The Intramural Sports program reserves the right to put into immediate effect any new sport rule changes or modifications based on eligibility, league and tournament structure, or participant safety.

I. Roster
   A. **Catcards are required. NO I.D. = NO PLAY! No exceptions!**
   B. A team will consist of five (5) players. A game may be started and played with as few as four (4)
   C. Max Roster: 10
   D. In order to be scheduled, all teams must have a minimum of five players signed up on IMLeagues by the registration deadline.
   E. **Restricted Players:**
      i. Intramural Staff – Teams are allowed two intramural workers (including professional staff, supervisors, and officials) on entire roster.
      ii. There are no restrictions for club or NCAA athletes
   F. CoRec Requirements: Teams must have a minimum of 2 females in the pool.

II. Equipment
   A. Game ball and innertubes will be provided for each scheduled contest.
   B. Players must be wearing proper swimsuit attire by Reid Pool rules
   C. Participants must remove all jewelry prior to competing.

III. Game Format
   A. Game time is forfeit time!
   B. A coin toss determines which team has the choice of which goal they shall defend.
   C. Teams shall switch goals at the half.
   D. Each game will consist of 3 seven-minute periods
   E. A running clock will be used and only stopped within one minute of the final period for timeouts, scores, out of bounds, injuries, protests and official timeouts.
   F. Teams will change goals after each period and toss a coin for third game.
   G. **Mercy Rule:** 15 goals after two periods or three quarters, 10 goals within last two minutes of last period/quarter
   H. **Timeouts:**
      i. Each team is allowed one 30-second timeout per game.
      ii. They can only be requested when the offense has control of the ball and during dead ball situations.
   I. **Overtime:** If a game ends in a tie, one 3-minute, sudden-death overtime period will be played
      i. A coin toss will determine which team has the choice of goal to defend.
      ii. If the score is tied after the overtime period, then it will go to penalty throw shootout. Shootouts are just like in soccer. Teams get three shots.
IV. Scoring
   A. A goal will be awarded when the ball passes completely over the goal line.
   B. If a player falls out of his/her tube, or is legally dumped before the ball enters the goal, the goal will not count.
   C. After a goal is scored, play is restarted by official’s ready whistle with the goalie putting the ball into play.
   D. Goals can be scored after the end of a period if the shot is released prior to the whistle sounding designating the end of the period.
   E. No score is counted if a successful goal is made from within the goalkeeper area.

V. Method of Play
   A. At the start of each half, teams line up at each end of the pool with one hand on far wall. The ball will be tossed into the middle of the pool. On the official’s whistle, both teams may propel their inner tubes toward the ball. Pushing off the wall to start is legal.
   B. All players must be sitting in the tube with arms and legs out, facing upwards.
   C. When in possession of the ball, players may not advance or stabilize themselves by holding onto the pool gutter, sides or end lines.
   D. The ball may not be touched or maneuvered when a player is out of his/her tube. Handling the ball while not in a tube is a violation.
   E. Defensive players CAN push or dump the ball handler’s inner tube. Contact with the opponent’s body is not permitted.
   F. Only a player in possession of the ball may be dumped. Possession of the ball is a judgment call by the referee. Possession is defined as having control of the ball or the ability to maneuver the ball.
   G. Offensive players with possession may defend themselves against an attacking opponent. Contact with the opponent’s body is not permitted. (using feet against opponent’s tube is not permitted)
   H. A player may not impede the progress of another player, who is not in possession of the ball, by holding, pushing or pulling their tube.
   I. Players may advance the ball by:
      i. Holding it between their knee
      ii. Pushing it in the water
      iii. Gripping it with 2 hands
      iv. Gripping it with 1 hand
      v. Pressing it against their body
      vi. Holding it in their lap
   J. There is no offside or backcourt penalty.
   K. Physical contact between players is prohibited, i.e. striking the player, kicking, etc....
   L. Substitutions can be made during any timeout, injury or between quarters.
   M. Purposeful stalling is not permitted. Stalling is any player holding the ball for more than 5 seconds with a defender within guarding distance. The supervisor/official will give one (1) warning and a second occurrence will result in a turnover. In the last minute of the second half, no warnings will be given and will result in an automatic turnover. Purposeful stalling is a judgment by the referee.
VI. Putting the Ball in Play
   A. **After a goal:** When the officials allow, the ball is put in play with a throw-in by the goalie of the team scored upon.
   B. **After a foul:** The ball is put in play with a throw-in by the offended player at the spot of the foul.
   C. **After a violation:** The ball is put in play with a throw-in by the player of the offended team nearest the spot of the violation.
   D. **In bounds/out of bounds:** A ball striking any object outside the pool lip/sidelines causes the ball to become dead. The ball will be put in play at the point nearest the out-of-bounds spot by the player closest to that spot.
   E. **After missed shot on goal (no defensive player touch) goes out of bounds:** goalie’s throw-in.
   F. **After missed shot on goal (touched by defensive player) goes out of bounds:** ball is put in play with throw-in by an offensive team player at the 2-yard line, at the sideline of the pool nearest to where the ball went out of bounds.
   G. **When a goalie makes a save:** After the goalie establishes possession, they have five (5) seconds to advance (throw only) the ball outside the 2-yard line. The officials will count the five (5) seconds using verbal and visible count, such as hand signals.

