Each player must meet one of the following conditions to sign-in:

1) Present their own, valid UF Gator 1 Card before each contest to be eligible to participate.

OR

2) Have a registered IMLeagues.com profile and be part of the team’s roster, in which case they may present EITHER their own, valid UF Gator 1 Card OR a government-issued photo ID to be eligible to participate.

NO EXCEPTIONS!

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Infirmary before participating in Intramural Sports.

Game time is forfeit time.

Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a penalty, ejection or forfeiture of the game. Spectators must also remain in the area designated by the supervisors. The intramural sports staff shall have the power to make decisions on any matters or questions not specifically covered in the rules. The intramural sports supervisors are in absolute control of the contest site.

1. Team Composition

1.1 A regulation team will consist of six players in the pool at a time, three of which will be female, and three male. Teams will consist of five pool players and a goalie. A team must have a minimum of four players to play a full game.

1.1.1 When a team is one player short of the required minimum, the contest will begin as scheduled. The team will have 10-minutes from scheduled game time to field a team with the required minimum number of players. If the team is unable to field the required minimum to continue within 10-minutes of the scheduled game time, the contest is deemed a forfeit after the allotted 10-minute period.

1.2 A team forfeits the heat if they are not present at their pool lane at the announced heat time.

2. Equipment

2.1 An inner tube and water polo ball will be provided by the Department of Recreational Sports to use during the game.

2.2 Players MUST wear swimwear. Shorts and street wear will not be permitted in the pool. Life jackets are not required, but will be available upon request.

2.3 Jewelry is strictly prohibited. A player may wear a Medic Alert bracelet provided it is properly taped, as it is not considered jewelry.

2.4 Any clothing or attire that is ruled dangerous by a game official is prohibited.
3. Playing Area
   3.1 The playing area is 25 yards long by 20 yards wide
   3.2 A 5 yard penalty box will extend from goal post to goal post.

4. Method of Play

4.1 The game begins with both teams in their inner tubes touching the edge of the pool that they are defending. The official will toss the ball into the middle of the pool and all the players are eligible to leave the wall on the official’s whistle to attain possession of the ball.
   4.1.1 Teams may push off of the wall at the start.
   4.1.2 Players may not hold on to the wall or goal posts when they are in possession of the ball.
4.2 Players may not leave their inner tube at any time. If a player accidentally falls out of the tube they must get back in it immediately. Players cannot play the ball once they are out of the inner tube.
4.3 Offensive players must stay outside of penalty box at all times. Offensive players will be called for a technical foul when illegally entering the box. A penalty shot will be awarded when a defensive player actively plays defense from within the box on a legal thrower.
4.4 No body contact is allowed. The defense cannot contact the ball while it is in the opponent’s possession.
4.5 Tipping/dumping of a player is allowed, ONLY if the player is in possession of the ball. This is the referee’s discretion. Possession is defined as having control of the ball or the ability to maneuver the ball. Examples of possession include:
   A. A player in contact with the ball
   B. A player's inner tube is in contact with the ball
   C. The ball is in close proximity of the player's inner tube
   D. A player is maneuvering the ball behind them as they paddle alone
4.6 The goalie, while in the penalty box, may not throw the ball more than half the distance of the pool.
4.7 One or both hands may be used to throw and catch the ball and the ball may not be held underwater.
4.8 A ball deflected out of the pool will be awarded to a player of the opposing team nearest to the point where it left the pool for a free throw.

5. Scoring and Goal Restrictions

5.1 A goal will be scored when a legal player throws the ball into the goal while outside of the penalty box. The ball may hit the water on its path to the goal.
5.2 One point will be awarded for goals scored by male opponents, and two points for goals scored by female opponents.
5.3 If a player is dumped out of his/her tube or falls out of his/her tube while attempting to score, the goal will not count.
5.4 The goalie will put the ball back in play after a goal.
5.5 The goalie may not hold the ball for more than five seconds while in his/her tube and in the goal.
5.6 The goalie may leave his/her tube in an attempt to block a shot but may not play the ball again until he/she has returned to the tube.
6. Tournament Play

6.1 During the tournament, pool play games can end in a tie.

6.2 Playoff games that end in a tie will be decided by a 3-minute sudden death overtime period. The first team to score wins. If the game is still tied at that point, the game will be decided by a shootout.

6.2 The shootout will consist of three players from each team (can be the goalie.) Players are not required to be in the pool at the end of regulation.

6.3 A coin flip will determine which team will have the option of shooting first, or choosing goal and teams will alternate shots at the same goal.

6.4 If the score remains tied, a sudden victory shootout will begin, in which the game is won if any team (after equal shots) takes the lead. The first 3 shooters are eligible to shoot again, but must wait for 3 shooters to shoot in between their next shots.

7. Penalties

7.1 A personal foul occurs when a player does one of the following:

7.1.1 Unnecessary or intentional body contact with an opponent.

7.1.2 Holding or dumping a person out of their inner tube when said person is not in possession of the ball.

7.1.3 Intentionally splashing water in an opponent’s face

7.2 Players are allowed three personal fouls per game. Once they have three personal fouls, they are disqualified.

7.3 On the fifth team foul of a half, the opposing team is awarded a penalty shot

7.3.1 The penalty for a personal foul is a free throw at the spot of the foul.

7.4 For any flagrant or violent fouls, a penalty throw can be awarded and the offending player can be ejected from the game and/or the tournament.

7.5 A technical foul occurs when a player does one of the following:

7.5.1 Goalie throwing ball across the center line.

7.5.2 Intentionally holding the ball or delaying the game in any way.

7.5.3 Stalling. When a team is penalized for stalling the opposing team will be awarded a free throw at the edge of the offending teams’ goal box.

7.5.4 Punching the ball (excluding the goalie.)

7.5.5 Going into opponent’s goal box. If a player is forced into the box and is trying to get out, no foul will be called.

7.5.6 Holding the ball completely underwater.

7.5.7 Holding onto the wall while in possession of the ball.

7.6 The penalty for a technical foul is a free throw at the spot of the foul.

8 Free Throws and Penalty Throws

8.1 When a free throw is administered, the ball must be passed to a teammate before a goal may be attempted. All players must be three feet away from the free thrower at the time the ball is thrown.

8.2 Penalty shots will be taken by the offended player. The player should line up at the edge of the goal box and everyone else (besides the goalie) must be three feet away from the thrower.

8.2.1 Once the official blows the whistle the player must shoot the ball immediately. Stalling or fake throws are not permitted. Hesitation or fake throwing will result in the loss of the penalty shot. The ball will go to the goalie to put back into play.

8.2.2 The ball is live after the penalty shot attempt.
9. Timing

9.1 Game time is forfeit time.
9.2 Each game will be played in two halves. Game timing will be set prior to the tournament and based on amount of teams and time allotments.
9.3 Each team will receive one 1-minute time out per half and time outs do not carry over into the next half.
9.3.1 Any player whose team is in possession may call a time-out.

10. Sportsmanship

10.1 Players shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with officials by any player or spectator and arguments with other teams.
10.2 Any unsportsmanlike acts will be given a verbal warning or an ejection by the official.