

Innertube Water Polo Rules

Intramural Sports

Recreation and Wellness Services

University of Akron

Participation in any and all activities within this facility and/or sponsored by The University of Akron is voluntary. All participants understand and agree that use of this facility and/or participation in an activity sponsored by the university is at their own risk and that the university is not responsible for any incidents, injuries or loss of property that may occur.

Innertube Water Polo rules will be conducted under the FINA rules with the following additions, exceptions, and clarifications. If you would like to review or borrow a copy of the FINA Rules, or have any questions, please contact the Manager of Intramural Sports.

GENERAL INFORMATION

- All students, faculty or staff can participate provided they meet the eligibility requirements outlined in the Intramural Sports Participants Handbook. All participants must present a valid U of A ID.
- Each team should start the game with 7 players; a minimum of 5 is needed to avoid a forfeit. The following combinations of players is needed for Co Rec games:

4 females	3 males
3 females	4 males
3 females	3 males
2 females	3 males
3 females	2 males

- A player may play on only one team per sport.
- Each team shall designate to the Referee a player as the field captain. This person is the only player who can communicate with the monitor. The captain is responsible for any information contained in the Intramural Innertube Water Polo Rules, Intramural Sport Participants Handbook, and Sportsmanship Policy.

LENGTH OF GAME

- Each game will consist of two, 15 minute halves, with a five minute half-time.
- The clock will run continuously in the first half, stopping only for injuries or official's discretion. In the second half, the clock will run continuously until the final two minutes of regulation, when it will be stopped for all dead ball situations (fouls, out of bounds, goals, etc.).
- Teams are allowed one timeout per half and one time out per overtime period.

- All games ending in a tie will result in a 3-minute, sudden death overtime period. The clock will run continuously in overtime. The first team to score wins. If neither team scores in overtime:
 - during regular season = game ends in a tie,
 - playoffs = continue playing 3- minute, sudden death overtimes until a team scores

SUBSTITUTIONS

- A substitute may enter the game in two situations:
 - When play is stopped: after a goal, beginning of a new period of play, or when replacing an injured player (opponent may sub a like number).
 - During play: at the pool's mid-point sideline cone, player to be subbed must touch the sideline with tube or body part, exit tube, and eligible sub will take possession of the same tube, without the tube leaving the water.

PLAYING AREA

- All games will be played in the 4-foot shallow end of Ocasek Natatorium Pool. The length is 25 yards, with sidelines being floating lane lines. The goalie zone and midpoint of the pool will be marked.
- Coaches, players and spectators must remain within the designated areas. Team Captains are responsible for assisting Intramural Staff with enforcement.

EQUIPMENT AND UNIFORM

- **Caps:** opponents will wear contrasting colored caps, provided by the Intramural Office
- Players must wear swimming suits that meet SRWC pool rules. *White t-shirts are generally allowed in the water.*
- **Balls:** will be standard men's and women's water polo balls and will be provided by Intramurals.
- **Innertubes:** will be provided and all players but the goalies must sit in, and remain in tubes (provided by IM), during play. Goalies will stand.
- **Prohibited equipment:** Any and all artificial devices capable of propelling a player or the ball will be prohibited.
- A player who has any visible amount of blood on their uniform shall be considered an injured player and must leave the game immediately for appropriate treatment and/or changing of clothes.
- Players wearing glasses should have shatter proof lenses and straps.
- **Jewelry** - Jewelry or hard hair control devices will not be allowed. This includes but is not limited to necklaces, earrings, newly pierced earrings, facial piercing, rings, bracelets & watches. Individuals will not be allowed to tape over any jewelry item. If you cannot remove the item you cannot play.
- **Supports, Braces, Gloves, and Pads** - No casts/splints, pads, gloves, or braces will be allowed under any circumstances.

GAME INFORMATION

- To start the game, all players must be touching the deck on their defensive end of the pool. The official will drop the ball at mid-pool and all players properly in a tube can advance towards the ball.
- Each team will advance the ball toward their opponent's goal by throwing, carrying, or pushing the ball. Teams will switch direction and goals at the half. For a goal to count, the shooter must remain in their innertube until the goal is scored.
- The ball must be carried outside of the innertube at all times. For example, it can be held between the feet, not in your lap.
- A goal will be scored when the entire ball breaks the front plane of the goal.

