

# MIT INTRAMURALS

## WATER POLO RULES

### Eligibility

All team members must have a current DAPER membership and be either:

- A MIT undergrad or grad student who is registered for the semester
- A member of the Staff, Faculty, Instructors, Lecturers or Post Docs
- A member of MIT Alumni Club of Boston (MITCOB) who is registered with DAPER
- A spouse or partner of any eligible player who has an active DAPER membership

### Varsity/Club Sport Eligibility

After gaining permission from their coach, members of MIT club or varsity teams may ONLY compete in the highest level league offered (ie B league if no A league is offered) in the same sport as their varsity/club sport. These members are eligible to participate in any B or C League as well as any A League of a sport different from their varsity or club. In the event that only 1 general league is offered for the IM sport, then varsity and club sport members are ineligible to compete in the same sport as their varsity/club sport.

IM participants may only compete on one team in each league per sport. Roster changes may be made up to the start of playoffs. During this time, players may join, quit, or switch teams. Once playoffs begin, rosters will be locked.

### Leagues

Here are basic descriptions of levels of skill and competition within each league. Leagues may be combined or split at manager's discretion. Champion t-shirts are awarded to A & B Leagues. See 'Number of Players' section for how many t-shirts will be awarded.

A League - Higher level of competition. Players may have played in high school or have a higher level of skill. Open to men and women with no male-to-female ratios.

B League - Intermediate level of competition. Players' main goal is to be active and have fun. Open to men and women with no male-to-female ratios.

C League - Lower level of competition. Typically players have little to no experience playing and are just looking to try a new sport. Open to men and women with no male-to-female ratios.

Co-Rec - An intermediate level league (approx B level competition) which has specific male-to-female ratios during play. See 'Number of Players' section for male-to-female ratios.

### Sportsmanship

-Proper sportsmanship is expected of all teams at all times. Attire and/or behavior that implies, or contains; inappropriate, offensive, or vulgar themes, language, images, or symbols, is not permitted within DAPER facilities. Individuals found with inappropriate attire can be denied participation in DAPER sponsored programs and events. Staff decisions regarding attire policy enforcement are final. Refer to MIT's [Mind and Hand Book](#)'s section on [Harassment](#), [Freedom of Expression](#), and [Institute Expectations of Student Behavior and Integrity](#) for further elaboration of standards and expectations.

*-Most MIT intramural leagues are not refereed. The captains are expected to control the behavior of their team members.*

-The sport manager reserves the right to remove any player or team from the league without prior warning if there are any incidents of unacceptable sportsmanship.

-Any complaints should be reported to the manager immediately.

### Reporting Scores

-It is the responsibility of both teams' captain to record the score on IMLeagues.com. It will be assumed that there was a double forfeit if no score is recorded 24 hours after the game was played.

### Forfeits

-TIME TO RESCHEDULE MISSED MATCHES WILL NOT BE AVAILABLE!

- If the minimum number of players are not present by game time, the other team has the option of calling a forfeit on that team OR waiting 10 minutes.
- If a team does not have the minimum number of players by 10 minutes past the scheduled game start, it counts as a forfeit.
- The penalties associated with a forfeit can be avoided by communicating to the sport manager and opposing captain that you will not be able to field a team. Further advance notice reduces the penalty, as it gives the manager a better opportunity to use that field/court time for other games:
  - \* More than 72 hour advance notice results in no penalty. We will try our best to reschedule the game but are limited by facility space. If the game cannot be rescheduled, it will not count towards your record.
  - \* 24 - 72 hour notice results in loss if game cannot be rescheduled (but no fine)
  - \* Less than 24 hour notice results in forfeit and fine

## **Fines**

- Fines will be issued according to the IM Handbook Section XII. Refer to the handbook for more information.
- Failure of either team to commence play at game time will cause either or both of them to be charged with a forfeit and a corresponding fine.
  - Failure to attend captain's meeting: \$15
  - Forfeited Matches- First infraction: \$25. Second infraction: \$50 and disqualification from playoffs. Third infraction: \$75 and removal from league.
  - Dropping out of league (once games have been scheduled): \$75

## **Injuries**

- Most intramural games are played on campus within the Z Center facilities. If an injury occurs, send a teammate to summon help at one of the desks within the Z Center. The Z Center staff can provide 1<sup>st</sup> aid and summon additional help if needed.
- Please report any injuries to the Intramural Office via the Injury Report Form (<http://bit.ly/1VwUyAD>)

## **Number of Players**

- MIT intramural teams are open to men and women, and there are no male-to-female ratios that need to be adhered to, except in the co-rec leagues.
- No player may be on more than 1 team. This rule is to prevent the same team from registering in multiple leagues and to ensure that all players have a fair chance at getting pool time.
- Teams must have at least 7 players on the roster with a minimum of 6 players to begin a match. Champions in A and B Leagues will receive t-shirts; regardless of players registered, no more than 15 shirts will be issued.
- Roster changes may be made up to the start of playoffs. During this time, players may join, quit, or switch teams. Once playoffs begin, rosters will be locked.
- It is expected that captains ensure all of their players are on their IMLeagues roster.
- Roster challenges may be initiated by anyone before, during, or after a match. Any team found to be playing with an ineligible player or a player not on its roster will forfeit the match and face corresponding fines at the discretion of the manager.
- Teams wishing to file this type of complaint should inform the opposing team captain immediately and the referee, if applicable.

