

INTRAMURAL INNERTUBE WATER POLO RULES

GENERAL INFORMATION

- a) All Intramural Innertube Water Polo games are played at the North End of the ARC Indoor Pool.
- b) All participants must have their University of Illinois Student Identification Card (i-card) with them at all times – NO EXCEPTIONS.
- c) All innertube water polo games will be 6-on-6. The minimum required to start a game is 4 players.
- d) Each team shall designate to the Referee the team captain or captains for the contest. The captain is required to sign the scorecard at the end of each game. The team captain is responsible for all information and policies contained in the Intramural Innertube Water Polo Rules and Intramural Handbook.
- e) All players must follow Campus Recreation's swimming pool policies found at the following link.
 - i) http://www.campusrec.illinois.edu/membership/policies/policies_pool.html

No Show Procedure for 10 minute wait period

- a) If a team is not present and ready to play by **the scheduled game time** (in proper swim attire and minimum number of players in the pool area) the opposing team will be given the choice to take a forfeit win or grant the team that is not ready a 10 minute wait period to field a legal team. If the 10 minute wait period is granted, the game clock will be started at the scheduled game time.
- b) If the team that is not present shows up or achieves a legal lineup within the 10 minute wait period, the game will be started immediately with the following exceptions:
 - Time that has already run off the game clock will not be replaced.
 - The team that originally granted the wait period will automatically start with possession of the ball and an indirect throw from the center of the pool.
- c) If the ready team grants a 10 minute wait period, they may not rescind that decision and must wait out the entire 10 minutes.

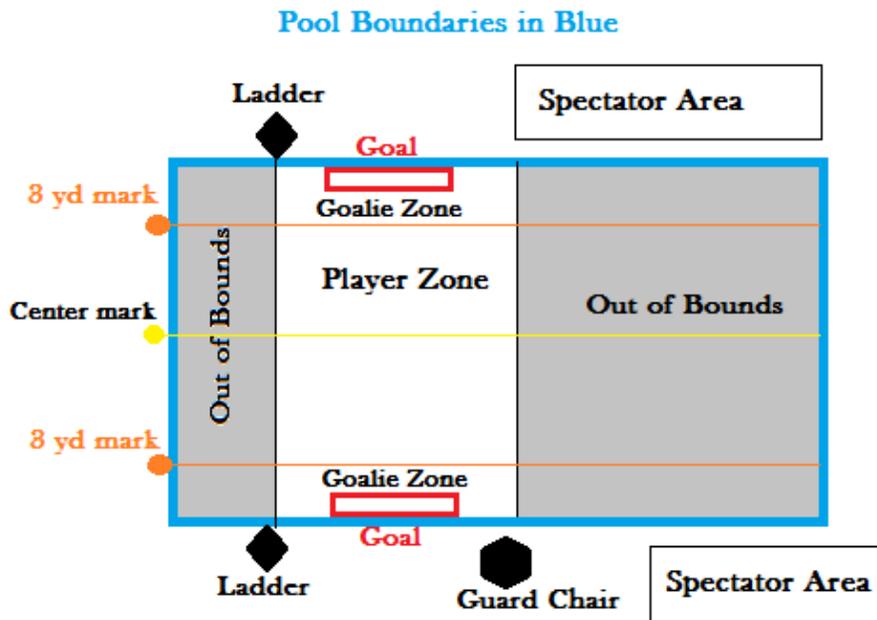
Equipment and Uniforms

- a) All players are required to bring a valid UIUC ID (i-card) to all Intramural Innertube Water Polo games.
- b) The intramural jersey policy is NOT in effect for innertube water polo games.
- c) Yellow and Blue innertubes will be provided. Participants may not use their own innertubes. Please ensure that one team uses all yellow innertubes while the other team uses all blue innertubes. This will assist referees in distinguishing different team members.
- d) Game balls will be provided.
- e) Baseball style hats, bandannas, and sunglasses are not permitted. No other headwear with knots or dangerous materials is allowed, including goggles. Participants are permitted to wear swim caps, but Campus Rec will not provide them.
- f) Players may not wear casts/splints under any circumstances at any time and all pads/braces must be above the waist.
- g) Players may not wear knee braces with exposed metal.
- h) Players may wear kneepads, gloves, headbands, and knit caps.
- i) Players may not wear any exposed jewelry of any type besides medical alert bracelets which must be taped down, only exposing the medical information.

- j) All equipment is subject to the approval of the intramural staff on duty.

