

# COED INNERTUBE WATER POLO

## Information Sheet

Winter 2025

**This information sheet is intended to provide basic information and rules for this activity. Please refer to the 'Information' tab on the intramural web page for detailed information about policies and procedures of the Intramural Sports Program.**

### ENTRIES OPEN

Online team schedule registration will begin at 9:00 AM on Monday, January 6 and will end at 11:00 AM on Thursday, January 9 (**Entries are limited**). Visit our website and click on the 'Registration' tab. Schedule distribution will begin at 5:00 PM on Thursday, January 9.

### ENTRY FEE

A \$50.00 entry fee will be required for each team.

### CAPTAINS MEETING

A meeting for team captains (or a representative from each team) will be held **Monday, January 13 at 4 PM in the Varsity Theater - WSC**. Intramural policies and procedures will be discussed so it is important that all teams be represented at this meeting.

### ELIGIBILITY

All current full-time BYU students are eligible. All current faculty, administrative staff, ¾ and full-time staff employees and their spouses are eligible.

The following are eligible with an Intramural Activity Fee: Part-time students, students on leave of absence, non-degree seeking students (Post-Baccalaureate, Evening School, Salt Lake Center, English Language Center), student employees, ½ staff employees, and spouses of students. All students are also eligible to participate for two semesters beyond the last semester in which they were enrolled in classes.

The Intramural Activity Fee is paid online. **Payment must be made before a participant can be added to a team roster.** The cost is \$25 per semester (fall/winter) or \$15 per term (spring/summer). This fee enables a participant to compete in any intramural activity during the current semester or term. **Do NOT pay this fee before the first day of the applicable semester or 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 6:30 PM to 9:30 PM. Games will be played in the Competition/Dive 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 or school issued) picture ID before every game. Picture ID printouts are not acceptable.

## 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 the Intramural Office.

## 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. **Please shower before entering the pool.**

## OFFICIALS

The Office of Intramural Sports 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).

Sportsmanship is everyone's responsibility. We hope everyone will conduct himself in a mature and friendly manner. The BYU Intramural Sports 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. **Stand as a Witness:** *We are to stand as witnesses of God at all times and in all things, and in all places* (Mosiah 18:9). Be consistent with who you are in all situations. “Never check your religion at the door. That kind of discipleship cannot be – it is not discipleship at all.” (Elder Jeffrey R. Holland – Israel, Israel, God is Calling. September 2012)
2. **Live with Integrity:** *We believe in being honest, true, chaste, benevolent, virtuous, and in doing good to all men...* (Thirteenth Article of Faith). Honesty applies equally in sports as it does in all other areas of life. Never lower your standards because “it’s just a game.”
3. **Play by the Rules:** Do not push limits or escalate the level of physical play to match the style of enforcement. This style of play endangers other players. Intentional disregard for the rules of the game is unsportsmanlike. Play hard, but honor the rules.
4. **Be Accountable:** Although we are free to choose our actions, we are not free to choose the consequences. Others cannot determine our feelings or thoughts. We are each accountable for what we do and say and should never blame others for our behavior.

5. **Live the Golden Rule:** *And as ye would that men should do to you, do ye also to them likewise* (Luke 6:31). Sportsmanship is the Golden Rule in action. Treat others—officials, opponents, spectators, teammates—with honor and respect.
6. **Be Meek:** 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. Demonstrate humility in victory and dignity in defeat.
7. **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.
8. **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

Each activity has a classification process that is intended to place similarly skilled teams against each other for tournament competition. 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 five criteria:

1. Players move quickly and legally in their tubes.
2. Offensive strategy and accurate passing.
3. Goal scoring ability.
4. A proficient team defense.
5. Goal prevention.

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, March 4.
- Teams will have until **4:00 PM on Wednesday, March 12** to challenge classification rankings.
- Tournament brackets will be posted by 4:00 PM on Thursday, March 13.
- Tournament play begins Friday, March 14.

Tournament brackets may be viewed on the intramural web page or in the glass cases located next to the Intramural Office (145 RB). **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 with 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 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 cannot wear glasses. The goalkeeper shall have a *purple or green* innertube, distinctive from all others.

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

- a. The innertubes used are standard, fully inflated, and supplied by the Intramural Department. *Intentional deflating innertubes (including jumping on tubes from pool deck) results 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 corner and exit there (south corners for south pool and north corners for north pool). 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 cannot wear glasses.
- 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 at any time. *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* (this includes closely guarding the passer). 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. 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.*
- e. Hand offs
- f. Stalling
- g. Out-of-bounds
- h. Gaining an advantage by pushing a teammate's tube.

### 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, etc.
- b. Trapping or pinning an opponent against the wall or dividing line.
- c. Dunking or tipping an opponent out of their 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 Isaac in 145 RB (801-422-7597) or access our web page.  
iSports.byu.edu Have a fun season!**