SECTION 1. LEAGUE FORMAT

I. League Overview
   A. The league will consist of three (3) regular season matches.
   B. Participants will be able to choose which day of the week and what time they play their regular season games by selecting a division within their desired league via scheduling on IM Leagues.

II. Playoff Format
   A. Following league play, a single elimination tournament will be played.
   B. Team rankings will be based on season performance and sportsmanship ratings.

III. Rosters
   A. Teams will be allowed to add additional players to their rosters during the season and through the end of the semi-final game in the playoffs.
   B. Teams will be allowed a maximum of 20 players.

IV. Location
   A. Games will be played in the Boilermaker Aquatics Center.
   B. Teams will have a designated field assignment.
      i. This assignment can be found online.
      ii. Please contact an Intramural Supervisor if you need assistance finding your playing location.

V. Supervision
   A. Officials will be assigned for all scheduled games. They will be responsible for officiating the game and providing sportsmanship ratings.
   B. An Intramural Supervisor will provide oversight and aid with the operations of the sport.
      i. ALL PARTICIPANTS MUST PRESENT THEIR PURDUE UNIVERSITY ID IN ORDER TO PARTICIPATE.
      ii. GAME TIME IS FORFEIT TIME!
         a. All participants must be signed in and “ready to play” with the minimum number of players to avoid a forfeit.
         b. “Ready to play” includes having the proper game equipment and being at the field ready to begin at the scheduled time.
      iii. Please alert the Intramural Supervisor if assistance is needed.

VI. Alcohol and Drugs
   A. The Division of Recreational Sports Facility Policy clearly states that:
      i. Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly prohibited in DRS facilities.
      ii. Use of the facilities under the influence of alcohol or drugs is also prohibited.
   B. The Intramural Staff will strictly enforce these policies.

SECTION 2. THE GAME

I. Brief Overview
   A. Each team will be made up of five (5) players on the field.
      i. Four (4) players will play field positions.
      ii. One (1) player will be the designated goalie.
      iii. All other players must remain in the team boxes along the sidelines.
   B. A regulation game will consist of two (2) 12 minute halves.

II. The Playing Area

Last Updated: 8/6/2015
A. The playing field has the dimensions of 25 yards long by 20 yards wide.
B. The goal box, located directly in front of the goal, will extend from the end line out 15 feet and the entire width of the playing area.
C. The goals are three (3) feet high by 118 inches wide.

III. Beginning Play: VIDEO EXAMPLE (http://www.youtube.com/watch?v=cvd-5Z33gzw)
A. Swim Test
   i. Prior to play each player must pass a swim test by swimming the width of the pool
B. Captains’ Meeting
   i. Prior to the start of play, each team’s captain will be required to meet with the officials.
   ii. Follow the official’s instructions and ask any desired rule clarifications at this meeting.
C. Coin Toss
   i. Either a coin toss or even/odds game will determine the first choice.
   ii. The visiting team captain will be designated to make the call.
   iii. The captain winning the toss/game shall choose which side of play to defend in the first half.
D. At the start of each half, teams line up at each end of the pool with one hand on the far wall. The official will toss the ball into the middle of the pool. On the official’s whistle, both teams may propel their inner tubes toward the ball.

SECTION 3. EQUIPMENT

I. Equipment Provided
   A. Inner tubes will be provided. Teammates must use matching colored inner tubes.
   B. Swim caps with numbers will be provided.
   C. Players must sit in tube with both legs hanging over the tube.

II. Illegal and Required Equipment
   A. Swimming suits are required, no gym or running shorts.
   B. No eye glasses are permitted in the pool.
   C. No jewelry, hats, or anything that would be considered potentially harmful to other participants may be worn.
   D. No hard and unyielding items including guards, casts, braces, etc. on the hand, wrist, forearm, and elbow, upper arm or shoulder.

SECTION 4. PLAYERS

I. Team Composition
   A. Each team will be made up of five (5) players on the field.
      i. Four (4) players will play field positions.
      ii. One (1) player will be the designated goalie.
   B. (Co-Rec Modification) Teams with five (5) players must have three (3) males and two (2) females or two (2) males and three females (3).
      i. Teams playing with five (5) players must have an equal number of males and females as field position players.

II. Minimum Team Requirements
   A. Games may be started with a minimum of three (3) players.
   B. (Co-Rec Modification) Teams with four (4) players must have two (2) males and two (2) females
      i. Teams playing with four (4) players will have one (1) field player of the same gender as the goalie and two (2) field players of the opposite gender.
   C. (Co-Rec Modification) Teams with three (3) must have one (1) male and two (2) females or vice versa.
      i. Teams playing with three (3) players must have an equal number of males and females of field position players.

III. Club Sports Players
   A. A maximum of two (2) club sports participants are permitted to be on each team’s roster.

IV. Substitutions
A. Substitutions may only be made during time-outs, after an injury, after a goal is scored, or between halves/overtimes.
B. Players arriving late must first sign in with the official or intramural supervisor before entering play.

