
INTRAMURAL SPORTS



Inner Tube Water Polo Rules 2009

***revised and/or new rules are highlighted in grey**

ELIGIBILITY

The following eligibility regulations have been established to protect intramural athletes and to ensure them ample opportunity to participate. It is important that all participants observe the rules equally so that no team or individual may gain an advantage over those abiding by the rules. Each participant is responsible for the verification of his/her own eligibility. Team captains are responsible for the eligibility of his/her team members.

- In order to be eligible to participate in Intramural Sports, an individual must fall into one (1) of the following categories:
 - All Oklahoma State University (Stillwater Campus) and Northern Oklahoma College Gateway Undergraduate and Graduate students who are enrolled during the current semester. The key to being eligible is that a student who has paid the Student Activity Fee (correspondence courses or audited course work do not make participants eligible).
 - Faculty/Staff members who have purchased a Colvin Recreation Center Activity Card.
- See the 2009-2010 policies and procedures manual for more information on eligibility.

FORFEITS

- ****GAME TIME IS FORFEIT TIME, THERE WILL BE NO GRACE PERIOD****
- If a team is scheduled to play at 7pm, they must be signed in, jerseys on and ready to BEGIN playing at 7pm or a forfeit will be declared. It is recommended that teams arrive at least fifteen (15) minutes prior to the start time to ensure they are ready to play on time.
- In team sports, a Forfeit Fee of \$25.00 will be charged for any forfeited contest.
 - Team Forfeit Fees may be paid in the Intramural Office within 24 hours of the forfeit. Otherwise, they will be charged to the Captain's Bursar Account.
- In order to claim a forfeit, the opposing team must have the minimum players present and
- ready to play at game time.
- Conceding: A team captain may concede a game/contest by: (no Forfeit Fee will be charged)
 - Notifying the Intramural Office prior to 12-noon the day of the contest that they will not play (5pm Friday for weekend games).
- If a team forfeits or concedes two (2) contests during a sport season they will be dropped from further competition in that sport.
 - All teams scheduled to play that team will automatically receive a victory and a four (4) sportsmanship rating unless another team is inserted in its place.
 - Members of a team which has forfeited out are not eligible to participate for another team. Exception: a team, which did not show up for any contests prior to forfeiting out, only by the permission of the coordinator of that sport.
- All teams that forfeit out of a sport will not receive All-University Points.

PROTESTS

- The team captain must file all protests with the IM Sports Supervisor/Official at the time a question occurs, before the next live ball.
- Only protests that concern rule interpretations, policy and procedure or player eligibility will be considered.
- Rule interpretation protests:
 - **PROTESTS THAT CHALLENGE THE ACCURACY OF A JUDGMENT CALL BY AN OFFICIAL/SUPERVISOR WILL NOT BE ACCEPTED.**
 - Rule protests must be filed at the time a question occurs and will be settled at that time by the Supervisor (before the next play).
 - NO contests or portions thereof will be replayed due to improper rule enforcement. If you have a question, please have the captains ASK.
 - All protests that challenge rule interpretations will be recorded by the IM Supervisor.
 - For further questions about protests, please see the Intramural Sports Policies and Procedures Handbook.
- Player eligibility protests:
 - Eligibility protests will be decided at the time the question is raised.
 - Players found to be ineligible after the contest will result in that contest being forfeited and/or that player being suspended.

PLAYERS

- A team will consist of six (6) players. A game may be started and played with as few as four (4) players.
- In CoRec, the male/female, female/male ratio must be 3/3, 3/2, or 2/2 (no more than a one player per sex advantage is allowed).

EQUIPMENT

- The Intramural Sports Office will provide a game ball, inner tubes and water polo caps for each scheduled contest.
- Players must be wearing bathing suits; no cut off shorts will be allowed.
- Participants must remove all jewelry prior to competing.

PLAY

- A coin toss determines which team has the choice of which goal they shall defend.
- Teams shall switch goals at the half.
- Length of the game:
 - A game shall consist of two (2) fifteen minute halves (running clock) or a total of forty (40) minutes from the scheduled starting time, whichever comes first. The clock will only stop for injuries, timeouts, protests and official timeouts.
 - A three (3) minute halftime shall separate the halves.
 - A double whistle will sound to designate the end of the first half of play, and three whistles will sound to designate the end of the game.
- The game (and the second half) will begin with:
 - Both teams lined up at their respective ends of the pool. All players must have both hands on the gutter/end line of the pool.
 - On the whistle, the official will toss the ball into the center of the pool.
 - Players may not leave their respective ends until the whistle sounds.

- Time outs:
 - Each team is allowed two (2), one (1) minute time outs per game.
 - Time outs can be requested only by the offensive team when in control of the ball during all dead ball situations. Timeouts will only be granted by an official.
- Playing the ball:
 - All players must be sitting in the tube with arms and legs out. No lying on top of tube.
 - Players may advance the ball by:
 - Holding it between their knee
 - Pushing it in the water
 - Gripping it with 2 hands
 - Gripping it with 1 hand
 - Pressing it against their body
 - Or holding it in their lap
 - When in possession of the ball, players may not advance or stabilize themselves by holding onto the pool gutter, sides or end lines.
 - No player may strike the ball with clinched fist (except goalie)
 - **No player may leave his/her inner-tube.** 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 it.
 - Defensive players may push or dump the opponent's inner-tube. **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.
 - 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.
- A player may not impede the progress of another player by holding, pushing or pulling his/her tube.
- There is no offside or backcourt.
- Physical contact between players is prohibited, i.e. striking the player, kicking, etc....
- Substitutions can be made during any time-out, injury or after a goal is scored. They should not take more than twenty seconds.
- Purposeful stalling is not permitted. Stalling is any player holding the ball for more than 5 seconds with a defender within guarding distance. The supervisor/official will give one (1) warning and a second occurrence will result in a turnover. In the last two (2) minutes of the second half, no warnings will be given and will result in an automatic turnover. Purposeful stalling is a judgment by the referee.
- **ABSOLUTELY NO SPLASHING OR HOLDING THE BALL UNDER WATER IS ALLOWED.**

