

COED INNERTUBE WATER POLO

Information Sheet Winter 2026

This information sheet is intended to provide basic information and rules for this activity. Please refer to the 'Information' tab on the intramural web page for detailed information about policies and procedures of the Intramural Sports Program.

ENTRIES OPEN

Online team schedule registration will begin at 9:00 AM on Monday, January 5 and will end at 11:00 AM on Thursday, January 8 (**Entries are limited**). Visit our website and click on the 'Registration' tab. Schedule distribution will begin at 4:00 PM on Thursday, January 8.

ENTRY FEE

A \$50.00 entry fee will be required for each team. Team schedules may only be purchased by those who have an active My Financial Center account.

CAPTAINS MEETING

A meeting for team captains (or a representative from each team) will be held **Monday, January 12 at 4:00 PM in the Varsity Theater - WSC**. Intramural policies and procedures will be discussed so it is important that all teams be represented at this meeting.

ELIGIBILITY

All current full-time BYU students are eligible. All current faculty, administrative staff, $\frac{3}{4}$ and full-time staff employees and their spouses are eligible.

The following are eligible with an Intramural Activity Fee: Part-time students, students on leave of absence, non-degree seeking students (Post-Baccalaureate, Evening School, Salt Lake Center, English Language Center), student employees, $\frac{1}{2}$ staff employees, and spouses of students. All students are also eligible to participate for two semesters beyond the last semester in which they were enrolled in classes.

The Intramural Activity Fee is paid online. **Payment must be made before a participant can be added to a team roster.** The cost is \$25 per semester (fall/winter) or \$15 per term (spring/summer). This fee enables a participant to compete in any intramural activity during the current semester or term. **Do NOT pay this fee before the first day of the applicable semester or term.**

To participate in a team sport, each player must be added to his online team roster by 3:00 PM for weekday games and by 3:00 PM on Friday for Saturday games. Team rosters are limited to **sixteen** players. Each participant may play for only **one** Innertube Water Polo team.

RELEASE AGREEMENT

All Intramural participants must complete an online [release agreement](#) before they can be added to a team roster. Release agreements are valid for one academic school year – fall semester through summer term.

DAYS, TIMES, AND LOCATION

Games will be played Tuesday through Friday 6:30 PM to 9:30 PM and Saturday 1:30 PM to 3:45 PM. Games will be played in the Competition/Dive Pool in the Richards Building.

CHECK-IN

It is recommended that participants check-in with the activity supervisor at least ten minutes prior to game time. All participants must show a valid (government or school issued) picture ID before every game.

FORFEITS

Teams are encouraged to arrive ten minutes before game time. **FORFEIT TIME IS GAME TIME!** A forfeit is given to teams having less than **five** legal players at game time. Teams receiving their second forfeit may be dropped from regular season and elimination tournament play. *Refunds will not be given for forfeited schedules.*

EQUIPMENT

The goals, innertubes and game balls will be provided by the Intramural Office.

UNIFORMS

Participants must wear their own swimsuits. **The following standards will apply:** For the women – a modest one-piece suit or a modest tankini suit which overlaps and can be tucked in if necessary. For the men – swim trunks with at least a 3-inch inseam. No jammers will be allowed. **Please shower before entering the pool.**

OFFICIALS

The Office of Intramural Sports will provide all officials. Officials and supervisors assigned to your game have the authority to make decisions on any point not specifically covered by rules of the game or by intramural policies.

LIABILITY

All participants play at their own risk and must acquire their own insurance.

SPIRIT OF SPORTSMANSHIP

“Athletics are explosive, as any of us know who have participated in them. The problem therefore, is to do everything that is fair and honorable to win, and also to know the line where sportsmanship stops and mockery starts. Stop short of winning if integrity is to be impaired.... Sportsmanship is the spirituality in athletics” (The Teachings of Ezra Taft Benson).

Sportsmanship is everyone's responsibility. We hope everyone will conduct himself in a mature and friendly manner. The BYU Intramural Sports program has identified the following principles as our “Spirit of Sportsmanship” guidelines. We encourage all employees, participants, and spectators to incorporate these principles on and off the playing field.

