The Game
1. Two teams of seven players, one of which is the goalkeeper.
2. Minimum of four players are required to start a game.
3. Co-ed teams of four players must have a 2:2 ratio, and teams of seven players must have a 4:3 ratio to avoid forfeiture. The ratio will be determined at the Captain’s Meeting and may switch at half-time.
4. Respective genders may have a majority by no more than one.
   Possible combinations include:
   a. four males, three females
   b. three males, four females
   c. three males, three females
   d. three males, two females
   e. two males, three females
   f. two males, two females
5. There will be two 15-minute halves of running time.
6. Half-time will be five minutes. Teams will switch ends at half-time.
7. If the game ends in a tie, a three-minute sudden death overtime period will follow. In playoffs, a three-minute sudden death period will continue to take place until winner determined.
8. Each team is allowed one timeout per game. Only offensive players may call a timeout.
9. Substitutions can occur on any whistle.
10. The referee may stop the clock with discretion for any substitution or other delay that takes longer than normal, or is done to deliberately delay the game. Delay of the game is also subject to Sports Code deductions.

Eligibility
1. Current UO students, faculty, staff, and spouses.
2. Every player must be on the roster by roster deadline.
3. Players must bring their UO ID to check in. You may not participate without a UO ID.
4. Only one UO Club Water Polo player may be on a roster.
5. Professional athletes, current or former, may not participate in their respective or alike sport, activity or event. A professional athlete is defined as a person who has been paid to participate in a sport, under contract with a professional team, included on a professional team roster, practiced with a professional team or was compensated for trying out for a team.

Equipment
1. Inner tubes and game ball will be supplied by the Intramural Sports Program.
   Note: Jumping on inner tubes is not allowed and may result in a loss of Sports Code.
2. The two-yard line (goal area) and four-yard line (penalty area) will be clearly marked and measured from the front of the goal.
3. All players must sit in the tube with both legs hanging over the side.
4. You may not play with a cast.
5. Clothing which has blood on it must be removed before the player may continue in the competition. A substitute player should enter the game to allow the player with blood to remove the soiled clothing.
6. Life jackets will be available for participants who wish to use them.

Start of Play
1. At the start of each half, each team lines up at opposite ends of the pool, with hands or feet touching the wall. Three players must be on each side of the goal, and the goalkeeper must be in the goal. If a team violates this rule, the referee will throw the ball to the opposite team.
2. When the whistle is blown, the clock starts and the players may push off the wall.
   a. Note: this is the only time players may push off the walls.
3. The referee will drop the ball in the middle of the pool.
Scoring
1. To score a goal, the following conditions must be met:
   a. The ball must completely enter the goal before a goal is scored. A ball part way in the goal is NOT a goal.
   b. If a player scoring a goal falls out of the tube due to the motion of the shot, the goal will not be counted. However, if a defensive player tips the offensive shooter out of their tube, the goal will count. No personal foul will be called in this situation.
   c. Goals count as one point.
   d. All shots must come from outside the two-yard line.
2. After a goal, the ball is put in play by the goalkeeper who was just scored upon after a whistle by the official. The goalkeeper will have five seconds to put the ball in play. The goalkeeper may not travel outside of the penalty area.
3. Mercy Rule: if in the last two minutes of the second half, a team is winning by nine or more goals, the game will end.

Method of Play
1. No player may leave their inner tube to touch or maneuver the ball. The ONLY thing players can do when not in their inner tube is get back in the inner tube.
2. No offensive player is allowed within the goal area (two-yards from the front of the goal). If an offensive player is within the goal area the play will be whistled dead and the ball will be awarded to the opposing goalkeeper for a GT. If a goal is scored with a player within the goal area it will not count.
3. NO BODY CONTACT IS ALLOWED.
4. No tipping another player allowed.
5. The goalkeeper, while within the penalty area, may not throw the ball (or skip the ball) more than half the distance of the pool.
6. The referee has the discretion to not stop play for a foul if doing so would be to the advantage of the fouling team.

Restarts
1. After any stop in play, the ball will be put back in play by one of the following:
   a. Indirect Free Throw (IDFT): a player has three seconds to put the ball in play. Opponents must give the person taking the throw one yard of space and may not guard or interfere with the player taking the throw until the ball is in play. An offensive player, other than the player taking the throw, must touch the ball before a goal can be scored.
   b. Direct Free Throw (DFT): a player has three seconds to put the ball in play. Opponents must give the person taking the throw one yard of space and may not guard or interfere with the player until the ball is in play. It is not required for a second offensive player to touch the ball before a goal can be scored.
   c. Corner Throw (CT): is awarded when the defensive team puts the ball over the end line. A corner throw is taken from the two-yard line and sideline corner by the offensive team. This is a direct restart.
   d. Goalkeeper Throw (FT): the ball is awarded to the goalkeeper. The goalkeeper has five seconds to put the ball in play and may not use the five seconds to travel outside the penalty area.
   e. Face Off (FO): a face off occurs when there is a double foul or if play is stopped and neither team was in possession of the ball. Additionally, face offs occur if opposing players tie up the ball. Two players must face each other two yards apart. No other player may be within two yards. The ball must hit the water before the players may touch it. The referee will award an indirect free throw to the non-offending player, should a player touch the ball before it hits the water.

