Rule 1: Facility
1. The Inner Tube Water Polo will be held in the Crimson Lagoon in the George S. Eccles Student Life Center.

Rule 2: Player Eligibility
1. All Intramural Sports eligibility rules apply. Please check your Intramural Sports Rules and Regulations carefully.
2. All players must check-in with their University ID cards with the Intramural staff prior to the start of each match.

Rule 3: Team Composition
1. Teams shall consist of 5 “field” players and a goalkeeper
   a. To begin a game a team must have 5 players present ready to play at game time (4 “field” players and a goalkeeper). Teams not ready to play at their scheduled game time will forfeit.
2. A goalkeeper must be sitting in an inner tube at all times, and cannot go past the halfway line.

Rule 4: Equipment
1. Intramural Sports will provide tubes for each team. Players are encouraged to wear shirts to protect their skin from abrasions from the tubes.
2. No jewelry is allowed. If a player is found to be wearing jewelry, he/she will be sent off to remove it and will sit out until the next dead ball. Immediately upon leaving the pool the opposing team will restart with an indirect free throw in.
   a. The only exception to this rule is for Medical Alerts and religious material. If those must be worn they must be taped down. If they are to come un-taped Rule 4 Article 2 will be applied.

Rule 4: Match Procedures
1. The duration of a game shall be two 12-minutes halves, with the teams changing ends at half time. Half time will be a maximum of 2 minutes long. Time starts on the referee’s whistle at the start of each half and will run continuously until the end of the half. Each team receives one 1-minute, time out per game.
   a. A team must have the minimum number of players present and ready to play within 5 minutes of game time. Failure to meet this requirement will result in a forfeit.
2. The entire ball passing over the goal line between the goal posts counts as a goal. One point is awarded for each goal. The player scoring must remain in his/her inner tube following the shot or the score will not count. No score is awarded if goal is made from within the goalkeeper area. If a ball is thrown by a player into his/her own goal, it is scored as a goal for the opposite team.
3. If the game is tied a sudden death period of 3 minutes in length will be started. If a tie still remains at the end of 3 minutes the winner will be determined by the teams taking alternating shots at the goal until one team is ahead after a round of shots. A coin toss will determine which team throws first. Example: Team A throws and misses, Team B throws and scores, Team B wins. If Team B misses, another member from Team A shoots, etc.
**Rule 5: Game Setup**

1. At the start or restart of a game, the goalkeeper must be positioned between the goal posts, and the field players must take up positions at least 1 yard apart on their respective goal lines, even with the end lines and wait for the referee’s signal.
2. The start is by 1 blast of the whistle, and the referee will release the ball into the center of the pool. It is a technical foul to start before the referee blows his/her whistle. If this occurs the ball shall be awarded to the offended team at the halfway line.
3. The GOALKEEPER AREA is from the back edge of the pool to 2 yards out and extends the width of the pool. No player shall hold the ball in this area for more than 5 seconds. No goal can be scored from inside this line.
4. A FREE TOSS is awarded after any rule infraction or personal foul. The non-violating team member nearest spot of infraction puts ball into play by passing. Opponents may not touch, impede or interfere with his/her attempt to pass the ball. One pass must be made before any attempted goal.
5. A penalty throw is awarded to the offensive team if an offensive player is fouled inside the 4-yard penalty area while controlling the ball and facing the goal. All players, except the goalkeeper, must leave the penalty area until the throw is taken. No player may be within 1 yard of the thrower. Should the penalty be missed, the ball is a free ball and continues to play. The penalty throw must be taken from outside the 4-yard area.

**Rule 6: General Rules**

1. The defense may contact an offensive player’s tube only when that offensive player has the ball. The ball may be separated from the offensive player by the defensive player either by grabbing the ball away or by tipping the offensive player out of his/her tube.
2. All players must be in a sitting position in their tubes.
3. A drop ball is a ball released by the official into the center of the pool to begin play for each period.
4. The ball may be advanced by a player throwing or carrying the ball. One or both hands may be used at any time.
5. The ball must remain above the surface of the water at all times during the game.
6. The goalkeeper may not throw the ball beyond the halfway point of the pool.
7. The goalkeeper must sit in the inner tube and may not leave it while guarding the goal.
8. The goalkeeper may not touch the opposing players and may not tip them from their tubes.
9. The goalkeeper may not hold the ball for more than 5 seconds in the goalkeeper area. The field players may not cross the imaginary 2-yard line at any time during the game (except at the start of each half).
10. On out-of-bounds plays, the ball goes to the team not touching the ball last and at the point of departure from the pool. The player nearest to where the ball goes out takes the toss.
11. When the ball becomes dead as the result of an out-of-bounds or an infraction, which does not involve a penalty throw, it may be put back in play either after the referee handles the ball. After each shot where the ball remains in the Goalie Area or goal, the ball becomes a “goalie ball” and possession changes to the goalkeeper’s team. Balls which do not leave the playing surface and are rebounded beyond the 2 yard line remain live.
12. Substitutions may be only made at half time, during time-outs, or after a goal is scored, but not during actual play.
13. An offensive player with the ball can protect himself/herself from the defensive player, but he/she may not protect himself/herself by dropping the ball beside his/her tube. In that instance the ball is considered still in his/her possession.

14. No one can hinder or maneuver another person’s inner tube, unless that person has possession of the ball. All competitors must use inner tubes and balls provided by Recreational Services.

15. Tube color will be chosen by the Captain who wins the coin toss. The options will be yellow or blue.

**Rule 7: Loss of Ball Infractions**

1. Starting before the referee blows his/her whistle at the start or restart of the game.

2. Pushing off from the sides during play (not counting the drop ball beginning each half).

3. Holding onto the side of the pool wall while in possession of the ball.

4. Playing the ball or interfering with play when out of the tube.

5. Pushing off from, or interfering with, the free limb movement of an opponent unless he/she is holding the ball.

6. Deliberately splashing water in the face of an opponent.

7. Holding the ball under the water.

8. Goalkeeper throwing the ball more than half the length of the pool.

9. Offensive player within the goalkeepers’ area.

10. Goalkeeper holding the ball more than 5 seconds or any player holding the ball in the goalkeeper area for 5 seconds.

11. Holding, pushing, hitting, jumping on, tackling, dunking, or dumping an opponent player not in possession of the ball.

12. Goalkeeper holding onto the side of the pool or goal while catching or passing the ball.

13. Goalkeeper holding onto the goal to stabilize himself/herself.

14. Tipping an opponent out of his/her tube immediately after an attempt to disallow the score.

15. Kicking or attempting to kick the ball in order to propel it.

16. Two defenders in Goalie Area and in front of goal simultaneously.