



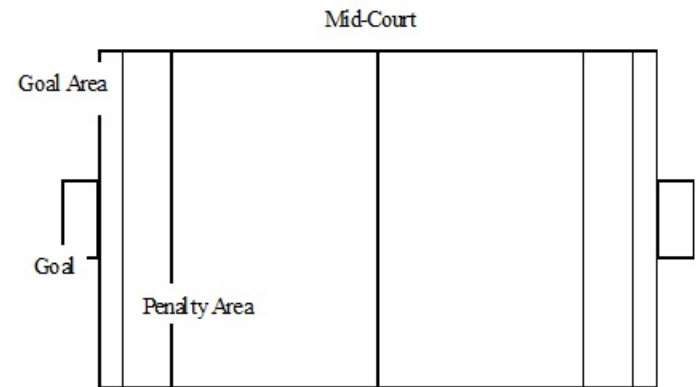
RECREATIONAL SERVICES

Intramural Rulebook



Inner Tube Water Polo

CO-REC INNER TUBE WATER POLO



Rule 1. Playing Area

- A. 25 yard 6-lane pool. Depth: 4-6 feet.
- B. **Goal area** - extends across each end of the pool 2 meters from each goal line (pool wall).
- C. **Penalty area** - extends across each end of the pool, in 6 meters from the wall, or 4 meters in from the goal area line.

Rule 2. Equipment

- A. Recreational Services will furnish inner tubes, ball, and caps.
- B. Players wear swim suits. It is suggested that t-shirts also be worn.

Rule 3. Duration of Game

- A. Twenty-four minutes of play consisting of four 6-minute periods.
- B. Two-minute rest intervals will occur between periods. Teams change ends at half time.
- C. Each team shall have two 1-minute time-outs per game. A time-out can be called at any time by the team in control of the ball. The ball will be put in play after a live ball time-out with an indirect throw from the goalie of the team calling the time-out. During a dead ball, either team may call time out.
- D. The game clock is stopped only during time-outs, after scored goals, for penalty shots, and to allow penalized players to reach the penalty box. Exception: the clock will not be stopped during the second half if one team is ahead by 7 or more goals.

- E. If a tie exists after playing time has elapsed: following a 2-minute rest period, one 4-minute overtime period will be played. If after this, the score is still tied, a 4-minute sudden death overtime period will be played. Additional 4-minute sudden death periods will be played as necessary.
- F. When in overtime, each team shall be entitled to only 1 time out per period. Time outs not used during regulation do not carry over to the overtime play or from overtime period to overtime period.

Rule 4. Scoring

- A. A goal is scored when the entire ball crosses the front plane of the goal.
- B. One point is awarded for each goal scored.
- C. One point is awarded for each successful penalty throw.
- D. No score is awarded for a goal made from within the goal area.

Rule 5. Method of Play

- A. Teams line up at the opposite ends of the pool at the start of play, holding onto the side of the pool at the end lines.
- B. Play starts when the referee blows his whistle. The referee then will throw the ball into the center of the pool.
- C. After each score, the ball is put in play with the referee's whistle by the goalie just scored upon. Each team must be in its respective half of the pool. The clock will be stopped after scored goals until the ball is put in play again.
- D. Players must sit in their inner tube with legs and arms dangling outside
- E. A player must be positioned properly in their inner tube when passing or advancing the ball.
- F. No player may touch, maneuver or control the ball after the player has left or been tipped from his inner tube.
- G. Throws can be either 1 or 2-handed. The ball may be carried in any manner.
- H. In advancing the ball, a male cannot throw to another male team-mate, except that the goalie can pass to anyone as long as the pass is from the team's own goal area. Anyone can pass to the goalie. If a male throws the ball and another male teammate tips it or the ball hits him on any part of his body, it is considered a male to male throw and the ball goes to the other team.
- I. No one player may continuously control the ball for more than 15 seconds. This includes the goalie. A player is considered to be in control of the ball if the player is moving the ball in the water, although the player is not actually touching it.

Rule 6. Players

- A. A team consists of 7 players. The goalie may be either male or female. The field players must be 3 males and 3 females. Teams can start with 6 players: 3 females and 3 males, 4 females and 2 males or 4 males and 2 females (in the case of 4 males and 2 females the goalie must be a male player).
- B. All players must have trimmed finger and toe nails before entering the pool. Rubber gloves can be worn instead of cutting fingernails.
- C. The captain shall be a member of the team. The captain will take part in the coin toss at the beginning of the game.
- D. Substitutions can be made at any time as long as the person coming out is completely out of the water before the substitute goes in.
- E. Substitutions must be made at the scorer's table.

Rule 7. The Goalie

- A. The goalie can be male or female.
- B. The goalie may not throw the ball farther than the mid-court line at any time.
- C. The goalie may not leave their inner tube to perform any of his/her tasks.
- D. The goalie must sit inside the inner tube with legs dangling outside.
- E. No player other than the goalie can be in the goal area.
- F. The goalie cannot hold onto the wall or goal while playing the ball.
- G. The goalie's feet are not allowed to touch the pool bottom.
- H. A team must notify the official before the goalie may be changed and the change can only be made on a dead ball.
- I. If a ball from the offensive team strikes or touches a goalie and goes out of bounds over the end line, the goalie is awarded a throw in the goalie area.
- J. If a pass from a teammate touches the goalie and goes out of bounds, it is awarded to the other team at the 2-meter line at the side of the playing area.
- K. If the goalie leaves the goal area, the goalie assumes the restrictions of a court player.

