



UNIVERSITY OF SOUTH FLORIDA CAMPUS RECREATION – INTRAMURAL SPORTS

INNER TUBE WATER POLO Revised 9/18/08

PLAYERS AND ATTIRE

Each team will consist of six (6) players, including a goalie with a maximum of ten (10) on a roster. A minimum of four (4) players, including a goalie, is needed to start and play a game.

All players must wear a bathing suit or shorts and may wear a t-shirt.

All players sit in the tube (no kneeling). A player's legs may not be through the inner tube.

No jewelry, gum, or food is allowed in the pool area.

GAME, COURT, AND EQUIPMENT

All play will take place in the USF Campus Recreation Indoor Natatorium. The court will run the length of the pool, with goals on either end.

Tubes and balls will be supplied by the Intramural staff.

LENGTH OF GAME AND TIME CONSTRAINTS

The game will consist of two (2) twelve-minute halves. The clock runs continuously, stopping only on goals and injuries. There will be a three-minute halftime.

SUBSTITUTIONS AND TIEBREAKERS

Substitutions may be made after a goal is scored, an injury or penalty occurs, or between periods.

In the event of a tie at the end of regulation time, one five-minute sudden death overtime period will be played. In the event of a tie at the end of the overtime period, a shoot out will take place, where five (5) players (from the team roster) shoot on the opposing goalie, alternating shots.

Game time is forfeit time!

DEFINITION OF PLAYING TERMS

To start the game, each team lines up at opposite ends of the pool, facing away from the playing area. The game begins when the ball is thrown into the center of the pool by the referee and a whistle is blown.

After each score, the ball is put into play by returning it to the goalie just scored upon. All players must return to their own defending half of the pool. Play will resume at the referee's whistle.

When a ball goes out of bounds, the opposing team is awarded it for a throw-in at the spot/point where it went out of bounds.

If a goalie makes the save on a deflection and it goes out of bounds directly behind the crease the goalie keeps it. If it goes out of bounds out of the sides of the crease, the opposing team gets it halfway from the goal and the midline.

The goalie may not throw the ball more than half the length of the court. The goalie is not allowed to move past mid-court.

A goal is scored when **the entire ball** passes over the goal line between the goal posts and under the crossbar. Any goal will be nullified if the scorer falls out of the tube immediately after scoring.

Purposeful stalling is not permitted. The referee will make one (1) warning and a second occurrence will result in a turnover. In the last two (2) minutes of the second half, no warnings will be given, and will result in an automatic turnover. Purposeful stalling is a judgment call by the referee.

All shots on goal must be taken outside of the goalie's crease, marked by cones.

All play stops on the referee's whistle.

Goalies are expected to remain in the tube at all times. If the goalie dives or falls from the tube in order to make a save, he/she can not touch the ball again until he/she is back in the tube. If the goalie touches the ball while he/she is out of the tube, a penalty shot is awarded to the player who shot the ball, and is taken from behind the penalty shot line. The goalie may not use the side of the pool to gain an advantage to block a shot.

A defender must be marking up an opponent if located within the crease (scoring area) of the goal. If a defender is not doing this, there will a five-second time limit for the defender to either mark up or leave the crease. After this five-second period on the first infraction, the defender will be warned, and subsequent infractions will result in penalty shots.

PLAYER CONDUCT

Minor infractions are penalized by loss of possession and the nearest opponent awarded a free throw-in (one pass must be made before any attempt to score). Minor infractions include:

- A. Splashing
- B. Holding onto the pool wall while in possession of the ball.
- C. Holding the ball underwater or on the lap. Holding the ball on the water is allowed if the player is moving.
- D. Goalie throwing the ball past mid-court.
- E. Offensive player taking a shot within the goalie's area.
- F. Offensive player fails to release the ball within five (5) seconds (stalling) while stationary. (The player can not remove the ball from the water and then place it back in the water; equivalent to a "double dribble" in basketball. He/she must pass or shoot the ball.)
- G. Player leaves his/her tube and touches the ball.

Penalty situations result in the opposing team awarded possession of the ball and placing the violator in the penalty box for one (1) minute, leaving his/her team one player short. If the opposing team scores a goal during the penalty time, the penalty is over and the player is allowed to return to play. (Equivalent to a power play in hockey.) Penalty situations include:

Holding, hitting, or kicking an opponent's tube; jumping on, tackling or tipping/dumping an opponent.

Any unsportsmanlike conduct or flagrant foul will result in a game ejection and possibly game forfeiture.

CO-REC STIPULATIONS

In Co-Rec play, there may be 3M/3F, 3M/2F, 2M/3F, or 2M/2F in the pool per team. The goalie may be of either sex.

A female must touch the ball at least once during any scoring attempt.

Goals scored by females count as two (2) points. Goals scored by males count as one (1) point.