The Inner Tube Water Polo League
Rules and Regulations

The following rules are specific to the Inner Tube Water Polo League. Competition and Game Administration Policies can be found on our website at http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies.

Please Note: This is the first semester we have run this league. As a result, we ask that all participants understand that there may be changes to the rules of play throughout the course of the season as we notice things that could be improved. If you have suggestions about your experience in the Inner Tube Water Polo League after playing, please contact the league at im.waterpolo@ubc.ca

Section A - Structure of League

<table>
<thead>
<tr>
<th>Level of Play</th>
<th>Open Men, Women, Two Spirit, Trans, Gender Non-Confirming</th>
<th>Women’s W2STGN Women, Two Spirit, Trans, Gender Non-Confirming</th>
<th>CoRec</th>
<th>Playoffs</th>
<th>Officials</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tier 1</td>
<td>-----</td>
<td>-----</td>
<td>CWD/DIV</td>
<td>YES</td>
<td>YES</td>
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<tr>
<td>Tier 2</td>
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<tr>
<td>Just For Fun</td>
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a. DIV Divisional Team
   a. A team comprised of participants who have a common University identification (faculty, residence, etc) as outlined in the Divisional Structure Chart. Each Divisional team is allowed to carry a specific number of participants as “Designated Imports”; those who are of a different University identification. Each sport has a different number of allowable Designated Imports.
b. Divisional Teams are always prefixed by their Identifying unit ID. Ex. ARTS – AUS, SCIENCE - SUS

b. CWD: Campus-Wide Team
   a. A team comprised of participant who do not have a common University identification, or more than the allowable number of Designated Imports.

Section B - Facilities of Play

B1 – All Inner Tube Water Polo games will be played in the UBC Aquatic Centre.

B2 – All participants are expected to adhere to all UBC Aquatic Centre Rules and Etiquette - [https://recreation.ubc.ca/home-page/policies/aquatic-centre-rules/](https://recreation.ubc.ca/home-page/policies/aquatic-centre-rules/)

Section C – Eligibility

C1 - Any current UBC student, faculty or staff member is eligible to participate in Intramurals as long as the registration permits. Please refer to [http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/](http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/) under “Eligibility Policy”


C3 – Swimming Competence – It is recommended that all players be comfortable and confident swimming in a deep water environment.
   C3.1 - If Intramural or Aquatic Staff feel that a participant may not be a competent swimmer they can ask that a swim test be completed. A swim test will consist of swimming a minimum of two lengths of 25 meters unassisted and without break including at least 1 full body submersion once per length. A participant must pass the swim test in order to continue playing in the league.

Section D – Waiver/Sign-In

D1 - Each player must sign a waiver prior to participation. In the event that a waiver is misplaced by the Inner Tube Water Polo League, the
player affected must sign another one. Players can sign online waivers (and are encouraged to do so at http://www.recreation.ubc.ca/intramurals/teams/sign-intramural-league-or-event-waiver/ instead of paper waivers once they are on roster listed on the website.

D2 - Each player must sign in initially with the supervisor by presenting a valid UBC ID card prior to their first game. The only cards accepted by Intramurals are the UBC Student Card and the UBC Staff/Faculty card, or, once they are on the roster (in our database), a government issued photo ID card (driver’s license, BC ID card, etc). Until our records show you having signed a waiver, Intramurals will only accept UBC Student or a UBC Staff/Faculty Cards.

*For the Inner Tube Water Polo League, your ID card will be held by Intramurals Staff while you play. Please ensure you retrieve your card at the conclusion of your game

D3 – For further information please see http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/

Section E – Mandatory Equipment

E1 – All participants must wear appropriate swim-wear and follow UBC Aquatic Centre guidelines

E1.a – Rings, watches or bracelets are required to be removed prior to participation.

E1.a.i - Should something be not removable for any reason, Intramural staff will assist in taping the item

E1.b – Finger and Toe Nails – it is HIGHLY recommended that all participants have trimmed and minimal length in their toe and finger nails. Should said nails cause injury or be deemed dangerous, it will be required that they trimmed prior to the participants return to play.

