



INNERTUBE WATER BASKETBALL RULES

1. TEAM MANAGERS:

- Team managers are responsible for informing their teammates of all Intramurals governing rules and policies.
- Team managers are responsible for picking up their team's schedule and notifying their teammates on upcoming games. Team schedules are available via the web at www.jhu.edu/recreation/intramurals/intramurals.htm.
- Team managers are responsible for their team and fan behavior before, during and after their game.
- Only the team captain may address an official on matters of rule interpretation or to obtain essential information.
- Team managers are responsible for any equipment given to them, such as team jerseys. (**Team managers, you will be charged for the missing items**)

2. PLAYERS:

- All players must present their JCard to the Intramural Supervisor on duty (Note: there will be NO exceptions)
- Players may only play on one team per league (i.e. one Men's open, Greek, Co-Ed and Res. Hall) Switching from one team to another is illegal, and will result in a suspension from participating in any Intramural activity for the remainder of the season.
- A team consists of 5 players. In Co-Ed leagues there must be two female members in the pool at all times. A team must have 4 players to start a game. A team's roster may include an unlimited number of players. A team is not required to have a specific number of males or females on their roster.

3. ELIGIBILITY:

- Players must be current Homewood and Peabody students, faculty, or staff with membership to the O'Connor Recreation Center and must show proper identification, i.e. a J-Card, before game time. Participants will absolutely NOT be permitted to play without showing an ID card.
- An individual must compete in at least 1 game during the regular season or tournament to be eligible for the playoffs or championship game of the tournament. Teams may add/drop players to roster until last game of regular season.

4. FORMAT:

- League/Regular Season (3-5Games) + Single Elimination Playoff/Tournament
- Eligibility for playoffs: "2.5" sportsmanship rating.
- Forfeits without a call in will receive a 0 for the sportsmanship rating.

5. EQUIPMENT:

- The Intramural office will furnish game balls and jerseys.
- All participants must wear the proper swimwear. It is recommended that competitors wear t-shirts to prevent bruises and rashes caused by the tubes.
- **No hats/caps/bandanas**
- **No eyeglasses will be permitted in pool. However, goggles are legal.**
- **No Jewelry is allowed, with the exception being medical identification jewelry. Participants may not cover up jewelry with tape, band-aids or other such items, all jewelry must be removed.**

6. GAME TIME:

- **GAME TIME IS FORFEIT TIME.**
- The diving well of the pool will be the area used for the games. It will be broken up into four zones along the length of the pool. First by a centerline that will mark half field and then by two cones located approximately three yards from the baseline. There are also two cones located 2 yards away from the hoop itself on the baseline. The cones along the edge of the pool, as well as the 2 cones around the basketball hoop itself will create a key.
- Each game will consist of two 15-minute halves and a 3-minute halftime. A running clock will be used throughout the entire game until the last minute of the second half at which point it will stop for goals, free throws, and balls out of bounds. A team will be granted a 10-minute grace period from their scheduled game time in order to field a complete team.
- Teams may call one (1) 1-minute time-out per game. Any player whose team is in possession of the ball may call a time-out.

7. SUBSTITUTES

- Substitutes may be made only between halves, after free throws, during time-outs, and following a made goal. Substitutes must report to the referee before entering the water. Play resumes when the official blows the whistle. Intentionally delaying the game will be penalized by a free throw awarded to the opposing team.

8. START PLAY:

- At the start of each half, teams line-up at each end of the pool with one hand on the far wall. The ball will be tossed into the middle of the pool. On the official's whistle, both teams may propel their innertubes towards the ball. Pushing off the wall to start is legal.