## **Playoffs**

A & B leagues will have playoffs. Unless the manager requests special conditions, the following guidelines will be used in all IM sports for determining qualifications for playoffs:

1. Total points (a) two points for a win (b) one point for a tie (c) no points for a loss
2. Head-to-head result
3. Goal differential (in case of less common scoring system, the manager will determine the method of goal scoring)
4. Goals for/Goals against
5. Coin toss

## **Equipment**

- Each team member should bring proper swim attire, a swim cap or hair tie will be helpful for longer those with long hair. Balls and water polo caps will be provided by MIT intramurals and will be located in a storage bin in the pool area. It is the responsibility of each captain to check in with the pool Deck Manager when you arrive to get the equipment and to make sure the equipment is put away after your game.
- No goggles (besides prescription goggles approved by both captains), jewelry, watches, rings, etc. allowed.

### **Facilities**

- Participants must be able to swim without assistance in deep water.
- All matches will be held in the Z-Center Pool.
- This pool is a minimum of 7 feet deep and maximum of 15 feet deep.

### **Referees**

- Each match will have a designated team responsible for providing a referee. The designated team will not be one participating in the match, but if possible, will be a team that has a match either immediately before or after.
- The sport manager will assign and communicate these times and dates to all captains prior to the season beginning.
- Referees should be assigned by the captain of the team responsible, and should be an experienced player. Four or five matches of playing experience is usually sufficient experience to act as a referee. Whistles will be issued to each team prior to the season. Please be sure to have your team's whistle when refereeing.

### **Start of Play**

- Matches are 7 vs. 7
- At halftime, teams switch ends.
- Substitutions may be made after a goal or during the quarter breaks.
- Each team's goalie should always be clearly designated with a red helmet.
- Matches consist of 4 quarters. The quarters will be seven minutes each with the clock continuously running. There will be a 3 minute break after quarters 1 and 3, and a five minute break at the half.
- Please be sure that matches begin on time, so as not to delay any teams that may follow.
- Each team is allotted two 1-minute time-outs per game.
- Overtime in the regular season will be a 3 round shootout from the 5 meter line. A different player must take each shot.
- During playoffs, match lengths may be modified and overtime procedures will be announced.

### **Rules & Clarifications**

- The most recent edition of the NCAA rules shall be consulted as official rules.
- Teams will be expected to play in 4-6 matches during the regular season, depending on the number of participating teams.
- Only the goalie can touch the ball with 2 hands at any time during the game.
- Players cannot put the ball underwater if they are being covered by another player.
- Players cannot impede or otherwise prevent the free movement of an opponent who is not holding the ball, including swimming on the opponent's shoulders, back or legs. "Holding" is lifting, carrying or touching the ball but does not include dribbling the ball.
- Players cannot push off of a player who is not holding the ball.
- Players cannot be within two meters of the opponents' goal line except when behind the line of the ball. It shall not be an offence if a player takes the ball into the 2 meter area and passes it to another player who is behind the line of the ball and who shoots at goal immediately, before the first player has been able to leave the 2 meter area.
- If the ball goes out of bounds, it is given to the team which did not touch the ball last. Exception: if the ball goes out of bounds as the result of a shot blocked by the defense, the ball is given to the defense.
- A shot can be taken immediately after a foul if the shooter's head is behind the 5-meter line. The shot must be taken without hesitation (i.e. the player s not allowed to fake a pass or pump-fake).
- Goalies cannot touch the walls of the pool or hang onto the goal when blocking shots. This includes pushing off the back wall or the goal posts to increase mobility. The first two infractions of this rule will result in a 5-meter penalty shot against the goalie. The third infraction will result in immediate ejection of the goalie for the rest of the game.
- Players are not allowed to touch the sides of the pool or the goal posts during a game.

- Live-time substitutions are allowed through the team's ejection area. Players are not allowed to dive into the pool when the ball is in play. (i.e. players may only dive into the pool between goals and during time-outs. Otherwise, all player substitutions must occur thorough the ejection area).
- If the score is tied at the end of the game and time permits, teams can agree to play overtime.
- Matches that are not completed by the end of the season will be considered double-forfeits.