

# COED INNERTUBE WATER POLO

## Information Sheet

Winter 2017

**This information sheet is intended to provide basic information and rules for this activity. Please refer to the “Policies” link on the home page of the intramural web page for detailed information about policies and procedures of the Intramural Activities Program.**

### ENTRIES OPEN

**Online appointment time sign-ups will begin at 3:00 PM on Monday, January 9 @ [insignup.byu.edu](https://insignup.byu.edu)**

A net ID and password are required to register for an appointment time. Schedule sales will begin on Tuesday, January 10. Those who make an appointment will have first priority. **(Entries are limited)**

### ENTRY FEE

A \$40.00 non-refundable entry fee will be required at registration for each team.

### CAPTAINS MEETING

Meetings for team captains (or a representative from each team) will be held **Thursday, January 12 at 11:00 AM in 267 RB and Tuesday, January 17 at 4:00 PM in 267 RB**. Intramural policies and procedures will be discussed so it is important that all teams be represented at *one* of these meetings.

### ELIGIBILITY

Winter 2017 full-time BYU students (12 credits), and faculty/staff are eligible. Part-time students, deferred students, non-students, and spouses of students must pay an intramural activity fee for each semester in which they participate. **Non-BYU students must be active members of a Provo young single adult (YSA) or married student ward**. Their membership records must reside in the YSA or married student ward they attend.

The intramural activity fee is paid at the Information Center in 112 Richards Building. The cost is \$25.00 per semester during fall/winter and \$20.00 for spring/summer. A BYU ID or BYU Net ID with valid picture ID is required at time of payment. This fee will enable a participant to compete in any intramural activity during the appropriate semester/term.

**To participate in a team sport, each player must be added to his online team roster by 3:00 PM for weekday games and by 3:00 PM on Friday for Saturday games.** Team rosters are limited to **eighteen** players. Each participant may play for only **one Innertube Water Polo** team.

### RELEASE AGREEMENT

All intramural participants must complete an online [release agreement](#) before they can be added to a team roster. Release agreements are valid for one academic school year – fall semester through summer term.

### DAYS, TIMES, AND LOCATION

Games will be played Tuesday through Friday 6:45 PM to 9:45 PM. Each game will last 45 minutes. Games will be played in Pool A (dive tank) and Pool C (lap pool) in the Richards Building.

### CHECK-IN

It is recommended that participants check-in with the activity supervisor at least ten minutes prior to game time. *All participants must show a valid (government, school, or work issued) picture ID before every game.* Picture ID printouts are not acceptable. Participants, whose privileges list “Fee Needed”, must present their paid receipt for the intramural activity fee before they can check in.

## FORFEITS

Teams are encouraged to arrive ten minutes before game time. **FORFEIT TIME IS GAME TIME!** A forfeit is given to teams having less than **five** legal players at game time. Teams receiving their second forfeit may be dropped from regular season and elimination tournament play. *Refunds will not be given for forfeited schedules.*

## EQUIPMENT

The goals, innertubes and game balls will be provided by Intramural Activities.

## UNIFORMS

Participants must wear their own swimsuits. **The following standards will apply:** For the women – a modest one-piece suit or a modest tankini suit which overlaps and can be tucked in if necessary. For the men – swim trunks with at least a 3-inch inseam. No jammers will be allowed.

## OFFICIALS

The Office of Intramural Activities will provide all officials. Officials and supervisors assigned to your game have the authority to make decisions on any point not specifically covered by rules of the game or by intramural policies.

## LIABILITY

**All participants play at their own risk and must acquire their own insurance.**

## SPIRIT OF SPORTSMANSHIP

“Athletics are explosive, as any of us know who have participated in them. The problem therefore, is to do everything that is fair and honorable to win, and also to know the line where sportsmanship stops and mockery starts. Stop short of winning if integrity is to be impaired.... Sportsmanship is the spirituality in athletics” (The Teachings of Ezra Taft Benson, 436-438).

Sportsmanship is everyone's responsibility. We hope everyone will conduct himself in a mature and friendly manner. Team captains are responsible for the conduct of their players and spectators. The BYU Intramural Activities program has identified the following principles as our “Spirit of Sportsmanship” guidelines. We encourage all employees, participants, and spectators to incorporate these principles on and off the playing field.

