



University of Illinois at Urbana-Champaign
Campus Recreation
Intramural Sports
Innertube Water Polo Rules

Participants should be aware that there is a risk of injury in participation of intramural sports due to the inherent nature of the activity. Individuals are encouraged to have a physical examination and to obtain adequate health and accident insurance prior to participation. Individuals participate in intramural activities at their own risk!

Table of Contents

- General Intramural Sports Policies and Procedures
- Inclement Weather
- Equipment
- Contest Timing
- Players
- Game Rules

General Intramural Sports Policies and Procedures

Signing-In and Rosters

1. All players must present a valid I-Card in addition to their Illinois App to the Intramural Supervisor in order to sign-in and participate in an intramural contest.
2. An individual is bound to the *first* team they sign in for.
3. A participant can only play on 1 Co-Rec team *and* 1 single gender team (i.e. Men's *or* Fraternity Greek Cup).
4. If a player is found participating in the contest without having signed in with the Intramural Supervisor and doesn't have their I-Card and their Illinois App present, said team will forfeit the game and all forfeit fees and consequences will apply.

Forfeits and Defaults

1. Teams that are not present at their scheduled contest by game time or are unable to produce enough eligible players to field a team, will be assessed a forfeit aside from the Grace Period Exception.
2. A team may delay its right to win by forfeit and allow the other team a grace period of 10 minutes to acquire a properly equipped team through the Grace Period Exception:
 - a. Once a 10 minute grace period is granted by the team who is ready, they may not rescind their decision and take a forfeit before the 10 minutes passes.
 - b. If 10 minutes passes after the scheduled game time, and the minimum number of eligible players required to play for the opposing team has not arrived, then that team that is ready to play must accept the forfeit.

- c. If the forfeiting team is able to obtain the minimum number of properly equipped players before the 10 minute grace period expires, game starting procedures will occur.
3. The team captain of a team that has forfeited will be assessed a \$5 forfeit fee. Additionally the team will be ineligible for playoffs.
4. If a team knows in advance that they will be unable to field a team on a given night; they may avoid the forfeit fee and loss of playoff eligibility by filing a default by 2:00pm on the business day of the contest.
5. A team that has one less than the minimum number of players required to start the contest will receive a default.

Sportsmanship

1. The Intramural Activities Program expects all participants to respect and abide by all rules and policies, show respect and concern for the intramural staff, and refrain from abusive language, poor attitude, and manipulation of the rules to further their chance of winning.
2. Sportsmanship ratings are given to teams after each contests by Intramural Sports Leads, Supervisors, and game officials. These ratings reflect behavior before, during, and after a contest. For purposes of our sportsmanship ratings, we will not count administrative technical fouls and rule technicalities against a team's overall sportsmanship. The decision will be final and ratings will exist on the following scale:
 4. Team shows excellent sportsmanship and go out of their way to keep the game safe and fun. Team receives no unsportsmanlike conduct penalties.
 3. Team shows good-to-average sportsmanship, or *one (1) unsportsmanlike conduct penalty is assessed.*
 2. Team shows below-average sportsmanship and displays dissent to game officials before, during, or after contest. *Two (2) unsportsmanlike conduct penalties is assessed during the contest on either two separate participants, or on a single participant resulting in an ejection.*
 1. The intramural contest has been terminated due to *three (3) unsportsmanlike conduct penalties being assessed on one team throughout the contest. The three penalties can all be on separate participants or on one participant receiving two unsportsmanlike conduct penalties (resulting in an ejection) and a separate participant receiving an unsportsmanlike conduct penalty.*
 0. Team displays unacceptable conduct and sportsmanship. Game is canceled due to any of the following conduct:
 - Fighting or abusive, violent behavior.
 - Team repeatedly exhibits unnecessary roughness that jeopardizes the safety of other participants.
 - Spectator or player clearly gestures or shouts obscenities.
 - A game where more than 3 unsportsmanlike conduct penalties have been assessed to one team.

