



Campus Recreation: Intramural Innertube Water Polo Rules

RULE 1: Facility, Playing Areas, and Equipment

- I. Facility - Ray Meyer Fitness & Recreation Center
- II. Playing Area – Recreational Pool
 - a. The playing area is 25 yards long by 20 yards wide.
 - b. The goal box is the area that extends five yards from the edge of the pool across the entire width of the playing area. This area is marked by the cones indicating the crease lines.
 - c. The backstroke flags are considered in-play. Any ball that contacts the flags is playable (shots are still legal).
- III. Equipment-
 - a. All players must follow DePaul aquatics pool guidelines in order to participate.
 - b. All players must wear appropriate swimwear. No eye glasses are permitted in the pool. Goggles are allowed.
 - c. 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.

NOTE: Officials of each game will determine legality of all equipment. A player wearing illegal equipment will not be permitted to play.

RULE 2: Responsibilities of Captains, Players, Teams, & Spectators

- I. All team members are required to know the rules of the game and to abide by them.
- II. The team manager and/or playing captain is responsible for the discipline and proper conduct of team members and spectators. Any difficulties with a person's conduct will be handled through the manager.
- III. The playing captain is the only player who may address the officials, but only on matters of rule interpretations. Judgment calls that are protested may result in penalty for the offending team.
- IV. Sportsmanship Ratings
 - a. Teams are rated on sportsmanship nightly based on their behaviors before, during and after each contest. Possible ratings include: "Outstanding, Acceptable, Unacceptable, or Season Ending".
 - b. Teams receiving an "unacceptable sportsmanship rating" will need to meet with the Assistant Director of Intramurals before the team is eligible to participate in any further games. A second unacceptable rating will result in a team being removed permanently from further play.
 - c. Teams receiving "Season Ending ratings will be subject to immediate removal from the league and possible further sanctions with the Dean of Students office.
- V. Spectators

- a. May observe intramural activities and must comply with the policies that have been set by the Campus Recreation staff.
- b. The team manager is ultimately responsible for the conduct of their spectators.
- c. Indoor sports, i.e., basketball, floor hockey, soccer, and volleyball, have limited spectator seating; therefore admittance of spectators may be limited. Outdoor sports, i.e., flag football, soccer, and softball; there is no limit to the number of spectators a team may have present. Spectators are to encourage and support their teams, not to berate or attempt to intimidate the officials or opponents.
- d. Any volatile or unruly acts by a spectator will be handled by Campus Recreation staff and if necessary referred to the Dean of Students. Campus Recreation wants spectators to know that they are part of the game. Their participation is important to the outcome of the game. Have fun and encourage own team, rather than discourage opponent or the officials. Remember the team a spectator is cheering for may be adversely affected if behaviors are inappropriate.

RULE 3: Team Composition and Eligibility

- I. Player eligibility: All DePaul University students, faculty and staff with proper I.D. are eligible provided:
 - a. The player is not already participating with another team in the same division (open, women or co-rec).
 - b. The player has not competed as a varsity athlete (or been red-shirted) in a parallel sport(s) in the previous one year (calendar year). If playing with an ex-varsity college athlete, the team must be in the competitive division.
 - c. No more than two current club members of a parallel sport may be listed on any roster (additionally, if playing with a current club member or former varsity athlete, a team may have no more than two club members/ex-varsity athletes).
 - d. All players are required to provide their DePaul I.D. to officials prior to game time to be eligible to play. No exceptions.
- II. IM Leagues
 - a. Will be used for all scheduling which means that each player must register with IM Leagues.
 - b. Their first and last name MUST match the name on their student, faculty, or staff ID card in order to be eligible to participate.
 - c. Captains MUST accept each player to their playing roster. After they are on the IM Leagues score sheet AND have signed the waiver they will be eligible to play.
 - d. Teams are permitted to add eligible members throughout the season until the playoffs (league play) or until the semi-finals of a tournament.
 - i. Additions must be made in accordance with the policy on adding players.
 - e. A player must have played in at least one previous game to be eligible for the playoffs (league play) or semi-finals (tournament play).
- III. Required Players
 - a. The game shall be played between two teams of seven players each, 6 pool players plus a goalie, male or female in any combination.
 - b. Three players are required at game time to avoid a forfeit.
 - c. A team's roster may include up to 12 players.
 - d. A 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).

IV. Substitutions

- a. Substitutions may be made at any stoppage of play.

Rule 4: The Game

I. Timing

- a. Each game will consist of two 12-minute halves with a 3-minute halftime period.
- b. Teams will change goals at halftime.
- c. Time Outs
 - i. Each team will receive one 1-minute time-outs per game.
 - ii. A time-out may be called by any player whose team is in possession of the ball.
- d. Overtime Procedure
 - i. Regular season games can end in a tie. During the playoffs, a 3-player shootout will determine the winner under the following format:
 - ii. Three players from each team will be selected to shoot. Goalies may be 1 of the 3 shooters. The shooters do NOT have to have been in the pool at the end of regulation. The goalie does NOT have to have been the goalie at the end of regulation.
 - iii. A coin flip will decide which team has the option of shooting first or selecting the goal.
 - iv. Teams will alternate shots at the same goal.
 - v. Shots will follow the penalty shot procedure.
 - vi. If the score remains tied following the first 3-player shootout, a sudden victory shootout will occur in which the game is won if, after ANY equal number of shots, the tie is broken. Players who shot in the first 3-player shootout are again eligible to shoot. Each shooter must wait for 2 other shooters from their team to shoot before they are eligible again. (i.e., 2nd shooter in first shootout can shoot 5th, 8th, and 11th...).