1. **Stand as a Witness:** *We are to stand as witnesses of God at all times and in all things, and in all places* (Mosiah 18:9). Be consistent with who you are in all situations. “Never check your religion at the door. That kind of discipleship cannot be – it is not discipleship at all.” (Elder Jeffrey R. Holland – Israel, Israel, God is Calling. September 2012)
2. **Live with Integrity:** *We believe in being honest, true, chaste, benevolent, virtuous, and in doing good to all men...* (Thirteenth Article of Faith). Honesty applies equally in sports as it does in all other areas of life. Never lower your standards because “it’s just a game.”
3. **Play by the Rules:** Do not push limits or escalate the level of physical play to match the style of enforcement. This style of play endangers other players. Intentional disregard for the rules of the game is unsportsmanlike. Play hard, but honor the rules.
4. **Be Accountable:** Although we are free to choose our actions, we are not free to choose the consequences. Others cannot determine our feelings or thoughts. We are each accountable for what we do and say and should never blame others for our behavior.

5. **Live the Golden Rule:** *And as ye would that men should do to you, do ye also to them likewise* (Luke 6:31). Sportsmanship is the Golden Rule in action. Treat others—officials, opponents, spectators, teammates—with honor and respect.
6. **Be Meek:** If you begin to feel unsettled or agitated, take a personal timeout. Step back to gain composure and perspective. Retaliation does not solve conflict, it only compounds the situation. Demonstrate humility in victory and dignity in defeat.
7. **Be Gracious:** Compliment your opponent after a good play. Focus on the good. Build people up, do not tear people down. Be genuine when you congratulate your opponent.
8. **Have Fun:** *Men are, that they might have joy* (2 Nephi 2:25). Be safe, play fair, and enjoy the experience.

YELLOW/RED CARD SYSTEM

A yellow/red card system is used to monitor unsportsmanlike behavior and improper conduct. A participant who receives a yellow card will be required to sit out for two minutes of game time. A participant who receives a red card will be ejected from the game and must leave the pool facility before play resumes. A team with a carded player must play with one less player until the penalty time has expired (Yellow = 2 minutes & Red = 4 minutes).

The following are examples of yellow/red card offenses:

Yellow Card: Non-directional profanity; arguing; rough play; taunting.

Red Card: Illegal participation; directional profanity; flagrant contact; fighting; threatening behavior.

TOURNAMENT INFORMATION

Each activity has a classification process that is intended to place similarly skilled teams against each other for tournament competition. Teams will be given a ranking between 1 and 5 (5 being the highest) for each regular season game they play. To receive a 5 ranking, a team must be proficient in each of the following five criteria:

1. Players move quickly and legally in their tubes.
2. Offensive strategy and accurate passing.
3. Goal scoring ability.
4. A proficient team defense.
5. Goal prevention.

At the conclusion of regular season play an overall average of each team's rankings will be computed and eligible teams will be placed in the tournament division that best fits their ability. Important tournament dates are listed below.

- Tournament classification rankings will be posted by 4:00 PM on Tuesday, March 10.
- Teams will have until **4:00 PM on Friday, March 13** to challenge classification rankings.
- Tournament brackets will be posted by 6:00 PM on Saturday, March 14.
- Tournament play begins Tuesday, March 17.

Tournament brackets may be viewed on the intramural web page or in the glass cases located next to the Intramural Office (145 RB). **Posted game times will not be changed for personal conflicts.** Team captains should notify the Intramural Office **in advance** to avoid potential scheduling conflicts for their team(s). This can be done with a schedule request form, which is available in the Intramural Office. This form must be submitted by 4:00 PM on Thursday for the following week's schedule.

If you have any questions, contact Saxton in 145 RB (801-422-7597) or access our web page. iSports.byu.edu Have a fun season!

