



# **DRAYSON CENTER**

## **Co-Rec Inner Tube Water Polo Rules**

### **I. ELIGIBILITY**

It is highly recommended that each participant know how to swim.

### **II. THE GAME**

- A. Seven players constitute a team – three men and three women and a goalie. A team may start and continue play with five players, but at no time can the number be less than five. Men and women must be equal in numbers excluding the goalie.
- B. The Game consists of four 8-minute quarters with a two-minute break between quarters and a five-minute break at half time.
- C. Teams will switch ends of the pool at each quarter break.
- D. Each team has two (2) time outs per game. A player who has control of the ball may only call time outs.
- E. Substitutions may be made only during time outs, quarter breaks, and after a goal has been scored.
- F. The goal area extends two (2) meters out from the end of the pool across in front of the goal net to either side to the white tiles designating the 10 ft. and 12 ft. depths.

### **III. EQUIPMENT**

- A. Caps, ball and inner tubes will be provided by the Drayson Center Intramural Department.
- B. All players are advised to clip finger and toe nails to avoid scratching and cutting themselves and other players.

### **IV. SCRIMMAGE**

- A. At the start of the game, all players are in contact with the edge of the pool at their defensive ends.
- B. Play begins each quarter with the referee tossing the ball into the center of the pool.
- C. All players must be sitting in their inner tubes, with arms and legs out. The goalie may sit in a horizontal or vertical position inside the tube.
- D. No player may leave the tube to touch or maneuver the ball. If one is tipped from their tube, the player may not touch or control the ball until they are back in the tube.
- E. One or both hands may be used at anytime to touch, control or pass the ball.
- F. If an offensive player is within the 2-meter goal area and has possession of the ball, he/she must come outside the 2-meter area in order to attempt a shot on goal. On a rebound shot on goal, if an offensive player retrieves the ball inside the goal area, then he may take a direct shot on the goal at that spot.
- G. Only one defensive player may occupy the goal area while the ball is in play.
- H. Tackling an opponent who has possession of the ball is legal, but must be done from an inner tube. No player may leave his/her inner tube to tackle an opponent.
- I. No intentional "splashing" in the face or grabbing opponent under the water to gain an advantage will be allowed.

## **V. GOALIE RESTRICTIONS**

- A. The goalie CANNOT leave the inner tube to prevent a thrown ball from scoring, or to guard the goal.
- B. The goalie may throw the ball more than half the length of the pool, but may not score a goal from his throw.
- C. The goalie may not stand on the floor of the pool.
- D. The goalie may not use the side of the pool or hang on the goal to block shots.
- E. The goalie may not swim past the midway line of the pool.

## **VI. SCORING**

- A. A player scoring a goal must not fall out of their inner tube while taking or immediately following a shot, or the goal does not count.
- B. Each goal made by a female player counts as two (2) points, each goal scored by a male player counts as one (1) point.
- C. A goal does not count if the shot is taken within the 2-meter end of the pool within the goal area unless, on a rebound shot or if a defensive player is also inside the 2 meter area.
- D. Each successful penalty shot is worth one point.
- E. A shot is a goal when  $\frac{1}{2}$  of the ball breaks the plane of the goal or if the ball hits the wall between the goal posts.
- F. If the score is tied after regulation, a five-minute “sudden-death” overtime will take place. Each team will be allowed one time out during the over time period. The first team to score 2 points will win. If the score is still tied, or either team has not scored 2 points, then each player (excluding the goalie) will take part in a “shoot-out”. This will result from the penalty shot area, 8 meters out from the goal. The first team to score 3 points wins.
- G. After a goal is scored, the ball must be given to the referee. The ball will then be put back into play at the center of the pool by the team that was scored on.

## VII. FREE THROWS

- A. A free throw (turnover) by the member of the non-violating team NEAREST TO THE POINT OF INFRACTION will be awarded for the following minor infractions:
1. Out-of bounds (taken where the ball went out by nearest player at the spot.)
  2. Holding onto the pool while in possession of the ball.
  3. "Ball Under" – If the player in possession of ball is holding the ball under water and is touched by the defensive player.
  4. An offensive player in the goal area.
  5. Stalling: Holding the ball with intention to "kill" the clock.  
This call is made in "judgement" by the referee.  
Referee will call out, "5 second to get rid of the ball".  
After the warning, a turnover will result.
- B. A free throw (turnover) by the member of the non-violating team NEAREST TO THE POINT OF INFRACTION will be awarded the following personal fouls:
1. Touching the ball while not in an inner tube.
  2. Holding, pushing, hitting, ducking, or dumping an opposing player WHO IS NOT IN POSSESSION OF THE BALL.
  3. The goalie holding the side of the pool or hanging on the goal while in possession of the ball.
  4. Tipping an opponent out of their tube immediately following a shot in an attempt to discredit the goal.
  5. Offensive player with the ball pushing off a defensive player trying to guard him/her.
  6. Persistently repeating an infraction, even after the referee's warnings.
- C. During a "free throw", one pass must be made before an attempted goal (indirect throw). An opponent may not touch, impede, or interfere with the free thrower's pass. The free thrower has 3 seconds to get the ball in play. A turnover will occur at the end of 3 seconds. If the free thrower tosses the ball up to himself/herself or drops the ball into the water, the ball is "Live".
- D. CORNER THROW: A corner throw is taken by the players on the offensive team nearest the 2 meter marker on the side of the pool where the defensive team caused the ball to pass over the goal line, not between the goal posts. The player taking the corner throw must position himself on the 2-meter line. Once the referee hands the ball to the thrower, they

must throw the ball within 3 seconds or the ball is awarded to the opponent at the same spot.

**VIII. PENALTY SHOTS** – A direct shot at the goal taken from 5 yards out from the goal on the command of the referee. Penalty shots are awarded for;

- A. Any illegal block shot on goal by the goalie (see goalie restrictions).
- B. All blocked shots are illegal. The other team gets the ball and has a free throw from the spot of the foul. Within the 2-meter goal area, a penalty shot is awarded.

**IX. MAJOR FOULS** – Removal from the game, and the player fouled against is awarded a free throw from the spot of the foul.

- A. Purposefully kicking a player.
- B. Purposefully hitting a player.
- C. Abusive language toward the official or another player.
- D. Purposefully disregarding directions from an official.
- E. Any violent action to the head or neck will not be tolerated.

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