



**ALL PLAYERS MUST PRESENT A BROWN OR RISD ID CARD TO PARTICIPATE!!**

Leagues: Open tournament

**NOTE: INNER TUBE WATER POLO IS A NON-CONTACT SPORT!**  
**NOTE: NO ONE MAY ENTER THE POOL WITHOUT A LIFEGAURD PRESENT!**

### **A. EQUIPMENT**

1. Inner tubes and water polo balls will be supplied by the Intramural Sports program.
2. It is recommended that competitors wear a t-shirt to prevent bruises and rashes caused by tubes.
3. The 2 yard line (goal area) and 4 yard line (penalty area) will be clearly marked, measured from the front of the goal (not from the wall).
4. All players must sit in tube with both legs hanging over the tube.
5. Casts are illegal.

### **B. THE GAME**

1. There will be two-15 minute halves of running time.
2. Half-time will be 5 minutes. Teams will switch ends each half.
3. If the game ends with a tie, each team will attempt 3 penalty shots. If after these penalty shots, the game is still tied, alternating penalty shots from each team will be taken until a winner is determined. No player shall take a second penalty shot until all players on the roster have taken one each.
4. Each team is allowed one time-out **per game**. Only an offensive player may call a time-out.
5. A team consists of seven (7) players, one of which is a goalkeeper.
6. Four (4) players are required to start and continue the game.
7. Substitutions can occur on any *whistle*.
8. The referee at his/her discretion may stop the clock for any substitution or other delay that takes longer than normal, or is done to intentionally delay the game.

### **C. START OF PLAY**

1. At the start of each half, each team lines up at the opposite ends of the pool, with hands and feet touching the wall. Three (3) players must be on each side of the goal, and the goalkeeper must be in the goal. If a team violates this rule, the referee will throw the ball to the opposite team.
2. When the whistle is blown, the clock starts and the players may push off the wall.  
**NOTE: This is the only time players may push off the wall.**
3. The referee will drop the ball in the middle of the pool.

### **D. SCORING**

1. To score a goal, the following conditions must be met:
  - a. The ball must completely enter the goal before a goal is scored. A ball part way in the goal is **NOT** a goal.
  - b. If a player scoring a goal falls out of the tube due to the motion of the shot, the goal will be disallowed. However, if a defensive player tips the offensive shooter out of their tube, the goal will count. No Personal Foul will be called in this situation.
  - c. Goals will count as one (1) point.
  - d. All shots must come from outside of the two yard line.

2. After a goal, the ball is put in play by the goalie just scored upon *after a whistle by the official*.
3. **Mercy Rule:** If in the last two minutes of the game, a team is winning by 7 or more goals, the game shall end.

## E. METHOD OF PLAY

1. No player may leave his/her inner tube and touch or maneuver the ball. The only thing you can do when you are not in your tube is get back in.
2. No offensive player is allowed within the goal area (two yards from the front of the goal).
3. **NO BODY CONTACT IS ALLOWED.**
4. No tipping of another player is allowed.
5. The goalkeeper, while within the penalty area, may not throw the ball more than half the distance of the pool.
6. The referee has the discretion to not stop play for a foul, if to do so would be to the advantage of the fouling team.

## F. RESTARTS

1. After any stoppage in play, the ball will put back in play by one of the following:
  - a. **Indirect Free Throw (IDFT)** - Player has 3 seconds to put the ball in play. Opponents must give the person taking the throw one yard of space and may not guard or interfere with the player until the ball is in play. An offensive player, other than the player taking the throw, must touch the ball before a goal can be scored.
  - b. **Direct Free Throw (DFT)** – Player has 3 seconds to put the ball in play. Opponents must give the person taking the throw one yard of space and may not guard or interfere with the player until the ball is in play. It is not required for a second offensive player to touch the ball before a goal can be scored.
  - c. **Corner Throw (CT)** - Awarded when the defensive team puts the ball over the end line. A corner throw is taken from the two yard line and sideline corner by the offensive team. This is a direct restart.
  - d. **Goalie Throw (GT)** - Ball is awarded to goalkeeper. The goalkeeper has 5 seconds to put the ball in play.
  - e. **Face Off (FO)** - A face off will occur when there is a double foul or if play is stopped and neither team was in possession of the ball. Two players must face each other two yards apart. No other player may be within two yards. The ball must hit the water before the players may touch it. The referee will award a free throw to the non-offending player, should a player touch the ball before it hits the water.

