



The University of Michigan
Department of Recreational Sports
Intramural Sports Program

INNERTUBE WATER POLO RULES

I. INTRAMURAL POLICIES AND PROCEDURES

(NOTE: Listed below is a synopsis of important Intramural Policies and Procedures. For a more detailed explanation, please refer to the Intramural Sports Program Manager's Manual, which can be found on our website at www.recsports.umich.edu/intramurals.)

A. ROSTER AND ROSTER ADDITIONS

1. **Team Sports:** A team's roster is formed throughout the regular season. All players participating in a game must be listed on that game's scorecard. The players who are listed will be entered onto that team's roster and will appear on all future scorecards under that team's name. The manager is responsible for ensuring that each scorecard, including the printed roster, is complete and accurate (i.e. all team members who participated in that game are listed on the scorecard). Names of individuals can be added to the original roster, prior to the new team member playing, by listing that player's name as well as his/her ID number on the scorecard. A player must participate in at least one regular season game to be eligible to participate in the playoffs.

B. ELIGIBILITY

1. **Checking ID's:** Before a contest, event, or activity, all members of a team shall present to the official their pictured Student ID card. The official shall then verify the participant's identity and so note on the scorecard. Those players listed on the scorecard and verified by an official are considered to have participated in that contest. Should a participant arrive at the contest after it has started, the participant assumes the responsibility to have his/her identity verified by the official during a stoppage of play. Should a player not be verified by an official, that individual shall be considered an ineligible player.
2. **Forgotten ID Policy:** If a player forgets his or her ID, the following procedure will be followed:
 - a. The player must present a form of pictured ID (i.e. state driver's license, state identification, etc.) to the sport supervisor.
 - b. The sport supervisor shall complete an Intramural Forgotten ID Form and give that form to the participant.
 - c. The participant shall present the completed Intramural Forgotten ID Form along with his/her ID to the game official for verification.
 - d. The player must come in the next working day between 9:00am and 4:30pm with their valid student ID to verify that they are an eligible participant in the Intramural Sports Program. Failure to do so shall result in a forfeit against the violating team.
3. **Club Sport Members and Intercollegiate Athletes:** Teams may not play with Intercollegiate Water Polo players. Teams may play with a maximum of one individual who is on a Club Water Polo team **AND** one Ex-Varsity Water Polo athlete. Check the IM Manager's Manual for more information regarding the definitions of a Club Sports' member and Intercollegiate Athlete.

C. FORFEITS:

1. A team not ready to play (or failing to appear) at the designated day, date, time, and location of the scheduled contest will forfeit that contest.
2. In order to be credited for the forfeit “win,” the team receiving the forfeit “win” for the contest must have the minimum number of required players to start a game.
NOTE: Both teams are recommended to list the players present at the game site in order to have those players considered as having “participated” in that game.
3. A team may waive the right to forfeit and wait for the opposing team to arrive.
 - If a team decides to wait the 10 minutes for the opposing team to show they **must wait the entire 10 minutes.**
 - If 10 minutes after the scheduled game time passes, and the minimum number of players required to play for the opposing team has not arrived, the team present **must accept** the forfeit.
 - Should the opposing team arrive before the 10-minute time limit, the contest shall be played. The time lost shall not be made up.
 - If a team waives their right to a win by forfeit, and the match begins, that team cannot rescind their decision and take the forfeit.
 - If at game time neither teams have the minimum number required to play the officials will wait 10 minutes to see if either or both teams acquire enough participants to play or accept the forfeit.

D. SPORTSMANSHIP RATINGS

1. Each team in each contest shall be rated by the officials. A team begins an intramural game or event with a total of 10 sportsmanship points. During the course of the contest, teams may lose points if their behavior deteriorates. A contest will be terminated if the SRS Rating becomes zero or below.
2. Level 1 Sportsmanship Infraction: For each Sportsmanship infraction a team receives, one point will be deducted.
3. Level 2 Sportsmanship Penalty: For each Sportsmanship Penalty a team receives, three points will be deducted.
4. Level 3 Sportsmanship Ejection: For each Sportsmanship Ejection a team receives, seven points will be deducted.
5. Forfeits: Forfeiting a contest shall result in a seven point deduction.
6. Playoffs: In order to be eligible for the playoffs a team must have a SRS score of 31 or higher for the regular season. If in any playoff game, including the Championship, should a team’s actions cause that team to receive a SRS rating of less than seven (7), the game will immediately be discontinued; the opposing team will be declared the winner of the game; and the declared winner will advance to the next round in the playoffs. The declared winner must not have a SRS rating of less than seven.

