

All participants must show a valid KENT STATE UNIVERSITY ID or Government Issued ID no less than 5 minutes before the start of every game. Anyone without an ID will not be allowed to participate. No exceptions.

All games will be officiated based on the *National Intramural-Recreation Sports Association (NIRSA) Rules*; which will be in effect unless otherwise noted in this supplement.

PLAYERS

- Games will be played 5-on-5
- Minimum of 3 players to begin
- League: Open League
- Location of playing area: Natatorium at Student Recreation & Wellness Center
- Captains are also responsible for the behavior of their team and spectators
- Players may only participate on one team

GAME RULES

- Time/Length: Two 10 Minute Halves
- All inner tubes will be furnished by Intramural Sports.
- Eyeglasses are not to be worn when playing inner tube water polo unless they are safety glasses.
- The team that stresses team play – passing, catching, and dribbling (maneuvering with a tube) will definitely have the edge in scoring.
- All inner tubes must be rode handles up with players sitting in the tube. No riding the tube under the stomach, knees on tube, etc. Playing the ball in an illegal position will result in a turnover at the spot of the infraction.

EQUIPMENT

- No jewelry. Everything must be removed!
- Proper swim attire
 - Pool rules require shower with swim attire before entering pool
- Eyeglasses are not to be worn when playing inner tube water polo unless they are safety glasses.
- No hard casts or braces
- Intramurals will provide an official Water Polo Ball.

GRACE PERIOD

- Each team has a 5 minute grace period, past the designated start time to have their team checked-in and ready to play. After the 5 minute grace period, a forfeit will be declared if a team doesn't have enough players to begin the contest.

STARTING PLAY

- A coin toss decides what goal to defend (Teams switch at half).
- Each team lines up at their end line to start play.
- Play starts when the referee tosses the ball into the center of the playing area.
- After each score, the ball is put in play by the goalie scored upon.
- Reminder: No jumping into the tubes from outside of the pool.

GAME PLAY

- Players must remain seated in their inner tube, with both legs on top of the tube. A player may not make contact with the ball if he/she is not properly seated in the inner tube.
- Each team will advance the ball toward the opponent's goal by throwing or carrying the ball. The ball may not be held in a player's lap.
- The ball may not be dunked, held or submerged underwater at any time.
- Simultaneous catch by the offense and defense, the ball will be awarded to the defense at that spot.
- Illegal contact during a shot attempt results in a penalty throw.
- No kicking or swinging of the legs to kick or hook an opponent is permitted.
- Play must be continuous. Any team attempting to stall (judged by the official) shall first be given a verbal warning. The official will then begin a 10-second count, during which time a shot or pass must be attempted.
- During game play, a player may not hold onto, or push off the lane dividers.

SUBSTITUTIONS

- Substitutions will be unlimited, and must be made from the team's goal area and may be made during a live or dead ball.
- A goalkeeper may only be replaced during a dead ball, and must notify the Official before being substituted.

BOUNDARIES

- The ball is out when it has been deflected outside of the pool, or crosses the lane dividers.
- The ball is put back into play with a throw-in, at the spot nearest where it went out, by a member of the team who did not touch the ball last. The thrower maintaining contact with the side of the pool or lane dividers.
- If the ball completely crosses the end line, it will become the goalkeeper's ball at that end, regardless of which team touched it last.

SCORING

- No shot may be attempted from within the crease, as indicated by the flags on the pool deck.
- A goal is scored when the ball completely crosses over the end line and into the goal.
- After each goal is scored, the ball is put back into play by the goalkeeper and all players must return to their half.
- Mercy Rule – With five (5) minutes left in the second half, if a team is leading by ten (10) or more goals, the game shall be over. With two (2) minutes left in the second, if a team is leading by five (5) or more goals, the game shall be over.
- Any games ending in a tie during the regular season, shall remain a tie.
- During playoffs, any games ending in a tie will enter into a two (2) minute overtime period. Play will start with a normal center throw in.
- Overtime periods will continue until one team is declared the winner.

GOALKEEPER RESTRICTIONS

- The goalkeeper must release the ball within five (5) seconds of gaining possession. The ball may not be thrown or skipped beyond the halfway point of the pool, as designated by a cone on the pool deck.
- The goalkeeper must position themselves inside/through the tube or by sitting in the tube.
- The ball may be passed back to the goalkeeper by a player on his/her own team.
- The goalkeeper may NOT touch the ball beyond the crease, while playing within goalkeeper restrictions.
- If the goalkeeper leaves the crease to either retrieve a ball or join an attack, they must sit on their tube, and will be considered a standard player and not allowed back in the crease until the next dead ball.