*Note: All restarts will be indicated by the referee whistling for play to begin.

Fouls and Infractions
1. Infractions: restarted by IDFT, CT, or GT.
2. A ball thrown out of bounds will be awarded to the team who did not last touch the ball. If the ball goes out over the sideline, an IDFT will be awarded. If the ball goes out over the end line, a CT will be awarded if the defense last touched the ball, a GT if the offense last touched the ball.

3. The defense may not grab the goal—CT for this offense.

4. Players may not hold the ball underwater—IDFT at the spot of the infraction for the defense.

5. Touching, holding, maneuvering the ball, or obstructing an opposing player while out of the tube is prohibited—IDFT at the spot of the infraction.

6. Stalling: a player who is closely guarded (within two-yards) must pass the ball within five seconds or attempt to advance the ball towards the opponent’s goal—IDFT at the spot of the infraction.

7. Offensive player within the two-yard goal area: no part of the tube may cross into the two-yard zone in front of the goal which extends the entire width of the pool. Players must not reach across the two-yard line to play the ball. Play will be whistled dead; a GT will be awarded. Any goals scored by an offensive player within the goal will be not be counted.

8. Using the wall to gain an advantage (pushing off the wall) is not allowed—IDFT at the spot of the infraction.

9. Kicking: players may only kick the ball if no other player is within two yards of the ball—IDFT at spot of the infraction.

Personal Fouls—restarted by a DFT.
1) Holding, pushing, hitting, tackling, tipping, or dumping an opponent.
2) Pushing off or impeding the movement of an opponent.
3) Striking the ball with a closed fist.
4) Deliberately splashing water in the face of an opponent.
5) Goalkeeper grabbing the pool wall or goal while attempting to block a shot.
6) Face guarding an opponent (guarding an opponent within one foot of their face).
7) Players persistently repeating an infraction, after the official has given warning.
8) Interfering with a player taking an IDFT

   Note: DTF’s may be taken from the most advantageous spot for the non-offending team; either the spot of the foul or the location of the ball at the time of the foul.

   Note: when a team receives six personal fouls, a penalty shot is awarded. The person taking the shot must be in the pool at the same time of the sixth foul. Additionally, it is an official’s discretion to deduct Sports code points for unsportsmanlike or persistent personal fouls.

Major foul-offending players will be disqualified from game, penalty shot given to opposite team.
   (a) Flagrant fouls are committed. These are fouls that endanger an opponent.
   (b) Disobedience or dissension to the official.
   (c) Unsportsmanlike conduct

Penalty Shot
1. A penalty shot will be taken four yards from the front of the goal. Any player in the pool at the time of the penalty may take the shot. All other players must be behind and three yards away from the shooter. If the shot is blocked, the ball is dead and becomes a GT.

2. A penalty shot will be awarded when:
   • A major foul is committed.
   • A defensive player other than the goalkeeper blocks a shot within the two-yard line.
   • A team completes a set of six personal fouls
   • There is a foul committed in the penalty area which, in the opinion of the referee, prohibits a clear-cut chance of scoring (breakaway, etc).

3. The referee will say “shooter ready” or “ball up” and the shooter must pick up the ball. Afterwards, the referee will blow their whistle. Within three seconds, the player must attempt a shot in a continuous motion. No hesitation or faking is permitted. Hesitation or faking will result in a disallowed goal and a GT.

Goalkeeper Restrictions
1. A goalkeeper may not handle the ball out of the tube. If the ball is traveling towards the goal, and a goalkeeper handles the ball while out of the tube, a goal is awarded.
   - If the ball is not traveling towards the goal, IDFT will be awarded outside of the penalty area.

2. A goalkeeper may not leave the tube to make a save.
   
   Note: if a goalkeeper blocks a shot and falls out of the tube after the block, no goal is scored but a CT is awarded.

3. The goalkeeper, while within the penalty area, may not throw or skip the ball across the center line.
   
   Note: if the ball floats across the center line, no violation occurs.

Sports Code
1. All participants and spectators are governed by the Sports Code available in the SRC.
2. Only captains may address the officials.
3. Team captains are responsible for their sidelines and spectators.
4. Negative consequences for the team may result as a direct reaction to spectators’ behaviors or actions.

NO alcoholic beverages permitted on university property

Protests
- Protests can only be made based on rule misinterpretation by the Intramural Sports Staff at the time of the incident (i.e. you cannot protest a rule misinterpretation after the game is over).
- The captain of the team must call a timeout and request a protest to the officials. If the staff was incorrect, you will not lose the timeout.
- Protests based solely on a decision involving the accuracy of judgment on the part of an official will not be considered (i.e. you cannot protest whether a player stepped out of bounds).
- Protests involving player eligibility will be considered, and must be presented immediately.

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