

Southern Illinois University Edwardsville
Intramural Sports
Inner tube Water Polo
Fall 2009

Rules

All participants must have their valid SIUE identification card.

Players: Each team may have a maximum of five players in the water at a time. A team **MUST** have at least four players to avoid forfeit.

Substitutions: Substitutions may be made only during timeouts, after a goal is scored, at halftime or on an out of bounds.

Mercy Rule: If, at any point in the second half, one team has a ten (10) goal lead, the game will be over.

Equipment: All players must wear appropriate swimming attire as determined by the IM Sports Staff. Scrimmage vests will be worn to differentiate one team from another. No jewelry may be worn (including rubber bands).

Timing: Games will consist of two 12 minute halves, running clock. Inside two minutes of each half, the clock will stop on made goals. There will be a two minute half time period. Each team will have one one-minute timeout per half.

Forfeit Time: Once the Intramural Staff states that the game is ready to begin and the stated game time is the current time or that time has passed, both teams must be prepared to participate in the scheduled game. If they are not able, the contest will result in a forfeit.

Goalie: The goalie may throw the ball the length of the pool but he/she may not score a goal. The goalie may NOT leave his/her innertube to stop a shot on goal. If this goalie does leave his/her tube to block a shot, a penalty shot will be awarded to the opposing team. The goalie is the only player that is allowed to block a shot attempt within 3 yards of the goal. After a made goal, the ball will be put in play by the goalie who was scored upon.

Other Players: All players must sit in their innertube at all times. Players may NOT make a play on the ball while out of their innertube. Players must sit inside the tubes, not on the edge of them! Players cannot flip onto their stomachs or sides. For safety reasons, no part of a player's tube can come out of the water at any time. Players may not hold the ball for longer than five seconds while remaining stationary. Official's discretion will govern what constitutes wasting time. Referees will award possession to the opposing team if a violation occurs.

NO player may hold the wall or rope at any time.

- Playoffs and Sportsmanship: Each team that finishes the regular season with a Sportsmanship Rating of at least 2.75 will make the single elimination playoffs. Furthermore, each team must maintain a Sportsmanship Rating of at least a 2.75 each game to remain in the playoffs.
- The following scale will be used to rate all teams in all contests played:

- 4: Excellent, no problems.
- 3: Occasional problems, some verbal dissent.
- 2: Unreasonable comments and conduct.
- 1: Continuous verbal dissent, unreasonable conduct.
- 0: Fighting, vulgar language, unreasonable conduct.

- Non-sportsmanlike penalties such as wearing jewelry or not having checked in properly will not count against sportsmanship rating unless it is a repeated offense during the same game.
- Method of Rating:
 1. The officials working that game and/or any Intramural Staff (Supervisors, Graduate Assistants, or Administrative Staff) will rate each team in each contest on sportsmanship.
 2. The Intramural Staff and officials on an 0-4 rating system rate teams and organizations. To qualify for the playoffs under the sportsmanship guidelines, a team MUST average a 2.75 over the course of the season to be included in the playoffs.
 3. Special Game Situations: Contests, which are postponed and not rescheduled due to rainouts, power failure, etc - both teams will receive a 4 for sportsmanship
 4. A team winning by forfeit or default will receive a 4 for sportsmanship. A team that forfeits will receive a 0 for sportsmanship. A team that defaults will receive no rating.

Start of Play: A face-off will start each half. All players must be touching the wall on the side they are defending. The ball is thrown into the middle of the pool. On the referee's whistle, teams will begin play by trying to retrieve the ball.

Tie Game: If the game is tied at the end of regulation, a two-minute overtime will be played. If the game is still tied following the overtime it will remain a tie in the regular season. In playoffs, a shootout will take place with all five players that were in the game at the end of overtime participating. If the score is still tied, teams will continue the shootout alternating through their rosters until each player has shot.

Throw-Ins: When the ball has completely crossed the sideline, it is put back into play by a throw-in from the spot where it went out and by a player from the opposite team that last touched the ball. A goal CANNOT be scored directly from a throw-in.

Teams will change pool ends at halftime.

A penalty throw is awarded to the offensive team if a player is fouled inside the penalty area while controlling the ball and facing the goal.

Fouls & Misconducts

- Minor Violations
 - The person who has the ball must be in their tube. If they fall out and are still holding onto the ball, possession will be given to the opposing team.
 - In the case of dual possession, the person who initially had the ball will retain possession.
 - A defender blocking a shot attempt other than the goalie within three yards of the goal will result in loss of possession.
 - Offensive player can not attempt a shot within 3 yards of the goal; result in lost of possession.

- These situations will result in a 1-minute penalty (2 of these warrants an ejection):
 - Constantly hanging on the walls, buoy lines or any other structure of the pool.
 - Roughness
 - Dumping an opposing player out of their tube.
 - Continuous guarding of the ball (holding the ball against the body or underwater), carrying the ball in the tube.
 - Unsportsmanlike Conduct
 - Arguing with officials.
 - Any persistent use of vulgar or profane language.

- Those fouls that result in immediate ejection are:
 - Excessive rough play
 - Flagrant unsportsmanlike conduct as determined by the Referee.
 - Violent conduct including, but not limited to, intent to injure.