GOALIE AREA AND GOALIE PLAY

- The goalie must be in/on their tube at all times when playing the ball (no kneeling in the tubes).
- No part of an offensive/defensive player's tube/body may penetrate the goalkeeper's area (marked by the flags above the pool).
- Only the goalie may be in the goalie area
- No defensive player may throw the ball into his or her goalkeeper's area.
- The goalie is allowed to leave the goal area, but in doing so, he/she is subject to the same rules pertaining to playing the ball as the other players.
- The goalie may not throw the ball more than half the length of the pool without it being touched by another player.
- The goalie has five (5) seconds to get rid of the ball when he/she has it in the goal area.
- On a goalie save or deflection out of bounds, the ball is returned to the goalie for a throw in.
- Goalies may not use the pool's edge to aid them in position or movement.

- Goalies are expected to remain in the tube at all times. If the goalie dives or falls from the tube in order to make a save, he/she cannot touch the ball again until he/she is back in the tube. If the goalie touches the ball while he/she is out of the tube, a penalty shot is awarded to the player who shot the ball.

SCORING

- A goal will be awarded when the ball passes completely over the goal line.
- After a goal is scored, play is restarted by the goalie, putting the ball into play.
- Goals can be scored after the end of a period, if the shot is released prior to the whistle sounding designating the end of the period.
- Goals scored by females count as two (2) points. Goals scored by males count as one (1) point.
- If the shooter falls out of his/her inner tube after making a successful goal, the goal will not count. No score is counted if a successful goal is made from within the goalkeeper area.

FOULS AND VIOLATIONS

- Personal fouls:
 - A personal foul will result in a free throw from the point of infraction and will be charged to the offending player.
 - After the 5th personal foul, the player will be removed from the game.
 - Personal fouls result in the offended player being given a **direct throw**: the ball does not have to be touched by another player before a goal is scored.
 - Personal fouls will include:
 - Unnecessary or intentional bodily contact with an opposing player
 - Holding onto or dumping an opposing player's inner-tube when the opposing player is not in possession of the ball
 - Contacting a player with the ball (tube may be dumped)
 - Deliberately splashing water in the face of an opponent
 - Committing any technical foul for the purpose of scoring or preventing a score
- Violations:
 - A violation will result in a free throw from the point of infraction.
 - Violations will result in the awarding of an **indirect throw**: the ball must be touched by another player from the thrower's team before a goal may be scored.
 - The non-violating team member nearest the spot of the infraction puts the ball into play by passing the ball within three (3) seconds. Opponents may not touch, impede or interfere with his/her attempt to pass the ball.
 - Violations will include:
 - Illegally advancing the ball. (splashing, kicking, punching)
 - Goalie throwing the ball more than half the length of the pool.
 - Illegally using the side of the pool to advance.
 - Defensive/Offensive player entering the goal area.
 - Playing/touching the ball while not in or on the tube.
 - Playing the ball with the feet.
 - Throwing directly at the goal on a free throw (must be first thrown to a teammate)
 - The ball going out of bounds. (The nearest player from the opposing team takes the throw from the same point the ball went out of bounds).
 - Holding the ball under the water.
 - Intentionally splashing another player.

- Penalty shots:
 - A penalty shot will be awarded if in the officials' judgment, the player had a clear opportunity to score a goal and was prevented from doing so by a personal foul or violation.
 - The penalty shot will be a direct throw.
 - A penalty shot that is scored will count one (1) point, regardless of who made the shot.
 - The penalty shot will be taken five (5) yards from the goalie area (the supervisor will walk off 5 yards from the goalie area flag markers).
 - Following an unsuccessful attempt, the ball remains live and in play.

UNSPORTSMANLIKE CONDUCT

- Any unsportsmanlike conduct (verbal abuse to officials or players, unnecessary roughness, etc....) will result in a penalty being assessed and possible ejection from the contest and/or forfeiture.
- Any individual ejected from a contest will be ineligible for further participation in any activity until they have met with the Graduate Assistant (Jonathan Johnston).
 - If a player or team is ejected during playoffs, they will automatically be suspended from the remainder of the playoff tournament. (These individuals must still meet with the Graduate Assistant to be eligible for all other intramural sports.)

PLAYOFFS

- All teams completing the regular season will be eligible for playoffs, assuming they meet the following criteria: must win one (1) contest no more than two (2) forfeits, two (2) concedes, one (1) forfeit combined with concede and/or have a sportsmanship rating less than a three (3).
- Teams/individuals may be barred from participation in playoffs due to unsportsmanlike conduct or eligibility violations during the regular season.

TIE BREAKERS

- If a game ends in a tie, a sudden death overtime period will be played.
 - Sudden death overtime means the first team to score wins.
 - The overtime period(s) will be three minutes in length.
- A coin toss will determine which team has the choice of goal to defend.
- During the regular season only one overtime period will be played, if the allotted 40 minute time period has not elapsed.
- During the playoffs, overtimes will be repeated until one team scores, with teams switching goals after each period.

MISCELLANEOUS

- Substitutes should remain behind the restraining lines of cones.
- Fans should remain in the stands.
- No alcohol, gum, food or jewelry will be allowed in the pool area.