The Playing Area

- a) The playing area of the pool will be laid out according to the diagram below.
- b) Cones placed on the deck will divide the length of the pool into three zones.
 - At each end of the pool there will be a 3 yard goalie zone which only goalies may enter (marked by orange lines in diagram below, these will not be physically marked in the pool and judgment of the zone line is the responsibility of the referee).
 - The middle zone is the player zone which only players may enter
 - Goalies may not cross into the player zone and players may not cross into the goalie zone
- c) The ropes on each side of the player area and end walls of the pool are out of bounds.
- d) Extra players, coaches, and fans must stand in the spectator area on the pool deck
- e) Extra players, coaches, and fans may leave the spectator area momentarily to retrieve a ball that has gone out of bounds given that they return to the spectator area once the ball is back in play. This rule is in place to help minimize dead ball time.



Starting the game

- a) Both teams start at their end of the pool behind the 3 yard mark. This is the only time when players are allowed in the goalie zone. The official will toss the ball into the middle of the pool and blow his or her whistle. On the whistle, teams may race to the loose ball.
- b) The first person to retrieve the ball gains possession for their team and plays it live.
- c) The team who does not retrieve the ball will be given possession at the start of the second half.
- d) If a team retrieves the ball but still has players in addition to the goalie within the goalie zone, the ball will be turned over to the other team who will have an indirect throw from the center of the pool. The team who was given the indirect throw will also be given the ball at the start of the second half.

Timing

- a) Games shall consist of two 10 minute running clock halves and a 5 minute halftime.
- b) There are no team timeouts in innertube water polo.
- c) The game clock will stop during the final minute of the second half on dead balls which include:
 - Scored goal
 - Ball going out of bounds
 - Personal Foul or Infraction
- d) If the score is tied at the end of regulation, a shootout will determine a winner.
- e) Substitutions may occur at any time on the fly given that neither the substitute nor the player being subbed for participate in play until the substitute is properly seated in his or her innertube and the player being subbed for is out of the playing area.

Shootouts

- a) Shootouts will start with 4 shooters for each team. Teams must alternate male and female shooters. Goalies are allowed to shoot at any point in their team's order.
- b) If the score is still tied after 4 shooters, each team will select 1 more shooter. Teams will continue selecting a single shooter until the tie is broken.
- c) Every player of a specific gender including the goalie and bench players must shoot once before other players of that gender may shoot again.
- d) Shooters must take a stationary position anywhere equal to or behind the second lane line in the pool. The referee will then ask the goalie if he or she is ready. Once the goalie is ready, the referee will toss the shooter the ball and blow his or her whistle. The shooter must wait for the whistle before attempting their shot.
- e) Shooters must make one fluid throwing motion. They are not allowed to pump fake or head fake. Fakes will result in an automatic miss for that shot.
- f) Goalies must remain on their innertubes during all save attempts. If a goalie saves a shot, but falls off his or her innertube the shot will be counted for the shooting team.
- g) Regardless of the number of goals scored during the shootout, the winning team will have one goal added to their regulation score. For instance, if Team A and Team B are tied 2-2 and go to a 10 round shootout that Team A wins, the final score will be 3-2 in favor of Team A not matter how many shootout goals they scored.

Scoring

- a) A goal is scored when a legal shot attempt fully crosses over the goal line, when in doubt, the benefit of the doubt goes to the defense.
- b) A legal shot attempt must fulfill the following requirements:
 - The shooter must remain on his or her innertube
 - The shooter may not have any body parts or portion of his or her tube within the goalie zone

- The shot may not be an indirect throw in
- c) If any of the three requirements are not met, the goal will be disallowed and the ball given to the defending team's goalie for a direct throw-in.
- d) After a legal goal is scored, the ball will be given to the defending team's goalie for a direct throw-in. The goalie must wait for the official's ready to play whistle before throwing the ball back in play.
- e) There is no mercy rule in innertube water polo.

Innertube Regulations

- a) Players must sit face up in the innertube with their arms and legs hanging over the sides of the innertube
- b) Players may not deliberately leave their innertube to make a play on the ball
- c) Defensive players may push, flip or dump an opponent's innertube if the opponent is in possession of the ball. Note: This rule only applies to the player's innertube, any bodily contact with a player in possession of the ball will result in a foul.
 - If a player is dumped from his or her tube, they must let go of the ball. Maintaining position of the ball while you are not in your innertube is an infraction.
- d) In order to have possession of the ball a player must control the ball out of the water. Possession includes but is not limited to:
 - Holding the ball in one or both hands
 - Resting the ball on a player's lap
 - Wedging the ball between a player's body and his or her tube
- e) Players may not touch or make a play on the ball if they are not properly seated in their innertube.
- f) Players may not hold on to out of bounds ropes or goal areas

