Intramural Intertube Water Polo Rules

Last Updated: 6/9/17

Modifications have been made to suit Ohio State Recreational Sports programs.

Rule 1: Eligibility

A participant may be an Ohio State student taking a minimum of four credit hours. The Department of Recreational Sports defines a student as any individual who is currently enrolled at The Ohio State University and is registered with the university registrar. Students taking four or more credit hours automatically pay the Recreational Sports student fee and therefore do not need to purchase a membership.

The following people are eligible to participate after purchasing the appropriate Recreational Sports membership through the RPAC Welcome Center for the semester in which they intend to participate.

A participant may be:

- An Ohio State student taking less than four credit hours
- The spouse of a student of a faculty or staff member
- A faculty or staff member of The Ohio State University. The Department of Recreational Sports defines faculty and staff as all current faculty and staff, and visiting professors at Ohio State who are paid through the university payroll department.
- An affiliate of the department (alumni, member of the President’s Club, other recognized affiliate groups)
- A member-sponsored adult

To participate in any intramural activity, all participants must show a valid photo Identification Card. An identification card must include the following information and be clearly visible to be considered valid: the individual’s name, photograph and identification number. Identification cards that do not have one or more of these requirements will not be accepted and the individual will not be allowed to play.

Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc.) is a violation of The Ohio State University Student Code of Conduct. The identification card will be confiscated and the individual attempting to use the card will be ineligible to participate. If the card belongs to another student, that student must meet with a professional staff member to regain possession of their identification card.

Professional Athlete Rule

Any individual who has been paid to participate in water polo, under contract with a professional team, included on a professional team roster, practiced with a professional team, and/or compensated for trying out for a team is NOT eligible to participate in intramural inner tube water polo.
Intercollegiate Athlete Rule

Intercollegiate water polo are not eligible to participate in an intramural inner tube water polo, activity, or event until a period of one year has passed following completion of all activities with the team. After the period has passed, former intercollegiate water polo athletes must participate in the Premier League. Intercollegiate water polo athletes are defined as individuals who are practicing with or competing with a team recognized as a varsity sport. Included in this rule are red-shirt athletes and practicing proposition 48 athletes.

Sport Club Rule

No more than two members of the club water polo teams may participate in intramural inner tube water polo per team. Sport club members must participate in the Premier League. A sport club member is defined as an individual who has practiced or played in a contest for a registered sport club during the academic year.

Rule 2: Levels of Play

Premier (PR)

Most competitive; play twice per week. Top four teams make the playoffs in each division (pending sportsmanship). You may only play on ONE premier team per sport.

Co-Rec (COA, COB)

Play once per week. You may play with a maximum of either two females or two males at one time. Teams with positive point total and 3.0 sportsmanship rating will make the playoffs. You may only play on ONE co-rec team per sport.

Men’s (MA, MB)

Play once per week. Teams with positive point total and 3.0 sportsmanship rating will make the playoffs. Women who wish to play on Men’s teams need to get permission from the intramural sports coordinator or they will not be allowed to sign in for that team. You may only play on ONE men's team per sport.

Women’s (WO)

Play once per week. Teams with positive point total and 3.0 sportsmanship rating will make the playoffs. You may only play on ONE women's team per sport.

Fraternity (FR)

Play once per week. Teams consist solely of fraternity members registered with that organization. Teams with a positive point total and 3.0 sportsmanship rating will make the playoffs. You may only play on ONE Fraternity or ONE Grad/Fac or ASL Team.

All Scholars (ASL)
Play once per week. Teams consist solely of all scholars members registered with that organization. Teams with a positive point total and 3.0 sportsmanship rating will make the playoffs. You may only play on ONE Fraternity or ONE Grad/Fac or ASL Team.

Open (O)

Play one time block per week, but two games during that time block. This league combines both the competitive and recreational teams and is offered for both males and females without a gender ratio requirement. You may only play on ONE open team.

Rule 3: Equipment

- Jewelry is not allowed. Medical or religious medallions must be removed, taped, or sewn under the uniform.
- A head sweatband is permitted; however, hates bandanas, and “do-rags” are not permitted.
- Rubber, cloth, or elastic bands may be used to control hair. Hard items such as beads, barrettes, and bobby pins are not permitted.
- A guard, case, or brace made of hard and unyielding leather, plaster, pliable plastic, metal or any other hard substance, even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm, or elbow.
- Knee and ankle braces that are unaltered from the manufacturer’s original design/production and do not require additional padding shall be permitted.
- Knee and ankle braces that are altered from the manufacturer’s original design/production shall be permitted as long as they are soft and yielding or all exposed metal and other hard parts are padded with at least ½-inch foam rubber (or ¼ inch closed cell, slow recovery foam rubber).
- All players must wear appropriate swimwear.
- All players must follow McCorkle Aquatic Center guidelines.

