictions

- i. No current professional water polo player may play in intramural volleyball.
 1. Player must be five (5) years removed from a professional roster.
- ii. No current varsity water polo player may play in intramural volleyball.
 1. Player must be one (1) year removed from the varsity team.
- iii. No more than 2 current club water polo players may play on the same team.
 1. Any individual on the official competitive roster for that academic year of a registered/recognized FAU Sport Club who competes and/or travels with the FAU Club team. Individuals who submit Club paperwork and/or have practiced with the Club team are considered members for Intramural Sports purposes.

II. Equipment

A. Game balls are provided by Intramural Sports.

B. All participants must wear proper athletic/swim attire as per Campus Recreation Center policy in order to participate.

C. Prohibited Equipment

- i. Participants **may not wear jewelry**.
 - 1. Participants **may not** cover up jewelry with tape, Band-Aids or other such items.
- ii. Participants **may not wear** hats, caps or bandanas.
- iii. Cast or splints (hard or soft) **are not permitted**.

III. Timing

- A. Each match will consist of two (2) 18-minute halves.
 - i. The clock will run for the entire time, only stopping for officials' timeouts.

IV. Regulations

A. The Game

- i. A coin toss shall begin the game.
 - 1. The options given to the winning team are to side or headband preference.
- ii. Each half will begin with the ball being dropped at the center of the pool and both teams will swim to the center to obtain possession.
- iii. Teams will switch sides after the first half.

B. Scoring

- i. Goals will be scored when one team throws the ball completely into their opponent's goal. The ball must hit the back of their opponent's net.
- ii. No goals may be scored by a player at or in front of the goal-crease line.
 - 1. The goal-crease line is indicated by the flags overlying the pool.
 - 2. Players may go inside the goal-crease to retrieve the ball, defend, and play as passing options.
- iii. No defender will be allowed in front of the secondary goal-crease line, indicated by horizontal, black lines at the bottom of the pool near the edge.
 - 1. No 'goalies' are allowed in Intramural Innertube Water Polo

C. Substitutions

- i. Players may sub in and out at any point in the game as many times as they need.
- ii. All substitutions must take place at the center of the pool.

D. Rule Clarifications

- i. Players may not, under any circumstances, flip over a tube of another player or purposely remove a player from their tube.
- ii. All players must remain in a tube with their feet off the ground at all times while in play.
 - 1. If a player falls off their tube, they must let go of the ball and return to their tube before returning to play.
 - 2. Players may be in or on the tube in any manner as long as they are clearly being supported by the tube and do not have any part of their body touching the bottom of the pool.
- iii. Players may not deflate the tubes for any reason.
- iv. Players may not intentionally contact opposing players for any reason.
 - 1. Unintentional contact is up to the official whether or not it is acceptable depending on severity
- v. Players may receive yellow or red cards for certain offenses throughout the game.
 - 1. Yellow Cards: 1-minute penalty time (or until an opposing goal is scored).
 - 2. Red Cards: Ejection from the game. Player is not replaced in the pool.

- vi. Each team will be given distinctly colored headbands in order to identify which players are on which team, if the teams do not have matching uniforms or other methods of being identified.
- vii. There is no shot clock in Intramural Innertube Water Polo
- viii. During the regular season if the score is tied at the end of regulation, the game will end in a tie.
 - 1. During the playoffs, if the score is tied at the end of regulation the game will go into a 5-minute golden goal overtime period.
 - 2. At the end of the period, if the score is still tied, each team will alternate taking shots from the goal-crease line until one team makes a shot and one does not.
 - a. Each team must have all of their players take a shot before a player may take a second shot.

E. Forfeits

- i. Ready to Play and Game Time
 - 1. A team is considered ready to play when the required minimum number of players for the sport are properly signed-in with IM staff, present at the specific field or court for their scheduled contest, and properly equipped at the designated game time
 - 2. If at game time, there is one team ready to play and one team that is not, the captain of the team ready to play will be presented the following options by the Intramural Sports Supervisor:
 - a. Elect to offer the team that is NOT ready to play a 10-minute grace period to acquire the needed amount of players to begin.
 - i. If the other team is able to acquire enough players, the game will be played in its entirety, minus the amount of time it took for the team NOT ready for play to field enough players to begin.
 - b. Elect to NOT offer the 10-minute grace period, and automatically take the win.
 - 3. The decision made by the captain of the team ready to play is final. They may not change their mind.
- ii. Penalty Points
 - 1. In the event that the team ready for play elects to offer the 10-minute grace period, the Captain will then be presented with the following options by the Intramural Sports Supervisor:
 - a. Elect to start the game tied 0-0
 - b. Elect to start the first game up the following amount of points:
 - i. All Leagues: 3
 - 2. The decision made by the captain of the team ready to play is final. They may not change their mind.

