

San Diego State University Intramural Sports

INTRAMURAL INNERTUBE WATER POLO RULES

RULE 1 **PLAYING PROCEDURES**

SEC. 1 **Number of Players**

A team consists of 6 players (5 pool players plus a goalie), male or female in any combination. A team must have 5 players to start a game. If a team gets down to less than 5 eligible players, the game will be declared a loss by default. **Scheduled game time is forfeit time.**

Participation Eligibility:

Innertube water polo will take place in a minimum of 7ft of water in the 50 meter pool at the Aztec Aquaplex. All participants should be able to comfortably swim 200 yards of free style and tread water for a minimum of 1 minute.

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. 1 **Aquaplex Membership**

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

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

SEC. 3 **Aquaplex Rules**

Food and drink are not allowed in the Aquaplex at any time with the exception of water in a plastic bottle.

SEC. 4 **Equipment**

All players must wear non-marking court shoes during play. No hard protective casts and/or jewelry (rings, watches, chain necklaces, etc.) are allowed. All players must wear appropriate swimwear. No eye glasses are permitted in the pool. Goggles are allowed.

SEC. 5

Length of Game

Each game will consist of two, 12-minute halves with a 3-minute halftime period. A running clock will be used during the first 11 minutes of each half. Teams will change goals at halftime.

SEC.6

Overtime

Regular season games can end in a tie. During the playoffs a 3-player shootout will determine the winner.

- A) Three players from each team will be selected to shoot. Goalies may be 1 of the 3 shooters. The shooters do NOT have to have been in the pool at the end of regulation. The goalie does NOT have to have been the goalie at the end of regulation.
- B) A coin flip will decide which team has the option of shooting first or selecting the goal.
- C) Teams will alternate shots at the same goal.
- D) Shots will follow the penalty shot procedure.
- E) If the score remains tied following the first 3-player shootout, a sudden death victory shootout will occur in which the game is won if, after ANY equal number of shots, the tie is broken. Players who shot in the first 3-player shootout are again eligible to shoot. Each shooter must wait for 2 other shooters from their team to shoot before they are eligible again. (i.e, 2nd shooter in first shootout can shoot 5th, 8th, and 11th....).

SEC. 7

Time-outs

Each team is allowed one time-out per half. Unused time-outs do not carry over to the next period. A time-out may be called by any player whose team is in possession of the ball.

RULE 2

GAME RULES

SEC. 1

Starting the Game

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 into 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. 2

Substitutions

Substitutions may be made only between halves, during time-outs, and following a made goal. Substitutes must report to the referee before entering the water. Play resumes when the official blows the whistle. Intentionally delaying the game will be penalized by a free throw awarded to the opposing team.

SEC. 3

The Innertube

Players must sit horizontally in their innertube with the rear end in the middle of the tube and arms and legs over the side. No player may leave his/her innertube. The ball may not be touched or maneuvered when a player is out of his/her tube. Handling the ball while not in a tube is a penalty resulting in a free throw for the opposing team. The only thing you can do when not in your tube is get back in.

SEC. 4

Handling the Ball

Players dribble the ball by pushing it in the water, holding it between their knees, holding it with 2 hands, holding it with 1 hand in the air, holding it against their body, or holding it in their lap. One or both hands may be used to pass, catch, or throw the ball. The ball may not be held completely underwater. Players may not hold onto the walls or goal area while having possession of the ball.

SEC. 3

Dumping

Defensive players may push or dump the opponent's innertube. Contact with the opponent's body is NOT permitted. The defensive player may also seize or knock the ball from the possession of the player holding the ball.

SEC. 4

Dumping and Possession

Only a player in possession of the ball may be dumped. Possession of the ball is a judgment call by the referee. Possession is defined as having control of the ball or the ability to maneuver the ball. Examples of possession include:

- A) A player is in contact with the ball
- B) A player's tube in contact with the ball
- C) The ball is close proximity of the player's tube
- D) A player is maneuvering the ball behind them as they paddle alone

The referee will look for the following signals in determining that the player is IN possession of the ball: hands in the air, the ball is near the player or is moving with the player.

The feet may not be used to knock the ball out of the possession of another player or to score a goal.

SEC. 5

Goal Box

No player, other than the goalie, may enter the goal box at any time. A player is considered in the goal box when any portion of his/her innertube enters the box. Offensive players will be called for a technical foul when illegally entering the box. If a defensive player enters the box, he/she must get out as soon as possible. A penalty shot will be awarded when a defensive player actively plays defense from within the box on a legal thrower.

