

CU • STUDENT REC CENTER INTRAMURALS
INNERTUBE WATER POLO • RULES
Office Line: 303-492-2893 • Weather Hotline: 303-492-7244
Email: imsports@colorado.edu
Website: www.colorado.edu/rec-center/intramurals

ROSTER SIZE IS LIMITED TO 16 PLAYERS

Teams winning a championship will receive a maximum of 10 shirts

GENERAL

- Participants should have adequate health insurance to cover any injury which may occur.
- Game time is forfeit time!
- No Buff OneCard = No Play!
- If you forfeit your first game you will be dropped from the league, if you forfeit your 2nd, 3rd, or 4th game you will not advance to the tournament. If you accumulate 2 Honest Effort Forfeits you will not advance to the tournament.
- The Intramural office does not reschedule league play or tournament games once the schedule has been posted. If your team is unable to make a game *the team captain must* email the Intramural Office at imsports@colorado.edu. The Intramural Office will email your game out to all the other teams and if your game is picked up your team will not be credited with a forfeit. If your game is not picked up then your team is responsible for playing that game.
- All games picked up by a team count as a real game and will count on your record and sportsmanship rating.

ELIGIBILITY

- Must be a full fee paying CU student or Rec-center member.
- Must present your “Buff OneCard” or Rec-Center Membership card in order to check-in before every game. If a player does not have their Buff OneCard or Rec-Center Membership, they will not be allowed to participate.
- Players may play on only one team per sport (with the exception of being allowed to play on a Co-Rec team and a team of their own gender in the same sport).
- A player must have played in at least one of the first four regular season games in order to play tournament.
- **Intercollegiate Athletes:** Current intercollegiate athletes are not eligible to participate in their sport or any related sport. An intercollegiate athlete is any individual participating in intercollegiate contests attending regular practice, whose name appears on the official squad list, or who has won a letter at a recognized senior college. Varsity, red shirts, junior varsity players, and freshman are all considered intercollegiate athletes. You are considered an intercollegiate athlete for one entire school year unless you have been dropped from the squad before the first intercollegiate contest and no longer playing or practicing with the team.
- **Club Players:** A member of a club sport is defined as a student who participated or practiced with the club during the current academic year. Intramural teams are limited to 3 club players per team in their specific sport or any related sport and they must play in the most competitive league.

TEAMS & SUBSTITUTIONS

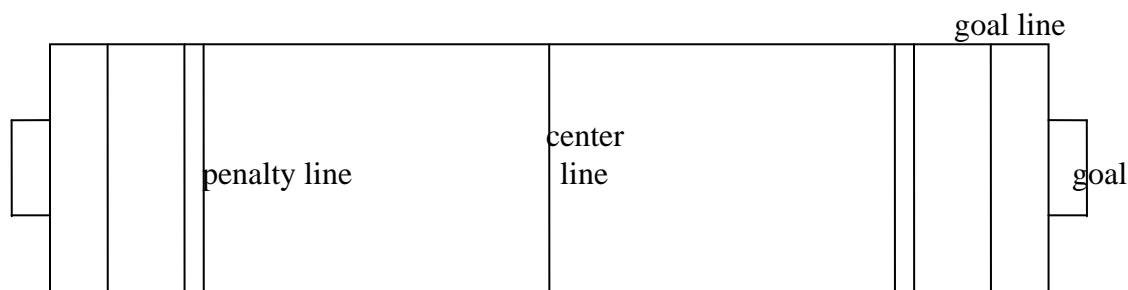
- A team consists of 7 players in the pool, 3 of each gender and a goalie of either gender. A minimum of 5 players, at least 2 of each gender and a goalie of either gender, is needed at game time to start the game.

- Teams may have no more than 4 players of one gender and no less than 2 in the pool at all times.
- An Honest Effort Forfeit will be awarded to teams that have only 4 players at game time, teams with any less than this will be given a standard Forfeit.
- A player may substitute in or out only between quarters & during time outs.
- After a substitution, play resumes when the official blows the whistle.
- Intentionally delaying the game during substitutions will be penalized by a free throw awarded to the opposing team.

UNIFORM/EQUIPMENT

- Players provide their own appropriate swimgear and wear the cap denoting their team color provided by IM Sports.
- Balls will be provided by IM Sports.
- **NO EYE GLASSES WILL BE ALLOWED IN THE POOL!**

THE POOL



THE GAME

LENGTH OF GAME

- The game consists of 4 quarters, 7 minutes each (28 minutes). Time between quarters is 2 minutes; the time between halves is 5 minutes. Teams change goals at half-time.

TIMEOUTS

- Each team will be allowed two 1-minute time-outs per half. Time-outs must be called by the player in control of the ball.

STARTING THE GAME

- At the start of each quarter, teams line up at each end of the pool with both hands and feet on the far wall. 3 players need to be on either side of the goal, with at least one person of each gender on each side.
- Play begins when the front court referee blows their whistle.

SCORING

- 2 points for a goal by a woman; 1 pt for penalty throw.
- 1 point for a goal by a man; including penalty throws.
- The ball may be shot for a goal from any point outside the goal line.
- **The ball may not hit the water in its path to the goal.**
- A goal does not count if during the process of scoring, the scorer falls out, or is legally dumped out of the innertube. If the ball is released before the scorer is out of the tube, the point counts (this is up to the official's discretion).

