

# Intramural Innertube Water Polo Rules

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## Participation Warning

There are inherent risks of mental and physical injury while participating in the Intramural Sports Program. Our goal is to reduce or eliminate as many risks as reasonably possible to provide a safe and fun program. This does not mean that injuries will not happen. We ask for your full cooperation in following instructions regarding proper conduct, proper use of equipment and facilities, and adherence to the rules of each sport as established by the Intramural Sports Program. Participants are responsible for the cost of any injury; therefore, you are encouraged and recommended to have adequate health insurance.

## Rules of Play

### ***Team and Equipment Regulations***

1. Teams consist of 5 players. Teams will not be limited to a maximum amount on their roster. Additions to the roster can be made any time during league play and up to your first tournament game. Once the tournament begins you **cannot** add individuals to the team roster (unless someone is injured). **You may not remove players from the roster once they have signed up.**
2. You may start and finish a game with 4 players. If for any reason a team has less than 4 players, the game shall be forfeited.
3. There will be a mercy rule of five goals in the last two minutes of the game.
  - a. This means when the difference of goals between teams is five goals or more, the game will end, and the current score will be the final score.
  - b. There will be a mercy rule during tournament play.
4. Proper swimwear is required.
5. Game balls will be provided.
  - a. Game balls will not be permitted to use before the game, at halftime, or after the game.

### ***Game Format***

1. Each game will consist of two 10-minute halves. There will be a 5-minute half time break. If there is a tie at the end of regulation play, the game is considered a tie (exception: tournament games will be determined by a sudden death period of 3 minutes. If the score is still tied after the 3 minutes a shootout will determine the winner).
2. Each team will be permitted one time out each half. These timeouts will not exceed 60 seconds and will not roll over to the next playing period is unused.
3. The Competitive Sports Supervisor has the authority to change playing time if a game is going longer than expected due to an injury or other circumstances.
4. Teams are expected to be ready to play at their scheduled time. Clock will start at game time.
5. Teams with less than 4 players will be given a 5-minute leeway. A forfeit will then be assessed to teams with less than 4 players. The game will start as soon as each team has four eligible players, and does not need to go the full five minutes.
6. The leeway will not be given to teams with at least five eligible players.

## **Game Rules**

1. The game clock will be stopped for all injuries.
2. A live substitution rule will be used. The player subbing out must bring their tube to either corner and exit there (south corners for south pool and north corners for north pool). The player subbing in must wait until his/her teammate is out of the pool before entering.
  - a. Any violation of these substitution rules will result in a penalty throw.

### **BALL IN PLAY, BALL POSSESSION, AND BALL CONTROL**

#### **Section 1 - Method of Play**

- a. Each team lines up at their respective end of the pool prior to starting play.
- b. Play starts when the supervisor throws the ball into the center of the playing area. Both teams then propel their tubes toward the ball (players may push off the wall at this time); the first team to control the ball becomes the offense.
- c. After each goal, play resumes when the ball is returned to the goalie just scored upon.

#### **Section 2 - Legal Tube Positions and Ball Control**

- a. 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.
- b. No one may touch the ball unless they are seated correctly in the tube.
- c. A person cannot maneuver in the pool unless he is seated correctly in the tube.
- d. If a person falls out of the tube trying for the ball, or is tipped out of the tube, he must get back in the tube before he can touch the ball.

#### **Section 3 - Stalling**

- a. Players may not "hand off" the ball to teammates. The player receiving a pass must be a minimum of two feet away from the thrower.
- b. A goalkeeper in possession of the ball may not possess the ball for more than five seconds. Penalty: turnover & indirect throw.
- c. Any closely guarded offensive player in possession of the ball may not possess the ball for more than five seconds. Penalty: turnover & indirect throw.

#### **Section 4 - Out of Bounds**

Throwing the ball out of the pool area will result in a turnover and an indirect throw. The opponent nearest to where the ball goes out will be awarded possession.