	All-Inclusive	Water Polo
Level 1: Sportsmanship Infraction (1 point deduction)	- Any verbal warning that addresses conduct	
Level 2: Sportsmanship Penalty (3 point deduction)	- Alcohol use by spectators - Spectator interference	- 6 th , 12 th , 18 th Personal Foul
Level 3: Sportsmanship Ejection (7 point deduction)	- Alcohol use by player - Physical contact with an official - Fighting - Intentionally injuring or attempting to injure an opponent - Threatening/Verbal abuse of an official - Use of an ineligible player - Use of a suspended player - Forfeiting a game	- Major Foul

II. SPORT RULES

NOTE: INNERTUBE WATER POLO IS A NON-CONTACT SPORT!

A. EQUIPMENT

1. Innertubes will be supplied by the Intramural Program.
2. It is recommended that competitors wear a T-shirt to prevent bruises and rashes caused by tubes.
3. The 2 yard line (goal area) and 4 yard line (penalty area) will be clearly marked, measured from the front of the goal (not from the wall).
4. All players must sit in tube with both legs hanging over the tube.

B. THE GAME

1. There will be two-15 minute halves of running time.
2. Half-time will be 5 minutes. Teams will switch ends each half.
3. If the game ends with a tie, a three minute sudden victory overtime period will follow. If no team scores during the sudden death period, the game will be recorded as a tie game. (In the playoffs, three minute periods will be played until a team scores). Intermissions will be one minute long.
4. Each team is allowed one time-out **per game**. Only an offensive player may call a time-out.
5. A team consists of seven (7) players, one of which is a goalkeeper.
6. Four (4) players are required to start and finish the game.
7. Substitutions can occur on any *whistle*.
8. The referee at his/her discretion may stop the clock for any substitution or other delay that takes longer than normal, or is done to intentionally delay the game.

C. START OF PLAY

1. At the start of each half, each team lines up at the opposite ends of the pool, with hands and feet touching the wall. Three players must be on each side of the goal, and the goalkeeper must be in the goal. If a team violates this rule, the referee will throw the ball to the opposite team.
2. When the whistle is blown, the clock starts and the players may push off the wall.
NOTE: This is the only time players may push off the wall.
3. The referee will drop the ball in the middle of the pool.

D. SCORING

1. To score a goal, the following conditions must be met:
 - a. The ball must completely enter the goal before a goal is scored. A ball part way in the goal is **NOT** a goal.
 - b. If a player scoring a goal falls out of the tube due to the motion of the shot, the goal will be disallowed. However, if a defensive player tips the offensive shooter out of their tube, the goal will count. No Personal Foul will be called in this situation.
 - c. Goals will count as one (1) point.
 - d. All shots must come from outside of the two yard line.
2. After a goal, the ball is put in play by the goalie just scored upon *after a whistle by the official*.
3. **Mercy Rule:** If in the last two minutes of the second half, a team is winning by 8 or more goals, the game shall end. In Co-Rec B, the point differential must be 12 points.

E. METHOD OF PLAY

1. No player may leave his/her innertube and touch or maneuver the ball. The only thing you can do when you are not in your tube is get back in it.
2. No offensive player is allowed within the goal area. (Two yards from the end of the pool)
3. **NO BODY CONTACT IS ALLOWED.**
4. No tipping of another playing is allowed
5. The goalkeeper, while within the penalty area may not throw the ball more than half the distance of the pool.

6. The referee has the discretion to not stop play for a foul, if to do so would be to the advantage of the fouling team.

F. RESTARTS

1. After any stoppage in play, the ball will put back in play by one of the following:
 - a. **Indirect free throw (IDFT)** - Player has 3 seconds to put the ball in play. Opponents must give the person taking the throw one yard of space and may not guard or interfere with the player until the ball is in play. An offensive player must touch the ball before a goal is scored.
 - b. **Direct free throw (DFT)** – same as above but no other offensive player must touch the ball before a goal is scored.
 - b. **Corner throw (CT)** - Awarded when the defensive team puts the ball over end line. A corner throw is taken from the two yard line and sideline corner by the offensive team. This is a direct restart
 - c. **Goalie throw (GT)** - Ball is awarded to goalkeeper. The goalkeeper has five seconds to put the ball in play.
 - d. **Face off (FO)** - A face off will occur when double fouls occur or if play is stopped and neither team was in possession of the ball. Two players must face each other two yards apart. No other player may be within two yards. The ball must hit the water before the players may touch it. The referee will award a free throw to the non-offending player, should a player touch the ball before it hits the water.

