



Campus Recreation

Office for Student Success

Innertube Water Polo

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Modifications have been made to suit Campus Recreation Intramural Sports at the University of Kentucky.

Rule 1: Eligibility

The following people are eligible to participate in Intramural Sports Programming with a current Campus Recreation membership. Participants with a “MoveWell Only” membership are NOT eligible to participate in Intramural Sports. View all Campus Recreation membership options and purchase a membership on the [Campus Recreation website](#)

- **Undergraduate Students:** Undergraduate students who are currently enrolled in the University for one (1) or more in-person credit hours, are automatically paying the student recreation fee and are therefore eligible to participate in Intramural Sports.
 - **Note:** If an undergraduate student drops all classes at any point, they will lose their Campus Recreation membership and therefore be ineligible to participate in Intramural Sports.
- **Online ONLY Students:** Online only students who are enrolled in the University for one (1) or more credit hours are eligible to participate in Intramural Sports after purchasing a Campus Recreation Membership for the semester they intend to participate.
- **Graduate Students:** Graduate students who are enrolled in the University for one (1) or more credit hours are eligible to participate in Intramural Sports with a current Campus Recreation Membership. Graduate Students who did not pay the Campus Recreation fee may become eligible by purchasing a Campus Recreation Membership for the semester they intend to participate.
- **UK Employees:** UK Employees who have a current Campus Recreation Membership are eligible to participate in Intramural Sports.
- **Spouses/Domestic Partners:** student, faculty and staff spouses/domestic partners who have a current Campus Recreation Membership are eligible to participate in Intramural Sports only when on the same team roster as their eligible spouse/domestic partner.

Assumed Names

No player may compete in an intramural event under any name other than their own and may not present picture identification other than their own. Presenting false identification will be considered the same as using a false name.

Players in violation will immediately be intermittently suspended from all intramural activity while the incident is reviewed by Campus Recreation Professional Staff and Student Conduct. If there is a physical UKID present and the person it belongs to is not present, the UKID will be confiscated and returned to the Wildcard Office.

Professional Athletes

Any athlete who would be ineligible for varsity or extramural competition because of professionalism on any level is prohibited from competing in that sport (or a related sport) for a period of five calendar years from their last professional competition.

Division I Intercollegiate Athletes

An individual is considered an intercollegiate athlete if they appear on the roster of an NCAA Division 1 institution. This includes the rosters of the varsity, junior varsity, or reserve teams and any other way they may be listed by the Department of Intercollegiate Athletics at a Division 1 institution. Any player whose name appears on the athletic roster after the first intercollegiate game for that sport is considered to be on the roster for the entire academic year. These individuals are ineligible to compete in any **related** intramural sports until they no longer fit into any of the qualifications listed.

Sport Club Athletes

No Intramural team shall have more than two (2) sport club members, in their **related** sport, on its roster. A person who is considered a Sport Club member will be considered a member for the entire academic year. A Sport Club member is any player who is on the active roster. In addition to the active roster, a Sport Club member is a player who has appeared on any away trip roster, home roster or regional/national championship roster for that Sport Club throughout the given academic year. If either or both scenarios apply to an athlete, they are considered Sport Club members and shall participate in Intramural Sports as such.

Rule 2: Sportsmanship

Intramural Sports strive to create a game atmosphere that is friendly and fun for both staff and participants. To promote good sportsmanship, Intramural Sports has adopted the following sportsmanship policy based on minor and major infractions occurred during an intramural contest.

Minor infractions include, but are not limited to:

- Inappropriate Verbal and non-verbal dissent towards officials
- Taunting opponents or staff
- Actions detrimental to the spirit of the game
- Unnecessary contact with an opponent

Major infractions include, but are not limited to:

- Excessive inappropriate verbal and non-verbal dissent towards officials
- Threats towards opponents or staff
- Fighting or inciting a fight
- Second minor infraction on the same player

During a singular Intramural game...

- The accumulation of ONE (1) major infraction or TWO (2) minor infractions will result in the ejection of the individual from the game.

- The accumulation of TWO (2) major infractions, FOUR (4) minor infractions or ONE (1) major infraction and TWO (2) minor infractions in a game on a single team will result in the forfeiture of the contest.

During an Intramural season...

- The accumulation of TWO (2) major infractions (or equivalent i.e. 2 minor infractions = 1 major infraction) on a single player throughout the season (playoffs included) will result in the dismissal of the individual from the activity for the remainder of the season.
- The accumulation of THREE (3) major infractions (or equivalent i.e. 2 minor infractions = 1 major infraction) on a single team throughout the season (playoffs included) will result in the dismissal of the team from the activity for the remainder of the season.

The accumulation of minor and/or major infractions will be reviewed by Campus Recreation Professional Staff and Student Conduct if deemed necessary.