SEC. 6

Moving Screens

Moving screens are NOT allowed. A player cannot use a teammate to leverage themselves or gain an unfair advantage.

SEC. 7

Out of Bounds

A ball deflected out of the pool will be awarded to a player of the opposing team nearest to the point where it left the pool for a free throw.

SEC. 8

Offsides

There will be no enforcement of the offside rule.

RULE 3 **SCORING & GOALKEEPING**

SEC. 1 **Scoring**

Two points will be scored for each goal. The same point value is applied to penalty throws. Shootout goals will be worth one point.

A goal is scored when a legal shot, taken outside of the goal box, completely crosses the goal line. Any shots taken from inside the goal box will be disallowed. The ball may hit the water in its path to the goal.

If a player falls out of his/her tube or is legally dumped in the process of scoring a goal (following the throw and prior to the ball entering the goal), the goal will NOT count.

Following each goal, the ball is put back into play by the referee returning it to the goalie just scored upon.

SEC. 2 **Goalkeeping**

The goalie may leave his/her tube in attempting to prevent a thrown ball from entering the goal. Once out of the tube, the goalie must get back in his/her tube before attempting to block any other shots. Offensive players may retrieve any rebounds that exit the goal box. Any rebounds that stay within the goal box must be retrieved by the defense. The goalie may retrieve a blocked shot that lands within the goal box before returning to his/her tube. Any other actions (blocking other shots, etc) by the goalie when he/she is out of his/her tube are illegal and will result in a penalty shot.

The goalie may NOT hold the ball, while in his/her tube, for more than 5 seconds in the goal box. The goalie may NOT throw the ball beyond the center line.

RULE 4 **FOULS**

SEC. 1 **Technical Fouls**

- A) Starting play before the referee blows the whistle
- B) The goalie throwing the ball across the center line
- C) Intentionally holding the ball
- D) Intentionally delaying the game
- E) Stalling – when a team is penalized for stalling, the opposing team will be awarded the ball for a free throw at the edge of the goal box of the team being penalized
- F) Striking the ball with a clenched fist (goalie exempted)
- G) Any player going into their opponent's goal box - if a player is forced into the box but is still making an attempt to get out, NO foul will be called
- H) Touching the ball before it reaches the water on a face-off
- I) Throwing directly at the goal on a free throw (must be first thrown to a teammate)
- J) Holding onto the wall while in possession of the ball
- K) Holding the ball completely underwater

The penalty for a technical foul is a free throw at the spot of the infraction.

SEC. 2 **Personal Fouls**

- A) Unnecessary or intentional bodily contact with an opposing player
- B) Holding onto or dumping an opposing player's innertube when that opposing player is not in possession of the ball
- C) Contacting a player with the ball (tube may be dumped)
- D) Deliberately splashing water in the face of an opponent
- E) Committing any technical foul for the purpose of scoring or preventing a score

The penalty for a personal foul is a free throw at the spot of the infraction. The player is disqualified on his/her 3rd personal foul.

SEC. 3 **Team Fouls**

On the 5th personal foul (and thereafter) by a team in a half, a penalty throw will be awarded. Team fouls do not carry over to the next period.

SEC. 4 **Flagrant, Malicious, or Violent Fouls**

For any flagrant, malicious, or violent fouls, the offending player will be ejected and a penalty shot will be awarded to the opposing team.

RULE 5 **FREE THROWS & PENALTY THROWS**

SEC. 1 **Free Throws**

On all free throws, the ball must be passed within 5 seconds to a teammate before an attempt for a goal may be made. All players must be 3 feet away from the free thrower prior to the throw.

SEC. 2 **Penalty Shots**

- A) The player taking the throw must line up on the edge of the goal box. All other players must be at least 3 feet away from the thrower.
- B) The official shall ensure that both the goalie and thrower are ready. The thrower shall raise the ball into the air.
- C) On the whistle, the thrower must attempt to score a goal. NO hesitation or faking is permitted. Hesitating or faking will result in the loss of the penalty shot and the ball being awarded to the goalie for a throw.
- D) Following an unsuccessful attempt, the ball remains live and in play.

Penalty shots will be taken by the offended player.

RULE 6 **UNSPORTSMANLIKE CONDUCT**

SEC. 1 **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. 2

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. 3

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.

SEC. 4

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.

RULE 6 **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 volleyball. 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