

INTRAMURAL WATER BASKETBALL RULES

RULE I PLAYING PROCEDURES

SEC. 1 Number of Players

Teams shall consist of five players. A team must have four players present to begin a legal game. There is no limit to the number of players that may play on one team but players may only participate on one team.

Team Rosters:

Rosters are limited to 25 individuals. Teams may add players up to the point that (1) the roster limit has been reached or (2) until the roster addition deadline has passed. A player must have played in at least one regular-season game to be eligible for the post-season playoff tournament.

SEC. 2 ARC / AQUAPLEX Membership

Prior to all games, players must sign an assumption of risk form. This form is located on the reverse side of the scoresheet. The Team Captain is responsible for monitoring the completion of his/her team's form. No player may participate in any Intramural Aquaplex contest with out prior purchase of an Aquaplex membership or Day Pool Use Pass.

ALL PARTICIPANTS MUST PRESENT A PICTURE I.D. BEFORE PARTICIPATING. NO EXCEPTIONS. NO I.D., NO PLAY!

SEC. 3 Team Roster

Team Managers must submit a completed roster at <http://arc.sdsu.edu/intramurals> prior to the mandatory Managers' Meeting. All additions to the roster for a given week's game must be made 48 hours prior to the day of the game. All players must participate in at least one regular season game to be eligible for playoffs.

SEC. 4 Aquaplex Rules

No food or drink is allowed in either gym at any time except water in a plastic bottle.

SEC. 5 Completing the Scoresheet

Each eligible player must sign the reverse side of the scoresheet and print their name on the front line-up portion of the scoresheet. Members of the same squad shall not wear identical numbers.

The second listed squad member (and any following member) wearing an identical number will be assessed a technical foul. The penalty will be imposed whenever the infraction is discovered.

SEC. 6 Persons Subject to the Rules

Team representatives, including players, substitutes, replaced players, coaches, trainers, spectators and other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of Officials assigned to the game.

SEC. 7 Game Time

Game time is forfeit time. Teams must be present and signed in by their scheduled game time. Failure to do so will result in a forfeit.

Each game shall consist of two fifteen minute running halves, except for the last minute of the second half, which is regulation stop time. At the start of each half, teams line-up at each end of the pool with one hand on the far wall. The ball will be tossed in to the middle of the pool. On the official's whistle, both teams may propel their innertubes toward the ball. Pushing off the wall to start is legal.

SEC. 8 **Time Outs**

Each team will be allowed 1 one minute time-out per half. These time-outs may be used at any time. The clock will stop for these time-outs. In overtime, each team will be allowed one time-out.

RULE II **GAME RULES**

SEC. 1 **Method of Play**

No player may leave his/her innertube and touch or maneuver the ball; otherwise, they will be assessed a personal foul and a throw-in is awarded to the nearest opponent. Also, if tipped out of the tube, a player may not touch or control the ball until back in the tube. Players are to pass, catch, and throw the ball to team members or toward the basket in an attempt to score. Teams shall attempt to score baskets as in regular basketball.

SEC. 2 **Scoring**

Field Goals: Field goals are scored as two points. Goaltending will result in an automatic two points for the offense.

Fouls: After a team commits any three fouls, every foul thereafter will result in giving the other team one point per offense.

Player Control: A player must be seated in the innertube when the ball is released in order for a field goal to be counted.

SEC. 3 **Substitution**

Substitutions may be made during timeouts or after a whistle is blown for a violation. A substitute who wishes to enter the game shall remain on the pool deck until the official beckons him/her to enter the pool.

SEC. 4 **Jump Ball**

A jump ball shall be called when opposing players have equal possession of the ball, when opposing players simultaneously hit the ball out of bounds, or when the official cannot determine team possession for other reasons.

In all jump ball situations the teams will alternate taking the ball out of bounds for a throw-in. The official shall hand the ball to the team throwing it in at the spot nearest where the jump ball occurred.

SEC. 5 **Free Throws**

Free throws are not awarded to players after a personal foul; fouls are counted to three and then after the third team foul the opposing team is awarded one point.

SEC. 6 **Violations**

A player shall NOT:

1. Touch, hold, or pass the ball while not in the innertube.
2. Cause the ball to go out-of-bounds. Pool edge is considered to be in play.
3. Push off of or use the side of the pool to gain an advantage.
4. Hold the ball under water.

5. Remain in continuous control of the ball for more than five [5] seconds. A player is considered to be in control once he/she has gained possession and the ball is within an arm's length of that player.
6. Advance the ball with his/her feet (kick) or in any manner other than by passing, pushing, swimming or carrying the ball.
7. Violate any of the other basic rules of the game of basketball.

Penalty: The ball is awarded to a nearby opponent for a throw-in at the out-of-bounds spot nearest the violation.