VII. Goalies Area and Play
   A. No part of an offensive/defensive player’s tube/body may penetrate the goalkeeper's area (marked by the flags above the pool).
   B. Only the goalie may be in the goalie area
   C. Goalies may not use the pool’s edge to hold on to or aid them in position or movement.
   D. Goalies cannot have their tube sitting up on the pool’s edge
   E. The goalie is allowed to leave the goal area, but in doing so, he/she is subject to the same rules pertaining to playing the ball as the other players.
   F. The goalie may not throw the ball more than half the length of the pool without it being touched by another player
   G. Goalies are expected to remain in the tube at all times.
   H. Goalies may dive or fall from the tube in order to make a save.
   I. After goalies have gained possession of the ball, they must get back in their tube and they have five (5) seconds to get rid of the ball.

VIII. Officials Signals
   A. **Single Whistle:** A violation has occurred. The referee will signal who gets the free throw.
   B. **Double Whistle:** A personal foul has occurred. The referee will indicate a free throw and/or penalty throw.
   C. **Long, Rolling Whistle:** A goal has been scored

IX. Fouls
   A. A personal foul will result in a free throw from the point of infraction and will be charged to the offending player.
B. Personal fouls result in the offended player being given a **direct throw**: the ball does not have to be touched by another player before a goal is scored.

C. Personal fouls will include:
   i. Unnecessary or intentional bodily contact with an opposing player
   ii. Holding onto or dumping an opposing player’s innertube when the opposing player is not in possession of the ball
   iii. Contacting a player with the ball
   iv. Deliberately splashing water in the face of an opponent
   v. Committing any tech foul for the purpose of scoring or preventing a score

X. **Violations**

A. Violations will result in the awarding of an **indirect throw**: the ball must be touched by another player from the thrower’s team before a goal may be scored.

B. The non-violating team member nearest the spot of the infraction puts the ball into play by passing the ball. Opponents may not touch, impede or interfere with his/her attempt to pass the ball.

C. Violations will include:
   i. Illegally advancing the ball. (splashing, kicking, punching)
   ii. Stalling (any player holding the ball for more than 5 seconds with a defender within guarding distance).
   iii. Impeding the progress of another player by holding, pushing or pulling their tube.
   iv. Goalie throwing the ball more than half the length of the pool.
   v. Holding onto the wall while in possession of the ball
   vi. Any player going into their opponents goal box
      1. If a player is forced into the box, but is still making an attempt to get out, NO foul will be called
   vii. Playing/touching the ball while not in or on the tube.
   viii. Playing the ball with the feet.
   ix. Throwing directly at the goal on an indirect free throw (must be first thrown to a teammate)
   x. Holding the ball under the water.

XI. **Free Throws and Penalty Throws**

A. On all free throws, the ball must be passed within five (5) seconds to a teammate before an attempt for a goal may be made.

B. A penalty shot will be awarded if in the officials’ judgment, the player had a clear opportunity to score a goal and was prevented from doing so by a foul or violation.

C. The following procedures will be followed for all penalty throws
   i. Taken at the foul line (five yards)
   ii. The penalty shot will be a direct throw.
   iii. On the whistle, the thrower must attempt to score a goal. NO hesitation or faking is permitted. Hesitating or faking will result in a loss of then penalty shot and the ball awarded to the goalie.
   iv. Following an unsuccessful attempt, the ball remains live and in play.
XII. Definitions
A. **Live ball/dead ball:** A live ball is a ball in play, and a dead ball is a ball not in play.
B. **Exceptions:** A foul during the act of shooting, or the ball in the air on try for goal, permits the ball to remain live until completion of that play.
C. **Possession:** A player is in possession once they have obvious control of the ball with their hand(s), or it is in their lap inside the tube.
D. **Holding:** Use of hands, arms, legs, feet to impede progress of opponent.
E. **Pushing:** Use of hands, arms, legs, feet against an opponent to gain an advantage.
F. **Splashing:** Intentional attempt to obstruct vision or progress of opponent.
G. **Tackling:** Contact with ball carrier's body or inner-tube, in attempt to dislodge ball from player's possession.
H. **Ball Punching:** The act of dislodging the ball from a player's possession using a fist.
I. **Ball Dunking:** No player shall deliberately hold the ball under the water.
J. **Throw-in:** The act of making a dead ball live. The ball must be passed to another player before attempting to score. A player has 5 seconds to throw the ball into play, and nearest opponent must be 2 yards away until ball is released.

XIII. Conduct
A. The Intramural Sports programs promote positive sportsmanship at all contests and activities. Unsportsmanlike conduct includes actions, which are unbecoming to an ethical, fair, and honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting.

*REVISED 7/15*