Rule 4: Participant Responsibilities

- Ensure their team members follow all eligibility requirements. Team captains are also advised to seek clarification on special eligibility requirements, if necessary.
- Responsible for communicating game time, location, and ID policy to teammates.
- Ensure teammates have a valid photo ID at game time to check in.
- Represent the team and communicate with the officials. The captain is the only player permitted to discuss the game with officials.
- Ensure good sportsmanship among teammates
- Cooperate with the intramural supervisors at the game site concerning any protests, incidents, or accidents that may occur as well as with the intramural sports staff the day following the occurrences.
- Select team’s position in the Playoff Bracket following regular season play.
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Rule 5: Players

- A team shall consist of six players in the pool at one time, but a team may begin with as few as four players.
  - All players must check in using a valid Ohio State issued ID.
- Players may substitute during injuries, timeouts, at half time, the end of the second half (if going into overtime), or when a goal is scored.

Rule 6: Forfeits/Defaults

Forfeit Policy:

- All late teams shall start the game with a “B” sportsmanship rating.
- Teams ready for play may choose to decline any and all points.
- Not Ready for Play at Game Time: The team ready for play shall choose end to defend and the ball will be awarded to that team’s goalie for a throw-in to begin the game.
- Five Minutes Late: The game shall start 1-0 in favor of the team on time.
- Ten Minutes Late: Forfeit, recorded 1-0, and the forfeiting team will receive an “F” for its sportsmanship rating.

Any team knowing in advance that they will be unable to play a regularly scheduled contest is provided the opportunity to default the contest. This will result in the team receiving a loss and “A” sportsmanship rating for the contest. To receive a default, the captain must call the Competitive Sports Office by 4:00p.m. on the day of the contest with their request. For teams playing on Sunday, the deadline is Friday at 4:00p.m. The opposing team will then be contacted by the Competitive Sports Office to let them know they do not need to arrive for their scheduled contest.

Summer Leagues: To receive a default, the captain must call the Competitive Sports Office by 3:00p.m. on the day of the contest.

A team is allowed one default per sport per season. Any request after the first default will be counted as a forfeit.

If a team has been granted a default and the contest is then canceled due to weather or scheduling issues, the default will be removed and the contest will be played normally if it is rescheduled.

Rule 7: Protests

Rule Protest

Questions pertaining to interpretation of rules on the part of game officials must be addressed by the intramural supervisor at the time the interpretation occurs and prior to the next live ball.

The Procedure shall be:

1. If a team feels the official has made a misinterpretation of a rule, the captain shall calmly and immediately request a time out and inform the official that he or she wishes to have a ruling on the interpretation by the intramural supervisor in charge.
2. No protest that involves the judgement of the official(s) shall be upheld. The judgement of the official(s) is final. This also includes intramural staff when necessary.

3. If corrections are necessary, the intramural supervisor shall rule immediately and the team shall not be charged with a time out; however, if the official’s interpretation was correct, the team will be charged with a time out.

4. If the participant still does not agree with the decision at the game site, a Protest Form should be obtained from the intramural supervisor on site and completed. The contest will continue from this point under protest.

**Eligibility Protest**

Protests involving player eligibility must be called to the immediate attention of the intramural supervisor prior to the completion of the contest while the protested individual is present. Participants may not make eligibility protests after the completion of the contest. A Protest Form should be obtained from the Intramural Supervisor and completed. The contest will continue from this point under protest.

**Rule 8: Play**

**Start of Game**

- At the start of each half, teams line up at each end of the pool with one hand on the far wall. The official will toss the ball into the middle of the pool. On the official’s whistle, both teams may propel their inner tubes toward the ball.

**Timing**

- The game consists of two 16-minute halves with a 5-minute half time.
- The clock stops the last minute of the second half; otherwise, the clock will run continuously barring timeouts.
- Teams will switch ends at the start of the second half.
- Each team is permitted one time-out per game and the ball must be in player possession for a time-out to be granted.
- Following a time-out, the ball will be given to the team calling the time-out for a throw-in.
- The throw-in will be taken at the location on the wall nearest the point of interruption.
- Regular season games may end in a tie (no overtime).
- **Overtime for playoffs** will consist of a 5-minute sudden death period followed by a three-player shoot-out if the score is still tied.
- A team will be granted one timeout for the entire overtime period.

**Scoring**

- A goal is scored when a legal shot, taken outside the goalie box, completely crosses the goal line.
- Any shots taken from within the goalie box will be disallowed.
- Once a goal is scored, play will resume by the referee giving the ball to the goalie for a throw-in.
The throw-in may take place after the whistle is blown.
If a player is dumped or falls out of their tube before releasing the ball on a shot, the goal if scored will be disallowed.

**Inner tube Etiquette**
- Players must sit in their inner tube with their arms and legs over the side.
- No player may leave his or her inner tube.
- The ball may not be touched or maneuvered while outside of the inner tube by any player (including the goalie).
- Players may not hold onto the wall or goal area.
- Defensive players may push or dump opponent's inner tubes, if the opponent is in possession of the ball.
- Possession of the ball includes but is not limited to:
  - Holding the ball with one or both hands
  - Holding the ball with your legs
  - Having the ball sit or rest on your lap
- Feet may not be used to knock the ball out of player possession.