F. Defaults

- i. If it becomes impossible for a team to play a scheduled contest, and if the team captain notifies the Intramural Sports staff in person, by calling the Recreation and Fitness Center, or by email and by 4:00pm the day of the game, the game will be scored as a loss by default.
 - 1. Defaulting through email – fauimsports@gmail.com

- a. In the subject, please include the sport and team name that the email is about
- ii. If a game has begun and cannot continue due to injury, which leads to having less than the required minimum number of players, or a team chooses to not continue the contest, a default will be recorded.
- iii. The Intramural Sports staff will contact the opponent in case of a default. If you do not receive confirmation from an Intramural Sports staff member, the game has not been defaulted.
- iv. A default does not include a forfeit fine or exclusion from the playoffs
- v. Teams that default will receive a “3” in Sportsmanship

V. SPORTSMANSHIP

A. Ratings

- i. FAU Campus Recreation’s sportsmanship rating policy has been developed to protect the safety and equity of all participants and those affiliated with supervising our events. The Intramural staff reserves the right to end any intramural contest at any point.
 - 1. The Team Sportsmanship Rating is an objective means for assessing the behavior of teams through an Intramural Sport season.
 - 2. The Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after each game. Failure by the Intramural Staff to give a grade will result in a “3”.
 - 3. Participating in Intramural Sports is **NOT** a right, it is a privilege. Therefore, the Intramural Sports program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.
 - 4. Two unsportsmanlike penalties on the same player will result in disqualification from the game. The third unsportsmanlike foul by the same team results in forfeiture of the game (example 2 technical fouls on one player in basketball results in a player ejection, 3 technical fouls on a team results in a forfeit).
 - 5. Any player that is ejected for any reason must come in to speak to a Competitive Sports professional staff member before their next game. That player or team is **not** eligible to play until doing so. Team will forfeit their ensuing game if the ejected player does not comply with this policy.

B. Rating Criteria

- i. **4.0 – Great Conduct and Sportsmanship**
 - 1. Team members and spectators (on or off the playing area) cooperate fully with the supervisors and officials and the team captain has full control of their teammates and fans. If the captain converses with the officials about rules interpretations or calls, they do so respectfully and calmly. Team members and spectators were respectful of opponents and officials and encouraged each other’s efforts. At no time was this team disrespectful towards participants or officials.
- ii. **3.0 – Average Conduct and Sportsmanship**

1. Team members and spectators (on or off the playing area) are respectful of opponents and officials except for one or two minor incidents which may or may not merit a warning from the game officials or supervisor. These complaints may have been voiced verbally or non-verbally toward officials, opposing players, or opposing fans. The team captain exhibits control over teammates and themselves. Teams that default an Intramural Sports contest will receive a “3” in Sportsmanship. A team winning a game due to a forfeit/default will receive a “3” in sportsmanship.
- iii. **2.0 – Below Average Conduct and Sportsmanship**
1. Team members and spectators (on or off the playing area) show continuous or sustained verbal dissent toward officials, supervisors, and/or opposing team. The team captain exhibits little control over teammates and themselves. Teams receiving multiple warnings or having players penalized for an unsportsmanlike act (i.e. conduct yellow card, conduct technical foul, unsportsmanlike conduct penalty) should receive no higher than a “2” rating. Teams that forfeit an Intramural Sports contest will receive a “2” in Sportsmanship.
- iv. **1.0 – Unacceptable Conduct and Sportsmanship**
1. Team members and spectators (on or off the playing area) complain excessively to officials and/or opposing team. The team captain exhibits no control over teammates and themselves. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis. The team captain of any team receiving a “1” in sportsmanship must meet with a Competitive Sports professional staff member prior to the team’s next contest.
- v. **0.0 – Season Ending Conduct and Sportsmanship**
1. Team members and spectators (on or off the playing area) are completely uncooperative and out of control before, during, and/or after Intramural Sports contest(s). The team captain (spokesperson) exhibits poor control over self, the team, and/or the spectators. Multiple ejections or blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors.

C. Positive Contributions to Sportsmanship Rating:

- i. The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team’s sportsmanship rating:
 1. Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other IM staff.
 2. The team captain exhibits control over their team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperates by providing any information requested by an IM official/staff.
 3. Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.
 4. Respect is shown for FAU Campus Recreation facilities and equipment.

D. Negative Contributions to Sportsmanship Rating:

- i. The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team’s sportsmanship rating:

1. Participants / spectators who continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.
2. Team captain (spokesperson) exhibits little control over their team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.
3. Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.
4. Taunting an opponent or opposing team spectator (trash talk)
5. Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.
6. Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.
7. Any threatening behavior (verbal and/or nonverbal) to any FAU Intramural Sports or Campus Recreation employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.
8. Individuals / teams played after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.
9. Damage to or destruction of any FAU or FAU Campus Recreation facilities including failure to remove trash from the field or court following a game or match.