## PLAYER POSITIONS

### Section 1 - Goalkeeper

- a. The goalkeeper cannot wear glasses or goggles.
- b. 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.
- c. 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, the second violation will result in a penalty throw. Using the wall or goal while defending a shot will result in an automatic goal.
- d. After being scored upon, the goalie has 10 seconds to pass the ball.
- e. The goalkeeper area is six feet (two yards) out from each end of the pool.

## SCORING, INDIRECT, DIRECT AND PENALTY THROWS

### Section 1 - Scoring

To score, the ball must touch any part of the goal and return to the pool. If the goalkeeper accidentally touches the goal with the ball, a goal is scored only if they lose possession.

- a. Goals made by males count as one point and goals made by females count as two points.
- b. Score is disallowed if opponent has either interfered with the goalkeeper or attempted a shot on goal while within the goalkeeper's area.
- c. Any player scoring a goal must remain in their tube or the score will be disallowed.

### Section 2 - Indirect Throws

After an infraction, a non-violating team member 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 will result in a penalty throw.

### Section 3 - Direct Throws

After a foul, a non-violating team member 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.

### Section 4 - Penalty Throws

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. After a yellow or red card is given. d. Delay of game (after the warning).

*NOTE: Penalty throws must be attempted from a distance of four or more yards. All players, except the goalkeeper, must vacate the goal area. If the penalty shot is missed, the ball becomes live and play will continue.*

## INFRACTIONS AND FOULS

indirect throw All fouls and infractions will be self-reported. A competitive sports supervisor will be at the pool and will call any major fouls if they are dangerous or causing reoccurring negative effects on play.

### Section 1 - Infractions

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 out of the tube.
- d. Offensive or defensive interference with a shot on goal. Point(s) may be awarded if there is defensive interference resulting in contact with the ball.
- e. Hand offs
- f. Stalling
- g. Out-of-bounds
- h. Gaining an advantage by pushing a teammate's tube.

### Section 2 - Fouls

Fouls result in a direct throw. Each foul committed will be charged to the team's foul count. Once a team has accumulated three or more team fouls per half, the opposing team will shoot a penalty throw. *Intentional fouls result in a turnover and penalty throw (regardless of foul count).*

Fouls may include but are not limited to:

- a. Hooking, holding, pushing (may include tube-to-tube contact), hitting, kicking, slapping, etc.
- b. Trapping or pinning an opponent against the wall or dividing line.
- c. Dunking or tipping an opponent out of their tube immediately after a score in an attempt to discount the score.
- d. Waving hand(s), arm(s) in front of an opponent's face.
- e. Intentionally splashing an opponent to gain advantage.

### Injured Player(s) Policy

If someone on your team becomes injured, please contact the Intramural Program staff at [intramurals@usu.edu](mailto:intramurals@usu.edu) or 435-797-8388 24 hours before your next scheduled game to inquire about replacing the injured player on your team. Doctor or Athletic Trainers note may be required. Intramural Sports Program staff has the authority to determine if an injured player will be allowed a substitute. There are limitations when it comes to who can substitute during tournament play. If someone becomes injured during the tournament, an eligible participant may play in their place. Once the injured individual becomes approved to play again, that substitute is then removed from the team roster.

### Eligibility Requirements

Eligibility to participate in the Intramural Sports Program at Utah State University is restricted to certain members of the campus community. Review the following requirements carefully to ensure you and your teammates are, and remain, eligible. For questions concerning eligibility, please call our office at 435-797-8388 or email [intramurals.usu.edu](mailto:intramurals.usu.edu).

- Students: If you are enrolled at Utah State University with at least one (1) credit, paying the Campus Recreation fee, or are doing research and possess a current student activity card or proof of enrollment.
- Faculty and Staff: If you are currently employed by any department of Utah State University you can pay the Campus Recreation fee for \$35.61 at the Registrar's Office.
- Spouses of Students/Faculty/Staff: You can purchase a spouse pass at the Registrar's Office that will give you access to participate for \$40.

### **Adding Players**

Team captains are responsible for monitoring participants who join their team. If players are not on the team roster before 4pm of your scheduled game day, those players will need to get permission from the Competitive Sports Supervisor on duty. The cut off for adding players to rosters is one day after the season ends.

