

# UNIVERSITY OF TENNESSEE

## Intramural Sports



INNERTUBE WATER POLO RULES  
CHANGES FROM LAST YEAR ARE HIGHLIGHTED IN **YELLOW**

### ELIGIBILITY RULES

1. You must have a University of Tennessee ID to participate. NO ID, NO PLAY...NO EXCEPTIONS!
2. No Person shall play on more than one single sex and co-rec team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
3. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly RecSports for a period of time determined by the Intramural Program Coordinator.

### THE GAME

1. **GAME TIME IS FORFEIT TIME!!**
2. **Team Requirements**
  - a. A regulation team consists of 6 players (one of which is the goalkeeper), but may play with a minimum of 4 players. The possible **Co-Rec** combinations are 3M/3W, 2M/3W, 3M/2W, 2M/2W.
3. **Substitutions**
  - a. A team must notify the Official of all substitutions. No player may enter the pool without permission of the Official.
  - b. Teams may substitute under the following conditions:
    - i. After a goal, both teams may substitute.
    - ii. After an out-of-bounds infraction, both teams may substitute.
    - iii. During a time-out
4. **Length of Game and Timing**
  - a. Each half will be 15 minutes in length with a continuous running clock. Half-time will be 3 minutes. Teams will change ends at half-time.
  - b. Each team will be allowed one time-out per half. Time-outs do not carry over to the second half. A time-out may be called by any player whose team is in control of the ball.

- c. To start each half, both teams line up at opposite ends of the pool until the official drops the ball into the playing area and signals to begin play. On the official's whistle, both teams may propel their innertubes toward the ball. Pushing off the wall to start is legal.
- d. The Official blowing his/her whistle warrants a dead ball (even if inadvertent).
- e. *Mercy rule*--if a team is winning by **5 points** or more during the final two minutes, the game will be called.
- f. Ties will be broken by a shootout (see *Section 10*).

## 5. Rules Clarifications

Free throws are awarded for violations from a point nearest the spot of the infraction. During a free throw, the offense has 5 seconds to pass the ball to a teammate. A goal may not be scored from a free throw. The defense must remain at least 3 feet away until the ball is released.

## 6. Goal Box Restrictions:

- a. The area that extends five meters from the pool edge and extends the entire width of the playing area is the goal box. This area is marked by the backstroke flags hanging above the pool.
- b. No player other than the goalie may enter the goal box (exception - defensive players may enter their own goal box to retrieve a ball that is out of the goalie's reach). This violation occurs when any part of the player's innertube or body breaks the plane of the backstroke flags.
- c. The backstroke flags are considered in play. Any shot that contacts the flags is still considered legal.

## 7. Goalie Restrictions:

- a. The goalie may not leave his/her tube in an attempt to block a shot from entering the goal. This will result in a Penalty Shot for the offended team.
- b. The goalie may never pass the ball beyond the mid-pool line.
- c. The goalie may not leave the goal box area during play.
- d. Once the goalie gains possession of the ball, he/she will have 5 seconds to release the ball.
- e. Once the ball has been put back into play, the ball may not be passed back to the Goalie.
- f. After a score, the ball will be put into play by the goalie. The goalie must wait for the Official's whistle to re-start play.
- g. A goal is scored when a legal shot (taken outside the goal box) completely crosses the goal line. If the shot is taken from inside the goal box, the goal is disallowed. A player scoring a goal must remain in his/her tube until the ball crosses the goal line or the score will be disallowed.
- h. Players dribble the ball by pushing it in the water, holding it between their knees, holding it with 2 hands, holding it with one hand in the air, holding it against their body, or holding it in their lap. It is illegal to hold the ball completely under the water.

- i. Players may not deliberately hold the ball to delay the game. At the Official's discretion, a "Delay of Game Warning" will be issued.
- j. Subsequent offenses will result in a "Delay of Game Penalty" and a Free Throw for the offended team.
- k. All players must sit in a horizontal position inside the innertube. If a player falls out of their tube, he player may not attempt to influence the game in any way.
- l. A Free Throw will result when the ball passes out of bounds.
- m. There will be no enforcement of the offside rule.
- n. When two opposing players are both in possession of the ball, the ball will be awarded to the defensive team for a free throw.

## 8. Fouls and Misconduct

- a. Players may not hold, push, hit, splash, dunk, or tackle any other players with or without the ball. If a player is in control of the ball, the player MAY NOT be touched. *Penalty: Free Throw.*
- b. After each of the first 3 team fouls during a half, a free throw will be taken by the offended player from a point nearest the spot of the violation.
- c. The bonus will go into effect on the fourth team foul of a half. Once in the bonus, the offended team will be awarded a Penalty Shot after every team foul.

## 9. Penalty Shots:

- a. Penalty shots shall be taken by the offended player at the 5-meter line. No defensive player may be within 3 feet of the shooter.
- b. If the result of the penalty shot is not a goal, the ball remains in play.
- c. **A technical foul is a non-contact foul by a player or any behavior deemed by the Official to be unsportsmanlike. A player that receives 2 unsportsmanlike technical fouls in a game will be ejected. For all technical fouls, a penalty shot will be awarded to the offended team. Any player in the pool at the time of the technical foul may shoot the Penalty Shot.**
- d. For any flagrant, malicious, or violent fouls, the offending player will be ejected and a Penalty Shot will be awarded to the offended team.

## 10. Shootouts (OVERTIME)

- a. Five players from each team will be selected by the team to shoot (goalkeepers may be one of the shooters).
- b. Shooters *do not* have to have been in the pool at the end of regulation. However, the goalkeepers *will be* the same as the goalkeepers from the end of regulation.
- c. A coin flip will decide which team has the option of shooting first or second.

- d. Each team has a total of 5 penalty shots and will alternate each shot. No rebounds are allowed.
- e. The thrower must wait for the Official's signal to start the play on each throw.
- f. If the score is tied at the end of the first shootout, another shootout will be conducted. During the second shootout, the game is won if, after ANY equal number of shots, the tie is broken. Players who shot in the first round are still eligible to shoot in the second round.
- g. Teams must alternate shots on goal between male and female.

### **EQUIPMENT & PLAYING FIELD**

- a. The Intramural Sports Program will provide innertubes and a game ball for each contest.
- b. All participants must follow the Aquatic & Fitness Center Pool guidelines in order to participate. Shoes will not be allowed on the pool deck.
- c. Billed hats, casts, and/or any other item deemed to be dangerous by the Intramural Supervisor may not be worn during a game.
- d. All jewelry is prohibited and will result in dismissal from the pool. Players will not be allowed a replacement until the next opportunity for a legal substitution. Medical alert bracelets and necklaces will be permitted, but must be taped down.

### **11. Substitutions**

- a. A team must notify the Official of all substitutions. No player may enter the pool without permission of the Official.
- b. Teams may substitute under the following conditions:
  - i. After a goal, both teams may substitute.
  - ii. After an out-of-bounds infraction, both teams may substitute.
  - iii. During a time-out.

**INH2OPOLO.....12/2007**