Rule 8. Duties of Other Team Members

- A. Players may use one or both hands to play the ball.
- B. No part of the offensive players' body may penetrate the goal area. No penalty is called against the player who is bumped into the goal area.
- C. It is illegal to tackle, push, shove, etc., a player or the player's tube who does not have the ball (see Infractions).
- D. Tackling an opponent who has possession of the ball is legal. Tackling is defined as splashing, pushing, pulling, holding or overturning the tube. It is illegal to shove, grab, pull or push the opponent's body or touch the ball if it is contact with the offensive player (see Infractions).

Rule 9. Drop Ball

- A. Thrown by the official into the center of the pool to:
 - 1. Start the game.
 - 2. Begin each quarter.
 - 3. Begin an overtime period.
- B. Players must be positioned in their respective goal area and holding onto the end of the pool before the ball is dropped to start the game.

Rule 10. Out-of-Bounds Ball

- A. The ball is out of play when it rolls onto the concrete platform.
- B. The ball is awarded to the opponents of the team which last touched the ball at the spot where it left the playing area. If this is at the end line the ball is awarded at the 2 meter line at the side of the playing area.
Exception: When the goalie is the last player to touch a ball from the opponents, the ball is awarded to the goalie for a goal throw.
- C. A ball that strikes the pool edge and rebounds back into the pool is still in play.

Rule 11. Throws

- A. **Indirect Throw** - An indirect throw is awarded for minor infractions.
 - 1. A member of the non-violating team nearest the spot of infraction puts the ball into play by passing the ball.
 - 2. An opponent may not touch, impede, or interfere with a player's attempt to pass the ball. The opponent must be positioned ten feet from the thrower.
 - 3. The throw must be taken within ten seconds.
 - 4. One pass must be made after the ball has been put in play before a goal may be scored.
- B. **Direct Throw** - A direct throw is awarded for a major infraction occurring outside the penalty area.
 - 1. A direct throw is taken by the player who was fouled, at the spot nearest the foul.
 - 2. A goal can be scored directly from a direct throw.
 - 3. The throw must be made within ten seconds.
 - 4. No player may be within ten feet of the thrower and no player may interfere with the throw.
- C. **Penalty Throw** - A penalty throw is awarded for a major infraction occurring inside the penalty area.
 - 1. A penalty throw is a direct throw at the goal from the six meter line in front of the goal.
 - 2. The throw can be taken by any court player on the team that the foul was committed against.

- 3. All field players must be clear of the penalty area and be ten feet away from the thrower, until the throw has been taken.
 - 4. Upon the whistle of the official the thrower must make only one forward motion with the ball before release.
 - 5. The ball is live after the throw.
- D. **Neutral Throw** - Neutral throws are used if a game is stopped due to injury or if two or more players foul simultaneously.
 - 1. The players must be ten feet apart and the ball must hit the water before they can move.
 - 2. The referee throws the ball into the water giving both teams equal opportunity to reach the ball after it has touched the water.

Rule 12. Minor Infractions

(Offensive)

- A. Holding onto the pool wall while in possession of the ball.
- B. Holding the ball under water.
- C. Goalie throwing the ball into the other team's half of the court.
- D. Male to male pass.
- E. Holding the ball more than fifteen seconds.

(Defensive)

- F. Interfering with an indirect throw.

(Offensive and Defensive)

- G. Offensive or defensive player other than the goalie playing inside the goal area.
- H. Splashing an opponent not having possession of the ball.
- I. Playing the ball while not properly positioned in the tube.

Penalty: Other team is awarded an indirect throw at the spot of the infraction.

Rule 13. Major Infractions

- A. **Personal Foul** -
 - 1. Holding, pushing, hitting, jumping on, or dunking an opponent with or without the ball.
Penalty: The offending player must leave the field of play and may not be substituted for until a one minute penalty period has elapsed. The re-entering player must enter the pool at the scorer's table. The appropriate throw will also be awarded.
 - 2. Attacking, striking, or kicking an opponent in such a manner as, in the referee's opinion, to place the opponent in danger of injury.

Penalty: The offending player is removed from the game permanently and may be substituted for following a one minute period. The appropriate throw will also be awarded.

B. Non-Personal Foul

1. Goalie holding onto the side of the pool while playing the ball.
2. Persistently repeating a minor infraction.
3. Unsportsmanlike conduct (offending player is ejected and may be substituted for after one minute).

Penalty: The appropriate throw will be awarded.

Clarification: The penalty time expires at the end of a quarter.

Rule 14. Officials

- A. The referee has jurisdiction over the conduct of the game and interpretation of the rules.
- B. The referee has the power to rule on any point not specifically covered in the rule book.
- C. All decisions of the referee are final.

Revised August 2009