

**COED INNERTUBE WATER POLO**  
**INFORMATION SHEET**  
Winter 2009

**This information sheet is intended to provide basic information and rules for this activity. Please refer to the “Policies” link on the home page of the intramural web page for detailed information about policies and procedures of the Intramural Activities Program.**

**ENTRIES OPEN:**

January 6, 2009 (**Entries are limited and are sold on a first come, first serve basis.**)

**ENTRY FEE:**

A \$30.00 non-refundable entry fee will be required at registration for each team.

**CAPTAINS' MEETING:**

Meetings for team captains (or a representative from each team) will be held **Thursday, January 8 at 11 a.m. in 267 RB and Monday, January 12 at 4 p.m. in 267 RB.** Intramural policies and procedures will be discussed during these meetings and it is important that all teams be represented at *one* of the meetings.

**DAYS, TIME, AND LOCATION OF PLAY:**

Games will be played Tuesday through Friday, starting at 7:30, 8:15 or 9:00 p.m. Each game will last 45 minutes. Pool C (the lap pool) in the Richards Building will be used.

**ELIGIBILITY:**

Winter 2009 full-time students (12 credits), and faculty/staff are eligible. Part-time students, deferred students, non-students, and spouses of students must pay an intramural activity fee for each semester in which they participate. Non-students must be active members of a BYU ward and their membership records must reside in the BYU ward that they attend.

The intramural activity fee is paid at the HHP College Services Office in 112 Richards Building. The cost is \$20.00 per semester during fall/winter and \$10.00 for spring/summer. A BYU ID or BYU Net ID with valid picture ID is required at time of payment. This fee will enable a participant to compete in any intramural activity during the appropriate semester.

**To participate in a team sport, each player must be added to his online team roster. Players need to be added to their team roster by 3 p.m. for weekday games and by 3 p.m. on Friday for Saturday games.** Team rosters are limited to **eighteen** players. Each participant may play for only **one Coed Innertube Water Polo** team.

**CHECK IN:**

It is recommended that participants check-in with the activity supervisor at least ten minutes prior to game time. *All participants will need to show a valid (government, school, or work issued) picture ID before every game.* Picture ID printouts are not acceptable. Participants, whose privileges list “Fee Needed”, will need to show their paid receipt for the intramural activity fee before they can be checked-in.

#### FORFEITS:

Teams are encouraged to arrive 10 minutes before game time. **FORFEIT TIME IS GAME TIME!** A forfeit is given to teams having less than **five** legal players at game time. Teams receiving their second forfeit will be dropped from regular season play and will not be eligible for tournament play. *Refunds will not be given for forfeited schedules.*

#### TOURNAMENT INFORMATION:

There will be two divisions (upper and lower) for regular season play. At the conclusion of regular season play, eligible teams will be re-evaluated and placed in the tournament division that best fits their ability.

- Tournament classification rankings will be posted **Tuesday, March 10<sup>th</sup> by 4 p.m.**
- Teams will have until **Thursday, March 12<sup>th</sup> at 4 pm**, to challenge classification rankings.
- Tournament schedule will be posted **Saturday, March 14<sup>th</sup> by 4 p.m.**
- Tournament play begins **Tuesday, March 17<sup>th</sup>.**

#### EQUIPMENT:

The goals, innertubes and game balls will be provided by Intramural Activities.

#### UNIFORMS:

Participants (both men and women) must wear their own swimsuits into the RB swimming pool. BYU issue suits are no longer available. **The following standards will apply:** a modest one-piece suit for the women and swim trunks with at least a 3-inch inseam for the men.

#### OFFICIALS:

The Office of Intramural Activities will provide all officials. Officials and supervisors assigned to your game have the power to make decisions on any point not specifically covered by rules of the game or by intramural policies.

#### SPORTSMANSHIP:

**Sportsmanship is everyone's responsibility.** We hope that everyone will conduct himself in a mature and friendly manner. Team captains are responsible for the conduct of their players and their spectators. Spectators may be asked to leave if necessary.

A yellow/red card system will be used to monitor unsportsmanlike behavior, rough play and improper conduct. A participant who receives a yellow card will be required to sit out for two minutes of game time. A participant who receives a red card shall be ejected from the game and will need to leave the field/court before play resumes. A team with a carded player will be required to play with one less player until the penalty time has expired (Yellow = 2 minutes & Red = 4 minutes).

