Innertube Basketball Rules

REFEREES
At least one referee/monitor will be provided for all matches. Officials are responsible for checking eligibility, attendance, controlling the game and keeping score. If an official fails to show, the teams will be responsible for scoring and calling their own games. Officials must be treated with respect. Each match is controlled by an official who has full authority to enforce the Laws of the Game in connection with the match to which he/she has been appointed to. The decisions of the officials concerning the play are final there will be NO NEGOTIATIONS made between teams.

EQUIPMENT/ATTIRE
It is the responsibility of all intramural participants to ascertain whether their own health conditions make it advisable to participate in a particular sport. The University of Guelph does not assume ANY RESPONSIBILITY. NO JEWELRY IS PERMITTED FOR ANY INTRAMURAL SPORT. Players must wear appropriate swimwear.

TEAM REQUIREMENTS
The number of players on a full waterpolo team is 6 in the water with a minimum of 4 necessary to avoid a default. There must be an equal number of males and females in the pool at all times. The ratio between males and females must be equal at all times, if there is an odd number of players then the additional player may be of either sex. However, there may never be more than 1 extra person of either sex out at one time (example: if two males show up, this means only three females may play, and an additional girl cannot take the sixth spot because then there is no longer an equal ratio as it would become 4 females – 2 males).

DEFAULTS/FORFEITS
A 10 minute default rule will apply. If the minimum numbers of players are not present 5 minutes after the scheduled game time the opposing team will be awarded one point. After the 5 minute mark the opposing team will be given one point every minute up until the 10 minute mark when the game will be officially a default and the official score will be 5-0. *No Added Time Will Be Given*

THE GAME
Format
- Each game consists of two 18-minute halves.
- The hoops will be placed along the edge of the pool (not the gutter) at each end of the pool. The hoops can be placed on top of 4 or 5 flutterboards, to make goaltending calls easier for referees.
- All players in the water must be sitting properly in their tube at all times (butt placed in the tube hole, feet and arms out of hole).
- The game will start only when both teams are touching their defending walls. The referee will throw the ball into the middle of the pool and blow the whistle.
- The ball must be visible at all times. An intentional submersion of the ball will result in a foul.
• Substitutions may be made at any time with the player exiting the pool on their team’s defensive end and the player entering the pool also from their defensive end – provided the substitution does not interfere with play. The ball must not be around your team’s basket.

• If the ball is knocked out of play by team 1:
  o In team 2’s goal end because they missed a shot on net, team 2 will get a throw in
  o In team 1’s goal end, team 2 gets a throw in.
  o Along the side of the pool, then team 2 gets a throw in at the place where the ball went out of play.

• Pushing off pool walls is legal.

• Pushing or holding back an opponent with or without the ball is a foul. Note – the person holding the ball may also be called on this infraction.

• Intentional splashing will result in a penalty.

• Teams will switch ends after halftime.

Rules

• Dribbling the ball consists of guiding it along in the water with your hands.
  o Once you pick up the ball you have five seconds to pass or shoot.
  o Picking up the ball and putting it back down on the water will result in a turn over (double dribble).

• You must stay in the tube at all times.

• You may not knock a ball away that has a chance of going in, one it is on its downward flight (No goaltending). If this occurs, the basket automatically counts.

• On any foul, the team who fouled gives up possession of the ball. The team in possession must make one pass before shooting the ball.

• You may steal the ball from an opponent if they are:
  o Travelling with it down the pool.
  o Passing the ball or attempting to pass.
  o Holding it in a vulnerable position (above their head, out to the side, etc.).
  o Shooting the ball.

• Any player who is fouled while trying to score a basket is awarded 2 penalty shots.
  o Foul shots will be taken roughly 10 ft away from the basket. The ball is live off the second foul shot. If it goes in, the defensive team gains possession of the ball.

• After a basket, the new team in possession must make one pass before crossing half (i.e.: no cherry picking).

• It is illegal to:
  o Play the ball while out of your innertube. Players must remain seated in their innertube at all times.
  o Play the ball with any part of your body touching the bottom or sides of the pool.
  o Hide the ball under the water.
  o Strike the ball with a closed fist.

  ▪ Infringement of these rules will result in a change of possession.

• After a team commits 3 personal fouls in one half, every foul thereafter in the same half will result in the other team receiving one point.

• If the ball exits the pool area (knocked or thrown onto the deck), the team that touched the ball last loses possession of the ball. The opposing team gains possession of the ball at the point it exited the pool. The team in possession of the ball must make at least one pass before scoring a basket.
Other

- Penalty shots shall be taken from 4 meters from the net by the impacted player. The official will blow their whistle and the player will have 5 seconds to throw the ball.
- No player may attempt to grab the ball out of another player’s hands. If this occurs, and a "tug-a-war" scenario occurs, possession will be given to the original carrier.
  - Knocking the ball out a player’s hand is legal but only as a clean blow to the ball. Contact to the arm is a foul.
- A player impeding the movement of an opposing player will be called for blocking.
- Players will be suspended for excessive roughness.
- Any time the ball is entered after a stoppage, the player in possession must pass the ball to another player to begin play. They may not pass to themselves nor can they move until the pass has been made. They may not shoot at the net to open play. The pass must be made within the referee’s silent-ten-count.
- Players must start on their defensive side of center after a point.

Fouls

- The referee will signal when a foul has been committed and play will continue as long as play is to the advantage of the fouled player.
- Any foul within 4 meters of the goal that takes away a scoring chance will result in a penalty shot.
- There is a graduated penalty system for innertube basketball. It consists of minor fouls, yellow cards, and red cards. It will be up to the referee’s discretion how severe the infraction was and what penalty to hand out.
  - Minor foul: any normal violation of the rules above. A minor foul will result in a change of possession at the spot of the foul, unless otherwise indicated above.
  - Yellow card: will be shown to a player in the result of a flagrant, or serious violation of the Waterpolo rules. This includes both verbal and physical abuse of a player, as well as any serious contact that occurs. The result of a yellow card will be an automatic penalty shot. Two yellow cards in the same game will result in a red card, and removal from the game.
  - Red card: will be shown if a player receives a second yellow, or if a severe infraction occurs. An automatic red card will be shown for abuse of any official. The result of a red card is immediate removal from the game of that player, and the team will not be able to substitute a new player in for that removed player.

Personal Fouls

- Holding, dunking, grabbing, kicking, flipping or pulling back an opponent with or without the ball.
- Kicking or striking an opponent or making an attempt to do this.
- Flipping an opponent out of their tube.
- Refusing to obey the referee or showing a lack of respect towards the referee or opponent.
- Swearing or persistent rough play.
- Intentionally throwing a ball at an opponent with the intent to cause injury.

Playoffs

- Players must have played one-third of their team’s regular season league games to be eligible for playoffs.
- Any team members who show up after the first ten minutes are not permitted to play in the game.
- All competitive teams are guaranteed at least one playoff match after the regular season. Playoff games are played in the same format as regular season games.
The games are still 40 minutes long; however, they will be played in an hour time slot due to potential overtime (playoff games cannot end in a tie).
  - If the teams are tied, then there will be 5 minutes of overtime.
  - If the game is still tied after the 5 minutes, the game goes into a second overtime of 5 minutes and so on and so forth.

In exceptional cases, after three overtimes the game will go into a sudden death shootout.
  - Shootout will consist of three free throws taken by one team member.
  - The team with the most successful free throws will win.