



3v3 WATER BASKETBALL RULES & REGULATIONS

Please consult the Intramural Sports Participant Handbook for the complete list of Intramural Sports policies.

Facility

1. Games will be played at the Student Recreation Center (SRC) in the Leisure Pool.

Eligibility

1. Please reference the Intramural Sports Participant Handbook for player eligibility guidelines.
2. The Competitive Sports staff assumes responsibility for the investigation of eligibility for all participants upon request. University ID or SRC membership cards will be required during all intramural activities. Any individual the Competitive Sports staff deems to be ineligible will not be allowed to participate.
3. Participants must have an SRC membership before being permitted to play any intramural sport activity. Information on applying for an SRC membership card can be found on WVU's website, found here: <https://campusrecreation.wvu.edu/membership> or at the SRC Front Desk.

4. Students

- a. All graduate and undergraduate students enrolled in academic courses are eligible to participate in Intramural Sports activities.

5. Faculty and Staff

- a. All full-time and part-time faculty and staff members at WVU are eligible to participate in Intramural Sports activities given that they have obtained an SRC membership card.

6. Spouses/Affiliates

- a. Spouses of full-time and part-time students, faculty and staff members are eligible to participate in Intramural Sports activities given that they have obtained an SRC membership card.
- b. Employees who are classified as "Affiliates" with West Virginia University are eligible to participate in Intramural Sports activities given that they have obtained a WVU membership card.

7. Varsity Student Athletes, Coaches, and Staff

- a. Any person whose name appears on a collegiate varsity, junior varsity, or freshman roster as a player or a coach will be ineligible in that specific intramural sport after August 1st in the year they have quit the team, or their eligibility has expired. This includes all players who are "red shirted" in any sport, anyone who practices with a team regularly but does not participate in intercollegiate competition, and coaches, staff, or other individuals listed on the team roster.
- b. Former collegiate varsity athletes may participate in their related sport once eligible, however they must participate in the Competitive League (if offered, regardless how long they have been removed from a varsity roster) and a limit of one player is allowed per team roster in all sports.

8. Sport Club Members

- a. Sport club members are defined as individuals who meet any one of the following criteria:
 - i. Name appears on sport club team roster during the academic year
 - ii. Signed a consent form and is actively participating in club functions
 - iii. Actively participating with the club during their season

- b. Current sport club members may participate in their related sport either in competitive or recreational leagues, but must adhere to the following restriction:
 - i. 2-4 player teams = 2 club members
 - ii. 5-8 player teams = 3 club members
 - iii. 9+ player teams = 4 club members

Game Time & Timing Regulations

1. All games will consist of two 5-minute halves with a running clock. The time between halves will be left to the discretion of the game officials/supervisors, but not to exceed 5 minutes.
2. There are NO time outs, however, the official/supervisor has authority to stop the game in the case of an injury or special circumstance.
3. Overtime: Games ending in a tie during the single-elimination tournament will be followed by a 3-minute overtime period.

Mercy Rule

1. There is no mercy rule for Intramural Water Basketball.

Player Equipment

1. We encourage teams to come ready to play in their own swimsuits. Teams may dress up and or color coordinate, however, baggy clothing is PROHIBITED.
2. All jewelry of any type must be removed.
3. Water shoes are not required but are recommended. Goggles are permitted.
4. The Aquatics Sports Staff will provide a game ball.

The Team

1. A team will consist of 3 players. The minimum number of players required to start play is 2. Play must start if 3 players are present.
2. A team will consist of both male and female players. There is no requirement for male to female player ratio.
3. Valid WVU ID Cards are required for participation.

Start of Play

1. The initial possession will be determined by rock, paper, scissors between the captains at the team meeting to start the game. The team that does not start with the ball will start with the ball in the second half.

Scoring

1. A successful try, tap, or thrown ball from any point within the field of play is worth 2 points.

Violations

1. **STALLING**- Occurs when a player takes an excessive amount of time to make normal ball-handling movements.
2. **BASKET INTERFERENCE**- Occurs when a player: Touches the ball or any part of the basket (including the net) while the ball is on or within either basket; Touches the ball while any part of the ball is within the imaginary cylinder which has the basket ring as its lower base; Touches the ball outside the cylinder

while reaching through the basket from below; pulls down a movable ring so that it contacts the ball before the ring returns to its original position.

3. **GOALTENDING**- Occurs when a player touches the ball during a field-goal try or tap while it is in its downward flight entirely above the basket ring level and has the possibility of entering the basket in flight, or an opponent of the free thrower touches the ball outside the cylinder during a free-throw attempt.

Fouls

Personal Fouls

1. Personal fouls involve contact during a live ball, including when committed by or on an airborne shooter. **PENALTY FOR PERSONAL FOULS:** The ball will be given for a throw-in to a player of the offended team.

Technical Fouls

1. A technical foul is awarded but is not limited to:
 - a. A player hangs on the rim
 - b. A player intentionally slaps the backboard while the ball is in flight toward the goal, causing a vibration on the rim and gaining an advantage.
 - c. In the official's judgement a player is acting in an Unsportsmanlike manner (i.e. cursing, fighting, complaining, etc.).
2. **PENALTY FOR TECHNICAL FOULS:** Player disqualification and the ball will be given for a throw-in to a player of the offended team.

Pool Dimensions

1. 5 x 10 yards

Sportsmanship

Teams will receive a rating each week, by the officials' discretion, on a scale of 1.0-5.0, that will create an average at the end of the season. They must have an average of a 3.0 or above to be eligible for playoff participation. Sportsmanship ratings are outlined as follows:

- 5.0 = Superior → Outwardly enthusiastic and courteous to other teams and their players
- 4.0 = Good → Respectful, pleasant behavior, no warnings
- 3.0 = Average → Overall acceptable behavior, some issues with individual participants, receive and adhere to verbal warnings, no unsportsmanlike conduct fouls
- 2.0 = Poor → Little control over unsportsmanlike behavior, multiple unsportsmanlike conduct fouls, no ejections
- 1.0 = Unacceptable → No control over unsportsmanlike behavior, one ejection

Further questions can be directed to intramural.sports@mail.wvu.edu.