

University of Wyoming
INTRAMURAL SPORTS

Innertube Water Polo Rules

(Updated: 1/07)

General Rules Adapted for Intramural Play.

1. All eligibility rules apply. Check your IM Handbook carefully for all other eligibility rules that apply.
2. Jewelry: **NO JEWELRY WILL BE ALLOWED IN THE POOL.** This includes, but is not limited to, earrings, wedding rings or bands, other rings, necklaces, bracelets, rubber bands, and metal barrettes. The only exception to this rule is a medic alert bracelet or necklace. In that case it must be taped down. If you refuse to remove your jewelry you will not be allowed to participate. **Any player in the game found wearing illegal jewelry must immediately be replaced by a substitute. The player may not re-enter the game until all jewelry has been removed.** If there is no substitute available, the offending player cannot re-enter the game until the first substitution opportunity after the clock has properly started.
3. Game time is forfeit time. 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.
4. Time-outs: Each team will be entitled to two 60-second time-outs 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 full-length time-out during each overtime period.
5. Overtime: If the score is tied at the end of any official playing period during regular season play, the game will end in a tie. During postseason play, the overtime period shall be two minutes in length, and if necessary, a final "sudden death" overtime period will be played. The first team to score during the second overtime will be the winner.
6. Players: Each team shall consist of 6 players: 1 goalie and 5 field players. A minimum of 4 players is needed to begin a game.
7. 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 blast 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.
8. The Innertube: All players in the field must recline in the innertube with their behind through the hole and the maximum amount of innertube surface area touching the water. Goalies may sit in the innertube any way they prefer when they are inside the Goal Area.
9. Controlling the Ball: Players are to pass, catch, and move the ball toward the goal in an attempt to score up on 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 ball touches any part of the net. A goal may be scored by any part of the body except the clenched fist.
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. Substitutions: Teams may use unlimited substitutions following a goal, during a time-out, between halves, and during penalty administration.

13. 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 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 Goal Area.
14. Free Throws: A free throw is awarded after a minor 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 pass the ball. 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:
 - a) Starting before the referee blows the whistle at the start of a half.
 - b) Holding onto or pushing off from the wall.
 - c) Striking the ball with a clenched fist.
 - d) 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.
 - e) 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.
 - f) Dumping another player that does not have possession of the ball, or using physical contact on a player with the ball.
 - g) Leaving the tube to play the ball.
 - h) Splashing water in the face of an opponent.
 - j) Holding the ball under water.
 - k) Goalie throwing the ball more than half the length of the pool.
 - l) Offensive player entering the Goalie Area.
15. Penalty Shots: A penalty shot is awarded to the offensive team if a player is fouled inside the four-yard line, or if an Unsportsmanlike Conduct foul is called. 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.
16. Unsportsmanlike Conduct fouls may result in player ejection, and examples of Unsportsmanlike Conduct fouls include, but are not limited to:
 - a) Persistently repeating a minor infraction.
 - b) Grabbing or touching another player around the head or neck.
 - c) 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.
 - d) Refuse obedience to the referee or to exhibit Unsportsmanlike Conduct.

COED LEAGUE - RULES ADAPTATIONS

1. A team consists of 3 men and 3 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 a 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.*