



### ***Inner Tube Water Polo Rules***

(Updated: 12/13/2019)

- 1.** A game will consist of two 15 minute halves with a continuous running clock. The clock will be stopped for team and official time-outs. A 30 second shot clock will be enforced when a team is suspected of stalling.
- 2. Players:** Each team shall consist of 7 players: 1 goalie and 6 field players. A minimum of 4 players is needed to begin a game.
- 3. Substitutions:** Teams may use unlimited substitutions during any dead ball. The officials must be notified and play will resume when on the officials signal.
- 4. Goalie Play:** The Goalie Area will extend two yards from the end of the pool and span the entire width of the pool. No offensive player is permitted in this area, and defensive players other than the goalie may not defend a shot within the Goalie Area. The goalie may not throw the ball more than half the distance of the pool, and the ball may not be first contacted by the offense on the attacking half of the pool after it is thrown by the goalie. The goalie may leave his/her tube to perform his/her task. After putting the ball in play following a shot attempt or goal, the goalie may leave the Goalie Area and become a regular player. All player rules apply to the goalie who leaves the Goalie Area. If when making a save the goalie falls out of their inner tube, the goal will count.
- 5. The Game:** At the start of each period, the players shall take positions at least 1 yard apart on their respective goal lines, grasping the ends of the pool no higher than the water level. A whistle will signal the start of play, and the referee will throw the ball into the center of the playing field. Whichever player reaches the ball first may take control and advance the ball. After each score, the ball is put into play from the referee by returning it to the goalie just scored upon.
- 6. Time-outs:** Each team will be entitled to two 60 second timeouts per game. A time-out may only be called by the team in possession of the ball. If a game goes into overtime, each team may use any unused timeouts and receives one extra 60 second timeout during each overtime period.
- 7. Overtime:** If the score is tied at the end of regulation, during regular season play, the game will end in a tie. During postseason play, the overtime period shall be two minutes in length. If necessary, a final “sudden death” overtime period will be played. The first team to score during the second overtime will be the winner.



**8. The Inner Tube:** All players in the field must recline in the inner tube with their behind through the hole and the maximum amount of inner tube surface area touching the water. Goalies may sit in the innertube any way they prefer when they are inside the Goalie Area. If a goalie leaves the vicinity of the Goalie Area, they must recline in the inner tube like all field players.

**9. Controlling the Ball:** Players are to pass, catch, and move the ball toward the goal in an attempt to score upon

the opposing team. Players may use one or both hands at all times. A player is eligible to be dunked **WITHOUT CONTACT** if he or she is in control of the ball, regardless of whether they are holding the ball or dribbling it next to them. Players must be in their respective tubes at all times. If a player is dumped out of their tube, they must return immediately.

**10. Scoring:** A goal will be scored when the whole ball completely crosses the goal line. A goal may be scored by

any part of the body except by way of a clenched fist (punching the ball).

**11. Held Ball:** An alternate possession system will be used in situations where the ball is controlled simultaneously

by members of opposing teams for more than 3 seconds.

**12. Penalties:** There are three types of penalties in Inner Tube Water Polo:

a) A minor foul will result in a free throw following the infraction. The non-violating team member nearest the spot of the infraction puts the ball in play by passing or advancing the ball. Opponents may not touch, impede, or interfere with his/her attempt to put the ball in play. One pass must be made before any attempted goal. Free Throws will be awarded based on whether a “distinct advantage” is gained by the offender. The following infractions will result in a Free Throw:

- Starting before the referee signals to start play.
- Holding onto or pushing off from the wall.
- Striking the ball with a clenched fist (punching the ball).
- Causing the ball to go out of bounds. If a defensive player causes the ball to go out of bounds behind the goal line, a corner throw (free throw) is made by the offense.
- Holding on to another player’s tube, hands, or feet at any time. The only contact allowed occurs when an offensive player has possession of the ball.
- Dumping another player that does not have possession of the ball, or using physical contact on a player with the ball.
- Leaving the inner tube to play the ball.
- Intentionally splashing water in the direction of an opponent.
- Goalie throwing the ball more than half the length of the pool.
- Offensive player entering the Goalie Area.
- Attempting to take the ball out of a player’s lap



b) A Yellow Card will result in the offender being removed from the game for 5 minutes, with the offender's

team playing short one player. Yellow cards will be issued at the Official's discretion and may result from the following infractions:

- Diving into the pool at any time.
- Persistent arguing with official's decisions or repeating minor infractions.
- Unsportsmanlike conduct or offensive language/gestures.
- Rough or dangerous play.
- Fouling a player during a scoring opportunity. The offensive team will receive a penalty shot from the 4 yard line. All players except the goalie must leave the penalty area until the shot is taken. The penalty shot will be taken from the center of the pool, four yards from the goal. No player may be within one yard of the thrower. Should the shot be missed, the ball is live and play continues.

c) A Red Card will result in the offender being ejected from the game, with no substitute permitted. Two

yellow cards equal a red card and the player receiving two yellow cards will be removed from play with no substitute. Red cards will be issued at the Official's discretion and may result from the following infractions:

- Excessive dangerous play.
- Grabbing or touching another player around the head or neck.
- Attacking, striking, throwing the ball at, or kicking an opponent in such a manner, as in the opinion of the referee, to endanger another person.
- Refusing obedience to the referee or exhibiting continuous unsportsmanlike conduct.

## **CoRec Rules**

1. A CoRec team will consist of no more than 4 men or no more than 4 women. This includes the goalkeeper. 2. At least 2 men and 2 women, including the goalkeeper, are needed to begin a game. 3. When passing the ball, all previously stated rules apply. However, the passing sequence must go from male to female or female to male. Players are not allowed to pass to a team member of the same sex. 4. If the pass is from the goalie, he/she must also pass to a member of the opposite sex. If the goalie is male, he must pass to a female. If the goalie is a female, she must pass to a male.

*\*The Intramural Sports Staff reserves the right to stop any game whenever such stoppage is in the best interest of safety and/or the program goals. The Intramural Sports Staff also reserves the right to combine divisions and move teams to another classification for tournament competition.*