II. Method of Play

- a. 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 inner tubes toward the ball. Pushing off the wall to start is legal. Generally, teams have 2-3 players on the offensive end and 2-3 players on the defensive end.
- b. Players must sit horizontally in their inner tube with rear end in the middle of the tube and arms & legs over the side. No player may leave his/her inner tube. 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 an indirect free throw for the opposing team. The only thing you can do when not in your tube is get back in it.
- c. 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.
- d. Players may not hold onto the walls or use them to gain an advantage.

- e. Players may not use the walls to push off, except at the start of each half.
- f. Players may not hold onto, grab, or move the goals at any time.
- g. Splashing is not allowed.
- h. Defensive players may push or dump the opponent's inner tube, as long as they are doing so from in front of the player who has possession of the ball. The front of the player is defined as any area in front of the player's extended arms. There is no dumping or tipping allowed from behind. 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.
- i. Only a player in possession of the ball may be dumped or guarded defensively in any way. Any illegal defense results in a free throw at the spot of infraction. 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:
 - i. A player in contact with the ball.
 - ii. A player's tube in contact with the ball.
 - iii. A player is maneuvering the ball behind them as they paddle alone.
 - iv. 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.
 - v. The feet may not be used to knock the ball out of the possession of another player or to score a goal.
- j. Moving screens are NOT allowed. A player cannot use a teammate to leverage themselves or gain an unfair advantage. This will result in an indirect free throw from the location of the ball at the time the penalty occurred. When an offensive player has possession of the ball, no defensive player may impede the movement of the defensive player for more than three seconds. Doing so will result in an indirect free throw from the spot of the infraction.
- k. 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.
- l. There will be no enforcement of the offside rule.

III. Scoring and Goalkeeping

- a. One point will be scored for each goal.
- b. 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.
- c. 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.
- d. Following each goal, the ball is put back into play by the referee returning it to the goalie just scored upon.
- e. 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. Any 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.

- f. 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 (penalty: free throw for the opposing team from half court)

IV. Technical Fouls

- a. Each of the following infractions constitutes a technical foul:
 - i. Starting play before the referee blows the whistle
 - ii. The goalie throwing the ball across the center line
 - iii. Intentionally holding the ball
 - iv. Intentionally delaying the game
 - v. 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.
 - vi. Striking the ball with a clenched fist (goalie exempted)
 - vii. Touching the ball before it reaches the water on a face-off
 - viii. Throwing directly at the goal on a free throw (must be first thrown to a teammate)
 - ix. Holding onto the wall while in possession of the ball.
 - x. Holding the ball completely underwater.
- b. The penalty for a technical foul is an indirect free throw at the spot of the infraction.

V. Personal Fouls

- a. Each of the following infractions constitutes a personal foul:
 - i. Any body contact with an opposing player.
 - ii. Holding onto or dumping an opposing player's inner tube when that opposing player is not in possession of the ball.
 - iii. Tipping or dumping an opposing player from behind.
 - iv. Contacting a player with the ball (tube may be dumped).
 - v. Deliberately splashing water in the face of an opponent.
 - vi. Committing any technical foul for the purpose of scoring or preventing a score.
- b. The penalty for a personal foul is an indirect free throw at the spot of the infraction.
- c. For any flagrant, malicious, or violent fouls, the offending player will be ejected and a penalty shot will be awarded to the offended team.

VI. Free Throws and Penalty Throws

- a. On all free throws, the ball must be passed within 5 seconds to a teammate before an attempt for a goal may be made.
- b. All free throws are indirect and must be passed in. All players must be 3 feet away from the free thrower prior to the throw.
- c. Penalty shots will be taken by the offended player.
- d. The following procedure will be followed for all penalty throws:
 - i. 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.

- ii. The official shall ensure that both the goalie and thrower are ready. The thrower shall raise the ball into the air.
- iii. 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.
- iv. Following an unsuccessful attempt, the ball remains live and in play.

RULE 5: Player Ejection

- I. The court monitor/supervisor/official has the right to disqualify any individual at any time for any unsportsmanlike conduct. Malicious play will not be tolerated.
- II. Extremely offensive conduct (obscene or insulting word gestures) towards Intramural staff, spectators or other players results in ejection of a team member(s) from the game in which the offense occurred.
- III. Ejected individuals must leave the playing area and possibly the gym. If they are asked to leave the gym they will be given one minute to gather their belongings and depart. Further delay will result in team forfeiture.
- IV. Reinstatement Procedure
 - a. All players ejected from an intramural contest, for any reason, must set an appointment to meet with the Assistant Director before they or their team is eligible to participate again.
 - b. Ejected players will serve an automatic one-game suspension with the severity of the conflict dictating further suspensions.
 - c. This suspension will not begin until the meeting has taken place.
 - d. A player who is ejected from two contests during a season will not be eligible for playoff competition.
- V. The Assistant Director reserves the right to impose further penalties against the player(s) or team at his own discretion.