1. **Live with integrity:** *We believe in being honest, true, chaste, benevolent, virtuous, and in doing good to all men...* (Thirteenth Article of Faith). Be consistent with who you are in all situations. “We are what we repeatedly do; excellence, then, is not an act but a habit” (Aristotle).
2. **Be accountable:** The gift of agency allows us the ability to choose right from wrong. Although we are free to choose our actions, we are not free to choose the consequences. Other people cannot determine our feelings or thoughts. We are each accountable for the things we do and say and should never blame others for our behavior.
3. **Live the Golden Rule:** *And as ye would that men should do to you, do ye also to them likewise* (Luke 6:31). “Good sportsmanship includes thoughtfulness and concern for others...humility in victory; and calmness and composure in defeat. It is fair play, following both the spirit and the letter of the rules. It is the Golden Rule in action on the playing court, on the bench, and in the stands” (Physical Fitness, Sports, & Recreation Manual. The Church of Jesus Christ of Latter-day Saints, 1984; 17).

4. **Play by the rules:** Do not push limits or escalate your level of physical play to match the style of enforcement. Playing to the call or whistle instead of by the established rules of the game is a violation of integrity and honesty. This style of play endangers the other players. Play hard, but play fair and honor the rules.
5. **Turn the other cheek:** If you begin to feel unsettled or agitated, take a personal timeout. Step back to gain composure and perspective. Retaliation does not solve conflict—it only compounds the situation. Be meek. *Ye have heard that it hath been said, An eye for an eye, and a tooth for a tooth...whosoever shall smite thee on thy right cheek, turn to him the other also* (Matt. 5:38-39).
6. **Be gracious:** Compliment your opponent after a good play. Focus on the good. Build people up—do not tear people down. Be genuine when you congratulate your opponent. Demonstrate gratitude for the efforts of the officials and activity supervisors. *A soft answer turneth away wrath: but grievous words stir up anger* (Proverbs 15:1).
7. **Have fun:** *...Men are, that they might have joy* (2 Nephi 2:25). Be safe, play fair, and enjoy the experience.

### **YELLOW/RED CARD SYSTEM**

A yellow/red card system is used to monitor unsportsmanlike behavior and improper conduct. A participant who receives a yellow card will be required to sit out for two minutes of game time. A participant who receives a red card will be ejected from the game and must leave the pool facility before play resumes. A team with a carded player must play with one less player until the penalty time has expired (Yellow = 2 minutes & Red = 4 minutes).

The following are examples of yellow/red card offenses:

Yellow Card: Non-directional profanity; arguing; rough play; taunting.

Red Card: Illegal participation; directional profanity; flagrant contact; fighting; threatening behavior.

### **TOURNAMENT INFORMATION**

There will be two divisions (intermediate and beginner) for regular season play. At the conclusion of regular season play, eligible teams will be re-evaluated and placed in the tournament division that best fits their ability. Teams will be given a ranking between 1 and 5 (5 being the highest) for each regular season game they play. To receive a 5 ranking, a team must be proficient in each of the following criteria:

1. Team has a goalie that blocks the majority of shots.
2. Players can move quickly and properly in their innertubes.
3. Team works well together and they are able to pass accurately to each other.
4. Players have a proficient defense.
5. Females on the team are athletic and able to score goals.

At the conclusion of regular season play an overall average of each team's rankings will be computed and eligible teams will be placed in the tournament division that best fits their ability. Important tournament dates are listed below.

- Tournament classification rankings will be posted by **4:00 PM on Tuesday, February 14.**
- Teams will have until **4:00 PM on Thursday, February 16** to challenge classification rankings.
- Tournament brackets will be posted by **1:00 PM Saturday, February 18.**
- Tournament play begins **Tuesday, February 21.**

Tournament brackets may be viewed on the intramural web page or in the glass cases located next to the Intramural Office (145 Richards Building). **Posted game times will not be changed for personal conflicts.** Team captains should notify the Intramural Office **in advance** to avoid potential scheduling conflicts for their team(s). This can be done through the use of a schedule request form, which is available in the Intramural Office. This form must be submitted by 4:00 PM on Thursday for the following week's schedule.

