



Innertube Water Polo

Players and Substitutions

- All participants must check in with a **valid KSC I.D at every game.**
- Each team fields **seven (7) players including the goalie**
- A team may play with **five (5)** to start or continue a game to avoid a forfeit.
- Co-Rec teams must have three (3) males and three (3) females in the water at all times. There may never be a difference of more than one-player between genders. For example: if team A has 7 males and 2 females, they can only play with 3 males and 2 females.
- Players may play on **one** gender specific team (Men's or Women's) and **one** Co-Rec team.
- Teams found using ineligible players will forfeit those games.
- If it suspected that a player/spectator is under the influence of drugs and/or alcohol the individual will ejected from the facility and will be required to meet with the Intramural Sports Coordinator to become eligible to compete in any future Intramural Sports competitions.

Equipment

- All participants must wear swimsuits. Cut-off shorts, underwear, regular clothing and nudity are strictly prohibited. If there are any questions concerning swimwear, contact the supervisor.
- Game ball and innertubes will be provided by the Intramural Sports Department.
- **Jewelry must be removed prior to playing.** Medical alert bracelets or necklaces are permitted but must be taped down.
- Any player who is bleeding must leave the game and cannot return until the bleeding has stopped and the wound is covered.
- **Knee braces must not have any exposed metal or rigid plastic.**

Duration of Game

- Games will consist of two 15-minute halves (the clock will only stop for time-outs and injuries). During the last two minutes of the second half the clock will stop on all whistles.
- Teams are allowed a maximum ten (10) minute late grace period. If a team is not present and ready to play after 10 minutes they will receive a forfeit and are required to pay the forfeit fine to be eligible to participant in future competitions.
- Two timeouts per half per game - duration 1 minute in length. Unused time outs do not carryover.
- **Overtime:** Will be used during playoffs only.
 - If the game is tied at the end of regulation, a five minute sudden death period will be played.
 - If still tied, each team will take five (5) alternating penalty shots. The goalie must be the same goalie that ended regulation. If the score is still tied after the initial five shots, teams shall continue alternating in the same order, allowing each member to shoot, until a team has one more goal in the same number of shots.
 - Co-Rec specific rules: teams must alternate shots on goal between male and female.

General Rules

- Substitutions have to wait until a dead ball situation and may enter the game ONLY after the official beckons them in. No substitutions may be made “on the fly”.
- No substitution is permitted for an ejected player. The team will play shorthanded for the remainder of the game. If a team loses two players due to ejection, the game will end immediately and they will receive a forfeit.
- **To start each half**, both teams line up at opposite ends of the pool (with at least one hand on the pool wall) until the official drops the ball in the center of the pool and signals for play to begin.
- After a score, play is restarted by a goalie throw by the team scored upon.
- Players dribble the ball by pushing it in the water, holding it between their knees, holding it with both hands, holding it with one hand, holding it against their body, or holding it in their lap. It is illegal to hold the ball completely underwater. All players must sit in a horizontal position on the innertube.
- The area that extends two (2) meters from the edge of the pool and extends the entire width of the pool is the goal box. Cones on the side of the pool mark this area. Only the goalie is allowed in this area. **Penalty:** if on the defense, penalty shot; if on the offense, goal throw.
- A goal is scored when the entire ball passes under the cross bar and between the side posts. The shot will be prohibited if any offensive player is in the goal box, or if the shooter falls out of his/her tube before the ball crosses the goal line.
- The goalie may not pass the ball beyond mid-pool line.
- The ball becomes dead and a free throw will result when any of the following violations occur:
 - The ball passes out of bounds.
 - A player touches the ball while out of his/her tube or while sitting incorrectly in the tube.
 - A player enters the goal box.
 - A player holds the ball completely under water.
 - The goalie holds the ball for five (5) seconds or more.
 - The goalie throws the ball past the mid-pool line.
- Free throws will be taken from the spot of the infraction. During the free throw the defense must be at least five feet away from the thrower. All free throws are indirect (a goal may not be scored directly from a free throw).
- Goal throws will be awarded to the goalie when the offense forces the ball to go out of bounds along the end line, or when an offensive player enters the goal box. The goalie may take the goal throw from anywhere inside the goal box.

Face-Offs

- A face-off will be awarded when fouls on opposite teams occur simultaneously or when the referee is unsure who threw the ball out of bounds.
- Any two opposing players may take the face-off.
- The players will be 2 yards away with the ball being tossed in between both players.
- The ball may not be touched before it hits the water.

Team Fouls and Misconducts

- Players may not hold, push, hit, splash, dunk, or tackle any player with or without possession of the ball. A team foul will be recorded for each violation.
 - For the first six (6) team fouls during a half, the offended player will take a free throw from the spot of the foul.
 - On the seventh (7) and beyond team foul during a half the bonus will go into effect. Once in the bonus, the offended team will be awarded a penalty shot after every foul.
- The goalie may not leave his/her tube in attempt to stop a shot on goal. Penalty: penalty shot.
- **Penalty Shots:** the shot is taken at the 10-foot line by anyone on the offended team. The goalie must have a portion of their tube on the goal line. All players must remain outside the goal box and at least three (3) feet away from the person taking the shot. The ball will remain live if the initial shot deflects back into play, where any player may play it.

Defaults and Forfeits

- **Default:**
 - A default occurs when a team captain notifies the Intramural Sports Coordinator by 4:00 PM that his/her team will not be able to play a scheduled game.
 - A default will result in a loss, but a forfeit will be avoided. The game will be rescheduled if time and space allow.
 - One default is allowed per team, a second default is recorded as a forfeit and the team will be dropped from the league.
- **Forfeit:**
 - A forfeit occurs when your team does not show up for a scheduled game *or* does not have the minimum number of required players present to play.
 - **Your team will receive a loss for that game, will be ineligible for playoffs and will be required to pay the \$10 Forfeit Fine before 5:00pm the following business day at the Recreation Center Front Desk to be eligible to participate in future competitions.**
 - An adjusted Forfeit Score and a sportsmanship rating will be recorded.
 - A second forfeit will result in your team being **dropped from competition for the remainder of the season.**