SEC. 7

Fouls

Personal Fouls:

A player shall NOT:

1. Hold, push, hit, dunk or dump an opponent.
2. Hold, push, tip, or jump upon an opponent's innertube (incidental contact is not considered a foul).
3. Intentionally splashing an opponent at any time.
4. Corner or impede the movement of an opponent by double-teaming.

Penalty: Offender is charged with one foul and the offended player is awarded possession of the ball.

1. If it is the offender's fourth personal foul, or if it is their first flagrant foul, they are disqualified and the opposing team receives possession of the ball.
2. If it is the fourth team foul then the opposing team receives possession of the ball and is awarded one point.

SEC. 8

Technical and Flagrant Fouls

A player shall NOT:

1. Enter the pool unless by permission of an official.
2. Grasp the basket, dunk, or attempt to dunk the ball at any time.
3. Delay the game.
4. Commit an unsportsmanlike act.
5. Participate after having been disqualified.

Penalty: Opposing team receives possession of the ball and is awarded one point.

SEC. 9

Throw-ins

Throw-ins are when the ball is at the disposal of the player. The player has five seconds to release the ball.

RULE III

UNSPORTSMANLIKE CONDUCT

SEC. 1

Sportsmanship Ratings

In order for a team to advance into the playoffs, it must receive an average or better sportsmanship rating during the regular season. Sportsmanship ratings will be based on the following criteria and are given after each Intramural contest:

- 5 points: Team displays excellent sportsmanship while treating opponent with respect. Players demonstrate excellent sportsmanship at all times. Team respects Intramural Sports Officials and Supervisors and accepts their decisions without gesture or argument. Maintains an attitude of complete cooperation with staff. Players always display self-control.
- 4 points: Team displays good sportsmanship. Team plays hard but within the rules. Team respects Intramural Sports Staff and generally accepts their

decisions without gesture or argument. Mostly cooperative with game Officials and opponent. Team Captain able to control his/her players.

3 points: Team competes without incident; wins without boasting, loses without excuses, and does not display any poor conduct. Neither cooperative nor disruptive towards staff. Team Captain unable to control all players on his/her team.

2 points: Team has a player or coach who is ejected for abusive language or remarks. There is persistent questioning of game Officials' judgment in the game and/or repeated arguing. Spectators, clearly related to the team, fail to cooperate with the Intramural Sports Staff.

1 point: Team has a representative (player or coach) who is ejected for fighting. Players are so antagonistic that the game cannot be played with proper order and control. Representatives of the team display uncooperative nature to Intramural Sports Staff. Players disregard warnings of unnecessary roughness by game Officials.

SEC. 2

Player Ejection

Actions that are potentially dangerous to the participants of the game and/or conduct that is detrimental to the purpose of the program will not be tolerated.

No player(s) may physically intimidate or verbally abuse game Officials. Violations of this nature will be considered unsportsmanlike conduct and at the discretion of the Official may result in an ejection and removal from the contest. Any player ejected from a contest may not participate in his/her team's next two games.

SEC. 3

Aggressive Acts

Acts of aggression or physical violence will not be tolerated. This includes throwing a punch, kicking an individual, or any other aggressive acts. Any player guilty of such an action immediately before, during, or after an Intramural contest shall be expelled from further participation in Intramural Sports for one calendar year (365 days).

SEC. 4

Leaving the Bench Area to Participate in an Altercation

A player, coach or bench personnel shall be ejected if he/she leaves the bench or coaching area to participate in an altercation. The penalty is an automatic two-game suspension.

In all cases, the Intramural Sports Handbook's policies on "Fighting," "Fighting with Intramural Sports / Campus Recreation Staff," and "Team Disturbances" shall take precedence.

RULE V

BLOOD RULE

Whenever a participant suffers a laceration or wound where bleeding occurs, the player must leave the game and take necessary action(s) to stop the bleeding and prevent it from occurring again before re-entering the game. If a participant's uniform becomes stained with blood, it must be removed before re-entering. The participant may use another number without penalty.

A team may call a thirty-second time-out if it wishes to keep the player in the game, otherwise the player must be removed and he/she may not re-enter until the next dead-ball after the situation has been corrected. The Intramural Staff on duty shall have final approval on any situation relating to blood.

Addendum **INSURANCE**

Participation in the Intramural Sports Program is completely voluntary. All participants run the risk of possible injury due to the inherent risks involved in the sport of basketball. Individuals are strongly encouraged to have a physical examination and purchase health and accident insurance prior to participation.

THE AZTEC RECREATION CENTER HAS NO INSURANCE FOR ITS PARTICIPANTS. INDIVIDUALS PARTICIPATE AT THEIR OWN RISK.

In the case of an injury during a scheduled contest, participants should immediately notify a staff member, game official, or site supervisor.