

INTRODUCTION

Welcome to the City of Eugene Library, Recreation, and Cultural Services Department inner tube water Polo (ITWP) Program.

The ITWP program is ideally suited for those individuals seeking competition, camaraderie and escape from everyday routines. The Athletics staff strives to offer a well-organized program that is played at quality facilities. We are confident that you and your teammates will enjoy the experience.

Your suggestions and recommendations are always welcome so that we may continually work to improve your program.

Best of luck to your team. Have an enjoyable season!

ATHLETICS STAFF

Athletics Manager.....Ethan Wing

Athletics Program Supervisor.....Matthew Peters

Athletics Program Assistant..... Jayson Beaty

OBJECTIVES OF THE PROGRAM

To provide an opportunity for interested individuals to play ITWP in an organized manner.

To provide wholesome recreational play and not merely to declare a league champion.

To adequately meet the scheduling needs of a wide range of player ability levels.

MANAGEMENT AND AUTHORITY

The general management of the ITWP program and all teams involved in each league shall be the responsibility of the Athletics program, and final authority on any matter pertaining to the program resides with the Athletics staff. Any concerns regarding the program should be directed to this area.

Upon entering a league, each team and all players agree to abide by the rules and regulations stated in this rulebook.

FEES AND REFUNDS

No team fees will be refunded after registration has taken place, unless a replacement team is found.

Money (fees) will not be refunded to any player or team expelled from the league.

PLAYER ELIGIBILITY

★Age Requirement. Coed and Men's leagues: 15 years and older.

*Must meet age requirement by **December 31** of the calendar year the league falls in to be eligible.

Under 18years of age must have parent/guardian signature.

Players must be:

- Listed on the team roster or add form with signature.
- Registered with only one team

Penalty for Playing Ineligible Players: Any game in which an ineligible player participates is subject to forfeit. Players found in violation may be placed on suspension for **one calendar year**.

Player Identification: Team managers, Athletics staff may ask about a player's eligibility before or any time during the game by approaching the umpire and requesting proper I.D. as proof (see proper I.D. below). All players should be advised to have I.D. present at all games. The player(s) in question may not participate until I.D. has been presented to the umpire. The umpire will record players' names and report the protest to the Athletics staff.

To protest player eligibility, teams must ask for an I.D. check at the game. Protests will not be accepted after the completion of the game. **NO EXCEPTIONS!!! Proper I.D. = Picture identification showing player's name (i.e., driver's license, Oregon I.D. card, student I.D., passport).**

Team rosters must be completed and submitted to the Athletics Office at the time of registration.

Player Add/Drop:

- Players may be added and dropped from a team roster throughout the season. Player Add Forms must be submitted to the Athletics Office or to the ScoreKeeper at the game before a new player is eligible.

Game Times

- Sunday games start at 3:30, 4:30, 5:30 and 6:30pm

INNERTUBES

The Athletics Program will provide inner tubes for all participants.

Team Requirements

A team consists of 7 players (6 + a goalie, or 7 attackers if goalie is 'pulled'), but may play with a minimum of 4 players.

Each team must have a minimum of two men and two women playing at all times.

Game Length

There are 3 periods, 10 minutes each.

The clock runs continuously until a goal is Scored.

Teams will change sides after each period.

All ties at the end of playing time will be broken by a shootout.

Play Area - Side lines

The court is the rectangle formed by the pool walls and (if smaller than full pool) lane lines.

A ball is considered in-bounds until it makes contact with the pool deck or pool surface outside the boundary area.

The ball changes possession when it goes out-of-bounds.

A player may make a play on a ball outside the play court as long as

The ball is in the air,

The player's tube is in-bounds, and

The player remains in their tube.

Any shot or pass that ricochets off a diving board, backstroke flags or other pool equipment within the court boundary and lands in-bounds is a live ball.

Start of Play

To start each period, both teams line up at opposite ends of the pool.

- All players must be in contact with the wall before play begins.
- The ball is thrown into the center of the pool while the score keeper sounds the horn to begin play.
- Pushing off the wall is legal at start.

After the goal is scored the defending goalkeeper will put the ball into play.

- The goalie must wait until the defending team is past the mid-pool line to restart play
- The goalie must release the ball within 10 seconds.

Time-outs: 3 per game

Substitutions

Teams may substitute when:

- A goal is scored,
- The play ends because the ball went out-of-bounds, or
- A time-out is called.
- A goalie can only be substituted for by someone on the sidelines if the ball is live or by anyone if the ball is dead.

Possession

All players, must sit in a horizontal position, facing up inside the inner tube. A goalie must have at least one body part through the hole in the inner tube at all times.

If a player falls out of their tube, the player may not participate in the game in any way.

Players move with the ball by:

- Pushing it in the water,
- Holding it between their knees,
- Gripping it with 2 hands,
- Gripping it with 1 hand,
- Pressing it against their body,
- Or holding it in their lap.

A player may not hold the ball completely under the water.

Players may not deliberately hold the ball to delay the game.

Contact between Players

Inner tube to inner tube contact is legal.

Incidental inner tube to body contact is legal.

A defending player may touch the ball when it is in possession of an opposing player. This includes swatting the ball out of player's hand.

It is legal for a defensive player to try to push the player with the ball out of his tube, thus forcing a turnover.

Any illegal contact between players will result in a free throw.

Free Throws

Free throws are awarded for violations at the point nearest the spot of the infraction.

During a free throw, the person who starts the ball into play has 3 seconds to pass the ball to a teammate.