Rule 3: Player Equipment

- Participants must meet clothing requirements of the Lancaster Aquatic Center.
- Knee and ankle braces which are unaltered from the manufacturer's original design/production are permitted and do not require any additional padding or covering.
- A guard, cast or brace made of a hard and unyielding substance, such as, but not limited to, leather, plaster, plastic, or metal shall not be worn even if covered with soft padding.
- Walking boots or walking casts shall not be worn even if covered with soft padding.
- Players must remove all jewelry and/or clothing accessories that are deemed dangerous prior to competing. The request to remove jewelry or clothing accessories is at the discretion of the Intramural Sports Staff.
 - Jewelry is defined as a decorative item worn or attached to the body or clothes for personal adornment, such as watches (including fitness & smart watches), bracelets, earrings, necklaces, pendants, and rings.

Rule 4: Team Captain Responsibilities

Each team must have at least one team captain. The method by which the captain is selected is entirely up to the team. The captain serves as a liaison between their team and the Intramural Sports Staff. Some duties of the captain include:

- Take responsibility for all forfeit payments incurred by their team and understand that they are ineligible to play any Intramural Sport until the forfeit fee is paid.
- Be familiar with the rules for the sport and all the information in the Intramural Participant Handbook.
- Ensure their team members follow all eligibility requirements.
- Responsible for communicating game time, location and ID policy to teammates.
- Represent the team and be the primary communicator with the Intramural Sports Staff, including officials.
- Ensure good sportsmanship among teammates and spectators.
- Cooperate with the Intramural Sports Staff concerning any protests, incidents, or accidents that occur.
- May designate **ONE** coach per team that must also be on the team roster.

Rule 5: General Play

Start of Game:

- A rock, paper, scissors will determine first half goal areas with the winner choosing their side.
- Teams will switch goal areas for the second half and any overtime periods.
- The ball will be dropped into the center of the playing area to start play.

- All players start in their team's goal area and may move for the ball on the official whistle to start play.

Roster:

- Max 6 players, Min 5 to start a match.
- A goalkeeper is necessary to start all games.
- All players must play from an inner-tube.
 - All field players must **SIT** in the inner-tube.
 - Any goalie may kneel in the inner-tube at their own discretion.

Game Time:

- The game will be two 10-minute halves.
- 3-minute half time.
- 1 timeout per half.
- The clock will only stop for injuries and timeouts.

Scoring:

- One point is awarded for each goal legally thrown into the opposition's goal/net.
- Shots must clearly have broken the plane of the goal to have a point awarded.
- After a goal is scored the goalie inbounds the ball on the official's whistle.

Team Possession:

- Individual players may not hold the ball for more than a 5-second count.
- Players may not dunk and hold the ball under water.
- Players may not dunk, tip the inner-tube or splash other players.
- Teams may not stall.
 - The goal must be attacked throughout the game.
 - A team will be told to play the goal.
 - If the team does not play the goal, a minor penalty will be assessed and possession will be awarded to the opponent.

Substitutions:

- Unlimited subs are permitted.
- Subs are "on the fly"
 - The active player will swap out by running off on their sideline in the substitute zone while their teammate enters the game through the same zone. The sub may not touch the ball until the player they are subbing for is completely off the court. Defying this rule will result in a yellow card.
- Goal keepers may only be replaced during dead balls or at half time.

Fouls:

- Minor Penalties include:
 - Not stopping on the whistle
 - Holding the side of the pool or the lane divider
 - Intentionally holding the ball under water
 - Intentionally stalling, holding the ball for more than 5-seconds
 - Falling out of the inner-tube.
 - All Minor Penalties result in a loss of possession.

- Major Penalties include:
 - Shooting fouls
 - Over aggressive play
 - Pushing
 - Intentional splashing of water at an opponent
 - Kicking
 - Any unsportsmanlike conduct.
- Major Penalties will result in a penalty shot and possible ejection if flagrant or continuously occurring.
- Warnings do not need to be issued prior to an ejection.
- Penalty shots will be taken from a predetermined spot.
- Once a penalty shot is taken the ball becomes live either off the block or miss or after the scored goal.

Overtime:

- Overtime will be untimed and follow a sudden death format. The first team to score in overtime wins.
- Teams will switch sides at the beginning of overtime.
- Each team gets one (1) timeout for the entire overtime period.

Rule 6: Playoffs

To participate in the playoffs for any team, an individual must meet all intramural eligibility requirements and must be a member of the team on IMLeagues.

- It is the duty of the team captain to check the roster and bring forth any questions or concerns to the Intramural Sports Staff.
- Participants may be added to team rosters until a determined date or round in the playoffs.
- Regular season and playoff schedules will not be amended for players on multiple teams. Players must decide on which team to play for if there is a scheduling conflict.
- All questions concerning playoff rosters should be cleared with the Intramural Sports Staff during business hours prior to the contest being held.