SECTION 5. TIMING

I. Periods
   A. A regulation game will consist of two (2) 10 minute halves.
   B. The clock will only stop in the final two minutes of the second half. The game officials will keep the game clock.
   C. Halftime will be a maximum of three (3) minutes long and teams will switch sides at the start of the second period.

II. Time-outs
   A. Teams will receive one time-out per game and the team must be in possession of the ball in order to call time-out.
   B. Injury time-outs may be determined only by the officials and/or the Intramural Supervisor.

III. Overtime
   A. During league play, there are no overtime periods and games will result in a tie.
   B. During the playoffs, a two (2) minute overtime period will be played until the first team scores (the “golden goal”).
   C. If no goal is achieved in this two (2) minute period, a shootout, taken from the penalty throw location, will occur with the following rules:
      i. One (1) goalie for each team will be selected for the shootout.
      ii. Only three (3) field players.
      iii. The three (3) selected field players from each team will begin a rotation alternating penalty shots.
         a. The first round of penalty shots consists of each player taking a shot. The team with the higher number of goals wins.
         b. If the score is still tied, players/teams will alternate shots with the remaining players on the team in a sudden death penalty shot format until one team scores unanswered.
      iv. (Co-Rec Modification) Shooters must alternate male/female or female/male.
      v. (Co-Rec Modification) No player may shoot twice until all other eligible players for their gender have attempted a shot.
      vi. The officials will choose the side of field for the shootout. A coin toss (see Section 2.III) will determine who shoots first.

IV. Official Game
   A. If a game has reached halftime and inclement weather stops play, the game will be over and its score will be considered official.
   B. If a game has not yet reached halftime and inclement weather stops play, the game will be considered cancelled.
      i. Cancelled games will not count toward playoff qualification.
      ii. Cancelled games will only be made up if time and space permits.

SECTION 6. SCORING

I. Goals
   A. A goal is scored only when the entire ball has passed completely over the goal line, between the goal posts and under the crossbar, provided no infraction of the rules has occurred during this process.
   B. Once a goal is scored, play will resume like the beginning of play, where teams will line up at each end of the pool with one hand on the far wall. The official will toss the ball into the middle of the pool. On the official’s whistle, both teams may propel their inner tubes toward the ball.
   C. If a player is dumped or falls out of their tube prior to releasing the ball on a shot, the goal will be disallowed.

II. Mercy Rule
A. If at any time during the final two (2) minutes of the second half a team is ahead by five (5) goals or more, the game shall be ended.

III. Forfeit Score
A. In the event of a forfeit, a score of one (1) to zero (0) will be given.

SECTION 7. GAME PLAY

I. Beginning Play
A. At the start of each half, teams line up at each end of the pool with one hand on the far wall. The official will toss the ball into the middle of the pool. On the official’s whistle, both teams may propel their inner tubes toward the ball.

II. Restarting Play
A. On any restart of play (i.e. throw-ins, after a goal is scored, Indirect Free Throw, Direct Free Throw) play will resume upon the whistle of the official.

III. Method of Play: VIDEO EXAMPLE (http://www.youtube.com/watch?v=SA71hRMDsDw)
A. Players dribble the ball by pushing it in the water, holding it between their knees, holding it with two hands, holding it with one hand in the air, holding it against their body, or holding it in their lap. One or both hands may be used to pass, catch, or throw the ball. The ball may not be held completely under water.
B. Players may not hold on the walls or goal area while having possession of the ball.
C. Feet may not be used to knock the ball out of possession of another player or to score a goal.

IV. Inner Tube Etiquette
A. Players must sit in their inner tubes with their arms and legs over the side.
B. No player may leave his or her inner tube.
C. The ball may not be touched or maneuvered while outside the inner tube.
D. The ONLY thing you can do when you are not in your tube is get back in your tube.
E. Players may not hold onto the wall or goal area.
F. Defensive players may push or dump opponent’s inner tubes, IF the opponent is in possession of the ball. Contact with the opponent is not allowed.
   a. Possession of the ball includes but is not limited to:
      i. Holding the ball with one or both hands.
      ii. Holding the ball with your legs.
      iii. Having the ball sit or rest on your lap.
   b. An offensive player who intentionally shields the ball in the water near their tube (not picking it up) to avoid possession and thus avoid getting dumped will be penalized with a delay of game and possession of the ball will be given to the defense.

V. Throw-In
A. A throw-in shall occur when the ball goes out of play.
B. The throw-in shall be awarded to the team who did not last touch the ball prior to it going out of play.
C. A throw-in will occur at spot along the wall where the ball went out of play.
D. The thrower shall remain in their tube along the wall to make the throw-in.
E. The throw-in is indirect and the ball must be passed to another player prior to a shot on goal.

