

# Florida Southern College 2012 Innertube Water Polo Rules

## I. PLAYER ELIGIBILITY

1. In order to participate in an Intramural contest each player must present their validated FSC ID Card. No exceptions allowed.

## II. TEAM COMPOSITION

1. Teams consist of 6 players (5 pool players plus a goalie), male or female in any combination. A team must have 5 players to start a game.

2. A team's roster may include an unlimited number of players. team is not required to have a specific number of males or females on its roster (can be an all-male or all-female team).

3. Substitutions may be made only between halves, during time-outs, and following a made goal. Substitutes must report to the referee before entering the water. Play resumes when the official blows the whistle. Intentionally delaying the game will be penalized by a free throw awarded to the opposing team.

## III. EQUIPMENT

1. All players must follow FSC Aquatics pool guidelines in order to participate.

2. All players must wear appropriate swimwear. No eye glasses are permitted in the pool. Goggles are allowed.

3. Jewelry is NOT allowed to be worn by any participant during an intramural event. This jewelry consists of any visible rings (including wedding bands), watches, necklaces, earrings, studs, bracelets, and any other such similar jewelry. Only medical alert bracelets are permitted. A player is subject to ejection for failure to remove any jewelry after first warning.

## IV. PLAYING AREA

1. The playing area is 25 yards long by 20 yards wide.

2. The goal box is the area that extends five yards from the edge of the pool across the entire width of the playing area. The area is marked by backstrokes flags hanging above the pool.

3. The backstroke flags are considered in-play. Any ball that contacts the flags is playable (shots are still legal).

#### V. GAME TIME & LENGTH

1. Game time is forfeit time. A team needs at least 5 legal players to begin the game. Any team that forfeits a game will not be eligible for the playoffs. If the forfeiting team wishes to play the rest of its regular season games, the team captain must come into the Intramural Sports Office by noon on the next working day to present their case.

2. Each game will consist of two 12-minute halves with a 3-minute halftime period. A running clock will be used during the first 11 minutes of each half. Teams will change goals at halftime.

3. Each team will receive two 1-minute time-outs per half. Unused time-outs do not carry over to the next period. A time-out may be called by any player whose team is in possession of the ball.

#### VI. INCLEMENT WEATHER

1. The FSC IM Sports Office reserves the right to postpone or reschedule a contest if circumstances warrant such action

2. In the case of inclement weather, the Intramural Sports staff will not make a decision regarding the playing of games until after 2:00 pm.

A. If inclement weather occurs after the closing of the Intramural office, decisions regarding the continuing of the games will be made at the pool by the IM supervisors or aquatics personnel.

#### VII. METHOD OF PLAY

1. At the start of each half, teams line up at the each end of the pool with one hand on the far wall. The ball will be tossed into the middle of the pool. On the official's whistle, both teams may propel their innertubes toward the ball. Pushing off the wall to start is legal.

3. Generally, teams have 2-3 players on the offensive end and 2-3 players on the defensive end.

4. Players must sit horizontally in their innertube with rear end in the middle of the tube and arms & legs over the side. No player may leave his/her innertube. 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.

5. Players dribble the ball by pushing it in the water, holding it between their knees, holding it with 2 hands, holding it with 1 hand in the air, holding it against their body, or holding it in their lap. One or both hands may be used to pass, catch, or throw the ball. The ball may not be held completely underwater.

6. Players may not hold on to the walls or goal area while having possession of the ball.

7. Defensive players may push or dump the opponent's innertube. 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.

8. 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. Examples of possession include:

A. A player in contact with the ball

B. A player's tube in contact with the ball

C. The ball is close proximity of the player's tube

D. A player is maneuvering the ball behind them as they paddle alone

The referee will look for the following signals in determining that the player is IN possession of the ball: hands in the air, the ball is near the player or is moving with the player.

9. The feet may not be used to knock the ball out of the possession of another player or to score a goal.

10. No player, other than the goalie, may enter the goal box at any time. A player is considered in the goal box when any portion of his/her innertube enters the box. Offensive players will be called for a technical foul when illegally entering the box. If a defensive player enters the box, he/she must get out as soon as possible. A penalty shot will be awarded when a defensive player actively plays defense from within the box on a legal thrower.