RULES

1. *Team Composition:* Teams consist of seven players: one goalkeeper plus six additional players with a maximum of three men (excluding the goalkeeper). A team must have a minimum of five players to begin. Goalkeeper: For safety reasons, this player cannot wear glasses. The goalkeeper shall have a purple or green innertube, distinctive from all others.
2. *Equipment:* The innertubes used are standard, fully inflated, and supplied by the Intramural Department. Colored tubes are used to designate opposite teams and goalies. *Intentionally deflating innertubes (including jumping on tubes from pool deck) results in a penalty throw.*
3. *The Pool:* The playing area shall be defined as the pool area inside the ropes (lane lines) and walls. A team's goalkeeper area shall be defined as the playing area from the wall to 6 feet from the wall on the end of the pool with the goal they are defending.
4. *Periods:* Games consist of two 15-minute halves with a two-minute halftime. During tournament only, in the event of a tie at the end of regulation, one three-minute period shall be played. The clock will stop in the last minute for infractions and fouls if the score differential is 3 points or less. Any additional overtime periods will be played to sudden death.
5. *Time Factors:* The clock will stop only for time-outs and injuries until the last three minutes of the second half, unless one team is winning by 10 or more points; in which case the clock will continue to run. If the score differential is less than 10 points, the clock will stop on every infraction or foul. Each team is entitled to two time-outs per game. During tournament, one time-out is awarded in overtime. Unused time-outs do not carry over.
6. *Delay of Game:* When the whistle blows, every player shall stop moving. The first offense is a **warning for both teams**; after this warning, a penalty throw will be given to the opposing team following each offense.
7. *Substitutions:* A live substitution rule will be used. The player subbing out must bring his tube to either corner and exit there (south corners for south pool and dive pool and north corners for north pool). The player subbing in must wait until his teammate is out of the pool before entering. Goalkeeper switches can only occur with permission from an official during time-outs, at halftime, or after a goal is scored. *Any violation of these substitution rules will result in a penalty throw.*
8. *Method of Play:* Each team lines up at their respective end of the pool prior to starting play. Play starts when the official blows the whistle and throws the ball into the center of the playing area. Both teams then proper their tubes toward the ball (players may push off the wall in this case); the first team to control the ball becomes the offense and the ball is live. After each goal, play resumes when the ball is returned to the goalie just scored upon.
9. *Legal Tube Positions and Ball Control:* Players must sit in the tube with their buttocks in the hole of the tube and their legs hanging out. However, player's tubes may come out of the water. No one may touch the ball unless they are seated correctly in the tube. A person cannot maneuver in the pool unless they are seated correctly in the tube. If a person falls out of the tube trying for the ball, or is tipped out of the tube, they must get back in the tube before they can touch the ball.
10. *Stalling:* Players may not "handoff" the ball to teammates. The player receiving a pass must be a minimum of two feet away from the thrower. A goalkeeper in possession of the ball may not

possess the ball for more than five seconds. Any closely guarded offensive player in possession of the ball may not possess the ball for more than five seconds.

11. *Guarding:* Guarding is the act of legally placing one's tube in the path of an offensive opponent. There is no minimum distance required between the guard the opponent, but the maximum is 6 feet when closely guarded. Stripping the ball away from an offensive opponent is prohibited.
12. *Out of Bounds:* Throwing or deflecting the ball out of the playing area will result in an indirect throw for the opposing player nearest to where the ball goes out of bounds.
13. *Face Off:* A face off occurs when a simultaneous infraction or a held ball (opponents maintaining simultaneous control of the ball) occurs. One female player from each team lines up in front of the referee with all of the other players completely clear of the lane behind them. The ball is thrown to the center of the pool and the first player to the ball is on offense and the ball is live (players may push off the wall in this case).
14. *Point of Interruption:* Method of resuming play due to an official's inadvertent whistle, a double foul, or a simultaneous foul. Play shall be resumed by one of the following methods:
 - a. If the ball was in the possession of a player at the point of interruption, an indirect throw for the player in possession of the ball from the spot of the ball when the interruption occurred.
 - b. If the ball was in the air due to a pass at the point of interruption, and indirect throw for the player who made the pass nearest the spot where the pass originated.
 - c. If the ball was in the air due to a shot attempt, or otherwise not in the possession of a player at the point of interruption, a face off.
15. *Goalkeeper:* The goalkeeper cannot wear glasses. To effectively guard their goal and prevent a thrown ball from entering it, the goalie may leave their tube to block a shot. However, they may not continue play until they are back in their tube seated correctly. Any attempt to block a shot attempt while not reseated correctly will result in an automatic goal. The goalkeeper cannot hold on to the side of the pool/goal at any time. The first violation of this rule will result in a warning, any subsequent violation will result in a penalty throw for the opposing team. After being scored on, and after the ball is at their disposal, the goalkeeper has 10 seconds to pass the ball.
16. *Players:* Offensive player may not interfere with the goalkeeper while in their opponent's goal area. Defensive player (other than the goalkeeper) may not interfere with shots on goal while in their goal area. One or more player from the same team may not trap or pin an opposing player against the wall or dividing lane line.
17. *Scoring:* To score a goal, the ball must touch any part of the goal and return to the pool. If after the ball touches any part of the goal, in the referee's judgment, the ball would have returned to the pool had its trajectory no been altered, a goal will be given. If the goalkeeper accidentally touches the goal with the ball, a goal is scored *only* if they lose possession. Goals made by males count as one point and goals made by females count as two points. A goal is disallowed if:
 - a. An offensive player interfered with the goalkeeper while within the defense's goalkeeper area.
 - b. The shot originated from within the defense's goalkeeper area.
 - c. Any player is unable to stay seated correctly in their tube after a shot attempt.
18. *Indirect Throws:* After an infraction, the player on the non-violating team nearest the spot of the infraction puts the ball into play. However, one pass must be made before any goal is attempted.