## **RULES**

### **I. PLAYERS AND EQUIPMENT**

#### **Section 1 - Players**

- a. Teams consist of seven players: one goalkeeper (which must be a male) plus six additional players with a maximum of three men (excluding the goalkeeper). A team must have a minimum of five players to begin.
- b. Goalkeeper: For safety reasons, this player must be a male, and cannot wear glasses or goggles. He shall have a *purple* innertube, distinctive from all others.

#### **Section 2 - Equipment**

- a. The innertubes used are standard, fully inflated, and supplied by the Intramural Department. *Intentional deflating of the innertubes (including jumping on tubes from pool deck) will result in a penalty throw.*
- b. Colored tubes are used to designate opposite teams and goalies.

### **II. PERIODS, TIME FACTORS, DELAY OF GAME, AND SUBSTITUTIONS**

#### **Section 1 - Periods**

- a. Games consist of two 15-minute halves with a two-minute halftime.
- b. Overtime (Tournament only): One three-minute period shall be played. The clock will stop in the last minute for infractions and fouls if the score differential is 3 points or less. Any additional overtime periods will be played to sudden death.

#### **Section 2 - Time factors**

- a. The clock will stop for time-outs and injuries until the last three minutes of the second half, unless one team is winning by 10 or more points; in which case the clock will continue to run. If the score differential is less than 10 points, the clock will stop on every infraction or foul.
- b. Each team is entitled to two time-outs per game. During tournament, one time-out is awarded in overtime. Unused time-outs do not carry over.

#### **Section 3 - Delay of game**

When the whistle blows, everyone must freeze. *Penalty: The first offense is a **warning for both teams**; after this warning, a penalty throw will be given to the opposing team following each offense.*

#### **Section 4 - Substitutions**

- a. A live substitution rule will be used. The player subbing out must bring his tube to either **ladder** and exit there. The player subbing in must wait until his/her teammate is out of the pool before entering.
- b. Goalkeeper switches can only occur with permission from the referee during time-outs, at halftime, or after a goal is scored.
- c. Any violation of these substitution rules will result in a penalty throw.

### III. BALL IN PLAY, BALL POSSESSION, AND BALL CONTROL

#### Section 1 - Method of Play

- a. Each team lines up at their respective end of the pool prior to starting play.
- b. Play starts when the official blows the whistle and throws the ball into the center of the playing area. Both teams then propel their tubes toward the ball (players may push off the wall at this time); the first team to control the ball becomes the offense.
- c. After each goal, play resumes when the ball is returned to the goalie just scored upon.

#### Section 2 - Legal Tube Positions and Ball Control

- a. Players must **sit** in the tube with their buttocks in the hole of the tube and their legs hanging out. However, player's tubes may come out of the water.
- b. No one may touch the ball unless they are **seated correctly in** the tube.
- c. A person cannot maneuver in the pool unless he is **seated correctly in** the tube.
- d. If a person falls out of the tube trying for the ball, or is tipped out of the tube, he must get back in the tube **before** he can touch the ball.

#### Section 3 - Stalling

- a. Players may not "hand off" the ball to teammates. The player receiving a pass must be a minimum of two feet away from the thrower.
- b. A goalkeeper in possession of the ball may not possess the ball for more than five seconds.  
*Penalty: turnover & indirect throw.*
- c. Any closely guarded offensive player in possession of the ball may not possess the ball for more than five seconds. *Penalty: turnover & indirect throw.*

#### Section 4 - Out of Bounds

Throwing the ball out of the pool area will result in a turnover and an indirect throw. The opponent nearest to where the ball goes out will be awarded possession.

#### Section 5 - Face Off

A face off occurs when a simultaneous infraction or a held ball (opponents maintaining simultaneous control of the ball) occurs. One female player from each team lines up in front of the referee with all of the other players completely clear of the lane behind them. The ball is thrown to the center of the pool and the first player to the ball is on offense. (The players may push off the wall in this case.)

#### Section 6 – Point of Interruption

For double fouls, the ball will be put in play at the point of interruption. Fouls will count toward each team's total. Play will resume with the team who had possession prior to the fouls being called.