The following are examples of yellow/red card offenses:

Yellow Card: Non-directional profanity; arguing; rough play; taunting opponents.

Red Card: Illegal participation; directional profanity; flagrant contact; fighting; threatening behavior.

#### LIABILITY:

**All participants play at their own risk and must acquire their own insurance.**

## COED INNERTUBE WATER POLO RULES

### RULE I PLAYERS AND EQUIPMENT

#### Section 1 - Players

- a. Each team consists of seven players; one goalkeeper (which must be a male) plus six additional players with a maximum of three men (excluding the goalkeeper). A minimum of five players constitutes a team.
- b. Goalkeeper: For safety reasons, this player must be a male, and cannot wear glasses. He shall have a *blue* innertube, distinctive from all others.

#### Section 2 - Equipment

- a. The innertubes used are standard, fully inflated, and supplied by the Intramural Department. Intentional deflating of the innertubes will result in a penalty throw and **you** will be responsible for re-inflating them.
- b. Tubes will be colored to designate opposite teams and goalies.

### RULE II PERIODS, TIME FACTORS, DELAY OF GAME, AND SUBSTITUTIONS

#### Section 1 - Periods

- a. Game will consist of two 15-minute halves with a two (2) minute rest between halves.
- b. During tournament, if the score is tied at the end of regulation play, one three minute period shall be played with the clock stopping during the last minute. If the score remains tied, the teams will play a sudden death overtime. This means that the first team to score will be declared winner.

#### Section 2 - Time factors

- a. The clock will run continuously except during time-outs and injuries.
- b. If a team is within 3 or less goals, the clock will stop for penalties and violations during the last two minutes of the second half.
- c. Each team is entitled to two time-outs per game. During tournament, one time-out is awarded in the overtime period. Time-outs not used during the regular periods do not carry over into the overtime period.

#### Section 3 - Delay of game

When the whistle blows, everyone must freeze. Penalty: The very first offense of the game will be a **warning for both teams**; after this warning, a penalty throw will be given to the opposing team following each offense.

#### Section 4 - Substitutions

- a. We will be using a "live" substitution rule. The player "subbing out" must bring his tube to either **ladder** and exit there. The player "subbing in" must wait until his/her teammate is out of the pool before entering the tube.
- b. Goalkeeper switches can only occur during time-outs, at half-time, or after a goal is scored - with permission from the referee.
- c. Any violation of these substitution rules will result in a penalty throw.

## **RULE III BALL IN PLAY, BALL POSSESSION, AND BALL CONTROL**

### **Section 1 - Method of Play**

- a. Each team lines up at their respective end of the pool prior to starting play.
- b. Play starts when the official blows the whistle and throws the ball into the center of the playing area. Both teams then propel their tubes toward the ball (players may push off the wall at this time); the first team to control the ball becomes the offense.
- c. After each score, play resumes when the ball is returned to the goalie just scored upon.
- d. The team that stresses team play, passing, catching and tube maneuvering will definitely have the edge on scoring.

### **Section 2 - Legal Tube Positions and Ball Control**

- a. Players must **sit** in the tube with their buttocks in the hole of the tube and their legs hanging out. The players tube may, however, come out of the water.
- b. No one may handle the ball unless they are **seated correctly in** the tube.
- c. A person cannot move in the pool unless he is **seated correctly in** the tube.
- d. If a person falls out of the tube trying for the ball, or is tipped out of the tube, he must get back in the tube **before** he can touch the ball.

### **Section 3 - Ball Possession**

- a. Once a player has possession, he can only be guarded and cannot be touched by the opponent.
- b. The player in possession of the ball can only have control of the ball for five (5) seconds before the ball must be passed off.
- c. There will be a personal foul awarded to a team for touching another player who has possession of the ball.

### **Section 4 - Out of Bounds**

Throwing the ball out of the pool area will result in a turnover and the player nearest to where the ball goes out will be awarded the ball.

### **Section 5 - Face Off**

A face off occurs when the decision of the official does not go to either team or there are penalties on both teams. One player (must be a girl) from each team lines up in front of the referee with all of the other players completely clear of the lane behind them. The ball is thrown in front of the players and the first player to the ball is on offense. (The players may push off the wall in this case.)

