

Kettering University Intramural Sports Innertube Water Polo Rules

Responsibilities of Managers and/or Captains

Know the eligibility rules and abide by them.

Read and understand the game rules. Convey these rules to teammates at your team meeting. Always conduct a pre-season meeting.

Represent your team at meeting and during games.

Eligibility Rules

Participants must be full-time Kettering University students in the semester they participate with a current validated ID card.

Since Kettering University is not responsible for injury incurred in Intramural Sports, it is **STRONGLY RECOMMENDED** that all participants have a satisfactory health status and appropriate personal insurance coverage for any injury which might occur during recreational participation.

General Rules

A team shall consist of seven (7) players. Six (6) players and one (1) goalkeeper.

Each team must wear assigned colored caps. A team may play shorthanded with six (6) players. A seventh player may be added at any time.

The game will begin with coin toss to determine which goal is defended.

The game will consist of two twenty (20) minute halves. Teams will change ends at the end of each half and overtime periods. Five (5) minutes are allowed between halves. Overtime periods are five (5) minutes. Each team will be allowed two (2) one-minute timeouts per game. No extra timeouts in overtime. Only the team controlling the ball may call a timeout. Only one overtime period may occur during league play.

Substitutions: Teams will be seated on the north side of the pool. A player may substitute at any time as long as the official allows it. The substitute must wait until the existing player is completely out of the pool. Entrance into the pool on substitutions must be made by slipping into the pool. No diving.

Ball out of Bounds: A throw in will be awarded to the opposing team at the point where the ball went out of play. The player nearest to where the ball goes out takes the throw.

The following half will be alternate possession.

In playoff only, there will be a shoot-out after two (2) overtime periods. Each team will choose five (5) players to shoot at the opposing goal (as a penalty shot). The team with the most goals will be determined the winner.

All Recreation Center and pool guidelines must be observed and all jewelry and non athletic eye wear is prohibited.

The Play

The game will begin with each team lined up at opposite ends of the pool. Play begins when the referee throws the ball into the center of the pool. The players of both teams will then propel their innertubes towards the ball in an effort to gain possession.

No player may leave their innertube to touch or maneuver the ball; otherwise they will be assessed a personal foul. A throw in or penalty throw (depending on where the foul took place) will be awarded to their nearest opponent. Also, if tipped out of the tube, a player may not touch or control the ball until back in the tube.

Players may use one (1) or both hands to pass, catch, and throw the ball toward the goal in an attempt to score upon the opposing team.

Tackling a player who has possession of the ball is legal, but must be done from tube to tube. Defensive players must go for the ball, not the player.

Scoring

One (1) point will be awarded for each goal and penalty throw scored. The ball may be thrown at the goal from any point from behind the goalie line (flags) within the pool. Players may enter the goalie area to gain possession of the ball, but must pass the ball outside of the goalie area in order to attempt a score. Points are scored when the ball is thrown completely across the goal line within the goal post. A ball splashed into the goal will not be counted. A player scoring a goal must stay in the tube until the ball crosses the goal or the score will be disallowed.

After each score, the ball is put into play by the referee who returns it to the goalie just scored upon.

If a team is ahead 10 or more goals with 5 minutes remaining in the game, the game will end at that point.

The Pool

The penalty area extends from the overhead flags to the end of the pool.

Goalkeepers

The goalkeeper may not throw the ball more than half the length of the pool at any time. The goalkeeper must be in the innertube to block a shot. Leaving the tube will result in a penalty throw for the opposing team. A goalie may not attempt to block or handle the ball when he/she is not within his/her tube. The goalie must release the ball within five (5) seconds.

Penalty Throws

A penalty throw will be awarded to the offended team if repeated warnings called by the referee for excessive contact by the defense are ignored. If necessary, the player in question may be ejected as a last recourse to eliminate the rough play.

A penalty throw may be taken by any player. All players except the goalkeeper must leave the penalty area until the throw is taken. No player may be within one (1) meter of the thrower. When the official blows his/her whistle the ball must be immediately thrown in a forward motion from a cocked arm position. No fakes will be allowed. Should the penalty throw be missed, the ball is free and play continues.

Violations

The following actions will be considered infractions.

Holding on to the pool wall while in possession of the ball, including the goalie.
Holding the ball underwater.
Goalkeeper throwing the ball more than half the length of the pool.
Deliberate or excessive splashing that is intended to impede a players passing of the ball.
Intentionally keeping the ball covered to prevent the opposing team from gaining possession.
Touching the side, floor or goal to gain an advantage. (Goalkeeper may push off the side of the pool with one (1) or both hands and feet).
Entry of substitute in a manner other than prescribed in Substitutions guidelines.
Too many players.
Jumping on innertubes. A warning will be issued, second warning to team will be penalty shot.
Holding, pushing, or kicking off of an opponent's tube.
Shooting the ball in front of the goalie line (flags).

Violations will be penalized by a loss of possession of the ball to the other team by a throw in.

Throw in after a minor violation: the opposing team member nearest to the spot of the infraction puts the ball into play by passing or advancing with the ball.

Opponents may not touch, impede, or interfere with their attempt to pass the ball.

ONE MUST BE MADE BEFORE ANY ATTEMPTED GOAL.

Personal Fouls

The following actions will be considered personal fouls.

Holding, pushing, hitting, jumping on, tackling, dunking or dumping an opposing player not holding the ball.

Goalkeeper holding on to the side of the pool while catching.

Player persistently repeating an infraction, after the referee has given warnings.

Tipping an opponent out of their tube immediately after a score in an attempt to discount the score.

Splashing the goalie or any other player.

Personal fouls will be penalized by a loss of possession of the ball to the other team by a throw in.

Major Fouls

A. The following fouls will be considered major fouls.

Attacking, striking, or kicking an opponent in such a manner that in the opinion of the referee endangers his person in any way.

Flagrant disobedience of a referee's request.

Exhibiting unsportsmanlike conduct.

Verbal or physical abuse is not allowed under any circumstances. The offending person(s) will be removed from the playing area. A forfeit will be called by the officials or the supervisor if the abuse is excessive. This includes spectators.