E1.c – Other Jewelry - It is recommended that all jewelry is removed prior to participation including ear rings, necklaces, facial piecing’s etc.

E2 – Only players requiring prescription eye-wear are permitted to use goggles

E3 - League Uniform Policy – In the Inner Tube Water Polo League, team affiliation will be determined by Inner Tube Colour, which will be assigned by the Intramural Supervisors.
Individuals will be numbered at the sign in desk with body stamps on their left arms.

Section F – Equipment Regulations

F1 - The official or supervisor has the right to remove any piece of equipment, which they deem to be dangerous or inappropriate for league play, including, but not limited to:
  a. Jewelry (this includes earrings, bracelets, necklaces, etc.)
     Exceptions: medical alert necklaces and bracelets.
  b. Orthopedic braces with exposed metal

Section G – Length of Games (Times Structure)

G1 - Game Play
  a. Games will consist of two 20 minute halves of running time.
  b. Game time will be determined by pool-deck clock, with discretion from the official to add or subtract time when necessary

Section H – Overtime/Tied Games

H1 – There are no overtime games during the regular Season

H2 - A tie occurs if both teams have the same score after the end of the second half.

H3 – If a tie occurs during a playoff game, teams will play a 5 minute overtime. First team to score in the overtime will win (Sudden Death/Golden Goal rule)

Section I – Rules of Play

Rule 1 - The Players

I.1.a Teams are composed of six players in the water each.
I.1.b Players must be current a UBC Student, Faculty, or Staff. Other bodies on campus are recognized by Intramurals as eligible to participate. Please see your registration guide for details.

Rule 2 – The Court
Rule 3 – Start of the Game

I.3.a - Each game (and half) will start with all active players (Including the goalie) on each team along their own out of bounds line along their goal line

I.3.b – The game official will start the game by blowing their whistle and throwing the ball into the middle area of the pool.

I.3.c – Once the whistle has been blown, players may leave the goal line and propel themselves to retrieve the ball

Rule 4 – Game Play

Updated August 1st, 2018
I.4.a – All players except the goalies (See Rule 5) must be seated inside the tube with their read-end inside the hole of the tube. Players may not be on their stomachs on the tube. Any player in violation of rule I.4.a will not be considered active, and must become compliant as soon as possible. Any player who makes contact with another player or the ball intentionally while not in compliance with rule I.4.a will cause a turnover to the opposing team (Add Picture)

I.4.b – A player may have possession of the ball for a maximum of 10 seconds. Before that 10 seconds expire, the player must either pass the ball, or take a shot at goal. If the player still has possession of the ball after 10 seconds, the ball given to the opposing team as a turnover

I.4.c – A player with the ball can be in two positions. 1) – Traveling and 2) Throwing.
   i – When a player is traveling, they must have the ball in their lap
   ![Traveling Position](Add Picture)

   ii – When a player is throwing, they can have the ball anywhere else.
   ![Throwing Position](Add Picture)

While traveling, a player is immune to any physical contact from the opposing team, except via tube-on-tube contact. The defender cannot make physical contact with a traveling player except with their tube.

While throwing, the defender may now use their body to attempt to block the pass/throw, or to knock the ball away from the thrower. Note that the attempt must be made on the BALL, not on the player (eg, you cannot pull on a thrower’s leg or tube to disrupt their throw)
I.4.d – All players without the ball must avoid any intentional contact with opposing players, either with their body, or with their tube.

I.4.e – Players can attempt to score from anywhere on the court. The ball must completely cross the front of the goal mouth to be considered a goal.

I.4.f – After a goal is scored, play will resume with a free-throw by the goalie of the team that just got scored on. The scoring team must retreat to their side of center before play will resume.