MERCY RULE

- If a team is winning by 10 or more points with 2 minutes remaining, the game will be called.

OVERTIME

- There is no overtime during the regular season. During tournament play, if the game score is tied after regulation time, a 3-player shootout on penalty throws will occur. If there is no winner at that

point, then it will be followed by a "Sudden Death Throwout". Only players in the pool at the end of regulation play may take the penalty throws.

RULE CLARIFICATIONS

HOW TO PLAY:

- After each goal the ball is put back in play by the goalie just scored upon.
- No player may leave his/her innertube and must be seated in the tube; maneuvering or touching the ball when a player is not correctly in his/her tube constitutes a technical foul and a free throw for the other team.
- One or both hands may be used to pass, catch, or throw the ball.
- Players may not hold on to or push off of the walls or goal area while in possession of the ball.
- The defensive player may seize or knock the BALL from the possession of the player holding the ball (avoiding body contact).
- Only a player in possession of the ball may be dumped. Possession of the ball is a judgment call by the official & may be defined as having control of the ball or ability to maneuver the ball. (A player may be considered in control of the ball if the ball is being maneuvered by the player's body or tube.)
- The feet may not be used to knock the ball out of the possession of another player or to score a goal.
- A player cannot use a teammate to leverage themselves or gain unfair advantage.

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 other players must be 3 feet away.**

PENALTY THROWS

- This occurs when a foul is committed within the goal box.
- The fouled player taking the penalty throw must line up on the penalty line.
- The whistle will be blown 2 times; the first time the player throwing the ball must raise their arm with the ball in it and the second whistle the ball must be thrown with **no hesitation and no faking allowed**, otherwise the penalty throw is lost.
- All players except the goalie must be outside the penalty line and at least 3 feet away from the person taking the penalty throw. Whether the goal is made or missed, the ball is put back in play by the front court referee.

FACE OFF

- This occurs in the case of a double foul or a tie ball.
- The two players involved sit in their innertubes 3 feet apart, with their backs toward each other.
- They line up along the wall but may not touch the wall.
- Everyone else must be at least 2 yards away.
- The ball is dropped between the 2 players and is in play as soon as it touches the water.

GOAL KEEPING:

- The goalie may be male or female.
- The goalie may not throw the ball beyond the center line while inside the goal box (penalty = opposing goalie receives possession.)
- Only one innertube may be in the goal box (the area between the defending team's goal posts from the redline back to the wall) at one time.
- Players may enter the goal box but they may not assist in guarding the goal or wait for a shot from within the goal box.. Goal may leave the crease.
- **Goalie cannot dump a player at any time!**

OUT OF BOUNDS

- If team "A" knocks the ball out of bounds, the team "B" player closest to where the ball went out will be given a free throw. *If the ball goes out of bounds in the bottom 3rd of the pool, the defending goalie receives possession.*

BLIND SHOTS

- Blind Shots are not permitted.
- They are at the discretion of the officials; generally being a shot/pass that is made when the shooter/passer cannot see the target because they are facing in the other direction.

FOULS AND PENALTIES

• **TECHNICAL FOULS:**

- **Penalty = Free throw on the spot where the infraction occurred**
- Starting play before the referee blows the whistle.
- Intentionally delaying the game (the opposing team will be awarded the ball for a free throw on the goal line of the team being penalized.)
- Striking the ball with a clenched fist (goalie exempted).
- Any player going over their opponent's goal line without the intention of retrieving the ball. (If the player is forced over, but attempts to get out, NO FOUL)
- Touching the ball before it reaches the water on a face-off.
- On taking a free throw, throwing directly at goal (the ball must first be thrown to a teammate).
- Holding on to the wall while in possession of the ball.

• **PERSONAL FOULS:**

- **Penalty: Free throw on the spot where the infraction occurred**
- Deliberately splashing water in the face of an opponent.
- Committing any technical foul for the purpose of scoring or preventing a score.
- **UNNECESSARY OR INTENTIONAL BODILY CONTACT WITH ANY PLAYER**
- Contacting the body of a player with the ball. (however his or her innertube may be dumped).
- Holding on to or dumping a player that is not in control of the ball. (However you may get in their way)

**Controlling the ball is a judgment call by the referee determined by looking for the following things:

- 1- Are the hands of the player nearest the ball in the air?
- 2- Is the ball moving with or close to the player in question?

CONDUCT/SPORTSMANSHIP

- Fighting and unsportsmanlike conduct will not be tolerated and is be grounds for the entire team being dropped from the program. Any team whose members leave the bench results in the entire team being suspended for at least the semester.
- Any abusive language, physical gestures and untimely questioning of calls directed at an official, scorekeeper, or player is grounds for a technical foul. Bench technicals may be called; therefore captains are required to control their respective benches.
- Pre and post game: harassing of officials, scorekeepers, other players, or a supervisor, poor sportsmanlike conduct, or lack of cooperation is subject to penalty from a mild warning to complete expulsion from the program.

TOURNAMENT SCHEDULING

- All teams that do not forfeit and regular season games, do not have 2 or more Honest Effort Forfeits, and have an average of at least a 3.0 sportsmanship rating will advance to the post season tournament.
- Tournament schedules will be posted the last week of the regular season.