Playoffs

1. To advance to playoffs during a season, a team must be one of the top 2 in their division.

2. Teams must have a sportsmanship rating average of at least 2.5 to advance to playoffs.
3. Captain must have completed the online Captain's Quiz prior to the end of regular season to advance to playoffs.
4. Teams must have NO regular season forfeits to advance to playoffs.
5. Teams that advance will be seeded in the bracket according to winning percentage, head to head results, sportsmanship and point differential at the end of regular season.

Protests

1. A team captain may protest player eligibility and rule interpretation, but *not* the judgement of the officials.
2. To file a protest, notification of the protest must be made to a game official at the time of the alleged infraction prior to the *next live ball*.
3. A player's eligibility must be protested *prior to the end of the contest*. No more than three (3) participants can have their eligibility protested during a single contest.

For more information regarding the policies and procedures of Intramural Activities please see the Intramural Activities Handbook on Active Illini and the Campus Recreation website.

Inclement Weather

1. Information regarding cancellations will be relayed to captains either in an email or phone call from the Intramural Office or the on-site Intramural Supervisor.
 - a. Emails from the Intramural Office may come through Active Illini.
2. Unless teams have received an explicit cancellation message in regards to their sport via email or phone, teams should assume that all intramural contests will be played as scheduled.
3. In the event that a contest must be ended early due to inclement weather as determined by the on-site supervisor:
 - a. A game shall be considered "official" and the result final if after the conclusion of the first half of the game, the contest is cancelled due to inclement weather.
 - b. If the first half of the game is complete, but the contest is tied, an overtime period will be scheduled to determine a winner provided there is time and space available in the remainder of the regular season. .
 - c. If the first half of the game is not completed when the contest was stopped, the contest will be rescheduled and started over from the beginning on a rescheduled date provided there is time and space available in the remainder of the regular season.

Equipment

1. All players are required to bring a valid I-Card and show their Illinois App at all Intramural contests.
2. Jewelry is not allowed during any Intramural contest. Jewelry must be removed and not taped over.

- a. If a participant would like to wear medical alert bracelets or religious jewelry or headgear, they can have the pieces approved by the Assistant Director of Competitive Sports and Community Programs. If approved, these pieces will still need to be covered during play. To learn more about this process, please reference our Intramural Activities Handbook.
3. All players must wear athletic apparel (shorts, sweat pants, t-shirts, etc.) with no exposed metal. Baseball style hats, bandannas, or any other headwear with knots or dangerous materials is not allowed.
 - a. Casts or splints are not permitted. Any knee brace with exposed metal or metal hinges is required to be covered.
 - b. Players are allowed to wear gloves if they desire.
 - c. Sunglasses are not permitted.
 - d. If a player is bleeding, or if any of their clothing is stained with blood, they must be removed from the contest until an Intramural Supervisor clears them to play.
4. Participants will receive two intramural jerseys as part of the membership fee upon registering for Intramurals.
 - a. Each participant will receive a navy blue and orange numbered jersey at no additional cost each semester they register for an intramural sport.
 - i. A team can choose to wear their own uniform jerseys with printed numbers (not taped or drawn).
 - b. The home team will wear orange while the away team will wear navy blue, but participants are encouraged to bring both jerseys to their scheduled games.
 - c. Failure to abide by the jersey policy may result in a forfeit, or technical foul/unsportsmanlike conduct penalty being assessed against your team at the beginning of the contest.
 - d. Intramural Staff on duty will have the final say whether a team has acceptable jerseys to begin a contest.
5. Closed-toed, athletic type shoes are required. All players must wear non-marking shoes.
 - a. No boots, sandals, or cleats will be allowed
6. All equipment is subject to the approval of the intramural staff on duty.

