

Inner Tube Water Polo

Rules:

1. Game will consist of two 12-minute halves with a running clock. There will be 5 minutes for halftime.
2. Forfeit Policy: Teams have 5 minutes passed the scheduled time to have a team ready to play. For every minute that goes by, the opposing team will be awarded 1 goal. During this time, the game clock will be running.
3. The maximum number of players in the pool at one time is 6 per team. You must have at least 4 players to start the game.
4. Co-Rec: There will be no required ratio of men and women in the pool at one time; however, you must have at a minimum, one player from each gender.
5. Each team is allowed two 1-minute timeouts per game. The player in control of the ball must be the one to call timeout.
6. Substitutions may be made only during a timeout, after a goal is scored or at halftime.
7. The goalie's box will expand 2 yards from the end of the pool and the whole width of the pool. No offensive players are allowed within this area.
8. The penalty area will extend 12 feet from the end of the pool.
9. Goals are worth 1 point (Co-Rec: if made by a female, they are worth 2 points)
10. After a goal, the opposing goalie is given the ball and play continues.
11. A free throw is awarded for a minor foul. The non-violating team member nearest the spot of infraction puts the ball into play by passing or advancing the ball. Players may not touch, impede, or interfere with his/her attempt to pass the ball.
12. One pass must be made before any attempted goal.
13. A penalty shot is awarded to the offensive team if a player is fouled inside the four-yard line. All players except the goalie must leave the area until the shot is taken. No player may be within one yard of the thrower. If the ball missed the goal, the ball is free and play is continued. A free throw is awarded to the opposing team from the spot where the ball goes out of bounds on a penalty shot.
14. All players must remain in the tube at all times. If a player falls out, they must immediately get back in their tube.
15. No movement in the pool or touching of the ball is allowed if players are not in their tube.
16. Goalies must stay in their tube at all times while attempting to block a shot or pass the ball. (Penalty: Loss of ball)
17. Players may not splash each other. (Penalty: Loss of ball)
18. A player may defend themselves while controlling the ball, but they may not use excessive force while doing so which may cause harm to another player.
19. Players can not pass the ball to themselves.
20. Players are not allowed to rest the ball in their lap while possessing the ball; they must have the ball in their hands while moving.
21. Penalties:
 - a. Holding onto the pool wall while in possession of the ball.
 - b. Holding the ball under water.
 - c. Goalie throwing the ball more than half the distance of the pool.
 - d. Offensive player entering the goalie's area.
 - e. Holding, pushing, dunking or dumping an opponent not possessing the ball.
 - f. Goalie holding onto the side of the pool while catching or passing the ball.
 - g. Persistently repeating an infraction, even after the referee has given warnings

- h. Tipping an opponent out of his/her tube immediately after a score, in an attempt to discount score.
- i. Grabbing or touching another player around the head or neck.

Flagrant Fouls:

- a. Attacking, striking, or kicking an opponent in such a manner, as in the opinion of the referee, to endanger another person.
- b. Flagrantly refusing obedience to a referee's request.
- c. Exhibiting unsportsmanlike conduct.
- d. If a flagrant foul is committed by a player, that player will not be allowed to finish the game and must leave the pool area. The respective team is not allowed to sub anyone in for the ejected player.

All rules are subject to change by the Program Director for Intramural and Club Sports.