

COLORADO STATE UNIVERSITY INTRAMURAL SPORTS WATER POLO

Who can play:

- Full-time fee paying students and Recreation members may participate in this League.(see Intramural Sports Policies and Procedures)
- Each competitive team may have **NO MORE THAN TWO** current water polo club members per team.
- Current water polo club members **MAY NOT PLAY** in the recreational league

Rules:

Games will be governed by CSU Intramural Innertube Water Polo rules listed below.

- Seven players play at a time maximum. Five players minimum to begin a match. This includes your goalie. During the Coed season the minimum lineup is five players: four field players with at least one of each gender and a goalie of either gender. Max lineup is seven players: six field players consisting of three men and three women and a goalie of either gender.
- 32 minutes running time (except to stop clock on penalty shots) in four eight-minute quarters. Teams change ends every quarter. Two timeouts per game called by any team in possession of ball.
- Overtime procedure:
 - When the game is tied after regulation, a sudden death will be played. Sudden death periods will continue until a team scores.
- Mercy Rule:
 - If a team has lead of 15 or more points with less than two minutes remaining in the fourth period, the game will be called and the team awarded a win.

Play:

- To start play, players line up at their end of the pool. Touching of the goal is not allowed. The ball is thrown to the center of the pool, the official sounds the whistle and play begins. Players are permitted to push off the end of the pool only to start a period of play.
- After a goal, the ball is put in play by the goalie just scored upon. See violations for requirements on throw-in.
- It is illegal for players to be out of their tubes while touching the ball or another player. One or both hands may be used to catch or throw the ball.
- Players must be seated upright with feet over the sides of the inner tubes, in order to touch the ball.
- No body part or Innertube from any player except goalie is permitted in the crease. (Two yards from the end of the pool.)
- The defensive player may push or dump a ball holder's inner tube but **WITHOUT BODILY CONTACT**. The defensive player may **NOT** seize or knock the ball from the possession of a player holding the ball. Again, **NO BODY CONTACT**.
- Players may be substituted freely between periods or during a time out. Substitute must report to an official and the substitutions will take place at the side of the pool.

- When a whistle is blown, players must maintain their position. The official may refrain from declaring a foul if in his/her opinion; such a declaration would be an advantage to the defending team.
- On a double foul the team previously in possession of the ball will receive a Free Throw.
- When a defensive player, **other than** the goalie, is in the crease and causes the ball to go over his/her own goal line. The goal counts. The goalie takes the ball in a goalie throw in.
- Any ball deflected over the end-line results in the goalie's ball.
- Any ball deflected out of the pool **not** over the end-line will result in the team who did not touch it lasts possession.

Violations:

- Holding onto the pool wall while in possession of the ball.
- Holding the ball under water.
- Players or goalie holding the ball longer than five seconds while an opponent is within arms reach, this constitutes stalling.
- Players touching the ball while not seated in their inner tubes properly.
- Striking a ball with a clenched fist (goalie excepted).
- A player coming out of his/her inner tube while attempting to score a goal.
- NOTE: If the player falls out of their tube due to the momentum of their own shot at anytime (not being tipped), the goal will NOT count.
- NOTE: If an opponent is already in the progress of flipping a shooter while the shot is taken, the goal will NOT count.
- NOTE: If after the RELEASE of a shot an opponent starts the flip, the goal will count.
- Any player other than the goalie over the two-yard line. (unless said player is pushed in by an opponent)
- Any player who pushes another team's player into the two-yard line.
NOTE: The offended team is given possession and the offended player is permitted to leave the two-yard area. The defensive player in the situation maintains his/her position in the pool.
NOTE: If the offensive team is pushed into the two-yard area and a goal is scored the goal is counted and the violation is disregarded.
NOTE: If the defensive team is forced into the two-yard area and a goal is scored the goal is NOT counted.
- When taking a free throw, throwing the ball directly at the goal.
- Goalie throwing the ball more than half the length of the pool.
- Hooking the feet under an opponent's tube.
- Splashing water on an opponent.
- Starting play before the referee blows the whistle.
- After gaining possession of a ball a player may not place the ball next to his/her tube in an effort to avoid being dumped or in an effort to intentionally screen the ball from the opponent.
- The goalkeeper may not leave the goal area without being seated in a tube.
- Pushing or kicking a tube when the opponent is not in possession of the ball.
- Not giving the player the outside right of way when they are pushed into the crease.
- Using defenders as a means of blocking the goal.
- When a defender is in the crease (in front of the goal) and a ball hits them on a shot. (Automatic goal)

Penalty for Violations:

- Free throw- After the infraction, the non-violation team member nearest the spot of the infraction puts the ball in play by passing. Opponents may not touch, impede or interfere with the thrower. One pass must be made before any attempt on goal. The ball must be passed within five seconds.
- If a goaltender throws the ball more than half the length of the pool, the free throw is taken from the half court line.

Personal fouls:

- Unnecessary or intentional body contact with any player.
- Dunking or dumping an opponent when the ball is no where near.
- Intentionally moving an opponent's tube when they are not in it.
- Players persistently repeating a violation after a referee's warning.
- Committing any violation for the purpose of preventing the scoring of a goal.
 - Any violation that occurs within the last 30 seconds of a quarter will be deemed as purposely preventing the scoring of a goal (a personal foul) and thus will result in a penalty shot.
- Pushing players into the crease to prevent them from scoring a goal.
- The goalkeeper may not intentionally dunk a player.
 - Note: Ejection is mandatory on the second infraction.

Penalties for committing personal fouls:

- Penalty shot- All Personal Fouls will result in a penalty shot
- The shot shall be taken by the person whom it was committed against.
- If a Personal foul occurs on a shot, **and** a score is made, the score will count and a penalty shot will be taken.
- If a penalty shot is missed and rebound to the playing area, the ball is live.

Misconduct:

- If an official gives a player repeated warnings, the official may choose to have the player leave the pool for two minutes, and can not be replaced by another player for the full two minutes. Intramural Staff members may give these out at their discretion.
- In an ejection, the two minute rule will apply, but the person may be replaced after the two minutes have been served.

Scoring:

- One point for all goals except those scored behind the five-meter line, which are worth two points.
- The ball may hit the water in its path to the goal.
- The majority of the ball must cross the plane of the goal post.
- The rules for counting shots when a player falls out of their tubes are defined above in the VIOLATIONS section.
- All penalty throws will count two points. The person being fouled will attempt the penalty throw.

Coed Scoring:

- There will be different point values scored for men and women. The men point value will be the same as above. (See scoring above.)
- The women will receive two points for all goals except those scored behind the five-meter line, which are worth three points.

Equipment:

- The Intramural Sports department will provide goals, tubes and balls.
- Players must wear swim suits and no t shirts are allowed in the pool.
- No swim assist items are allowed during games. This includes gloves, fins etc.
- **No jewelry is permitted during any Intramural event.**

Protest:

- Protest must be declared at the time of the incident by the team captain. No protest will be considered based on an officials judgment call, or after the game is completed.

*****ALL PARTICIPANTS MUST BRING THEIR STUDENT ID IN ORDER TO PLAY*****