GENERAL INFORMATION

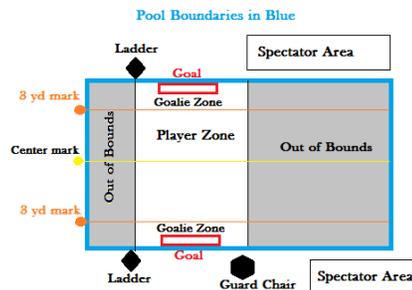
- a) All Intramural Innertube Water Polo games are played at the North End of the ARC Indoor Pool.
- b) All participants must have their University of Illinois Student Identification Card (I- card) with them at all times – NO EXCEPTIONS
- c) All innertube water polo games will be 6-on-6. The minimum required to start a game is 4 players.
- d) Each team shall designate to the Referee the team captain or captains for the contest. The captain is required to sign the scorecard at the end of each game. The team captain is responsible for all information and policies contained in the Intramural Innertube Water Polo Rules and [Intramural Handbook](#).
- e) All players must follow Campus Recreation’s swimming pool policies found at the following link.
 - i) http://www.campusrec.illinois.edu/membership/policies/policies_pool.html.

No Show Procedure for 10 minute wait period

- a) If a team is not present and ready to play by **the scheduled game time** (in proper swim attire and minimum number of players in the pool area) the opposing team will be given the choice to take a forfeit win or grant the team that is not ready a 10 minute wait period to field a legal team. If the 10 minute wait period is granted, the game clock will be started at the scheduled game time.
- b) If the team that is not present shows up or achieves a legal lineup within the 10 minute wait period, the game will be started immediately with the following exceptions:
 - i) Time that has already run off the game clock will not be replaced.
 - ii) The team that originally granted the wait period will automatically start with possession of the ball and an indirect throw from the center of the pool.
- c) If the ready team grants a 10 minute wait period, they may not rescind that decision and must wait out the entire 10 minutes.

The Playing Area

- a) The playing area of the pool will be laid out according to the diagram below.
- b) Cones placed on the deck will divide the length of the pool into three zones.
 - i) At each end of the pool there will be a 3 yard goalie zone which only goalies may enter (marked by orange lines in diagram below, these will not be physically marked in the pool and judgment of the zone line is the responsibility of the referee).
 - ii) The middle zone is the player zone which only players may enter
 - iii) Goalies may not cross into the player zone and players may not cross into the goalie zone
- c) The ropes on each side of the player area and end walls of the pool are out of bounds.
- d) Extra players, coaches, and fans must stand in the spectator area on the pool deck
- e) Extra players, coaches, and fans may leave the spectator area momentarily to retrieve a ball that has gone out of bounds given that they return to the spectator area once the ball is back in play. This rule is in place to help minimize dead ball time.



Starting the game

- a) Both teams start at their end of the pool behind the 3 yard mark. This is the only time when players are allowed in the goalie zone. The official will toss the ball into the middle of the pool and blow his or her whistle. On the whistle, teams may race to the loose ball.
- b) The first person to retrieve the ball gains possession for their team and plays it live.
- c) The team who does not retrieve the ball will be given possession at the start of the second half.
- d) If a team retrieves the ball but still has players in addition to the goalie within the goalie zone, the ball will be turned over to the other team who will have an indirect throw from the center of the pool. The team who was given the indirect throw will also be given the ball at the start of the second half.

Timing

- a) Games shall consist of two 20 minute running clock halves and a 5 minute halftime.
- b) There will be a 30 second shot clock for innertube water polo
 - a. Failure to shoot within 30 seconds will result in a stalling infraction
- c) There are two timeouts allowed per team in innertube water polo.
 - a. In order to call a timeout, a team must have possession of the ball
 - b. Timeouts will last for 30 seconds
- d) The game clock will stop during the final minute of the second half on dead balls which include:
 - i) Scored goal
 - ii) Ball going out of bounds
 - iii) Personal Foul or Infraction
- e) If the score is tied at the end of regulation, a shootout will determine a winner.
- f) Substitutions may occur at any time on the fly given that neither the substitute nor the player being subbed for participate in play until the substitute is properly seated in his or her innertube and the player being subbed for is out of the playing area.