## G. FOULS AND INFRACTIONS

1. **INFRACTIONS** – restarted by IDFT, CT, or GT.
  - a. A ball thrown out of bounds will be awarded to the team who did not last touch the ball. If the ball goes out over the sideline, an IDFT will be awarded. If the ball goes out over the end line, a CT is awarded if the defense last touched the ball; GT if last touched by offense.
  - b. The defense may not grab the goal; CT for the offense.
  - c. Holding the ball underwater; IDFT at spot of infraction for defense.
  - d. Touching, holding, maneuvering the ball, or obstructing an opposing player while out of the tube; IDFT at spot of infraction.
  - e. Stalling – A player who is closely guarded (within two yards) must pass the ball within 5 seconds or attempt to advance the ball towards the opponent's goal; IDFT at spot of infraction.
  - f. Offensive player within the two yard goal area – No part of the tube may cross into the two yard zone in front of the goal which extends the entire width of the pool. Players may not reach across the two yard line to play the ball. A GT will be awarded.
  - g. Using the wall to gain an advantage (e.g. pushing off from wall); IDFT at spot of infraction.
  - h. Kicking – Players may only kick the ball if no other player is around the ball (within two yards); IDFT at spot of infraction.
2. **PERSONAL FOULS** – restarted by a DFT.
  - a. Holding, pushing, hitting, tackling, tipping, or dumping an opponent.
  - b. To push off or impede the movement of an opponent.
  - c. Striking the ball with a closed fist.
  - d. Deliberately splashing water in the face of an opponent.

- e. Goalie grabbing the pool wall or goal while attempting to block a shot.
- f. Face guarding an opponent (guarding an opponent within one foot of his/her face).
- g. Player persistently repeating an infraction, after the official has given warning.

- h. Interfering with a player taking an IDFT.

**NOTE: DFTs may be taken from the most advantageous spot for the non-offending team; either the spot of the foul or the location of the ball at the time of the foul.**

3. MAJOR FOULS – Offending player disqualified from game, penalty shot given to opposite team.
  - a. A flagrant foul is committed. This is a foul which endangers an opponent.
  - b. Disobedience or dissension to the official.
  - c. Unsportsmanlike conduct.

## **H. PENALTY SHOTS**

1. A penalty shot will be taken four yards from the front of the goal. Any player at the time of the penalty may shoot. All other players must be behind, and three yards away from the shooter. If the shot is blocked, the ball is dead and becomes a GT.
2. A penalty shot will be awarded when:
  - a. A major foul is committed.
  - b. A *defensive player* other than the goalkeeper blocks a shot within the two yard line.
  - c. There is a foul committed in the penalty area which, in the opinion of the referee, prohibits a clear-cut chance of scoring (e.g. breakaway).
3. The referee will say “shooter ready” and the shooter must pick up the ball. Afterwards, the referee will blow his/her whistle. Within 3 seconds, the player must attempt a shot in a continuous motion. No hesitation or faking is permitted.

## **I. GOALKEEPER RESTRICTIONS**

1. The goalkeeper has 8 seconds to get rid of the ball.
2. A goalkeeper may not handle the ball out of the tube. If the ball is traveling towards the goal, and a goalkeeper handles it while out of the tube, a goal is awarded.

**NOTE: If goalkeeper blocks a shot, and falls out of the tube after the block, no goal is scored.**

3. The goalkeeper, while within the penalty area, may not throw or skip the ball across the center line.

**NOTE: If the ball floats across the center line, no violation is considered to have occurred.**

**NOTE: Rules are subject to change without notice at the discretion of the Intramural Sports Coordinator.**