**Throw-In**
- A throw-in shall occur when the ball goes out of play.
- The throw-in shall be awarded to the team who did not last touch the ball prior to it going out of play.
- A throw-in will occur at the spot along the wall where the ball went out of play.
- The thrower shall remain in their tube along the wall to make the throw-in.
- The ball must be passed to another player prior to a shot on goal.

**Goalkeeping**
- The goalie box is the area that extends 5 yards from the edge of the pool across the entire width of the pool.
- No player, other than the goalie, may play the ball within the goalie box at any time.
- Players may enter the goalie box to retrieve the ball, but must pass the ball out once they gain possession.
- The goalie may not leave their tube to block a shot, if the goal is made it is scored. If the goal is missed, the offended player will receive a penalty shot.
- The goalie may not hold the ball for more than five seconds in the goalie box.
- The goalie may not throw the ball in flight beyond the centerline.
- If the goalie blocks a shot and the ball goes out of bounds as a result, the ball is given to the offense for a throw-in along the wall at the outside of the goalie box. The ball must be passed to another player prior to a shot on goal; otherwise it results in the goalie being awarded a throw.
After a goal, the goalie has 30 seconds to restart play or the ball will be returned to the opposing team.

**Fouls**

Each of the following infractions constitutes a personal foul:

- Unnecessary or intentional bodily contact with an opposing player
- Holding onto or dumping an opposing player’s inner tube when that opposing player is not in possession of the ball
- Contacting a player with the ball (tube may be dumped)
- Deliberately splashing water in the face of an opponent
- Committing any technical foul for the purpose of scoring or preventing a score

Penalties for personal fouls will be enforced as follows:

- A player is disqualified on his/her 3rd personal foul
- The penalty for a personal foul is a free throw at the spot of the infraction
- On the fifth personal foul (and thereafter) by a team in a half, a penalty throw will be awarded. Team fouls do not carry over to the next period
- For any flagrant, malicious, or violent fouls, the offending player will be ejected and a penalty shot will be awarded to the offended team.

The penalty for a technical foul is a free throw at the spot of the foul and technical fouls are as follows:

- Play before the referee blows the whistle
- The goalie throwing the ball across the center line
- Intentionally holding the ball
- Intentionally delaying the game
- 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.
- Striking the ball with a clenched fist (goalie exempted)
- Playing the ball while within the goalie box. Entering the goalie box to retrieve the ball will not result in a foul, as long as the ball is passed out immediately after retrieved (cannot be carried out by the retrieving player)
- Touching the ball before it reaches the water on a face-off
- Throwing directly at the goal on a free throw (must be first thrown to a teammate)
- Holding onto the wall while in possession of the ball.
- Holding the ball completely underwater.
- Playing the ball while outside of the inner tube

**Free Throws and Penalty Shots**

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

The player taking the throw must line up on the edge of the goal box. All other players must be at least three feet away from the thrower.

The official shall ensure that both the goalie and thrower are ready. The thrower shall raise the ball into the air.

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.

Following an unsuccessful attempt, the ball remains live and in play.

Rule 9: Sportsmanship

The team captain is responsible for the actions of his or her team and their spectators. Additionally, the captain will ensure that his or her team is familiar with the rules of play and intramural policies and procedures. Sportsmanship is a vital component for success in every intramural contest. Participants and spectators are expected to display good sportsmanship toward opponents and the intramural staff at all times.

Unsportsmanlike Conduct

Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff, flagrant fouling, fighting, etc. before, during or after a contest. No player or team shall:

- Use foul, derogatory, non-inclusive language, threaten or verbally abuse any other participant or intramural employee before, during or after the game.
- Participate in a game for which he or she is ineligible
- Argue or talk back to the intramural staff. Only the captain should address an official and only if done so in a courteous manner.
- Intentionally strike, push, trip or flagrantly foul another participant, spectator or Recreational Sports employee.
- Mistreat the facility, equipment or supplies of The Ohio State University and/or the Recreational Sports Department.

Unsportsmanlike Conduct Penalties

Any participant displaying unsportsmanlike conduct will be issued either a conduct warning or ejection by the game officials or Intramural Supervisors.

- Verbal warning resulting in incident report – conduct warning
- Ejection of participant with/out warning – ejection
- Two ejections or three verbal warnings - forfeit

Disciplinary Action
Any player receiving two conduct warnings in one game or ejected from a game is required to meet with a professional staff member. The player will be suspended indefinitely from ALL recreational sports facilities programs until the meeting occurs and for a minimum of one week from the meeting date.

**Rule 10: Co-Rec Modifications**

- Each team is allowed a maximum of three females and three males in the water during play.

**Rule 11: Playoffs**

- In addition to placing first or second in their pool, teams must also maintain a “3.0” or “B” sportsmanship average during pool play to be eligible for the playoffs. Team’s averages will be formulated in the same way a student’s GPA is calculated. Each sportsmanship letter grade is assigned a numerical value:
  - “A” – Four (4) points
  - “B” – Three (3) points
  - “C” – Two (2) points
  - “D” – One (1) point
  - “F” – Zero (0) point
- The grades for each pool play contest will be added together and divided by the total number of contests held. This will equal the team’s sportsmanship average.

*For any questions or clarifications, please contact the Competitive Sports Office at 614-292-2732.*