Intramural Innertube Water Polo Rules

ALL Participants must have a valid VCU Photo ID card when checking in!!! No VCU ID... No Play... NO EXCEPTIONS!!!

The Intramural Program staff will work hard to ensure that all participants have the safest experience, but guaranteeing absolute safety is not possible. Be aware that participation in intramural sports activities, including use of intramural facilities and equipment, is completely voluntary. There are risks and hazards, minor and serious, associated with participation in intramural sports activities. Participants voluntarily assume all responsibility and risk of loss, damage, illness, and/or injury to person or property associated with participation in intramural sport activities.

Virginia Commonwealth University and the Commonwealth of Virginia are not liable for any injuries, damages or other losses which individuals may incur while using recreational sports facilities or participating in the Intramural Program provided by the Office of Recreational Sports. Virginia Commonwealth University does not provide medical, health, or other insurance for participants. Medical expenses incurred such as ambulance, doctor bills and x-rays will be the responsibility of the participant. Purchasing adequate health/medical insurance prior to participation is strongly recommended.

Virginia Commonwealth University is committed to holding intramural sports and events in a safe environment free from bullying. Offensive language including profanity, derogatory remarks around a person’s race, ethnicity, culture, age, gender, sexual orientation, gender identity, ability, national origin, veteran status, social economic class, religion, professional status, or other intimidating actions directed at officials, event staff, student-athletes, coaches or team representatives will not be tolerated and are grounds for removal from the competition site and from the league altogether.

The Virginia Commonwealth University Intramural Innertube water polo program follows the current innertube water polo Rule Book. The rules listed below do not represent the entire rulebook; rather they have been compiled as a guide. Some rules have been modified for the Intramural program.

I. Player Eligibility

a. All undergraduate & graduate students who have paid the recreation fee and are currently enrolled in any department or college of the University and current faculty and staff members shall be eligible to enjoy all intramural privileges and shall retain that status until they withdraw, graduate, take a leave of absence, or fail to comply with the eligibility rules or other guidelines.

b. Only players who present their current VCU photo ID card to the Intramural Site Supervisor will be eligible to participate in intramural activities. There will be no exceptions to this rule.

c. For a full list of all eligibility requirements please refer to the Intramural Sports Handbook.

II. Team Composition

III. Playing Court and Equipment

a. All intramural XXXX games will be played in the Cary St. gym pool. Intramural participants will be expected to keep all used courts in pristine condition. Before leaving intramural facilities participants will be required to throw away all garbage and collect all items such as clothing, personal equipment, etc. If any garbage or other items are left behind, both team’s sportsmanship ratings will be reduced by one half point.

b. All equipment will be provided by the Office of Campus Recreation. There will be colored pinnies available to teams if necessary.

c. NO JEWELERY MAY BE WORN DURING GAMES. Captains are responsible for ensuring that all team members remove jewelry before play. This includes, but is not limited to, earrings,
necklaces, bracelets, rings, watches, facial rings, etc. Medical and religious jewelry may be worn but must be completely covered and taped to the body.

d. Participants must wear basketball or tennis shoes and gym clothes. Shoes that mark the floor will not be permitted.

e. Participants are encouraged to carry in shoes to be worn during play. Snow, mud, and salt carried in on shoes can cause unnecessary floor damage. Players wearing any kind of shoe that causes marking problems on the floor including salt scratches, slush, water, etc. will be asked to leave the facility and clean or change their shoes.

f. All players must have a visible number on their shirts. If they do not, pinnies will be provided by the Office of Campus Recreation for use during the game.

g. Players may wear a knit hat or stocking cap. No baseball style hats or hats with rigid edges will be allowed. Rubber or cloth hair elastics may be worn to tie back hair. Hard or metal hair clasps may not be worn.

h. Under no circumstances will a player wearing a cast or a splint be permitted to play. Braces with exposed metal must be covered.

i. The Intramural Supervisor will have the final say on the legality of all equipment.

IV. Game Times

a. It is recommended that teams arrive 15-20 minutes prior to the start of the game in order to allow time to sign in and to confer with the officials if need be. If a team is not able to field a team at the time the game is scheduled to begin the game will be recorded as a forfeit. Game Time is Forfeit Time.

