

Spring 2008 Co-Rec Innertube Water Polo Rules

BGSU Intramurals

1. Players, Substitutes, and Roster Size

- A. There will be three weeks of regular season play and one week of playoffs.
- B. Roster
 - 1. Team - Each team shall have a minimum of 8 players and a maximum of 12 players on the roster.
 - 2. Only seven (7) players may play at a time. The ratio may be 4 men and 3 women or 3 men and 4 women. No team shall be permitted to start or continue a game with less than five (5) players.
 - 3. When playing with six, there must be three men and three women. Five players are allowed to start or continue a game. There can be 3 men and 2 women or 2 men and 3 women. Goalies can be men or women.
 - 4. Scoring: All Women's scores = 2 points, Men's scores = 1 point
- C. Roster Changes: During the first week of play captains will be allowed to make one set of roster changes in the IM Office (in person), limited to 4 player changes. Teams may make roster changes one time only. No roster changes will be allowed at the games. Players may not play until their name is on the roster in the office.
Teams utilizing players who are discovered by the IM staff as falsely representing themselves as someone else (aka: wrong ID), will be immediately suspended from play and awarded a "Season Ending" Sportsmanship Rating. If captain makes changes on game day, do so by **noon** for players to be eligible that night. Captains who play must be listed on the player roster.
- E. Substitutions
 - 1. A substitute may enter the game in two situations:
 - a. When play is stopped: after a goal, beginning of a new period of play, or when replacing an injured player (opponent may sub a like number).
 - b. During play: at the pool's mid-point sideline cone, player to be subbed must touch the sideline with tube or body part, exit tube, and eligible sub will take possession of the same tube, without the tube leaving the water.
- F. Eligibility
 - 1. To recreate in the **SRC** or **PFH** without additional cost, faculty or staff members must purchase a Rec Sports membership, undergraduate and graduate students must have at least 10 credit hours. Otherwise, a BGSU affiliate must pay the daily guest fee of \$5.
 - 2. To participate in **intramurals**, there is no credit hour requirement, but an appropriate ID must be presented to an Intramural employee as follows: students and faculty/staff must show a BGSU ID (with picture and P00#).
 - 3. Since a BGSU ID must be shown on the pool deck for IM play, players needing to check out equipment (locks, towels) from the Pro Shop should leave a driver's license or other acceptable ID with them.
 - 4. All 2007-08 Intercollegiate Swimmers or Water Polo Club players are ineligible to participate. Current year coaches and coaches and players from the previous academic year are eligible to play, but a maximum of two total are allowed per roster.

2. Playing Area and Conditions

- A. All games will be played in the 4-foot shallow end of Cooper Pool. The length is 25 yards, with sidelines being the edge of the pool and a floating lane line. The 2-yard line, the 4-yard penalty shot line, and the midpoint of the pool will be marked.
- B. Coaches, players and spectators must remain within the designated areas. Failure to do so could result in your team being charged with a forfeited game.
- C. During intramurals, chewing or smoking tobacco products is prohibited at all indoor and outdoor sites on campus. Coaches or rostered players found chewing or smoking tobacco may be warned, penalized by sport-specific rules, and/or removed from play. Uncooperative spectators may also penalize a team.
- D. Any personal items (ID's, keys, equipment, etc.) left at any intramural site and found by an intramural employee will be taken to that facility's "lost and found", or to the front desk of Perry Field House, to be placed in their "lost and found".

3. Equipment and Uniform

- A. Players must wear swimming suits that meet SRC pool rules. White t-shirts are generally allowed in the water.
- B. Balls: They will be standard men's and women's water polo balls, provided by Intramural Office
- C. Innertubes: All players but the goalies must sit in, and remain in tubes (provided by IM), during play. Goalies will stand.

D. Prohibited equipment: Any and all artificial devices capable of propelling a player or the ball will be prohibited.

4. Safety and Prevention

- A. A player who has any visible amount of blood on their uniform shall be considered an injured player and must leave the game immediately for appropriate treatment and/or changing of clothes.
- B. Players wearing glasses should have shatter proof lenses and straps.
- C. Absolutely no jewelry shall be worn. A warning will be issued to a team for an infraction of this policy. If a 2nd infraction arises in a given contest a Technical Foul will be assessed the team in question. ** Exception - medical ID tags which must be taped to the body.

5. Participant Conduct and Fair Play – “SPORTSMANSHIP”

- A. All players, captains, and spectators will be held to a reasonable standard of conduct and fair play. Violators of this standard will be subject to sport-specific penalties, and/or possible removal from the building and future intramural sports.

6. Time Regulations and the Length of Game

- A. Each game will consist of two, 15 minute halves, with a five minute half-time.
- B. The clock will run continuously in the first half, stopping only for injuries or official's discretion. In the second half, the clock will run continuously until the final two minutes of regulation, when it will be stopped for all dead ball situations (fouls, out of bounds, goals, etc.).
- C. No time outs are allowed for either team.

