

-Georgia Southern University-
CAMPUS RECREATION AND INTRAMURALS
INTRAMURAL SPORTS

INNERTUBE WATER POLO RULES

2009 – 2010

PLAYERS & EQUIPMENT

1. Each participant must present a current GSU student or faculty/staff ID card in order to be eligible to participate.
2. Each team shall consist of 6 players (including 1 goalkeeper). Each team must have a minimum of 5 players in order to begin a game. Teams may consist of any combination of men and/or women.
3. All players must wear appropriate swimwear. All players must follow the RAC Indoor Pool guidelines in order to participate.
4. All players must be able to swim the length of the playing area (usually 25 yards).
5. **Jewelry:** No jewelry or any other item deemed dangerous by the Intramural Staff may be worn. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play.
6. All players must play from an innertube and must be seated in the innertube with arms and legs over the side. A field player may not leave his/her innertube during play.
7. Substitutions may be made during time-outs, after a goal is scored, or between halves. Substitutions must be made from the team's goal area. Play resumes when the official blows the whistle to start play.

GAME FORMAT

1. Each game will consist of two 10-minute halves with a running clock. The clock will stop in the last minute of each half for time-outs, out of bounds, fouls, and goals scored. The game official will be responsible for keeping the game clock.
2. **Game time is forfeit time.** A team must have the minimum number of players to start a game. If there is an insufficient number of players, the opposing captain has the option of taking the win or waiting for the minimum number of players to show. In the event that he/she decides to wait, that decision is irreversible and game clocks will be adjusted accordingly. If a team chooses to wait, it will be required to wait until the opposing team has the minimum number of players present or a **maximum of 10 minutes**. Play will start as soon as the opposing team has the minimum number of players present. The minimum number of players for play is **five (5)**.
3. Each team is permitted two (2) time-outs per game and one (1) per overtime period. Time-outs do not carry over. Each time-out will be one minute. A time-out may be called by any player whose team is in possession of the ball.
4. **Mercy Rule:** A game shall be called if a team is ahead by ten (10) goals with 2 minutes or less remaining in the game.
5. **Overtime:** In the event that a score remains tied at the end of regulation play, there will be a three (3) minute sudden death overtime period in which the first team to score will be declared the winner. If the game is still tied after sudden death, a shootout will follow. The shootout will proceed as follows:
 - A. The referee shall choose the goal at which all of the shots shall be taken.
 - B. Each captain will select any three different players from the field, including the goalkeeper, to take the shots.
 - C. The winner of a coin toss shall have the option of shooting first or second.
 - D. Teams will alternate shots.
 - E. If the score remains tied after each team has had 3 shots, each team will select additional players (who were in the pool at the end of regulation) to take shots in a sudden death situation. Each team will alternate shots until one team scores and the other team does not score, thus ending the game without more shots being taken.
 - F. No player may take an additional shot until all those players who were listed on the scoresheet and present have had a chance to shoot.

RULES OF PLAY

1. A coin toss at the beginning of the game shall determine which team has the choice of a goal to defend. Between halves, each team shall exchange goals.
2. Each half will begin with all members of each team touching the wall by its own goal. The official will toss the ball into the center of the playing area and sound the whistle to begin play. At the official's signal, players may move to secure the ball. Pushing off the wall to start is legal.
3. Players must remain seated in their innertube with both legs on top of the tube. A player may not make contact with the ball if he/she is not properly seated in his/her innertube.
4. One (1) point is awarded for each goal legally thrown into the opponent's goal. Shots must clearly have broken the plane of the goal to have scored a goal.
5. Each team will advance the ball toward the opponent's goal by throwing, carrying, or pushing the ball. Players dribble the ball by pushing it in the water, holding it between their knees, holding it with one or both hands, holding it against their body, or holding it in their lap. One or both hands may be used to pass or catch the ball.
6. Only a player in possession of the ball may be dumped from his/her tube by a defensive player. If dumped, the player must immediately release the ball and attempt to get back in his/her tube.
7. **A player may not:**
 - A. Intentionally splash another player.
 - B. Intentionally make contact with another player's body. A player may contact another player's tube.
 - C. Seize or knock the ball from the possession of a player holding the ball.
 - D. Slap or make contact with the ball with a fist or by kicking or pushing with the feet or legs.
 - E. Dunk or hold the ball underwater.
 - F. Push or pull on the lane lines or pool wall during play. The wall may be used to assist a player in getting back into a tube if necessary.
8. A team may not stall and the goal must be attacked throughout the game. If the official determines that a team continues to stall after being warned, a violation will be assessed and possession will be awarded to the opponent.
9. A ball deflected out of the pool will be awarded to a player of the opposing team at the spot nearest where it left the pool. If the ball goes out of bounds from the area inside the backstroke flags, it will be awarded at the sideline at the flag pole.
10. Following each goal, the ball is put back into play with a throw-in by the goalkeeper just scored upon at the official's signal.
11. A free throw will be awarded to the offended team for a VIOLATION. The offended team puts the ball in play at the spot nearest the violation by passing the ball to a teammate. Opponents may not interfere with the attempt to pass the ball. One pass must be made before a goal may be scored.

Violations include:

- A. Intentionally delaying the game
 - B. Stalling
 - C. Striking the ball with a clenched fist
 - D. Striking the ball in possession of an opponent
 - E. Throwing directly at the goal on a free throw
 - F. Holding onto the wall or lane lines while in possession of the ball
 - G. Holding the ball underwater
 - H. Contacting the ball while out of the innertube
12. A penalty shot will be awarded to the offended team for a FOUL. The offended player will attempt a penalty shot from any area along the backstroke flag line at the official's signal. Opponents must be at least one yard (three feet) from the thrower. Following an unsuccessful attempt, the ball remains live and in play.

Fouls include:

- A. Body contact with an opposing player
- B. Contacting a player with the ball (tube may be dumped)
- C. Holding onto or dumping an opposing player's tube when that player is not in possession of the ball
- D. Intentionally splashing an opponent
- E. Unsportsmanlike conduct