11. Moving screens are NOT allowed. A player cannot use a teammate to leverage themselves or gain an unfair advantage.

12. A ball deflected out of the pool will be awarded to a player of the opposing team nearest to the point where it left the pool for a free throw.

13. There will be no enforcement of the offside rule.

## VIII. SCORING & GOALKEEPING

1. Two points will be scored for each goal by a male player. Three points will be scored for each goal by a female player. The same point value is applied to penalty throws. Both males and females will score one point for a shootout goal.
2. A goal is scored when a legal shot, taken outside of the goal box, completely crosses the goal line. Any shots taken from inside the goal box will be disallowed. The ball may hit the water in its path to the goal.
3. If a player falls out of his/her tube or is legally dumped in the process of scoring a goal (following the throw and prior to the ball entering the goal), the goal will NOT count.
4. Following each goal, the ball is put back into play by the referee returning it to the goalie just scored upon.
5. The goalie MAY leave his/her tube in attempting to prevent a thrown ball from entering the goal. Once out of the tube, the goalie must get back in his/her tube before attempting to block any other shots. Offensive players may retrieve any rebounds that exit the goal box. Any rebounds that stay within the goal box must be retrieved by the defense. The goalie may retrieve a blocked shot that lands within the goal box before returning to his/her tube. Any other actions (blocking other shots, etc) by the goalie while he/she is out of his/her tube are illegal and will result in a penalty shot.
6. The goalie may NOT hold the ball, while in his/her tube, for more than 5 seconds in the goal box. The goalie may NOT throw the ball beyond the center line.

## IX. TECHNICAL FOULS

1. Each of the following infractions constitutes a technical foul:
  - A. Starting play before the referee blows the whistle
  - B. The goalie throwing the ball across the center line
  - C. Intentionally holding the ball
  - D. Intentionally delaying the game
  - E. Stalling - When a team is penalized for stalling, the opposing team will be awarded the ball for a free throw at the edge of the goal box of the team being penalized.
  - F. Striking the ball with a clenched fist (goalie exempted)
  - G. Any player going into their opponent's goal box. If a player is forced into the box but is still making an attempt to get out, NO foul will be called.
  - H. Touching the ball before it reaches the water on a face-off
  - I. Throwing directly at the goal on a free throw (must be first thrown to a teammate)
  - J. Holding onto the wall while in possession of the ball.
  - K. Holding the ball completely underwater.

2. The penalty for a technical foul is a free throw at the spot of the infraction.

#### X. PERSONAL FOULS

1. Each of the following infractions constitutes a personal foul.

- A. Unnecessary or intentional bodily contact with an opposing player.
- B. Holding onto or dumping an opposing player's innertube when that opposing player is not in possession of the ball.
- C. Contacting a player with the ball (tube may be dumped).
- D. Deliberately splashing water in the face of an opponent.
- E. Committing any technical foul for the purpose of scoring or preventing a score.

2. A player is disqualified on his/her 3rd personal foul.

3. The penalty for a personal foul is a free throw at the spot of the infraction.

4. On the 5th personal foul (and thereafter) by a team in a half, a penalty throw will be awarded. Team fouls do not carry over to the next period.

5. For any flagrant, malicious, or violent fouls, the offending player will be ejected and a penalty shot will be awarded to the offended team.

#### XI. FREE THROWS & PENALTY THROWS

1. 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 players must be 3 feet away from the free thrower prior to the throw.

2. Penalty shots will be taken by the offended player.

3. The following procedure will be followed for all penalty throws.

- A. The player taking the throw must line up on the edge of the goal box. All other players must be at least 3 feet away from the thrower.
- B. The official shall ensure that both the goalie and thrower are ready. The thrower shall raise the ball into the air.
- C. On the whistle, the thrower must attempt to score a goal. NO hesitation or faking is permitted. Hesitating or faking will result in loss of the penalty shot and the ball awarded to the goalie for a throw.
- D. Following a unsuccessful attempt, the ball remains live and in play.