VI. Goalkeeping
A. The goalie box is the area that extends five yards from the edge of the pool across the entire width of the pool.
B. No player, other than the goalie, may enter the goalie box at any time.
C. The goalie may not leave their tube to block a shot, if the goal is made it is scored. If the goal is missed the offended player will receive a penalty shot.
D. The goalie may not hold the ball for more than five seconds in the goalie box.
E. The goalie may not throw the ball in flight beyond the centerline while inside their goalie box.
   i. If the goalie dribbles outside of their box they will be considered another field player and will be able to throw the ball past the centerline.
F. If the goalie blocks a shot and the ball goes out of bounds as a result, the ball is given to the offense for an indirect throw-in along the wall at the outside of the goalie box.
SECTION 8. FOULS

I. Each of the following constitutes a PERSONAL FOUL:
   A. Unnecessary or intentional bodily contact with an opposing player.
   B. Holding onto or dumping an opposing player’s inner tube when that opposing player is not in possession of the ball.
   C. Contacting a player with the ball (tube may be dumped).
   D. Deliberately splashing water in the face of an opponent.
   E. Committing any infraction for the purpose of scoring or preventing a score.

II. Penalties for personal fouls will be enforced as follows:
   A. A player is disqualified on his/her third personal foul.
   B. The penalty for a personal foul is a direct free throw at the spot of the foul.
   C. On the fifth personal foul by a team in a period, a penalty shot will be awarded. Thereafter, every set of five team fouls will be a penalty shot (e.g. 10th team personal foul, 15th team personal foul, etc). Team fouls do not carry over to the next period.

III. Major Fouls
   A. For any flagrant, malicious, or violent fouls, the offending player will be ejected and a penalty shot will be awarded to the offended team.

IV. Direct Free Throws
   A. On all direct free throws, the ball must be released within five seconds of the whistle. Players may either shoot directly on goal or pass to a teammate. All other players must be three feet away from the thrower prior to the throw.

V. The penalty for any INFRACTION is an indirect free throw for the opposing team at the spot of the infraction. Infractions are as follows:
   A. Play before the referee blows the whistle.
   B. The goalie throwing the ball across the center line while in their goal area.
   C. Intentionally holding the ball.
   D. Intentionally delaying the game.
   E. Handling the ball while out of the inner tube.
   F. Interfering with another player while out of the inner tube.
   G. Stalling – when a team is penalized for stalling, the opposing team will be awarded the ball for an indirect free throw at the edge of the goal box of the team being penalized.
   H. Striking the ball with a clenched fist (goalie exempted).
   I. Any player going into their opponent’s goal box. If a player is forced into the box but is still making an attempt to get out, no foul will be called.
   J. Touching the ball before it reaches the water on a face-off.
   K. Throwing directly at the goal on an indirect free throw (must be thrown to a teammate first).
   L. Holding onto the wall while one’s team is in possession of the ball.
   M. Holding the ball completely underwater.

VI. Indirect Free Throws
   A. On all indirect free throws, the ball must be passed within five seconds to a teammate before an attempt for a goal may be made. All players must be three feet away from the free thrower prior to the throw.

VII. Penalty Shots
   A. Penalty shots as a result of a major foul may be taken by any team member in the pool at the time of the foul.
      i. (Co-Rec Modification) A penalty shot as a result of a major foul must be taken by a person of the same gender that was fouled.
      ii. (Co-Rec Modification) A penalty shot as a result of a team’s fifth personal foul in a half may be taken by either gender.
   B. The following procedure will be followed for all penalty throws.
      i. The player taking the throw must line up on the edge of the goal box. All other players must be at least three feet away from the thrower.
ii. The official shall ensure that both the goalie and thrower are ready. The thrower shall raise the ball into the air.

iii. On the whistle, the thrower must attempt to score a goal. NO hesitation or faking is permitted.

iv. Hesitating or faking will result in loss of the penalty shot and the ball awarded to the goalie for a throw.

v. Following an unsuccessful attempt, the ball remains live and in play.

SECTION 9. SPORTSMANSHIP

I. Minimum Rating
   A. Teams must receive an average of 2.75 sportsmanship rating during league play to be eligible for the playoffs.
   B. Sportsmanship ratings will range between 0-4 with detailed explanations available in the Participant Handbook Article 9: Sportsmanship and Player Conduct

II. Officials
   A. The game’s official will determine sportsmanship ratings for each of the game’s teams.

SECTION 10. PROTESTS

I. Eligibility Protests
   A. If a player is believed to be ineligible (please see our Policies Information for more details), the game may be played under protest.
   B. Please contact the Intramural Supervisor to file a protest form.

II. Rule Interpretation Protests
   A. Rule interpretation questions must be declared immediately after the play in question.
   B. Rulings involving an official’s judgment MAY NOT be protested.
   C. Team captains must announce this protest to the Intramural Supervisor and both captains will be required to fill out information on the protest form.