Opponents may not touch, impede, or interfere with this attempt to pass the ball (this includes closely guarding the passer). After a warning, any other infraction of this rule by the same team will result in a penalty throw.

19. *Direct Throws:* After a foul, the player on the non-violating team nearest the spot of the foul may put the ball into play. The player may be guarded; however, the offensive player does not have to make a pass before a goal is attempted.
20. *Penalty Throws:* Any player in the pool (except the goalkeeper) at the time the penalty throw is awarded may take the penalty throw. The thrower shall wait until the referee's ready whistle to put the ball in play. Penalty throws must be attempted from a distance of 12 (or more) feet. All players, except the defensive goalkeeper, must vacate the goal area and stay 6 feet away from the thrower until the ball is put back in play. If the penalty shot is missed or blocked, the ball becomes live and play will resume. The following situations result in the opposing team being awarded a penalty throw:
 - a. Once a team has accumulated three or more team fouls per half.
 - b. Intentionally deflating innertubes (including jumping on tubes from pool deck).
 - c. Intentional fouls.
 - d. Illegal substitution.
 - e. Yellow/red card.
 - f. Subsequent violation after a warning.
21. *Infractions:* Result in an indirect throw. Infractions may include, but are not limited to:
 - a. Intentional contact with the pool wall while in possession of the ball.
 - b. Holding the ball under water.
 - c. Touching or controlling the ball while not seated correctly in the tube.
 - d. Offensive or defensive interference with a shot on goal. *A goal may be awarded if there is defensive interference resulting in contact with the ball.*
 - e. Handoffs.
 - f. Stalling.
 - g. Out of bounds.
 - h. Gaining an advantage by pushing a teammate's tube.
22. *Fouls:* Result in a direct throw (exception: fouls by the defense inside their goalkeeper area result in an indirect throw). Each foul committed will be charged to the team's foul count. A team shall be awarded a penalty throw for the opposing team's third foul in a half and each subsequent foul during the half. Intentional fouls result in a penalty throw for the opposing team. They may or may not be premeditated and are not based solely on the severity of the act. Examples include: (i) A foul that neutralizes an opponent's obvious advantageous position. (ii) A foul away from the ball when clearly not involved with a play. Common fouls may include but are not limited to:
 - a. Hooking, holding, pushing (may include tube-to-tube contact), hitting, kicking, slapping, stripping, etc.
 - b. Trapping or pinning an opponent against the wall or dividing lane line.
 - c. Dunking or tipping an opponent out of their tube immediately after a goal in an attempt to disallow the goal.
 - d. Waving hand(s) and/or arms(s) in front of an opponent's face.
 - e. Intentionally splashing an opponent to gain an advantage.

NOTE: Depending on intent/severity, a foul may also warrant a yellow or red sportsmanship card, resulting in a penalty throw and a power play (see sportsmanship rating system).