7. Forfeits and Starting Games

- A. Captains should be present 10 minutes before the team plays to check rosters and help their players sign in. Once team minimum is met, late arrivals can still play once they check in.
- B. Teams must be ready to play at their scheduled game time, or the game will be forfeited.
- C. Participants failing to check in with the scorekeeper before play will be penalized, and may penalize the whole team. Once a person is found to have played prior to checking in, they will be asked to present a valid ID. If the player can present a valid ID, he/she will be removed from the game. If that player is unable to present a valid ID, the game will be declared a forfeit.
- D. If a team forfeits once for any reason, they lose their forfeit fee, but are still eligible for playoffs. Forfeiting a second time drops that team from all further play for the rest of the season.

8. Playing Rules and Scoring

- A. General Rules
 - 1. Each team will advance the ball toward their opponent's goal by throwing, carrying, or pushing the ball. Teams will switch direction and goals at the half. For a goal to count, the shooter must remain in their innertube until the goal is scored.
- B. Goals and Scoring
 - 1. A goal will be scored when the entire ball breaks the front plane of the goal.
- C. Definitions
 - 1. Live ball/dead ball: A live ball is a ball in play, and a dead ball is a ball not in play. The official's whistle causes a live ball to become a dead ball. Exceptions: A foul during the act of shooting, or the ball in the air on try for goal, permits the ball to remain live until completion of that play.
 - 2. Possession: A player is in possession once they have obvious control of the ball with their hand(s), or it is in their lap inside the tube.
 - 3. Holding: Use of hands, arms, legs, feet to impede progress of opponent.
 - 4. Pushing: Use of hands, arms, legs, feet against an opponent to gain an advantage.
 - 5. Splashing: Intentional attempt to obstruct vision or progress of opponent.
 - 6. Tackling: Contact with ball carrier's body or innertube, in attempt to dislodge ball from player's possession.
 - 7. Ball Punching: The act of dislodging the ball from a player's possession using a fist.
 - 8. Ball Dunking: No player shall deliberately hold the ball under the surface of the water.

9. **Offsides:** Offsides denotes the position of a player, any part of whose tube crosses their opponent's 3-yard line when on offense, or crosses inside their own 3-yard line when on defense.
10. **Throw-in:** The act of making a dead ball live. The ball must be passed to another player before attempting to score. A player has 5 seconds to throw the ball into play, and nearest opponent must be 2 yards away until ball is released.
11. **Over and back:** Once inside their opponent's half of the pool, a team in possession of the ball may not carry or throw the ball to a teammate in their own defensive half of the pool.
12. **Stalling:** A team must advance the ball beyond mid-pool into their opponent's half within 15 seconds of any team member gaining possession. *Once there, if a team fails to advance the ball offensively, the referee may declare "stalling". At that point, each member of the team in possession will only be allowed to hold the ball for up to five seconds before being required to release it by shooting or passing to another player. The ref will count the seconds verbally, and balls must be released before the count of five.*

D. Putting the Ball in Play

1. **Begin a period:** To start a period, the teams line up at opposite ends of the pool, inside their 2-yard line (each at the goal they are defending). The referee sounds the whistle and tosses the ball from the sideline to the center of the pool. Each team advances toward the ball in an attempt to gain possession.
2. **After a goal:** When the officials allow, the ball is put in play with a throw-in by the goalie of the team scored upon.
3. **After a foul:** The ball is put in play with a throw-in by the offended player at the **spot of the foul.(NEW!!)**
4. **After a violation:** The ball is put in play with a throw-in by the player of the offended team nearest the spot of the violation.
5. **In bounds/out of bounds:** A ball striking any object outside the pool lip/sidelines causes the ball to become dead. The ball belongs to the opponent of the team last touching the live ball. The ball will be put in play at the point nearest the out-of-bounds spot by the player closest to that spot. **A possession arrow will be used for dual possession or unclear possession situations.**
6. After missed shot on goal (no defensive player touch) goes out of bounds: goalie's throw-in.
7. After missed shot on goal (touched by defensive player) goes out of bounds: ball is put in play with throw-in by an offensive team player at the 2-yard line, at the sideline of the pool nearest to where the ball went out of bounds.
8. When a goalie makes a save: After the goalie establishes possession, they have 5 seconds to advance (throw only) the ball outside the 2-yard line. The officials will count the 5 seconds using a verbal and visible count, such as hand signals.

9. **Fouls, Violations, and Penalties**

- A. Violations which award possession of the ball to the offended team via a throw-in at the spot nearest the foul:
 1. Splash an opponent
 2. Ball dunking
 3. Offsides (if intentional or repeated, it will be a foul)
 4. Cause the ball to go out of bounds
 5. (Goalie only) Throw the ball past the pool's midpoint
 6. Offensive shot taken within the opponent's 2-yard line
 7. Fail to put a throw-in into play within 5 seconds
 8. Execute an improper penalty shot or substitution
 9. Stalling
 10. Over and back
- B. Violations for which a penalty shot is awarded to the offensive team include when an offensive player is fouled inside the 5-yard penalty area while controlling the ball. For penalties that occur outside the penalty area, the offended team shall put the ball in play with a throw-in by the player at the **spot nearest the penalty**. Either way, the offender is charged with one foul, which is also counted in the team's total fouls:
 1. Hold, push, tackle, ball punch, or otherwise interfere with an opponent.
 2. Attempt to touch, catch, shoot, or pass the ball, gain ground, or guard or touch an opponent or their tube while not entirely inside the innertube. ****If you're falling out of the tube while in possession, release the ball and it remains live.**
 3. While in possession of the ball, use any part of the body to ward off an opponent.
 4. Tip an opponent out of the tube in an attempt to discount a score.

