

Intramural Innertube Waterpolo Rules

Join this awesome intramural classic! Not a great swimmer? Not a big deal! Jump in and have a great time (and get a great workout) with our Inner Tube Water Polo league DEMO: https://youtu.be/GfRH_PF2-e8

1. Participants may play for one innertube waterpolo team per semester.
2. All players must be registered at the PSWC before participating. **EFFECTIVE JANUARY 1, 2017, PLAYERS MUST BE ON THE PRE-PRINTED SCORECARD AT THE GAME. SCORECARDS ARE PRINTED AT NOON ON GAME-DAY NO ADDITION OF PLAYERS AT THE GAME.**
3. Players in attendance must be checked off by the game official. Each individual is responsible to ensure their attendance is recorded. Players must participate in 2 of the league games to be eligible for the playoffs, so ensuring the scorecard is accurate is extremely important. There will be no exceptions to the playoff eligibility rules.
4. All players must present their validated student card at each game. Failure to do so will result in the player not being permitted to participate in that game. Officials are not authorized to make exceptions to this rule under any circumstances.
5. Games shall be 30-minutes in length. Two 12-minute halves will be played, with a 3-minute half-time. Games should start as close to the scheduled game time as possible. No game shall infringe on the game afterwards. Teams should arrive early to complete their warm-up on the sidelines, to allow for maximum playing time.
6. Games will be played 5-on-5. Teams must be ready with 4 players (2 males and 2 females) prepared to play within 5 minutes of the scheduled start time, or they will be charged with a default. The default score will be recorded as 5-0. A second default will result in removal from the league.
7. If a team falls below the minimum playing compliment due to INJURY IN THAT GAME, they shall be permitted to continue to play below the minimum playing compliment. The opposing team shall maintain their in-pool strength. If a team falls below the minimum playing compliment due to EJECTION FROM THE GAME, they shall forfeit the game and the score shall be recorded as the current score, or the default score, whichever +/- is greater.
8. **All players must remove any jewelry prior to entering the pool.**
9. The home team will choose their end to start the game. Teams will switch ends at half.
10. Game officials will be shown respect by all participants at all times during the game.
11. Games will begin with a "swim-off". All players will line up along their end of the pool. At the whistle, the game official shall drop the ball at half, and teams will race for possession.
12. Goaltenders must stay in their own half of the pool and may not throw the ball past half.

13. After each goal, teams must return to their own half of the pool. At the referee's whistle, play will resume with the goaltender having possession of the ball.
14. Substitutions may take place at any time during the game and must occur at the sideline. The player coming into play may not participate until the player leaving has both hands on the pool deck. Penalty will be stoppage and loss of possession. The in-pool compliment of players (excluding the goaltender) must be 2 males and 2 females. If a team only has 4 players, they shall play short one forward, or opt to play without a goaltender.
15. A player who has fallen out of their tube may not participate in the play. A violation will result in the non-offending team being given possession at the point of the foul.
16. Goals:
 - The ball must completely cross the goal line to count as a goal.
 - All shots on goal must be 2-handed. 1-handed shots on goal will not count if they enter the net.
 - If the shooter falls out of their tube in the act of taking a shot, the goal shall not count. If the goaltender falls out of their tube in the act of making a save (and the save is successful), the shooter will be given a penalty shot.
 - Goals shall not count if the shot originates within the 2m area from the net.
 - Any player other than the goaltender, who stops a shot inside the 2m line, shall be called for "goaltending", and a penalty shot awarded to the non-offending team.
 - Like basketball, if the ball has left a shooter's hands prior to the **end-of-half/game whistle**, and it enters the net directly, the goal shall count. In all other situations (penalties, etc), no goal shall be allowed if the ball crosses the goal line following the whistle.
17. Fouls:
 - At the referee's discretion, minor infractions such as splashing, accidental contact, pushing off walls, pushing off opponent's tubes, holding opponents tubes, will result in a warning, loss of possession, and/or free pass. 2 meters distance must be given for all free passes.
 - At the referee's discretion, major infractions such as intentional splashing, intentional hard fouls, dunking tubes, rough play, will result in kick-out. The offending player will be ruled out of play for 45-seconds, and shall move to their own corner of the pool. The team shall play short-handed.
 - If a player is fouled in the act of taking a shot and the goal is not scored, they shall be awarded a penalty shot.
18. Penalty shots: The shooter will be given possession at the 3m line. The goaltender must be on the goal line. Official will call "goalie ready?" Official will call "ball up" – shooter prepares to shoot. On the whistle, the player must take their shot. No faking is permitted.
19. If a team is failing to advance the ball to protect a lead, they shall receive one warning. Subsequent infractions will result in loss of possession.