

IMPORTANT DATES:

Registration Dates: July 29, 2024, to August 1, 2024

Tournament Play Date: August 7, 2024

GAME DAY & TIME: Wednesday August 7th 2024 2:30pm-5:30pm

GAME LOCATIONS: Student Recreation Center Competition Pool

DIVISIONS OF COMPETITION: Open

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 the league 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 will not be included in the tournament.

FORMAT: Single Elimination Tournament.

FORFEIT PROCEDURE: If a team fails to have the required number of participants at the scheduled game time, the opposing team who is present will have the following options:

1. Take the win by forfeit at that time. No contest will be played.
2. Choose to wait until the opponent arrives to compete. However, the official game clock will start running as scheduled. The game will commence once the opponents arrive with whatever game time is remaining on the clock and the score at 3-0, in favor of the waiting team. If the opposing team is not ready to play 10 minutes after the scheduled game time, the Officials will declare a forfeit win for the waiting team.

GAME RULES:

1. **NOTE:** This is a self-officiated game, please be mindful to maintain good sportsmanship.
2. **A team must start with 7 players. You may finish with less than 7 players due to an injury or other reasons.**
3. **Proper swim attire must be worn.**
4. **All participants must shower (in the locker rooms) before entering the pool.**
5. Length of game: Two 8-minute halves. Teams will change ends between halves.
6. If necessary, a three-minute overtime period will be played.
7. To start play, the teams 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.**
 - a. The official holds the ball at mid-pool, dropping it in the water, as the players propel themselves toward the ball in their innertubes.
 - b. Players cannot remove their hand from the wall until the ball is dropped and the official sounds the whistle.
8. Procedure #6 is repeated at the start of the second half and any overtime period.
9. 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.
10. **SUBSTITUTIONS:** can only be made during time outs, after a goal, or between halves. In the case of an illegal substitution, the first infraction will result in a warning, and the second infraction will result in a foul.

11. **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.
12. **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.**
13. **OUT OF BOUNDS:** The team whose player last touches the ball, causing it to go outside the pool, loses possession.
14. **FOULS: Results in opposing team starting with the ball at mid pool**
 - a. Any player holds, pushes, hits, jumps, or blatantly splashes an opponent.
 - b. Any player who physically harasses, splashes, or hold onto the inner-tube of an opponent.
 - c. Any defender who strikes the player with the ball, knocks the ball loose, or blocks the shot or the pass within the perimeter of an opponent's tube.
 - d. The goalkeeper holds the side of the pool while catching or passing the ball.
 - e. Team "hogs" the ball in their own defensive half of the pool for more than 15 seconds.
 - f. Attacking, striking, or kicking an opponent in a manner, which could cause an injury.
 - g. Refusing to obey a request by the official.
 - h. Behaving in an unsportsmanlike manner.
 - i. Tipping the tube of another player.

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. The goalie may leave the tube to save a potential goal. **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. No offensive or defensive player is allowed in the goalkeeper area.
3. Players may use one or both hands in passing, catching, or shooting. A player with the ball may be challenged, 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.**
4. Players are not permitted to hold the ball in their lap, on their legs, or out of the water while paddling to advance position.

SPORTSMANSHIP: Good sportsmanship is required of all participants. Recreation reserves the right to suspend or disqualify groups or individuals for unsportsmanlike conduct at any time. **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
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