Intramural Sports
Innertube Water Polo Rules
Cost: $30 per team

FORMAT
This is a 7-player league. Teams will be placed in a round robin pool play for the regular season. Teams acquiring a .500 record or better and a sportspersonship rating of 3.0 or higher will be placed into a single elimination playoff bracket. The league will take place from February 5th through March 28th. Games are scheduled between 8:30-11:00pm, Tuesday through Friday. All games will be played in the Teagle Hall Pool. The cost for each team is $30.

ALL participants MUST meet the Cornell University Swim Requirement for Graduation, if required, in order to participate. Individuals may not participate until they produce proof that shows this requirement has been filled.

ELIGIBILITY
An individual may not, under any circumstances, play or register on more than one intramural team in this league regardless of level of play. Participants are subject to the Intramural Sports eligibility rules as stated in the Intramural Handbook (Section VI: Eligibility). Teams will be allowed to add new players to their roster throughout the season, including playoffs. All roster additions will be handled through IMLeagues.com. Participants may not register at the game site.

VALID CORNELL ID CARDS: Before anyone can participate, each player must present their Cornell picture ID when they check in at all events. NO ID = NO Play.

FORFEIT FEES
If a team fails to have the required number of participants at the scheduled match time, the opposing team who is present will have the following options:
1. Take the win by forfeit at that time. No contest will be played.
2. Choose to wait until the opponent arrives. However, the official game clock will start running as scheduled. The game will commence once the opponents arrive with whatever game time is remaining on the clock and a score of 5-0, in favor of the waiting team. If the opposing team is not ready to play 10 minutes after the scheduled game time, the Intramural Staff will declare a forfeit win for the waiting team.

THE FORFEIT FEE FOR THIS SPORT IS $30.

All fees will automatically appear on the captain’s bursar account. If a team emails or calls the Intramural Sports Director, Scott Flickinger, prior to 4:00 PM the day of their scheduled contest, the forfeit fee will not be applied; however, they will still receive a default. Teams that forfeit only once are still eligible for playoff consideration. A team that forfeits the equivalent of two games will be dropped from the league without the possibility of re-entry. Teams that win by forfeit will NOT receive a grade toward their sportspersonship rating.
RULES

1. Proper attire must be worn. Bathing suits are required.
2. It is forbidden to wear any object that may cause an injury or give an artificial advantage to the player, including but not limited to: hard-billed hats, jewelry (including tied rope necklaces, earrings, nose rings, etc.), casts, or braces. **Taping of exposed jewelry will not be permitted.** This is for your safety as well as others.
3. Religious wear or medical identifications must be removed from chains and taped or sewn under the bathing suits. They also require prior approval from the Director of Intramural Sports.
4. Individuals are required to obtain prior approval from the Director of Intramural Sports for the use of orthopedic devices essential to protect an injury.
5. Players bleeding or having blood on clothing will be prohibited from participation until appropriate measures have been administered.
6. Any player who refuses to follow these rules cannot play and may be removed from the playing area.

*On-site personnel and professional staff reserve the right to rule on situations not specified in the NFHS rulebook and CUIM rules document when safety and sportspersonship are involved.*

Team

- Each team will consist of seven players (including one goalkeeper). A minimum of five players is necessary to begin but may end the game with less if play is deemed competitive. **Mix-Gender Modification: A minimum of two male and two female players is required to start the game. Acceptable ratios are 2:3, 3:3, and 3:4.**
- All players must remain seated in the tube with both legs hanging over the edge.

Play

- The officials have absolute control of the game. Their decisions will be final and are not to be disputed by any members of either team.
- Games will consist of two 12-minute halves with running time.
- During the entire game, the clock will only stop for team or official timeouts.
- All players (except the goalie) must begin the game touching the wall adjacent to their goal.
- The official will sound the whistle and toss the ball in the center of the pool, signaling the beginning of play. A goalie may not retrieve the opening toss.
- Each team has 15 seconds to get the ball past the mid-pool line.
- Team members may only possess the ball for 10 seconds. If they do not distribute the ball to another team member within that time, the ball will be awarded to the opposing team.
- Goalies may not toss the ball past the mid-pool line directly after a shot on goal.
- After goals, the scored-upon goalie will begin with the ball. The goalie may not be interfered with while attempting to pass.
- Each team will be granted one 30-second timeout per game. A team must be in possession of the ball or the ball must be dead when requesting a timeout.
- If a game ends in a tie, successive two-minute periods will be played. (Playoffs only)
  - **No players, at any time, may be “dumped” from their inner tube.**
  - Players must make an immediate attempt to reseat themselves if they fall out of their tubes.
  - No shots may be taken within the two-meter area.
  - If a ball goes out of the pool, the ball is given to the team that did not touch the ball last near to where the ball exited the pool.

