



INNERTUBE WATER POLO RULES

ELIGIBILITY

- a. All participants are subject to the Department of Campus Recreation Intramural Eligibility Rules, which are listed in the Intramural Handbook.
- b. Current UA ID must be presented at each game. UA Faculty/Staff must have a current Department of Campus Recreation Membership or purchase an Intramural Participation Card.

THE GAME, PLAYERS, AND EQUIPMENT

- a. A team consists of five (5) players: 2 females and 3 males and a goalie (either gender)
- b. A team may start or continue play with two females (not including the goalie).
- c. Substitutions can be made only during the half break or after a goal has been scored or in case of injury.
- d. Teams will switch ends of the pool at half time.
- e. Caps, inner tubes, and balls will be provided.
- f. All players should clip finger and toe nails to avoid scratching or cutting themselves and other players.
- g. All players must remain in a "sitting" position in their inner tubes.
- h. No player may leave his/her inner tube and touch the ball. If a player is tipped from his/her tube, that player may not touch the ball until he/she is back in the inner tube. Handling the ball while "not" in a tube is a penalty resulting in a free throw for the opposing team.
- i. The goalie cannot throw the ball more than half the length of the pool.
- j. Offensive players are not allowed in the goal area. The goal area extends two yards from the end of the pool, across the entire width of the pool.
- k. No player may leave his/her tube to defend an opponent.
- l. NO JEWELRY OF ANY TYPE IS ALLOWED

TIME FACTORS

- a. The game will consist of two 15-minute halves running time. Half-time will be five minutes.
- b. There are not time-outs, except for injury or emergency.
- c. Play begins with each team lining up at opposite ends of the pool. Each player must have his/her "hands" touching the "pool deck" Two players must be on each side of the goal. The goalkeeper must be in the goal.
- d. At the start of each half referee throws the ball into the center of the pool and both teams propel themselves toward the ball from opposite ends of the pool.
- e. At the end of regulation play, if the score is tied, a five minute overtime period will be played to determine a winner).

SCORING & GOAL KEEPING

- a. Two points will be scored for each goal by a male player. Three points will be scored for each goal by a female player.
- b. The same point value is applied to penalty throws. Both males and females will score one point for a shootout goal.
- c. A goal is scored when a legal shot, taken outside of the goal box, completely crosses the goal line. Any shots taken from inside the goal box will be disallowed. The ball may hit the water in its path to the goal.
- d. If a player falls out of his/her tube or is legally dumped in the process of scoring a goal (following the throw and prior to the ball entering the goal), the goal will NOT count.

Following each goal, the ball is put back into play by the referee returning it to the goalie just scored upon.

- a. The goalie MAY leave his/her tube in attempting to prevent a thrown ball from entering the goal. Once out of the tube, the goalie must get back in his/her tube before attempting to block any other shots.
- b. Offensive players may retrieve any rebounds that exit the goal box. Any rebounds that stay within the goal box must be retrieved by the defense.

- c. The goalie may retrieve a blocked shot that lands within the goal box before returning to his/her tube. Any other actions (blocking other shots, etc) by the goalie while he/she is out of his/her tube are illegal and will result in a penalty shot.
- d. The goalie may NOT hold the ball, while in his/her tube, for more than 5 seconds in the goal box.
- e. The goalie may NOT throw the ball beyond the center line.

TECHNICAL FOULS

Each of the following infractions constitute a technical foul:

- a. Starting play before the referee blows the whistle
- b. The goalie throwing the ball across the center line
- c. Intentionally holding the ball
- d. Intentionally delaying the game
- e. Stalling - When a team is penalized for stalling, the opposing team will be awarded the ball for a free throw at the edge of the goal box of the team being penalized
- f. Striking the ball with a clenched fist (goalie exempted)
- g. Any player going into their opponent's goal box. If a player is forced into the box but is still making an attempt to get out, NO foul will be called
- h. Touching the ball before it reaches the water on a face-off
- i. Throwing directly at the goal on a free throw (must be first thrown to a teammate)
- j. Holding onto the wall while in possession of the ball.
- k. Holding the ball completely underwater.
- l. The penalty for a technical foul is a free throw at the spot of the infraction.

PERSONAL FOULS

Each of the following infractions constitutes a personal foul.

- a. Unnecessary or intentional bodily contact with an opposing player.
- b. Holding onto or dumping an opposing player's inner tube when that opposing player is not in possession of the ball.
- c. Contacting a player with the ball (tube may be dumped).
- d. Deliberately splashing water in the face of an opponent.
- e. Committing any technical foul for the purpose of scoring or preventing a score.
- f. A player is disqualified on his/her 3rd personal foul.
- g. The penalty for a personal foul is a free throw at the spot of the infraction.
- h. On the 5th personal foul (and thereafter) by a team in a half, a penalty throw will be awarded.
- i. Team fouls do not carry over to the next period.
- j. For any flagrant, malicious, or violent fouls, the offending player will be ejected and a penalty shot will be awarded to the offended team.

FREE THROWS & PENALTY THROWS

- a. On all free throws, the ball must be passed within 5 seconds to a teammate before an attempt for a goal may be made.
- b. All players must be 3 feet away from the free thrower prior to the throw.
- c. Penalty shots will be taken by the offended player.

The following procedure will be followed for all penalty throws.

- a. The player taking the throw must line up on the edge of the goal box. All other players must be at least 3 feet away from the thrower.
- b. The official shall ensure that both goalie and thrower are ready. The thrower shall raise the ball into the air.
- c. On the whistle, the thrower must attempt to score a goal. NO hesitation or faking is permitted. Hesitating or faking will result in loss of the penalty shot and the ball awarded to the goalie for a throw.
- d. Following an unsuccessful attempt, the ball remains live and in play.