Shootouts

- a) Shootouts will start with 4 shooters for each team. Teams must alternate male and female shooters. Goalies are allowed to shoot at any point in their team's order.
- b) If the score is still tied after 4 shooters, each team will select 1 more shooter. Teams will continue selecting a single shooter until the tie is broken.
- c) Every player of a specific gender including the goalie and bench players must shoot once before other players of that gender may shoot again.
- d) Shooters must take a stationary position anywhere equal to or behind the second lane line in the pool. The referee will then ask the goalie if he or she is ready. Once the goalie is ready, the referee will toss the shooter the ball and blow his or her whistle. The shooter must wait for the whistle before attempting their shot.
- e) Shooters must make one fluid throwing motion. They are not allowed to pump fake or head fake. Fakes will result in an automatic miss for that shot.
- f) Goalies must remain on their innertubes during all save attempts. If a goalie saves a shot, but falls off his or her innertube the shot will be counted for the shooting team.
- g) Regardless of the number of goals scored during the shootout, the winning team will have one goal added to their regulation score. For instance, if Team A and Team B are tied 2-2 and go to a 10 round shootout that Team A wins, the final score will be 3-2 in favor of Team A no matter how

many shootout goals they scored.

Scoring

- a) A goal is scored when a legal shot attempt fully crosses over the goal line, when in doubt, the benefit of the doubt goes to the defense.
- b) A legal shot attempt must fulfill the following requirements
 - i) The shooter must remain on his or her innertube
 - ii) The shooter may not have any body parts or portion of his or her tube within the goalie zone
 - iii) The shot may not be an indirect throw in
- c) If any of the three requirements are not met, the goal will be disallowed and the ball given to the defending team's goalie for a direct throw-in.
- d) After a legal goal is scored, the ball will be given to the defending team's goalie for a direct throw-in. The goalie must wait for the official's ready to play whistle before throwing the ball back in play.
- e) There is no mercy rule in innertube water polo.

Innertube Regulations

- a) Players must sit face up in the innertube with their arms and legs hanging over the sides of the innertube
- b) Players may not deliberately leave their innertube to make a play on the ball
- c) Defensive players may push, flip or dump an opponent's innertube if the opponent is in possession of the ball. Note: This rule only applies to the player's innertube, any bodily contact with a player in possession of the ball will result in a foul.
 - a. If a player is dumped from his or her tube, he/she must let go of the ball. Maintaining position of the ball while you are not in your innertube is an infraction.
- d) In order to have possession of the ball a player must control the ball out of the water. Possession includes but is not limited to:
 - i) Holding the ball in one or both hands
 - ii) Resting the ball on a player's lap
 - iii) Wedging the ball between a player's body and his or her tube
- e) Players may not touch or make a play on the ball if they are not properly seated in their innertube.
- f) Players may not hold on to out of bounds ropes or goal areas

Goalie Play

- a) Goalie's must remain in the goalie zone for the duration of the game
- b) No other players are allowed in the goalie zone
- c) Goalies may not hold the ball for more than 5 seconds within the goalie zone
 - i) Penalty for this will be a direct throw-in from the center of the pool for opposing team
- d) Goalies may not make a pass or shot beyond the centerline of the pool
 - i) Penalty for this will be a direct throw-in from center of the pool for the opposing team
- e) Goalies may not leave their innertube in order to make a defensive play on a shot. This rule is enforced on an advantage basis as follows:
 - i) If the shot goes in, the goal counts
 - ii) If the goalie is able to stop the shot, the opposing team is awarded a penalty shot following shootout shot procedure.

- iii) If the goalie legally stops the penalty shot, the ball becomes live.
- f) If a goalie blocks a shot, and the ball goes out of bounds as a result, the ball will be given to the team who shot the ball at the closest corner of the player zone for an indirect throw-in.

Restarting Play after a Dead Ball

- a) There are three ways to restart play in innertube water polo, they are:
 - i) Indirect Throw-in
 - ii) Direct Throw-in
 - iii) Penalty Shot
- b) In all situations, players must wait for the referee's whistle to begin play

Indirect Throw-Ins

- a) An indirect throw-in must be touched by a teammate or opponent before a goal can be scored. In other words, the player throwing the ball cannot make a direct shot attempt on net, hence the term indirect.
- b) Indirect throw-ins will restart play when the ball goes out of bounds
- c) Indirect throw-ins will occur at the near point on the playing area boundaries that the ball went out of bounds (use the corners of the player zone for end line out of bounds)
- d) Once the ball is given to the player who is throwing it in, he or she may not move from that spot
- e) If a goal is scored on an indirect throw-in, the goal will be disallowed and the ball will be given to the opposing team's goalie for a direct throw-in
- f) All indirect throw-ins must be made within 5 seconds after the referee blows the whistle