I.4.g – Any defensive foul between their own goal line and penalty line will result in a penalty shot from the penalty line (See Rule 6)

I.4.h – Any ball that goes out of bounds will be thrown in by the opposing team at the point the ball left the court. Any ball that goes out of play will be awarded to the opposing team and thrown at the point the ball left the court. This is at the official’s discretion. Players throwing a ball back into play must be within arm’s reach of the edge of the court and must pass the ball – cannot travel with the ball.

I.4.i – All players attempting a thrown-in/free-throw cannot be contacted by a defending player, but they are subject to the 10 second rule.

I.4.j – Substitutions can be made at any time, but must be made in the Substitution area.

I.4.k – NEW RULE. Defensive Crease- Offensive players cannot shoot on net when inside the goalie's crease (the area within the blue section of the lane rope - demarcated with cones). Offensive players may, however, be within the goalie crease and pass to another player on their team.

Rule 5 – Goalie play

I.5.a – Goalies are subject to the same rules as other players with the exception for how they are permitted to sit in the tube. The following positions are allowed.

- 1. Goalies may sit on top of the tube - Sitting Position
2. Sit in the middle of the tube (as other players are required) - Regular (Traveling) position

3. May put their whole torso through the hole in the tube - Inside Position

4. Other positions will be at the discretion of the official

I.5.b – If the goalie is separated from their tube as a result of making a save, they must immediately return to their tube and be in one of the 3 listed positions before being able to make contact with the ball again.

I.5.c – Goalies are not permitted to use anything other than their single inner tube for stability. This includes but is not limited to; lane ropes, crossbar, goal posts, additional inner tubes. Infractions during defensive game play will result in a penalty shot. Should the infraction be in the denying of a clear and obvious goal, the goal will be awarded to the opposing team.

Rule 6 – Penalty Shots
I.6.a – All Penalty shots must be taken on the Penalty shot line, which is indicated by the 2nd lane marker away from each goal-line.

I.6.b – The player who was fouled must be the person to take the Penalty shot.

I.6.c – All other players must be behind the player taking the shot until the player releases the ball.
I.6.d – Once the ball has been released by the player taking the penalty shot, play again becomes live.

Rule 7 – Fouls and Infractions
I.7.a – Below is a list of Infractions (Level 1) and Fouls (Level 2). If the foul/infraction is committed by a defensive player between the goal-line and the penalty line, a penalty shot will be awarded. Infractions (which are Level 1) will result in an immediate turnover (or penalty shot if the conditions are met). Fouls (which are Level 2) will result in the same, except the offending player will also be required to immediately sub off. Please note that any infraction or foul that is committed can result in player ejection if severe enough. Additionally, having two Level 2 Fouls called on a single person over the course of the game will result in that player being disqualified from the rest of the game (Controlled Ejection)

Finally, again please note that Infractions and Rules may be added, removed, and modified during the course of the season as we see how the game plays with a variety of players and teams. If you have suggestions about changes in the Rule set after playing in the league, please email im.waterpolo@ubc.ca

Level 1 (Infractions)
i – Starting before the referee blows their whistle to start the game/half
ii – Holding on to the ball longer than 10 seconds
iii – Playing the ball or interfering with play when out of the tube
iv – Holding the ball under the water
v – Goal Keeper throwing the ball more than have the length of the court
vi – Kicking or attempting to kick the ball in order to propel it
vii – Hanging on to the lane rope
ix – Too many players on the court

Level 2  (Fouls)
i – Pushing off from, or interfering with, the free limb movement of an opponent who does not have the ball
ii – Deliberately splashing water in the face of an opponent
iii – Holding, Pushing, hitting, jumping on, tackling, dunking or dumping an opponent out of their tube
iv – Tipping an opponent out of their tube
v – Intentional tube contact on a player without the ball
vi- Physically contacting a player with the ball that is not in the throwing position
vii – Interfering with a player in the throwing position without making a direct attempt at the ball
Section J – Supplementary Discipline System (SDS) and Full Intramural Policy Page

Intramurals reports all incidents involving misconduct of individuals or teams to the Supplementary Discipline Commissioner. Individuals may face disciplinary action as outlined in the SDS Classification System which can be found in the Intramural Policy Document at http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/.