

NEW MEXICO STATE UNIVERSITY

Recreational Sports

Water Polo Rules

*Note, The Rec-Sports Assistant Director may make changes to any rules he deems necessary.

PLAYER ELIGIBILITY

1. Participation is limited to full-time enrolled NMSU students on main campus, Aggie Fit members, faculty members, and full-time staff. NMSU branch students, NMSU alumni, and members of the community are **NOT ELIGIBLE** without the purchase of an Aggie Fit pass. All areas of eligibility are covered in the Rec-Sports Intramural Policies and Procedures.
2. In order to participate in an Intramural contest each player must present their validated NMSU ID.
3. Participants must be able to access the Rec-Sports facilities. A valid NMSU ID is required to enter the facility.

PLAYERS

1. Teams consist of 7 players (6 pool players plus a goalie), male or female in any combination. A team must have 5 players to start a game.
2. A team's roster may include an unlimited number of players. Team is not required to have a specific number of males or females on its roster (can be an all-male or all-female team).
3. Substitutions may be made only between halves, 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.

EQUIPMENT

1. All players must follow NMSU Natatorium pool guidelines in order to participate.
2. All players must wear appropriate swimwear. No eye glasses are permitted in the pool. Goggles are allowed.
3. Jewelry is **NOT** allowed to be worn by any participant during an intramural event. This jewelry consists of any visible rings (including wedding bands), watches, necklaces,

earrings, studs, bracelets, and any other such similar jewelry. Only medical alert bracelets are permitted. A player is subject to ejection for failure to remove any jewelry after first warning.

4. Floatation belts will be available for use.

GAME TIME & LENGTH

1. A team needs at least 5 legal players to begin the game.
2. Each game will consist of two 12-minute halves with a 3-minute halftime period. A running clock will be used during the first 11 minutes of each half. Teams will change goals at halftime.
3. Each team will receive one 1-minute time-out each half. Unused time-outs do not carry over to the next period. A time-out may be called by any player whose team is in possession of the ball.
4. Regular season games can end in a tie. During the playoffs, a 3-player shootout will determine the winner.
 - a. Three players from each team will be selected to shoot. Goalies may be 1 of the 3 shooters. The shooters do NOT have to have been in the pool at the end of regulation. The goalie does NOT have to have been the goalie at the end of regulation.
 - b. A coin flip will decide which team has the option of shooting first or selecting the goal.
 - c. Teams will alternate shots at the same goal.
 - d. Shots will follow the penalty shot procedure.
 - e. If the score remains tied following the first 3-player shootout, a sudden death shootout will occur in which the game is won if, after ANY equal number of shots, the tie is broken. Players who shot in the first 3-player shootout are again eligible to shoot. Each shooter must wait for 2 other shooters from their team to shoot before they are eligible again. (i.e, 2nd shooter in first shootout can shoot 5th, 8th, and 11th...).

METHOD OF PLAY

1. At the start of each half, teams line up at the 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 the game will begin.
2. Generally, teams have 3-4 players on the offensive end and 3-4 players on the defensive end.

3. Players may not hold on to the walls or goal area while having possession of the ball.
4. Moving screens are NOT allowed. A player cannot use a teammate to leverage themselves or gain an unfair advantage.
5. There will be no enforcement of the offside rule.
6. NO CONTACT ALLOWED.

SCORING & GOALKEEPING

1. One point will be scored for each goal by a male player. Two points will be scored for each goal by a female player. The same point value is applied to penalty throws. Both males and females will score one point for a shootout goal.
2. A goal is scored when a legal shot completely crosses the goal line. The ball may hit the water in its path to the goal.
3. Following each goal, the ball is put back into play by the referee returning it to the goalie just scored upon.
4. The goalie may NOT hold the ball for more than 5 seconds. The goalie may NOT throw the ball beyond the center line.

TECHNICAL FOULS

1. Each of the following infractions constitutes a technical foul:
 - a. Starting play before the referee blows the whistle
 - b. The goalie throwing the ball across the center line
 - c. Intentionally holding the ball
 - d. Intentionally delaying the game
 - e. Stalling - When a team is penalized for stalling, the opposing team will be awarded the ball for a free throw at official's mark of the team being penalized
 - f. Striking the ball with a clenched fist (goalie exempted)
 - g. Throwing directly at the goal on a free throw (must be first thrown to a teammate)
 - h. Holding onto the wall while in possession of the ball.
 - i. Holding the ball completely underwater.
2. The penalty for a technical foul is a free throw at the spot of the infraction.

PERSONAL FOULS

1. Each of the following infractions constitutes a personal foul.

- a. Unnecessary or intentional bodily contact with an opposing player.
 - b. Contacting a player with the ball.
 - c. Deliberately splashing water in the face of an opponent.
 - d. Committing any technical foul for the purpose of scoring or preventing a score.
2. A player is disqualified on his/her 3rd personal foul.
 3. The penalty for a personal foul is a free throw at the spot of the infraction.
 4. On the 5th personal foul (and thereafter) by a team in a half, a penalty throw will be awarded. Team fouls do not carry over to the next period.
 5. For any flagrant, malicious, or violent fouls, the offending player will be ejected and a penalty shot will be awarded to the offended team.

FREE THROWS & PENALTY THROWS

1. On all free throws, the ball must be passed within 5 seconds to a teammate before an attempt for a goal may be made. All players must be 3 feet away from the free thrower prior to the throw.
2. Penalty shots will be taken by the offended player.
3. The following procedure will be followed for all penalty throws.
 - a. The player taking the throw must line up on the official. All other players must be at least 3 feet away from the thrower.
 - b. The official shall ensure that both the goalie and thrower are ready. The thrower shall raise the ball into the air.
 - c. On the whistle, the thrower must attempt to score a goal. NO hesitation or faking is permitted. Hesitating or faking will result in loss of the penalty shot and the ball awarded to the goalie for a throw.
 - d. Following a unsuccessful attempt, the ball remains live and in play