

Intramural Inner Tube Water Polo Rules

The following set of rules addresses gameplay for Inner Tube Water Polo. Any additional situations that arise will be ruled on at the discretion of the officials. Additionally, the intramural handbook addresses intramural policies that apply to all sports and should be read prior to registering an intramural team.

Postings: Schedules, league updates, game results, and playoff brackets will be posted on IMLeagues as that information becomes available. Team captains should check the site regularly to check for changes.

Eligibility: All students are eligible to participate in the Intramural Sports Program, provided they are enrolled during that semester/block at St. Olaf.

All faculty, staff, and spouses are eligible provided they have a current Recreation Pass, have signed the necessary waivers, and paid the necessary pass fees.

All eligibility protests must be presented to the supervisor before the game or when the protested player first enters the game.

All players must have played in one regular season game to be eligible for the playoffs.

Pre-Game: All participants must present a valid Ole Card to participate in any intramural activity.

There will be no exceptions to this policy. If participants do not present valid identification, they will not be allowed to participate in the Intramural activity.

No ID, No Play!

Equipment: Intramural Sports will provide inner tubes for all participants.

Participants are required to wear appropriate pool attire and shower prior to entering the pool as defined by the Skoglund Pool requirements.

Forfeits: To avoid a forfeit, teams must have the minimum number of players checked in by five (5) minutes past game time.

Players: Teams consist of 6 players in the water. Teams must have at least 4 players to begin and continue a game.

The Tube: Players must sit in a horizontal position, facing up and inside the tube at all times.

If a player falls out of their tube, they may not continue to participate in play until they are legally back in their tube.

If the player with the ball falls out of their tube, they must release the ball, not throw it to a teammate.

Timing: A game consists of two 15-minute periods, with a 5-minute rest between periods. The clock will only stop during timeouts. Teams switch goals between periods.

Each team is permitted one timeout per game.

Mercy Rule: The game will end if one team is ahead by 5 goals at the 5 minute mark in the 2nd half.

Overtime: If the game is tied at the end of regulation, there will be one 5-minute sudden death overtime to determine a winner. During the regular season, if the game is still tied, the score will stand. No shootout will occur.

During playoffs, a shootout will be used to determine a winner if the score is still tied after one overtime period.

1. A coin flip will be used to determine which team will shoot first.
2. All shots will be shot towards the same goal.
3. Only players in the water at the end of the overtime period will be eligible to participate in the shootout.
4. Teams will alternate shooters.
5. The team scoring the most times out of the three shots shall be declared the winner.
6. If the score is tied after three shots, teams will continue alternating shooters in the same order until one team has scored and the other has not.
 - a. The 4th, 5th, and 6th shooters must shoot before the order starts over.

Substitution: Players may substitute whenever the ball is declared dead and the officials give permission to substitute. This includes after a goal is scored, after the ball goes out of play, and during a timeout.

Starting the Game: At the beginning of each half, both teams will align along the end wall they are defending. The officials will throw the ball into the middle of the pool. Players must paddle their way to the loose ball to secure possession.

All players must remain in contact with the wall until the ball leaves the official's hands. Players are permitted to push off the wall as a legal start.

Playing Areas: The play area is a box determined by backstroke flags, lane lines, and the side walls. Any players may participate in play in this area.

The goal area is the area between the backstroke flags and the end walls. Only the defending team's goalie is permitted in the goal area. (Exception: a defensive player may retrieve a stationary ball in the goal area for the sake of speeding up the game.)

Scoring: A goal is awarded when the entire ball crosses the entire line from the front of the goal between the posts and under the crossbar. The team with the most goals at the end of the game will be the winner.

Goals will be disallowed if the offensive team commits a foul or violation prior to the ball entering the goal.

Out of Bounds: When the ball is declared out of bounds, the non-offending team may immediately put the ball back in play by free throw from the spot the ball exited play.

If the ball exits play in the goal area and is caused out of play by the defending team, the offensive team's free throw will be from the nearest corner where the flags and side wall intersect.

Possession: Once a player secures possession of the ball, they have no more than 10 seconds to pass or shoot it. Once the player releases the ball from their hands, it is a violation to touch the ball again before it is touched by another player.

Players may not hold the ball completely under water.

If two opposing players secure possession the ball simultaneously, the ball will be awarded to the team who last had possession of the ball.

Goalie Rules: The goalie may not leave their tube to save a shot from entering the goal. If so, a penalty shot will be awarded.

The goalie may not pass the ball beyond the midline of the pool.

The goalie may not leave the goal area during play.

After a score, the team's goalie that was scored upon will put the ball back in play by calling "ball in" and then passing to a teammate.

Contact: Contact between players' inner tubes is legal. Additionally, there may be incidental legal contact between players during a loose ball.

A defender may legally steal a ball that is not in firm control of the offensive player. This includes a ball that is sitting on the lap of the offensive player or a ball that is being bobbled.

Fouls: Players are not permitted to hold, push, hit, splash, dunk, or tackle any other players, with or without the ball.

If a player has firm grasp of the ball, any contact by an opponent is a foul, even if the defender gets "all ball."

All fouls result in a free throw for the opposing team at the spot of the foul. However, advantage may be played if determined appropriate by the officials.

Free Throw:

A team is awarded a free throw any time the opposing team fouls or violates.

Free throws can be taken immediately. All free throws are indirect – the throw must be touched by someone other than the thrower before a goal can be scored.

The defending team must give 3 feet distance on all free throws.

Misconduct:

Penalties may be sanctioned by the officials. When a penalty is called, the free throw is delayed until the offending player has left the pool.

The offending team will play shorthanded for the time determined by the officials.

Minor penalties (2-min) will be reserved for dissent of the official, inappropriate language, or repeated violations of the rules.

Major penalties (5-min) will be used for flagrant fouls or dangerous play. If intentional or overly dangerous, the player may be ejected from play.

A player who receives 2 major penalties or 3 total penalties will be ejected from the game.