## **RULE IV PLAYER POSITIONS**

### **Section 1 - Goalkeeper**

- a. The goalkeeper must be a male.
- b. To effectively guard his goal and prevent a thrown ball from entering it, the goalie may leave his tube to block a shot, however while out of his tube he may not continue play until he is back in his tube in the upright position. The goalkeeper cannot at any time hold on to the side of the pool or goal.
- c. Using the wall or goal while defending a shot will result in an automatic goal.
- d. Only one goalie per team is allowed in the pool at any given time.

- e. After being scored upon, the goalie has 10 seconds to pass the ball. At any other time, he has only 5 seconds.
- f. Goalkeeper area - the area six feet (two yards) out from each end of the pool.

### **Section 2 - Players**

- a. All other players may position themselves anywhere in the playing field.
- b. While in their opponent's goalkeeper area, players cannot interfere with the goalkeeper or make a shot on goal.
- c. While in their own goalkeeper area, players other than the goalkeeper cannot interfere with a shot on goal.
- d. **One** or more players from the same team may not trap or pin an opposing player against the wall or dividing lane line.

## **RULE V SCORING, FREE THROWS, AND PENALTY THROWS**

### **Section 1 - Scoring**

To score, the ball must touch any part of the goal and return to the pool. If the goalkeeper accidentally touches the goal with the ball while it is in his possession, no goal is scored.

- a. Goals made by males count one point and goals made by females count two points.
- b. Score is disallowed if opponent has either interfered with the goalkeeper or attempted a shot on goal while within the goalkeeper's area.
- c. Any player scoring a goal must remain in their tube or the score will be disallowed.

### **Section 2 - Free Throws**

After an infraction, a non-violating team member nearest the spot of the infraction puts the ball into play by passing the ball. Opponents may not touch, impede, or interfere with this attempt to pass the ball. After a warning, any other infraction of this rule will result in a penalty throw. **One pass must be made before any attempt at a goal can be made.**

### **Section 3 - Penalty Throws**

The following situations result in the opposing team being awarded a penalty throw:

- a. Once a team has accumulated **five** or more team fouls, the opposing team will shoot a penalty throw.
- b. Illegal substitution (refer to Rule II, Section 4).
- c. After a yellow or red card is given.
- d. Delay of game (after the warning).

*NOTE: Penalty throws must be attempted from a distance of four or more yards. All players, except the goalkeeper, must vacate the goal area. If the penalty shot is missed, the ball becomes live and play will continue.*

## **RULE VI INFRACTIONS AND FOULS**

### **Section 1 – Infractions**

Infractions are penalized by the loss of possession of the ball to the other team, which receives a free throw (refer to Rule V Section, 2). Infractions include:

- a. Intentional contact with the pool wall while in possession of the ball.
- b. Holding the ball under water.
- c. Trapping or pinning an opponent against the wall of the pool.
- d. Touching or controlling the ball while player is out of their tube.
- e. Goalkeeper holding onto the side of pool or goal at any time.
- f. Offensive or defensive interference with an attempt on goal while in the goal area.

*NOTE: If there is defensive interference resulting in contact with the ball, point(s) may be awarded.*

### **Section 2 – Fouls**

Fouls result in a turnover and free throw. Each foul committed will be charged to the team's foul count. Once a team has accumulated **five** or more team fouls, the opposing team will shoot a penalty throw. Intentional fouls result in the loss of possession of the ball, which receives an automatic penalty throw (regardless of foul count). Fouls may include but are not limited to:

- a. Hooking, holding, pushing (including tube-to-tube contact), hitting, kicking, slapping, tackling, etc.
- b. Dunking or tipping an opponent out of his tube immediately after a score in an attempt to discount the score.
- c. Waving hand(s), arm(s) in front of an opponent's face.
- d. Intentionally splashing an opponent to gain advantage.
- e. Persistently repeating an infraction.

*NOTE: Depending on intent and/or severity, a personal foul may also carry a yellow or red sportsmanship card. Yellow/red cards result in a penalty throw, and a power play (see sportsmanship rating system).*

***If you have any questions contact Anna in 145 RB (422-7597) or access our web page.  
<http://intramurals.byu.edu> Have a fun season!***