Penalties

- Personal fouls result in the ball being awarded to the opponent at the spot of the foul. These include:
  - Holding, pushing off, pulling, tackling, and dumping an opponent without the ball.
  - Striking the ball with a closed fist.
  - Deliberately splashing an opponent.
  - Pushing or pulling along the side of the pool.
  - Deliberate contact with an opponent’s body.
Technical fouls will result in a live-ball penalty shot. Two technical fouls result in a player’s ejection and three for a team force the team to forfeit the contest. These include:
- Interfering with a penalty shot.
- Committing a foul against an offensive player with an obvious scoring opportunity.
- Consecutive personal fouls to delay the game.
- Deliberately disobeying an official.
- Any behavior deemed unsportsmanlike or unsafe.

Penalty shots will be taken four meters from the front of the goal (equal with where the metal posts are). Only the goalkeeper may attempt to block the shot. All other players must be 2 meters from the shooter and must be even with or behind the shooter in relation to the offensive goal. The ball becomes possession of the shooting team’s goalie after the shot is made or missed.

RISK MANAGEMENT
Cornell Recreational Services assumes no responsibility for injuries received during intramurals, special events, and other recreational activities. Participants have voluntarily decided to participate in this sport or activity and have knowledge of the nature and the extent of the risks. Participants are also aware that there are other risks of injury and illness, that may arise due to participation in this sport or activity and that it is not possible to specifically list every individual risk of injury. It is strongly recommended that all participants have a physical examination prior to participating. Any injuries or accidents occurring during recreational activities should be reported immediately to on-duty personnel. Participants with a health issue and individuals who are on medication are urged to confidentially inform the Director of Intramural Sports of their specific situation.

ALCOHOL AND DRUG POLICY
Individuals, teams, and spectators who arrive intoxicated, suspected of consumption, or possessing alcohol, tobacco, or other illegal substances will not be permitted to play and will be asked to leave the playing area. The game may be forfeited and the offending individuals immediately suspended. Cornell Recreational Services will not tolerate such behavior and will act in a manner that is prudent, with the safety of all participants the priority. Such individuals will be dealt with harshly, given a minimum of a 365-day suspension and will be subject to University disciplinary procedures.

SPORTSPERSONSHIP STATEMENT
Good sportspersonship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. Cornell Recreational Services reserves the right to suspend or disqualify groups or individuals for unsporting conduct at any time. Unsporting conduct before, during, and/or after a game (event) will not be tolerated. The team captain assumes full responsibility for the conduct of the team and spectators.

Unsporting conduct includes actions that are unbecoming to an ethical, fair, honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting. Cornell Recreational Services disapproves of any form of taunting which is intended or designed to embarrass, ridicule, or demean others under any circumstances.

Teams qualifying for the playoff tournament (using W/L record) must average at least a “B” (3.0) rating to be included. In addition, teams must maintain a “B” (3.0) rating throughout the playoff tournament. Teams dropping below a 3.0 average during the playoffs will be eliminated from the tournament. Teams will not receive a grade for a game forfeited or won by forfeit. All ratings will be cumulative based only on the number of games played.

RATING CRITERIA
4 = Team members participate with excellent sportspersonship within the established rules throughout the contest.
3 = Team or individual team members occasionally protest to officials. Sportspersonship and understanding of the rules is acceptable, but could improve. Individual player may have acquired a technical foul.
2 = A player or team is given two technical fouls or a flagrant foul for unsporting conduct.
1 = A team or members of the team receive three or more technical fouls for unsporting conduct. Teams showing lack of respect for the Intramural Sports Staff.

0 = A team or members of the team show lack of respect and disregard for safety of participants and/or Intramural Sports Staff.

Please read the Intramural Handbook. It is a written description of the regulations that govern the Intramural Sports Program. No matter what sport you play, these regulations govern your participation in our programs. It is imperative to the continuity of the program that all participants are aware of and abide by the regulations set forth by Cornell Recreational Services.

If you have any questions regarding the Intramural Inntertube Water Polo rules, please contact Scott Flickinger (Director of Intramural Sports) at (607) 255-8063 or e-mail: sf487@cornell.edu

Schedules and results will be available on the IMLeagues webpage: imleagues.com/cornell