A goal may not be scored until a second offensive player touches the ball after the free throw.

The defense must provide 2 feet of space from the point of the free throw.

Free throws are awarded in the following scenarios:

Any offensive player enters the goalie box.

The ball goes out-of-bounds.

Players may not interfere with another player, with or without the ball, in the following manners:

- Holding,
- Pushing,
- Hitting,
- Splashing,
- Dunking, or,
- Tackling.
- A ball that goes out in the goal box is given to the goalie for a free throw.

Penalty Shots

Penalty shots shall be taken by the offended player at the backstroke flags (if no flags exist, it should be 5 meters or 15 feet from goal).

No defensive player may be within 2 feet of the shooter.

If the result of the penalty shot is not a goal, the ball remains in play.

Exception: The ball is dead in a shoot-out if the ball does not go in the net.

A penalty shot will be awarded in the following scenarios:

A defensive player enters the goal box to make a play.

A goalie abandons his/her tube to block a shot.

Goalie

The goalie may not abandon his/her tube in an attempt to block a shot from entering the goal. Remember, they do not have to sit in the tube but rather just have a part of their body in/through it at all times.

If the goalie leaves his/her tube while blocking a shot on goal, this will result in a penalty shot for the offensive team.

The goalie may never pass the ball beyond the mid-pool line.

The goalie may not leave the goal box area during play.

Once the goalie gains possession of the ball, he/she will have 3 seconds to release the ball.

A ball in play may be passed back to the goalie. The goalie will have 3 seconds to release the ball.

A goalie can be pulled for another attacking player during normal substitution times (see Substitutions).

Goals

A goal is scored when a legal shot (taken outside the goal box) completely crosses the goal line.

A player scoring a goal must remain in his/her tube after the goal is scored or the score will be disallowed.

A shot taken from inside the goal box will be disallowed and the ball will be given to the goalie for a free throw.

After the goal is scored the defending goalkeeper will put the ball into play.

Shootouts

Five players from each team will be selected by the team to shoot (goalkeepers may be one of the shooters).

At least 2 men and 2 women must shoot. They should alternate.

Shooters do not have to have been in the pool at the end of play.

Goalies will be the same as the goalies from the end of play.

A coin flip or another creative method of determining order will decide which team shoots first.

Each team has a total of 5 penalty shots and will alternate each shot. No rebounds.

The referee signals the start of each penalty shot with a whistle blow.

If the score is tied at the end of the first shootout, a 'sudden-death' shootout will ensue.

Once one team leads after an equal number of shots have taken, the game is over.

Only players who shot in the first round are eligible to shoot in the second round.

The gender order established in the first round will be maintained in the second round.

Teams must have an equal ratio of male to females during penalty shots (i.e., both teams must have either 3 women and 2 men or 3 men and 2 women shooting)

FINAL STANDINGS AND AWARDS

League standings will be decided on win/loss record.

In case of a tie in the standings, places will be decided by:

- The win/loss record of the games played between the teams involved in the tie.
- Forfeits will automatically disqualify a team from placing above a team to whom they forfeited.
- If a tie remains for first and second place, head-to-head results are figured between each team involved in the tie and the next placed team.
- If a tie still remains, the run spread difference will be calculated between each team involved in the tie and the next placed team.

Appreciation certificates for sponsors are available at no charge.

Contact the Athletics staff if your team is interested.

PROTESTS

Protests regarding either rule interpretation or player eligibility:

Rule Interpretation - Notification of intent to protest must be made by the coach or captain immediately before the next pitch. Protests must be written and submitted to the Athletics staff by 5:00 pm the next working day after the incident of protest. A \$25 fee must accompany the protest. Only teams that have their protest upheld will be refunded their \$25 fee. All protests will be reviewed by the Athletics staff and/or Softball Advisory Committee.

Player Eligibility - Protests of an ineligible player must be made to the Scorekeeper before the last goal of the game. The umpire will check the player's picture ID and submit the name(s) to the Athletics staff.

The Athletics staff will determine whether or not the player(s) is on the team roster. A fee deposit is not required. To protest player eligibility, teams must ask for an I.D. check at the game. Protests will not be accepted after the completion

PLAYERS' CODE OF CONDUCT

Managers and/or captains are responsible for the conduct of their players and spectators. Points of Emphasis:

Any player ejected from a game will be suspended for a minimum of one (1) additional game.

Upon a team's second (2nd) player ejection of the season and subsequent ejections, the manager will also be suspended for the next game. Any player who is ejected from two (2) games during the season will automatically be suspended for a minimum of one (1) calendar year. For players who participate in both Men's/ Women's and Coed leagues this rule applies to one ejection from each league or two (2) ejections from the same league.

No player shall shove, push, lay a hand upon, or physically attack an umpire or player before, during, or after the game. The player shall immediately be ejected from the game and may receive a minimum suspension of one (1) calendar year.

No player shall use abusive verbal attacks or threaten an umpire or player before, during, or after the game.

The player shall immediately be ejected from the game and suspended for a minimum of one additional game.

Any player who initiates a swing or physically attacks another player will be suspended for a minimum of one (1) calendar year.

Any player who has been ejected from the game must not heckle the Players. If, after a warning to the team manager/captain, the offender continues to heckle the Players, the game will stop and a win will be awarded to the opposing team.

Any team or individual whose behavior is unbecoming to the City of Eugene Athletics program may be expelled from competing for a minimum of one (1) calendar year