V. Game Rules

VII. Playoff Modifications

VII. Sportsmanship

a. After every game, participating teams will be given a sportsmanship rating of 0-4.00, in accordance with the Intramural Sports Handbook.

b. Teams must have a 3.00 average (on a 5.00 scale) to be eligible to participate in the playoff tournament.

c. Any team which receives a 2.00 or less sportsmanship rating may be dismissed from play and may face further disciplinary action.

d. The Office of Recreational Sports will review any team which averages less than a 2.0 during the playoffs for future eligibility in intramural play.

e. Appeals: Teams may inquire with the Head Official at the game site to view their sportsmanship ratings following a game. A team captain may appeal his or her team's sportsmanship rating by submitting an appeal to the Intramural Sports Coordinator by 12:00 pm of the next business day following the game or match. ANY APPEALS SUBMITTED AFTER THIS TIME WILL NOT BE ACCEPTED.

f. For a complete understanding of all Intramural sportsmanship policies, please refer to the Intramural Sports Handbook.

VIII. Forfeits & Defaults

a. A forfeit is recorded when a team failed to show up for their scheduled contest or displayed unsportsmanlike behavior which resulted in the early dismissal of a game.

b. If a forfeit is issued to a team who did not show up for a scheduled contest the team will be subject to a $25 fine, a second forfeit will result in another $25 fine AND removal from the league.

c. A default is an un-played game that is recorded as a loss rather than a forfeit. This results when the defaulting team captain notifies the Office of Recreational Sports that they will not show up to play a contest by 3pm on the BUSINESS DAY (Monday through Friday) preceding the scheduled
game. Teams are allowed two defaults in the season before a team will no longer be scheduled to play.

1) Player Rules
   A. Tubes: All players must sit on top of the tube or lay flat across it. Players may not put their feet through the tube or swim with the tube around their arm. No “seahorse” is allowed either – please see Supervisor for clarification on these rules. Penalty: free throw for the opposing team.
   B. Goalies in tubes: ALL GOALIES MUST SIT IN THE TUBE! Lunging out of the tube to block a shot will result in a penalty shot.
   C. Players: No player may leave his/her inner tube (Penalty: opposing team awarded a free throw). Teams must pass the ball towards the goal while attempting to score. Players (except the goalie) may only hold the ball with one hand, and may not hold the ball under the water. No player may enter the goal area (two yards from the goal). Defensive players may not throw the ball back to their goalie.
   D. Goalie Play: any player may play the goalie position. The goalie may not throw the ball more than one half of the pool at any time. The goalie must sit in their inner tube, and may not leave it to make a play. The goalie may not hold the ball for more than five (5) seconds. If a goalie leaves the crease. He/she becomes a normal player.

2) Penalty Rules
   A. Tackling: Any form of tackling is illegal. Penalty: Personal foul and a penalty shot for the opposing team.
   B. Splashing: Splashing is a legal action; however, you cannot splash the player that is serving as the goalie or anyone that does not have the ball.
   C. Free Throw: After minor infractions, a team is awarded a free throw from the nearest spot of the infraction. The thrower shall not be guarded, but the ball must touch at least one (1) person before it can be scored.
   D. Penalty Shot*: A penalty shot is awarded to the offensive team if they are fouled inside the penalty area (within four yards of the goal). The player who is fouled must take the penalty throw. Penalty shots are taken from outside the penalty area, and the shooter may not be guarded. During the penalty throw, only the goalie may be in the goal area.

3) Scoring Rules
   A. Scoring: A goal scored by a male is worth one (1) point. A goal scored by a female is worth two (2) points. Penalty shots are worth one (1) point, regardless of who scores. Note: if a shooter falls out of his/her inner tube when attempting to score, the goal will be disallowed.
   B. Score: A Supervisor will keep the official game score.
   C. After a goal: Play will be restarted after each goal by any player from the team that was scored on. The team that allowed the goal will have the ball, starting on their side of the pool once both teams have returned to their respective sides.
   D. Tie Games: All games ending in a tie score, a sudden death overtime will determine the winner.

4) Pool boundaries/ rules
   A. Out of bounds: Any ball leaving the pool is out of bounds. Penalty: free toss for the opposing team.
B. Over and back: After the ball passes the mid-pool line, the offensive team may not go back behind it. Penalty: free throw for the opposing team.

C. Pool Edges: No players (except for goalies) may use the edge of the pool as leverage in attempting to make a play on the ball or to take a better position. This includes, but is not limited to, a player pushing him/herself up on the edge of the pool to catch or block a shot.

D. Diving: There is no diving in the pool. Players who dive into the pool will be warned. If a player dives into the pool after being warned, that player will be ejected from the game.

5) Conduct

A. A two (2) personal foul system for sportsmanship conduct will be in place. Officials may issue a personal foul for the following offenses: Showing dissent by word or action.

B. Verbally abusing another player, teammate, or spectator.

C. Unsporting behavior (jewelry on players, after a warning to remove has been issued).

D. If the officials give two personal fouls to the same person whether it be a player, substitute, coach or fan, that person will be ejected for the remainder of the contest. The person must also meet with a Recreational Sports staff member to be reinstated.