

Co-Rec Innertube WATER POLO

REGISTRATION: February 1st (Monday) – February 9th (Tuesday)

All teams must be registered by 11:59 PM on Tuesday, February 9th

Cost: \$15 per team

LEVELS OF COMPETITION: Co-Rec only, 7 players needed to play (at least 3 women)

MANDATORY CAPTAINS' MEETING: February 11th (Thursday) @ 5:30 PM
Robert Purcell Community Center Auditorium

A mandatory captains' meetings will be held to discuss rules and program operations. **If a team captain or representative does not attend this meeting, the team will be charged a \$15 missed captains' meeting fee. The team may also be replaced by a team on the waiting list (whose representative is present at the meeting). The team that missed the meeting will be placed at the bottom of the waiting list (if one exists) as well.**

FORMAT: This is a 7-player Co-Rec league. Teams will be placed in round robin pool play for the regular season. Teams with a winning record (.500 or better) will advance to a single elimination playoff tournament. The league will take place from February 15th through April 20th. Games are scheduled between 8:30 PM-11 PM, Monday through Thursday. All games will be played in the Teagle Hall Pool.

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 (page 3). **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 or at the game site. **If a participant does register at the game site, they will need to have created a profile by the time their game is played. If the Intramural staff has to create an IMLeagues profile for an individual that is added to a team, a \$5 administrative fee will be charged to the team captain for each instance.**

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. There are no exceptions to this rule.**

FORFEIT PROCEDURE: If a team fails to have the required number of participants at the scheduled game 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 to compete. 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 the score at 3-0, 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.

(Teams must have 5 players in the pool **ready to play** at game time in order to avoid forfeit procedures).

Any team that forfeits one game will be charged a \$15 forfeit fee. All fees will automatically appear on the captain's bursar account. If a team calls 24 hours before their scheduled game time, the forfeit fee will not be applied; however they will still receive a forfeit.

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.

SAFETY:

1. Proper attire must be worn. **Suitable bathing suit must be worn.**
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: head gear, 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 medallions or medical identifications must be removed from chains and taped or sewn under the uniform.
4. Individuals are required to obtain prior approval from the Assistant Director of Intramurals and Special Events 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. All participants must shower (in the locker rooms) before entering the pool.
7. Any player who refuses to follow these rules cannot play and may be removed from the playing area.

The Director of Intramural Sports has the authority to modify rules at his discretion.

THE GAME RULES:

1. All players are expected to assist the Intramural Sports Staff with setting-up and taking-down of all necessary equipment.
2. **DUMPING A PLAYER OUT OF THEIR TUBE IS STRICTLY PROHIBITED. THIS IS FOR YOUR SAFETY AS WELL AS OTHERS!**
3. **Players:** Each team will consist of seven players (including one goalkeeper). A minimum of five players is necessary to begin and continue play. **Each team must have 2 women and 3 men or 3 women and 2 men at all times. There may be no more than a one-player difference between the genders in the pool at any time.** You may finish with less than 7 players due to an injury or other reasons.
4. Length of game: two 15-minute halves. Teams will change ends between halves
5. If necessary, a three minute overtime period will be played. **During the regular season pool play, there will be no overtime.**
6. **MERCY RULE:** If a team is up by 30 points by the end of the first half, or at any point during the second half, the game will end due to MERCY rule.
7. To start play, the teams line up at opposite ends of the pool with one hand on the edge of the pool. **All players must sit in their tubes. You cannot put the tube around your body.** The official holds the ball at mid-pool, dropping it in the water, as the players propel themselves toward the ball in their innertubes. Players cannot remove their hand from the wall until the ball is dropped and the official sounds the whistle.
8. Procedure above is repeated at the start of the second half and any overtime period.
9. Following a goal, the official awards the ball to the scored-upon team's goalie. The ball must be given to the official so that teams gain balanced positioning before the ball is re-entered into the game. The official will blow a whistle to begin play.
9. Time outs: each team is allowed two 30-second time outs per game. Only the team in **CONTROL OF THE BALL** may call a time out. The game will be played with a running clock except for time outs.
10. Substitutions: can be made at any time. **However, no more than 7 players may be in the pool at any given time.** In the case of an illegal substitution, the first infraction will result in a warning, and the second infraction will result in a foul.
11. Goalkeeper Area: extends 2 meters from the end of the pool and runs the entire width of the pool; it is off limits to the offensive and defensive (except goalie) team members. Any goal scored from within this area is disallowed. If a player (other than the goalie) is in this area it will result in a loss of possession or a free throw (the official must handle the ball at the change of possession). The area will be marked by cones.
12. Penalty Area: 4 meters from the end of the pool. Marked by cones on the side of the pool.
13. Scoring: If the shooter's head is located inside the 4 meter line the goal shall count for one point; if the shooter's head is located on or outside the 4 meter line the goal shall count for two points. The official will notify the scorer when a goal is worth two points. **THE SHOOTER MUST REMAIN IN THEIR TUBE OR THE GOAL IS DISALLOWED** (after scoring, a person's momentum may take them out of their tube).
14. An automatic point is awarded to the opposing team for every four fouls committed throughout the game (technical, personal, or major). Team fouls will carry over into the second half (or overtime) and will not reset at half time.
15. Out of bounds: The team whose player last touches the ball, causing it to go outside the pool, loses possession. The opponent nearest the point where the ball left the playing area puts it back into play with a free throw.
15. **FREE THROWS:** (indirect) **A FREE THROW SHALL NOT BE INTERFERED WITH.**
 - A. Are awarded for technical fouls.
 - B. The player on the offended team nearest the spot of the foul puts the ball into play by passing to a teammate. The official must handle the ball before the free throw is taken.
 - C. Like an indirect kick in soccer, the free throw cannot be thrown directly into the goal. If thrown into the goal, the ball is awarded to the opposing team. One pass must be completed before a shot can be taken.
 - D. If a technical foul is committed in the goalkeeper's area, or the ball goes out of bounds by the goalie, the opposing team will have a free throw at the side of the pool closest to the foul on the 2 meter mark.