CREASE RESTRICTIONS

- The crease will be defined by the flags on the pool sideline and will be approximately ten (10) feet from the end line, running the width of the playing area.
- A player will be determined in the crease if any part of them, including their tube and the ball, is on or beyond the crease line.
- If a non-shooting offensive player enters into the crease, makes no attempt to leave the crease, and interferes with the goalkeeper, the defense will be awarded a free throw from the spot they entered.
- If a shooting offensive player enters the crease before releasing the ball, the shot will not count and the defense will be awarded a free throw from the spot they entered.
- If a defensive player enters into the crease, they need to get out as soon as possible.
- If a defensive player actively blocks a shot attempt while inside the crease, whether they make contact or not, the offensive team will receive a penalty throw.
- Only the goalkeeper is allowed to retrieve a ball from inside the crease.
- If an offensive player touches a ball on or beyond the crease line, the defense will be awarded a free throw from the crease line.
- If a defensive player touches a ball on or beyond the crease line, the offense will be awarded a free throw from the crease line.

FREE THROWS

- Free throws are awarded for violations during the game. All free throws are indirect, meaning a goal may not be scored directly from a free throw, but must first be passed to another player.
- Free throws will be administered from the spot nearest the spot of the foul.
- A free throw will be awarded to the opposing team in the case of the following violations:
 - Illegal carrying of the ball
 - Holding the ball underwater
 - Stalling play
 - Attempting a direct shot at goal on a free throw
 - Holding onto or pushing off lane dividers during regular play
 - Illegal contact by a player on a player or tube
 - Excessive Kicking

PENALTY THROWS

- Penalty throws will be awarded for illegal contact on a person attempting a shot at goal.
- A member of the fouled team will have a direct shot attempt from the crease line.
- The goalkeeper may move horizontally or vertically, but may not move forward until the ball has been released. If this is violated, the thrower may take the result of the throw or attempt a re-throw.
- The ball will remain live and play will continue following a deflected penalty throw.

UNSPORTSMANLIKE CONDUCT

- Minor fouls result from excessively rough play, such as excessive contact, pushing, kicking, dunking, OR unsportsmanlike conduct such as cursing, arguing with officials, and delay of game. All minor fouls result in a Yellow card, and a free throw for the offended team from the spot of the foul.
- Flagrant fouls refer to intent to injure another player through excessive force or aggression. All flagrant fouls result in a Red card, and a goal is awarded to the offended team.
- Any player receiving a Yellow card must be substituted for immediately. Any player receiving two (2) Yellow cards, will result in a Red card.
- Any player receiving a Red card is ejected from the game, and must leave the playing area immediately.
- If a player is ejected by receiving two (2) Yellow cards, a substitute can replace the ejected player; however, if a player is disqualified by receiving one (1) Red card, a substitute shall not replace the ejected player.
- The ejected player must meet with the Manager of Intramural Sports before he/she is allowed to participate in any intramural contest moving forward.
- A team which reaches or exceeds the established limit for misconduct points (4) shall have the game immediately terminated and forfeited to the opponent. Teams will accumulate misconduct points for minors (1 point per yellow card) and flagrant (2 points per red card)

*If penalty by offensive player: losing possession of the ball to the opposing team at the spot of the foul.

*If penalty by defensive player: the offensive team gets a penalty shot at their opponents 10ft. mark.

BLOOD RULE

- If and when an official observes a player is bleeding, or has an open wound, or has an excessive amount of blood on his/her uniform (clothing), the player must leave the game.
- In an instance when a substitute is not available, the official may allow time for the player to receive medical attention, but the time may not be excessive in the judgment of the official.
- If a substitute is available, the player must leave and may not re-enter until after the clock has run and a substitution opportunity occurs.

EJECTION

- In the case of an ejection, the player must not only leave the premises, but also needs to meet with the Competitive Sports Coordinator or Graduate Assistant(s) before they may participate in the next activity.
- Upon ejection, the player is ineligible from all intramural sports activities until they have met with the Competitive Sports Coordinator or Graduate Assistant(s) to determine the length of the suspension, and any other course of action. Any person ejected from an Intramural Sports contest is subject to a probation period, for the remainder of the sports season.

THE INTRAMURAL STAFF AND LIFEGUARDING STAFF HAS THE RIGHT TO STOP A GAME IF THEY DEEM IT NECESSARY