5. Display unsportsmanlike conduct (physical or verbal).
6. Intentional or repeated offsides

C. Personal Fouls

1. A player receiving four personal fouls will be removed from the game. A substitute may enter for that individual.

D. Team Fouls

1. Once a team commits 6 fouls in a half, the opposing team will be awarded a penalty shot for the sixth foul, and for each foul after that.
2. Team fouls return to zero after the first half. However, all team fouls from the second half carry over into any overtime periods.

E. Flagrant Fouls

1. Any foul committed where the intent is to inflict, in any way, bodily harm to a player.
2. Flagrant fouls will be cause for the offender's immediate ejection (a sub may enter), an automatic penalty shot, and a foul being added to the offending team's total, **plus the shooting team will retain possession after the shot is taken, regardless of its success.** The ejected offender will be ineligible for at least one week.

F. Penalty Throw Procedure:

1. All penalty shots may be taken by any males or females currently in the game.
2. Shooter sets up on the 5-yard line.
3. All other players (except the goalie) will be behind the 5-yard line and not closer than 3 feet to the thrower.
4. When thrower and goalie are ready, referee will say "ball up," at which point the thrower raises the ball into shooting position.
5. Referee blows whistle and thrower has three seconds to shoot. No attempted fakes by the thrower are allowed.
6. If the ball is saved in-bounds, it is still in play. If goalie knocks it out of bounds, ball is awarded to thrower's team in corner at the 3-yard line.

G. Goalie Violations

1. A goalie shall not break the plane of the 3-yard line crease area to defend or contact an opponent. The offended team shall be awarded a penalty shot.

H. No **profanity** whatsoever will be tolerated toward any players, fans, or officials:

1. If profanity persists, the involved individuals will be expelled from the game, and if necessary from the Intramural playing area.

I. Any **unsportsmanlike conduct** will result in a warning and if it persists, the individuals involved will be expelled from the game. This includes arguing with officials (also includes coach and team followers). If the poor behavior persists, the game may be forfeited.

J. Jewelry Violations: Players in tubes/water wearing jewelry will be asked to remove said jewelry immediately. If a 2nd violation from the same team occurs during a contest will result in one point for each violation to the opposing team. Plus, they will have to leave the water without being replaced, until the next opportunity for substitution.

K. Captains are expected to ensure proper behavior by their players and spectators should an altercation develop. Details, including penalties, are spelled out in the IM Handbook and Captain's Responsibilities handout.

10. Tie Games and Overtimes

- A. All games ending in a tie will result in a 3-minute, sudden death overtime period. The clock will run continuously in overtime. The first team to score, wins. If neither team scores in overtime: 1) during regular season = game ends in a tie, 2) playoffs = continue playing 3- minute, sudden death overtimes until a team scores.

11. Playoffs

- A. Teams must be able to play any day T&W, after 7:45 p.m. during playoffs. Make sure you have enough players on your roster so you do not have to forfeit during playoffs.
- B. A captain should call the IM Office to check on their team's status as to playoffs. The IM Office does not personally notify teams regarding playoff schedules. Please see the IM Handbook for specifics as to the procedures for determining how teams advance to playoffs.

- C. A captain (or designee) should pick up the playoff schedule in person beginning Friday, February 16, after 3 p.m. in the IM Office.
- D. Teams who don't want to be included in playoff consideration must contact the IM Office in person prior to their last regular season game.
- E. Teams need to familiarize themselves with the Team Sportsmanship Rating System located in the IM Handbook as this will affect their eligibility for playoffs at the end of league play.

12. Officials and Manager Duties

- A. The Intramural Manager will be responsible for scoring the game and checking ID's. Officials will be used to regulate play. Teams should verify the score after each goal, and after the game. Captains must sign the score sheet to verify the game winner.
- B. Managers/Officials have the power to enforce all Intramural rules as they apply to players, coaches and spectators.

13. Miscellaneous

- A. All participation in the Intramural program is voluntary. The University is not responsible for injuries while participating in Intramural sports. Each participant is advised to carry personal health and accident insurance. For reporting purposes, participants injured during play must have an appropriate report form completed and turned in to the Intramural Office within 48 hours of the injury.
- B. T-shirts will be awarded to those participants on the championship team who played in at least one game and did not commit multiple violations. The t-shirts should be picked up individually in the office beginning two days after final playoffs and within 15 academic weeks.