Goalie Play

- a) Goalie's must remain in the goalie zone for the duration of the game
- b) No other players are allowed in the goalie zone
- c) Goalies may not hold the ball for more than 5 seconds within the goalie zone
 - Penalty for this will be a direct throw-in from the center of the pool for opposing team
- d) Goalies may not make a pass or shot beyond the centerline of the pool
 - Penalty for this will be a direct throw-in from center of the pool for the opposing team
- e) Goalies may not leave their innertube in order to make a defensive play on a shot. This rule is enforced on an advantage basis as follows:
 - If the shot goes in, the goal counts
 - If the goalie is able to stop the shot, the opposing team is awarded a penalty shot following shootout shot procedure.
 - If the goalie stops the penalty shot, the ball becomes live.
- f) If a goalie blocks a shot, and the ball goes out of bounds as a result, the ball will be given to the team who shot the ball at the closest corner of the player zone for an indirect throw-in.

Restarting Play after a Dead Ball

- a) There are three ways to restart play in innertube water polo, they are:
 - Indirect Throw-in
 - Direct Throw-in
 - Penalty Shot
- b) In all situations, players must wait for the referee's whistle to begin play

Indirect Throw-Ins

- a) An indirect throw-in must be touched by a teammate or opponent before a goal can be scored. In other words, the player throwing the ball in cannot make a direct shot attempt on net, hence the term indirect.
- b) Indirect throw-ins will restart play when the ball goes out of bounds
- c) Indirect throw-ins will occur at the near point on the playing area boundaries that the ball went out of bounds (use the corners of the player zone for end line out of bounds)
- d) Once the ball is given to the player who is throwing it in, he or she may not move from that spot
- e) If a goal is scored on an indirect throw-in, the goal will be disallowed and the ball will be given to the opposing team's goalie for a direct throw-in
- f) All indirect throw-ins must be made within 5 seconds after the referee blows the whistle

Direct Throw-Ins

- a) A direct throw-in may be a shot directly on net, but it does not have to be, players may also pass to teammates, in the case of goalie direct throw-ins, the goalie must pass to a teammate that is not passed the centerline
- b) Direct throw-ins will restart play after an infraction or foul
- c) Direct throw-ins will take place at the spot of the infraction or foul (see Goalie Play and Special Infraction Enforcement for special circumstances involving goalie infractions)
- d) All direct throw-ins must be made within 5 seconds after the referee blows the whistle

Penalty Shots

- a) Penalty Shots will occur on any malicious or flagrant foul
- b) Penalty Shots must be shot directly on net following shootout procedures
- c) Penalty shots must be taken by the player who was flagrantly fouled
 - Shooters must take a stationary position anywhere within the player zone and indicate to the referee that they are ready. The referee will then ask the goalie if he or she is ready. Once the goalie is ready, the referee will toss the shooter the ball and blow his or her whistle. The shooter must wait for the whistle before attempting their shot.
 - Shooters must make one fluid throwing motion. They are not allowed to pump fake or head fake. Fakes will result in an automatic miss for that shot.
- d) If a goal is not scored, the ball becomes live

Fouls

- a) All fouls besides those of flagrant or malicious variety will result in a direct throw-in from the spot of the foul
- b) Fouls include:
 - Bodily contact with any other player (contact with innertube is permitted)
 - Holding onto or flipping an opponent's tube if that person is not in possession of the ball
 - Splashing water at an opponent
 - Note: When in possession of the ball, the ball is considered part of the body, swatting a ball from an opponent's hand will constitute a foul

Infractions

- a) All infractions will result in a direct throw-in from the spot of the infraction
- b) Infractions include:
 - Playing before the referee whistles the ready for play
 - Holding onto the ball after being dumped or flipped from your innertube
 - Intentionally holding on to the ball and stalling

- Intentionally delaying the game by throwing the ball out of bounds
- Going into the goalie zone, if a player is pushed or bumped into the goalie zone but is clearly making an attempt to get out, no foul will be called
- Throwing directly at the opponent's goal on an indirect throw-in (ball is given to opposing team's goalie for a direct throw-in)
- Touching, holding or pushing off of the wall while in possession of the ball

Special Infractions

- a) There are two situations where special infraction enforcement is required, these situations are:
 - Goalie throwing the ball past mid pool
 - Goalie holding the ball for more than 5 seconds.
- b) In both cases, the proper enforcement is to award the opposing team a direct throw-in from mid pool.

Co-Rec Modifications

- a) All previous rules listed apply to Co-Rec games in addition to the ones listed below.
- b) All Co-Rec games will be played 6-on-6, 4 players are required to start a game, which must include at least 1 male and 1 female. Each team is allowed a maximum of 3 men and 3 women in the water at one time. See the table below for legal lineups.
- c) Players of either gender may play goalie
- d) Goals scored by women are worth the same amount as goals scored by males

Men	Women
3	1
3	2
3	3
2	3
2	2
1	3