G. FOULS AND INFRACTIONS

1. **INFRACTIONS** -- will be restarted by IDFT, CT, or GT.
 - a. A ball thrown out of bounds will be awarded to the team who did not last touch the ball. If out over the sideline an IDFT will be awarded. If the ball goes out over the end line, a CT will be attempted if the defense last touched the ball and a GT if the offense last touched it.
 - b. The defense may not grab the goal; CT for the offense.
 - c. Holding the ball underwater; IDFT at spot of infraction to defense.
 - d. Touching, holding, maneuvering the ball, or obstructing an opposing player while out of the tube; IDFT at spot of infraction.
 - e. Stalling -- A player who is closely guarded, within 2 yards, must pass the ball within five seconds or attempt to advance the ball towards the opponents goal; IDFT at spot of infraction.
 - f. Offensive player within the two yard goal area. Any part of the tube may not cross into the two yard zone in front of the goal which extends the entire width of the pool. Players may not reach across the two yard line to play the ball. A GT will be awarded.
 - g. Using the wall to gain an advantage. (i.e. pushing off from wall) IDFT
 - h. Kicking the ball. You may only kick the ball if no other player is around the ball. (at least two yards) IDFT
2. **PERSONAL FOULS** – will be restarted by a DFT.
 1. Holding, pushing, hitting, jumping or tackling, or dumping an opponent without possession of the ball.
 2. To push off from or impede the movement of an opponent.
 3. Tipping another player.
 4. Striking the ball with a closed fist.
 5. To deliberately splash water in the face of an opponent.
 6. Goalie grabbing the pool wall or goal standard while attempting to block a goal attempt.
 7. Faceguarding an opponent (faceguarding is guarding an opponent within one foot of his/her face.)
 8. Player persistently repeating an infraction, after the official has given warning.
 9. Interfering with a person taking an IDFT.

NOTE: DFT's may be taken from the most advantageous spot: either the spot of the foul or the location of the ball at the time of the foul.

NOTE: When a team receives six (6) Personal Fouls, a penalty shot is awarded. The person taking the shot must be in the pool at the time of the sixth foul.

3. MAJOR FOULS -- Player will be disqualified from game, Penalty throw
 1. A flagrant foul is committed. This is a foul which endangers an opponent.
 2. Disobedience or dissension to the official.
 3. Unsportsmanlike conduct

H. PENALTY SHOTS

1. A Penalty shot will be taken four yards from the front of the goal. Any player at the time of the penalty may shoot. All other players must be behind, and three yards away from the shooter. If the shot is blocked, the ball is dead and becomes a GT.
2. Penalty shot will be awarded when:
 - a. A major foul is committed.
 - b. A *defensive player* other than the goalkeeper blocks a shot within the two yard line.
 - c. A team commits a set of six personal fouls.
 - d. There is a foul committed in the penalty area which in the opinion of the referee prohibits a clear-cut chance of scoring. (i.e. breakaway)
3. The referee will say "ball up", the shooter must pick up the ball. Afterwards, the referee will blow his whistle. The players must immediately shoot in a continuous motion, no hesitation or faking is permitted.

I. GOALKEEPING RESTRICTIONS

1. The goalie must pass the ball after 8 seconds.
2. A goalkeeper may not handle the ball out of the tube. If the ball is traveling towards the goal, and a goalkeeper handles it while out of the tube, a goal is awarded.
NOTE: If the goalkeeper blocks a shot, and falls out of the tube after the block, no goal is scored.
3. The goalkeeper, while within the penalty area may not throw or skip the ball across the center line.
NOTE: If the ball floats or is floating across the center line, no violation is considered to have occurred.

J. CO-REC MODIFICATIONS

1. At least 2 men and women must play to avoid a forfeit.
2. Either gender may have a majority by no more than one.

It is possible to play with:

Male Players	Female Players
4	3
3	4
3	3
3	2
2	3
2	2

3. Teams shall choose which size ball to use prior to the game. If teams cannot agree, then the smaller women's size ball will be used.
4. Penalty shots that are the result of a major foul must be taken by a person of the same gender as the person fouled. This person must be in the pool at the time of the foul.
5. Penalty shots that are the result of six personal fouls may be taken by either gender. This person must be in the pool at the time of the sixth foul.

K. CO-REC “A” MODIFICATIONS

1. All goals count as 1 point.

L. CO-REC “B” MODIFCIATIONS

1. Goals scored by a female count as two points.
2. Penalty shots that are a result of a major foul on a female player will count as two points if successful.