### **Sportsmanship Rating System**

The sportsmanship rating system is intended to be an objective scale by which teams' attitudes and behaviors can be assessed. Behavior before, during, and after a contest is included in each rating. Each team captain is responsible for educating **ALL players and spectators** affiliated with his/her team about the system. **Teams must maintain a 3.0 ("B") average in order to qualify for tournament play. Teams must also maintain a 3.0 ("B") average during tournament play.**

The Intramural Staff will determine the score for the teams after each intramural contest. The Intramural Staff reserves the right to review and/or change any sportsmanship rating given.

Captains inquiring about their team's sportsmanship rating can do so in a few ways:

- Contacting the Assistant Director of Competitive Sports or Graduate Assistant of Competitive Sports by emailing [intramurals@usu.edu](mailto:intramurals@usu.edu) the next day
- Asking the Supervisor at halftime of the game that is currently being played
- Checking online in the "Rankings" area of FusionIM

The sportsmanship rating system is based on the following criteria, **but not limited to:**

#### **4.0 = Excellent Conduct and Sportsmanship (A)**

- Team members cooperate with and demonstrate good sportsmanship toward members of opposing teams, spectators, and ALL campus recreation staff.
- Team manager exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations, and cooperates by providing any information requested by any intramural staff member.

#### **3.0 = Good Conduct and Sportsmanship (B)**

- Team members verbally complain about some of the decisions made by the officials and/or show minor dissensions, which may or may not merit an unsportsmanlike conduct penalty.
- Teams receiving one unsportsmanlike conduct penalty will receive no higher than a "B" rating.
- A team defaults the contest, meaning they contact the Intramural Sports office before noon on the day they are scheduled to play to let them know they will not attend.

## **2.0 = Average Conduct and Sportsmanship (C)**

- Team shows verbal dissent toward officials and/or the opposing team throughout the game, which may or may not result in an unsportsmanlike conduct penalty.
  - There may be one player who consistently question calls in a rude behavior or speak negatively towards the opposing team throughout the game. A penalty may not be enforced as no one instance may warrant that, but the overall behavior may award the team a "C" in sportsmanship.
- Team captain exhibits minor control over team/spectators, but is in control of himself/herself.
- Teams receiving more than one unsportsmanlike conduct penalties will receive no higher than a "2.0" rating.
- Team is unable to produce a team at game time resulting in a forfeit.

## **1.0 = Below Average Conduct and Sportsmanship (D)**

- Team continually dissents the officials and/or opposing team from the court/sidelines.
  - There may not be an unsportsmanlike penalty enforced as no one scenario may mandate that, but if multiple players exhibit rude or negative behavior toward the staff or the opposing team they will be awarded a "D".
- Team manager exhibits little or no control over team/spectators or himself/herself.
- Teams that have a player ejected will receive no higher than a "D" rating.

## **0.0 = Poor Conduct and Sportsmanship (F)**

- Team is completely uncooperative; manager has no control over team/spectators/self.
- Teams play with ineligible participants or withhold any information requested.
- Damage or destruction of any Campus Recreation facility/equipment.
- At least one player ejection or causing a contest to be forfeited by any reason than not having enough players will receive an "F" rating.
- Any threatening behavior (verbal/nonverbal) towards any player, spectator, or campus recreation employee.

**Teams receiving a "0.0" rating will not be allowed to advance.**

Teams receiving a "1.0" rating must have their team captain meet with the Assistant Director of Competitive Sports before their next scheduled contest.

Teams that receive a sportsmanship rating lower than a 3.0 during any Tournament contest will automatically be disqualified from the tournament.

For full details and our entire Intramural Sports Program Manual, please visit [https://www.usu.edu/campusrec/intramural\\_sports/homepage\\_intramural](https://www.usu.edu/campusrec/intramural_sports/homepage_intramural)

Everything is at the discretion of the Assistant Director of Competitive Sports and the Graduate Assistants of Competitive Sports. If you have any questions, contact them at [intramurals@usu.edu](mailto:intramurals@usu.edu) or 435-797-8388.