9. BALL IN AND OUT OF PLAY:

- Players must sit horizontally in their tubes with rear end in the middle of the tube and arms and legs over the side. No player may leave his/her innertube. The ball may not be touched or maneuvered when a player is out of his/her innertube. Handling the ball while not in a tube is a penalty resulting in a free throw for the opposing team. The only thing you can do when not in your tube is get back in.
- Players dribble the ball by pushing it in the water, holding it between their knees, holding it with 2 hands, holding it with 1 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 underwater.
- Contact with the opponent's body is NOT permitted. The defensive player may seize or knock the ball from the possession of the player holding the ball.
- A Shot cannot be taken from inside the key. It is a valid shot as long as the release of the ball takes place outside of the key. For instance, one's body can be inside the key, but if the release takes place outside of the key, it is a legal shot. All players may rebound the ball in the key however the ball must be passed out again before a shot is taken.
- A teammate can not use a teammate to leverage them self to gain an unfair advantage.
- Each basket will count for two points if shot is in the front court, 3 pts if shot is behind the half-court line. Exception: Co-Ed leagues – Male=2 pt, 3pt, female = 3 pts, 4 pts. The ball may hit the water on its way to the basket.
- If a player falls off of his/her tube (following the throw and prior to the ball entering the basket), the basket will count.
- Following each goal, the ball must be touched by a player touching the baseline.
- A ball deflected outside of the pool will be awarded to a player of the opposing team that touched it last.
- Possession of the ball is a judgment call by the referee. Possession is defined as having control of the ball or the ability to maneuver the ball. Examples of possession include:
 - A player in contact with the ball
 - A player's tube in contact with the ball
 - The ball is close proximity of the player's tube
 - A player is maneuvering the ball behind them as they paddle alone

10. FOULS

- In order for a team to take a shot, all five of their players must be past the half court line. If they aren't, and a shot is taken, the basket does not count and it is a turnover. This is to ensure that no "cherry-picking occurs" from either team. However, a team may shoot a three-pointer at any time. If this three-point shot is rebounded by the team on offense, they must wait until all team members cross half court before shooting a two-pointer.
- The penalty for a technical foul is a free throw at the spot of the infraction. Each of the following infractions constitutes a technical foul:
 - Starting play before the referee blows the whistle
 - The goalie throwing the ball across the center line
 - Intentionally holding the ball
 - Intentionally delaying the game
 - Stalling – when a team is penalized for stalling, the opposing team will be awarded the ball for a free throw at the edge of the goal box of the team being penalized.
 - Striking the ball with a clenched fist (goalie exempt)
 - 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.
 - Touching the ball before it reaches the water on a face-off
 - Throwing directly at the goalie on a free throw (must be first thrown to a teammate)
 - Holding onto the wall while in possession of the ball
 - Holding the ball completely underwater

11. PERSONAL FOULS

- The penalty for a personal foul is a throw-in from the spot of the infraction. The following infractions constitute a personal foul:
 - Unnecessary or intentional bodily contact with an opposing player.
 - Holding onto or dumping an opposing player's innertube when that player is not in possession of the ball.
 - Making contact with a player with the ball
 - Deliberately splashing water in the face of an opponent
 - Committing any technical foul for the purpose of scoring or preventing a score.

12. FREE THROWS AND PENALTY SHOTS

- For any flagrant, malicious, or violent fouls, the offending player will be ejected
- Free throws are taken from the first cones on the side of the pool, and in between the two cones which make up the key.
- The offended player must take the free throw.

13. SPORTSMANSHIP:

- The Intramural staff on duty will grade all teams on their sportsmanship and has the authority to ask anyone to leave the gymnasium. A team's sportsmanship is a reflection of its players as well as fans.
- Playing Intramural Sports is NOT a right, it is a privilege. Therefore, the Intramural program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.
- Any player who uses foul language, violently protests a call, or curses an official or supervisor, will be removed from the game and will automatically be suspended for the remainder of the tournament.
- A player that is ejected for any reason must come in to speak to the Assistant Director of Intramurals before their next Intramural event. The ejected player is suspended from all Intramural activities until the Assistant Director of Intramurals reinstates him/her.
- The ejected player must make an appointment to meet with the Assistant Director of Intramurals during the following times: Monday through Thursday, 10:00am - 4:00pm before he/she is eligible to participate again. DO NOT just drop in players must make an appointment to discuss being reinstated.
- **Minimum 1 game suspension for all ejections.**

- Any player who fights amongst players or touches an official or supervisor will be placed on suspension from all Intramural activities for a minimum period of one calendar year from the time of the incident and a report will be sent to Judicial Affairs.
- Teams shall assist in removing trash and equipment from their game area at the conclusion of their match.

14. Safety and Liability

- The game of innertube water basketball is a contact sport and injuries (while mostly minor) do occur. Players should participate with this understanding. Also, participation in the Intramural Program is completely voluntary. Johns Hopkins University is not responsible for injuries incurred during intramural play. It is strongly recommended that participants have satisfactory health status and an ability to swim.

15. Alcohol and Drug Policy

- Alcohol and Drugs are prohibited. Anyone suspected of being under the influence will be asked to leave the premises. Failure to do so will result in suspension from all intramural activities.