### IV. PLAYER POSITIONS

#### Section 1 - Goalkeeper

- a. The goalkeeper must be a male and cannot wear glasses or goggles.
- b. To effectively guard his goal and prevent a thrown ball from entering it, the goalie may leave his tube to block a shot. However, he may not continue play until he is back in his tube seated correctly.
- c. The goalkeeper cannot hold on to the side of the pool/goal or wedge his tube below the goal at anytime. *The first violation of this rule will result in a warning, the second violation will result in a penalty throw. Using the wall or goal while defending a shot will result in an automatic goal.*
- d. After being scored upon, the goalie has 10 seconds to pass the ball.
- e. The goalkeeper area is six feet (two yards) out from each end of the pool.

### **Section 2 - Players**

- a. Offensive players may not interfere with the goalkeeper while in their opponent's goal area.
- b. Defensive players may not interfere with shots on goal while in their goal area.
- c. One or more players from the same team may not trap or pin an opposing player against the wall or dividing lane line.

## **V. SCORING, INDIRECT, DIRECT AND PENALTY THROWS**

### **Section 1 - Scoring**

To score, the ball must touch any part of the goal and return to the pool. If the goalkeeper accidentally touches the goal with the ball, a goal is scored *only* if he loses possession.

- a. Goals made by males count as one point and goals made by females count as two points.
- b. Score is disallowed if opponent has either interfered with the goalkeeper or attempted a shot on goal while within the goalkeeper's area.
- c. Any player scoring a goal must remain in their tube or the score will be disallowed.

### **Section 2 - Indirect Throws**

After an infraction, a non-violating team member nearest the spot of the infraction puts the ball into play. However, one pass must be made before any goal is attempted. Opponents may not touch, impede, or interfere with this attempt to pass the ball. After a warning, any other infraction of this rule will result in a penalty throw.

### **Section 3 - Direct Throws**

After a foul, a non-violating team member nearest the spot of the foul may put the ball into play. The player may be guarded, however the offensive player does not have to make a pass before a goal is attempted.

### **Section 4 - Penalty Throws**

The following situations result in the opposing team being awarded a penalty throw:

- a. Once a team has accumulated **three** or more team fouls per half.
- b. Illegal substitution (refer to Rule II, Section 4).
- c. After a yellow or red card is given.
- d. Delay of game (after the warning).

*NOTE: Penalty throws must be attempted from a distance of four or more yards. All players, except the goalkeeper, must vacate the goal area. If the penalty shot is missed, the ball becomes live and play will continue.*

## **VI. INFRACTIONS AND FOULS**

### **Section 1 - Infractions**

Infractions result in an indirect throw (refer to Rule V Section, 2). Infractions may include, but are not limited to:

- a. Intentional contact with the pool wall while in possession of the ball.
- b. Holding the ball under water.
- c. Touching or controlling the ball while out of the tube.
- d. Goalkeeper holding onto the side of pool or goal at any time.
- e. Offensive or defensive interference with a shot on goal. Point(s) may be awarded if there is defensive interference resulting in contact with the ball.
- f. Hand offs
- g. Stalling
- h. Out-of-bounds

## **Section 2 - Fouls**

Fouls result in a direct throw. Each foul committed will be charged to the team's foul count. Once a team has accumulated **three** or more team fouls per half, the opposing team will shoot a penalty throw. *Intentional fouls result in a turnover and penalty throw (regardless of foul count).*

Fouls may include but are not limited to:

- a. Hooking, holding, pushing (may include tube-to-tube contact), hitting, kicking, slapping, tackling.
- b. Trapping or pinning an opponent against the wall or dividing line.
- c. Dunking or tipping an opponent out of his tube immediately after a score in an attempt to discount the score.
- d. Waving hand(s), arm(s) in front of an opponent's face.
- e. Intentionally splashing an opponent to gain advantage.

*NOTE: Depending on intent and/or severity, a personal foul may also carry a yellow or red sportsmanship card. Yellow/red cards result in a penalty throw, and a power play (see sportsmanship rating system).*

***If you have any questions contact Brandon in 145 RB (422-7597) or access our web page.  
<http://intramurals.byu.edu> Have a fun season!***