17. A face off is awarded if two opponents commit a foul simultaneously. A face off consists of two players back-to-back two feet apart. The ball is placed between them and when the official signals, the ball is in play. Each person goes for the ball; the first person that retrieves the ball has possession.
18. **TECHNICAL FOULS:** The offending team loses possession and the opponents are awarded a free throw: (penalty throw is not applicable)
- Any player, including the goalkeeper, holds onto the ball under water or has it resting on their lap.
 - The goalkeeper throws more than half the length of the pool after a save or shot attempt.
 - An offensive player is inside the goalkeeper's area.
 - A defensive player is inside the goalkeeper's area.
 - The goalkeeper maintains possession of the ball for more than 10 seconds or receives a return pass from the same teammate more than twice consecutively.
 - A player maintains possession of the ball for more than 10 seconds.
19. **PENALTY THROWS:**
- Are awarded to the offensive team when one of its players is dumped out of their tube.
 - Are awarded to the offensive team when one of its players in control of the ball is fouled within the 4 meter penalty area.
 - Are awarded to the offensive team when a defensive player is inside their own goalkeeper's area to prevent a shot on goal.
 - Are awarded to the offensive team when the goalie holds onto the ball when out of the tube.
 - Penalty throws will alternate between genders, starting with a female player, and will be taken at the designated 4 meter line.
 - On a penalty throw, everyone but the shooter and the goalkeeper leaves the penalty area until the throw is taken. No one may be within a yard of the shooter. If the throw is missed, **THE BALL REMAINS LIVE AND IS IN PLAY.**
 - Are worth one point.
20. **PERSONAL FOULS:** The offending team loses possession and the opponents receive a free throw (or penalty throw, if applicable) whenever:
- Any player dumps an opponent out of their tube.
 - Any player holds, pushes, hits, jumps, or blatantly splashes an opponent.
 - Any player who physically harasses, splashes, or holds onto the innertube of an opponent.
 - Any defender who strikes the player with the ball (other than innertube contact), knocks the ball loose, or blocks the shot or the pass within the perimeter of an opponent's tube.
 - The goalkeeper holds the side of the pool while catching or passing the ball.
 - Team "hogs" the ball in the area beside the goal--defensive half--for more than 15 seconds.
21. **MAJOR FOULS:** A player will be ejected from the game (substitution not permitted) and the ball is given to the opponent for a free throw (or penalty throw, if applicable) for:
- Attacking, striking, or kicking an opponent in a manner which, **IN THE OFFICIALS' OPINION**, could cause an injury.
 - Refusing to obey a request by the official.
 - Behaving in an unsportsmanlike manner.
- NOTE:** This is up to the officials' discretion and should not be questioned. Any harassment of an official will result in a major foul.

PLAYER RESPONSIBILITIES

- The goalie is responsible for preventing the opponents from scoring. They must do this while **SITTING** in the tube. The goalie may leave the tube going for a save; however, they may not handle the ball or make another save until they are completely back in the tube. **The goalie may not touch the side of the pool in order to gain possession.**
- There are no legal restrictions on the territory covered by either offensive or defensive players, except for the goalkeeper area.
- No offensive or defensive player is allowed in the goalkeeper area.
- PLAYERS ARE NOT PERMITTED TO LEAVE THEIR INNERTUBES TO PLAY THE BALL**, except for the goalie. You cannot "swim" your tube to take advantage of position.
- Players may use one or both hands in passing, catching, or shooting. A player with the ball may be challenged (SEE PERSONAL FOUL), but the defensive player must not leave their tube. They may not physically harass the player with the ball or strike the player with the ball.
- If a player who has fallen out of their tube, including the goalie, touches the ball, they are charged with a personal foul and the nearest opponent is awarded a free throw or penalty throw.

MEDICAL PROCEDURES: Cornell Recreational Services assumes no responsibility for injuries received during intramurals, special events, and other recreational activities. Participants are reminded that their participation is completely voluntary. The nature of sport activities and the large number of participants in the Cornell University Intramural program make the occurrences of some injuries inevitable. 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.

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.

SPORTSMANSHIP RATING: Good sportsmanship 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 unsportsmanlike conduct at any time. Unsportsmanlike 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.**

Unsportsmanlike 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

- A = Team members participate with excellent sportsmanship within the established rules throughout the contest.
- B = Team or individual team members occasionally complain to officials. Sportsmanship and understanding of the rules is acceptable, but could be better.
- C = Individual or team members complain about calls during the game, showing bad sportsmanship towards officials & the other team.
- D = A player commits a major foul (and is ejected from the game) for unsportsmanlike conduct.
- F= Having multiple players ejected for unsportsmanlike conduct.

The Intramural Supervisors reserve the right to reevaluate and amend any grade based on team/player's sportsmanship.

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