Direct Throw-Ins

- a) A direct throw-in may be a shot directly on net, but it does not have to be, players may also pass to teammates, in the case of goalie direct throw-ins, the goalie must pass to a teammate that is not passed the centerline
- b) Direct throw-ins will restart play after an infraction or foul
- c) Direct throw-ins will take place at the spot of the infraction or foul (see Goalie Play and Special Infraction Enforcement for special circumstances involving goalie infractions)
- d) All direct throw-ins must be made within 5 seconds after the referee blows the whistle

Penalty Shots

- a) Penalty Shots will occur on any malicious or flagrant foul
 - a. This includes but is not limited to:
 - i. Intentionally flipping an opponent who does not have the ball
 - ii. Intentionally striking an opponent or striking the ball
 - iii. Intentional bodily contact with an opponent with intent to stop an attack
- b) Penalty Shots must be shot directly on net following shootout procedures
- c) Penalty shots must be taken by the player who was flagrantly fouled
 - i) Shooters must take a stationary position anywhere within the player zone and indicate to the referee that they are ready. The referee will then ask the goalie if he or she is ready.

Once the goalie is ready, the referee will toss the shooter the ball and blow his or her whistle. The shooter must wait for the whistle before attempting their shot.

- ii) Shooters must make one fluid throwing motion. They are not allowed to pump fake or head fake. Fakes will result in an automatic miss for that shot.
- d) If a goal is not scored, the ball becomes live

Fouls

- a) All fouls besides those of flagrant or malicious variety will result in a direct throw-in from the spot of the foul
- b) Fouls include:
 - i) Bodily contact with any other player (contact with innertube is permitted)
 - ii) Holding onto or flipping an opponent's tube if that person is not in possession of the ball
 - iii) Splashing water at an opponent
 - iv) Holding onto or making contact with a player or innertube while underwater. This includes but is not limited to:
 - i. Hooking a player's tube underwater
 - ii. Kicking or striking a player underwater
 - v) Note: When in possession of the ball, the ball is considered part of the body, swatting a ball from an opponent's hand will constitute a foul

Infractions

- a) All infractions will result in a direct throw-in from the spot of the infraction
- b) Infractions include:
 - i) Playing before the referee whistles the ready for play
 - ii) Holding onto the ball after being dumped or flipped from your innertube
 - iii) Intentionally holding on to the ball and stalling
 - i. A 30 second shot clock violation is included under stalling
 - iv) Intentionally delaying the game by throwing the ball out of bounds
 - v) Going into the goalie zone, if a player is pushed or bumped into the goalie zone but is clearly making an attempt to get out, no foul will be called
 - vi) Throwing directly at the opponent's goal on an indirect throw-in (ball is given to opposing team's goalie for a direct throw-in)
 - vii) Touching, holding or pushing off of the wall while in possession of the ball

Special Infractions

- a) There are two situations where special infraction enforcement is required, these situations are:
 - i) Goalie throwing the ball past mid pool
 - ii) Goalie holding the ball for more than 5 seconds.
- b) In both cases, the proper enforcement is to award the opposing team a direct throw-in from mid pool.

Co-Rec Modifications

- a) All previous rules listed apply to Co-Rec games in addition to the ones listed below.

- b) All Co-Rec games will be played 6-on-6, 4 players are required to start a game, which must include at least 1 male and 1 female. Each team is allowed a maximum of 3 men and 3 women in the water at one time. See the table below for legal lineups.
- c) Players of either gender may play goalie
- d) Goals scored by women are worth the same amount as goals scored by males

| Men | Women |
|------------|--------------|
| 3 | 1 |
| 3 | 2 |
| 3 | 3 |
| 2 | 3 |
| 2 | 2 |
| 1 | 3 |

Contact Information

If you have any questions or concerns please contact the Intramural Office via email at intramurals@illinois.edu or via phone at 217-244-1344. Our office is open Monday-Friday, 9am to 5pm.