**IMPORTANT DATES:**

|  |  |
| --- | --- |
| Registration Dates: | February 19, 2024, to February 22, 2024 |
| Tournament Play Date: | February 24, 2024 |

**GAME DAY & TIME:** Saturday 11:00am-5:00pm

**GAME LOCATIONS:** Student Recreation Center Aquatic Center

**DIVISIONS OF COMPETITION:** Co-Rec

**MINIMUM NUMBER OF PLAYERS**: 7

**REGISTRATION/ROSTERS**: All teams initially will be pending until their roster has met the minimum number of players requirement. There are a limited number of spots available in each league/division and these spots will be filled based the order that teams meet the minimum player requirement. If the team does not have the minimum players required by the registration deadline, they may show up the day of to register. However, teams that are registering the day of are not guaranteed a spot in the event.

**FORMAT:** Each team will be scheduled for a total of two games (12 minutes each), played back-to-back. The team with the highest goal differential will be declared the Champions.

**FORFEIT PROCEDURE:**  If a team fails to have the minimum number of players at the scheduled game time, the opposing team who is present will automatically win the game by forfeit. The team who forfeits will be removed from the tournament.

**GAME RULES:**

**Note:** Rules are governed by the National Federation of High School Associations (NFHS) with the following adaptations. For a complete list of general Intramural Sports Policies, please reference the participants guide at recreation.uconn.edu

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 may not have more than 4 men or 4 women in the pool.**
3. **Proper swim attire must be worn.**
4. **All participants must shower (in the locker rooms) before entering the pool.**
5. Length of game: 12-minutes. Teams will change sides between games.
6. To start play, each team will 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.**
	1. The official holds the ball at mid-pool, dropping it in the water, as the players propel themselves toward the ball in their innertubes.
	2. Players cannot remove their hand from the wall until the ball is dropped and the official sounds the whistle.
7. Procedure #6 is repeated at the start of the second game.
8. 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.
9. **SUBSTITUTIONS:** can only be made after a goal
10. **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.
11. **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.**
12. An automatic point is awarded to the opposing team for every four fouls committed throughout the game (personal, or major).
13. **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.
14. **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.
15. **PERSONAL FOULS:** The offending team loses possession and the opponents receive a free throw (or penalty throw, if applicable) whenever:
	1. Any player holds, pushes, hits, jumps, or blatantly splashes an opponent.
	2. Any player who physically harasses, splashes, or hold onto the inner-tube of an opponent.
	3. 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.
	4. The goalkeeper holds the side of the pool while catching or passing the ball.
	5. Team “hogs” the ball in their own defensive half of the pool for more than 15 seconds.
16. **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:
	1. Attacking, striking, or kicking an opponent in a manner, which could cause an injury.
	2. Refusing to obey a request by the Site Manager or Staff.
	3. Behaving in an unsportsmanlike manner.
	4. Tipping the tube of another player.

**NOTE:** This is a self-officiated game, it is up to the teams to make their own calls

**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 in an attempt to save a potential goal; 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.

**INTRAMURAL POLICIES:**

1. All players are bound by the polices set forth in [Intramural Sports Participant Guide](https://recreation.uconn.edu/intramural-sports/participant-guide/).
2. **WEARING JEWELRY IS NOT PERMITTED.** Players cannot tape jewelry and will not be able to participate until all jewelry has been removed.

**SPORTSMANSHIP:** Good sportsmanship is required of all participants. Players, coaches, and spectators are to always conduct themselves properly. 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.**

If you have any questions, please contact the Competitive Sports Office at competitivesports@uconn.edu