

Open 5v5 Innertube Basketball Rules

Intramural Sport Policies and Procedures

This sport specific document refers to rules specific to the sport of Innertube Basketball and does not include our general policies. All players and captains are expected to read through the general [Intramural Sport Handbook](#) for an overview of all of our policies and procedures. Please review the Rowan's law concussion awareness resources e-booklet found [here](#).

Eligibility and Players

1. All players must meet general eligibility guidelines as outlined in the Intramural Sport Handbook
2. All players must have their validated student card, Lakehead University identification or alternate piece of photo identification at EACH game.
3. All players are expected to be competent swimmers. Although the game is played in innertubes, to avoid injury we expect players to be comfortable swimming in deep water.
4. Teams will consist of five (5) players in the pool at any time. There are no gender requirements for 5v5 Innertube Basketball
 - a. A game can begin with a minimum of four (4) players to avoid a forfeit.

Pool Specific Rules

At all times, participants are expected to be respectful of the Lifeguard staff and listen to all instructions - Lifeguards word is final. At all times, participants must be aware of other users in the space and be respectful

General Pool Rules

1. No running on pool deck
2. No rough play allowed
3. Do not touch the pool flags on deck
4. Players are expected to shower before entering into the pool
5. Be respectful to the Lifeguard staff and listen to all their instructions, the Lifeguards word is final

Whistle Blasts Meanings

1. Double Whistle - Guard Alert (A lifeguard is responding to an emergency)
2. Single Whistle - Patron Alert (A lifeguard is trying to get the attention of a patron)
3. One Long Whistle Blast - Pool Clear (All swimmers need to exit the water immediately and wait for further instructions from a Lifeguard)

Rules of the Game

Game Start

1. The game will start with teams lined up at either side of the pool, touching the wall. The supervisor will throw the ball in the center, and upon their signal teams will swim to the center to get the ball. Whoever reaches the ball first will begin the game with possession.
2. A ten (10) minute grace period will be given for teams to assemble four (4) players. A team will forfeit if they don't have at least four (4) players within ten minutes.

Timing

1. The game will consist of two (2) twelve (12) minute halves, and a three (3) minute halftime.

2. One time-out will be permitted per half. Time-outs will be 45 seconds in length
3. The clock will only be stopped for time-outs and injuries.

Substitutions

1. Substitutions can be made on the fly. All substitutions must be made at the side of the pool, and all players not currently playing must remain on the pool deck completely out of the water.

General Rules

1. A referee's decision is final.
2. Game balls will be provided by the league.
3. All players must be sitting within their tube, with both legs hanging out. Players can only touch the ball when they are in their innertube. Possession of the ball while not in an innertube (at the supervisor's discretion) will result in a turnover.
4. In the event that a player falls out of their innertube, gameplay will continue unless the supervisor or a lifeguard deems the situation to be unsafe. They must re-enter their innertube before they can participate in gameplay.
 - a. Players who fall out of their tube are not permitted to use their body or their innertube to participate in/interfere with gameplay (i.e. blocking another player's path, holding a tube in the air to block a pass, etc)
 - b. Should the supervisor deem that a player not in a tube is in violation of this rule, the opposing team will automatically be rewarded two (2) points.
5. To inbound a ball, a player must touch the edge of the pool before passing the ball to another player.
6. Players are not to use physical surfaces to their advantage (i.e. you cannot hold onto the pool wall when passing or receiving the ball, no dunking, etc). Breaking this rule will result in a turnover.
7. When a ball goes out of bounds (onto the pool deck, behind the net, outside the designated boundaries), players should wait for the supervisor to retrieve the ball. The player who is inbounding the ball must make contact with the pool wall prior to passing the ball to another player.
8. Players are permitted to make tube to tube contact to contest a player, but they cannot physically interfere with their opponent's tube when they are in possession of the ball. See Foul g. for clarification.
9. Players are expected to wear clean and appropriate clothing for swimming (i.e. bathing suits, shorts and a tank top). Players who are not dressed in appropriate clothing will not be allowed into the pool.

Fouls

1. After four (4) fouls have been committed by a single team, the opposing team will receive one (1) point for every foul called.
2. Three (3) fouls committed by one player will result in ejection from the game
3. Fouls can include, but are not limited to, the following acts:
 - a. Interference with another player's innertube, regardless of if they have possession of the ball, such as kicking, pushing, or flipping.
 - b. Blind throwing the ball - When a player cannot see their target in which they throw the ball at.
 - c. Purposefully splashing another player
 - d. Holding the ball underwater to prevent another player from gaining possession
 - e. Unsafe contact with other player, such as but not limited to:
 - i. Blocking or attempting to block the ball with your legs when the ball is in possession of another player
 - ii. Reaching for the ball from behind a player in an attempt to gain possession of the ball.

- f. Attempting to steal the ball when it is in another players clear possession
- g. Illegal contact with another player's tube:
 - i. Players may not use their tube to prevent the movement of others (i.e. holding their tube so they cannot leave)
 - ii. Players cannot interfere with another player's tube in a manner that could reasonably result in their tube flipping
 - iii. Redirection of another player's tube cannot be done with arms/legs/extremities. The only way to redirect another player's tube is with the force of your own tube.
- 4. After a foul has been committed, the other team will obtain possession of the ball.
- 5. If a team cannot assemble a full team after a player has fouled out, that team will forfeit the game, but will still be allowed to continue playing out the game if wanted.
- 6. Acts of violence may occur during the game, contrary to the spirit of sportsmanship and fair play. These should be stopped immediately by the officials and handed out proper penalties.
- 7. Any players who are guilty of flagrant acts of aggression against opponents or officials shall be disqualified. The referee and Campus Recreation Coordinator will review the referee report and decide on game or league suspensions.

Jump Ball

- 1. In the event of a jump ball, possession will first be given to the team who did not begin the game with possession. After this, possession will alternate between the two teams. A jump ball will be inbounded as if the ball went out of bounds.
 - a. Jump balls will only be called when the attempt for the ball is made from a face-to-face angle
 - b. Attempts for possession of the ball from behind an individual will be called as a foul

Scoring

- 1. Regular season games can result in a tie.
- 2. There are no three point shots in 5v5 Innertube Basketball. All made baskets are worth 2 points.
- 3. After four (4) fouls by a singular team, the opposing team will receive a single (1) point for every foul called.
- 4. All players on a team must be over the half-court line for a point to count

Sportsmanship

The Intramural Fair Play Code is in effect at all sanctioned Intramural Events. Participants are expected to review the Fair Play Code and Suspension Guidelines in the [Intramural Sport Handbook](#) prior to participation.

Forfeits and Defaults

Please see the [Intramural Sport Handbook](#) for the full Forfeit/Default Policy.

The Default Deadline for Innertube Basketball is: Mondays at 12:00 pm.

Playoffs

Please see the Intramural Sport Handbook for general policies on playoffs. Standings will be based on Win-Loss-Tie Records, Forfeit-Records, and Default-Records. Teams that do not meet the minimum required average of 3.0 for sportsmanship will also be disqualified from playoffs. Please note that participants must participate in at least two (2) regular season games in order to participate in any playoff games. Attendance will be monitored by league convenors and officials.

Should a tie occur during regulation time in the playoffs, the game will proceed to two (2) minute overtime, repeated as necessary.