DEFINITIONS

- Live ball/dead ball: A live ball is a ball in play, and a dead ball is a ball not in play. The official's whistle causes a live ball to become a dead ball. Exceptions: A foul during the act of shooting, or the ball in the air on try for goal, permits the ball to remain live until completion of that play.
- Possession: A player is in possession once they have obvious control of the ball with their hand(s) or it is held between their feet outside the tube.
- Holding: Use of hands, arms, legs, feet to impede progress of opponent.
- Pushing: Use of hands, arms, legs, and feet against an opponent to gain an advantage.
- Splashing: Intentional attempt to obstruct vision or progress of opponent.
- Tackling: Contact with ball carrier's body or innertube, in attempt to dislodge ball from player's possession.
- Ball Punching: The act of dislodging the ball from a player's possession using a fist.
- Ball Dunking: No player shall deliberately hold the ball under the surface of the water.
- Offsides: Offsides denotes the position of a player, any part of whose tube crosses their opponent's "Goalie Zone" when on offense, or crosses inside their own "Goalie Zone" when on defense.
- Throw-in: The act of making a dead ball live. The ball must be passed to another player before attempting to score. A player has 5 seconds to throw the ball into play, and nearest opponent must be 2 yards away until ball is released.
- Over and back: Once inside their opponent's half of the pool, a team in possession of the ball may not carry or throw the ball to a teammate in their own defensive half of the pool.
- Stalling: A team must advance the ball beyond mid-pool into their opponent's half within 15 seconds of any team member gaining possession. *Once there, if a team fails to advance the ball offensively, the referee may declare "stalling". At that point, each member of the team in possession will only be allowed to hold the ball for up to five seconds before being required to release it by shooting or passing to another player. The official will count the seconds verbally, and balls must be released before the count of five.*

PUTTING THE BALL IN PLAY

- Begin a period: To start a period, the teams line up at opposite ends of the pool, inside their Goalie Zone (each at the goal they are defending). The referee sounds the whistle and tosses the ball from the sideline to the center of the pool. Each team advances toward the ball in an attempt to gain possession.
- After a goal: When the officials allow, the ball is put in play with a throw-in by the goalie of the team scored upon.
- In bounds/out of bounds: A ball striking any object outside the pool/sidelines causes the ball to become dead. The ball belongs to the opponent of the team last touching the live ball. The ball will be put in play at the point nearest the out-of-bounds spot by the player closest to that spot. **A possession arrow will be used for dual possession or unclear possession situations.**
- After missed shot on goal (no defensive player touch) goes out of bounds: goalie's throw-in.
- After missed shot on goal (touched by defensive player) goes out of bounds: ball is put in play with throw-in by an offensive team player at the 2-yard line, at the sideline of the pool nearest to where the ball went out of bounds.
- When a goalie makes a save: After the goalie establishes possession, they have 5 seconds to advance (throw only) the ball outside the Goalie Zone. The officials will count the 5 seconds using a verbal and visible count, such as hand signals.

FOULS, VIOLATIONS, and PENALTIES

Violation/Foul	Penalty
Offensive player entering the Goalie Zone	Opposing team gets possession of ball, any goal made will be disallowed
Defensive player entering the Goalie Zone	Opposing team gains possession of ball
Touching or grabbing the side of the pool with hands or feet	Opposing team gets possession of ball, any goal made will be disallowed
Holding ball underwater	Opposing team gets possession of ball
Ball punching	Opposing team gets possession of ball
Goalie throw more past pool midpoint	Opposing team gets possession of ball
Unsportsmanlike conduct	Automatic ejection, opposing team gets possession of ball
Holding (arms, legs, tube)	Penalty shot
Unnecessary roughness	Penalty shot
Illegal contact	Penalty shot
Knocking opposing player from tube	Penalty shot
Leaving the innertube	Penalty shot
Out of bounds	Opposing player gets possession of the ball at the nearest point out of bounds
Playing the ball or attempt to play the ball out	Opposing team gains possession of ball or penalty

of the tube	shot
5-Seconds (to put ball in play or stalling)	Opposing team gains possession of the ball
Splashing	Opposing team gains possession of the ball

- Penalty Shots will be awarded 2 yards from the edge of the Red Zone.
 - Only the goalie will be allowed to stop/defend a penalty shot. All other players must be within 5 feet of the sidelines.
 - A penalty shot that is missed will result in a live ball. If made, the goalie will inbound the pass to a defensive player.
- Flagrant Fouls
 - Any foul committed where the intent is to inflict, in any way, bodily harm to a player.
 - Flagrant fouls will result in the offender's immediate ejection, an automatic penalty shot, and **the shooting team will retain possession after the shot is taken, regardless of its success.**
 - Any player who is ejected will be immediately suspended from participation in intramural sports until that person completes the reinstatement procedures outlined in the Intramural Handbook.
- Goalie Violations
 - A goalie shall not break the plane of the 2-yard line "Goalie Zone" to defend or contact an opponent. The offended team shall be awarded a penalty shot.
- Any **unsportsmanlike conduct** will result in a warning and if it persists, the individuals involved will be ejected from the game. This includes arguing with officials (also includes coach and team followers) and profanity. If the poor behavior persists, the offending team will forfeit the game.
- Team Captains are expected to ensure proper behavior by their players and spectators should an altercation develop. Details, including penalties, are spelled out in the Intramural Handbook.

PLAY-OFFS

- All teams with a record of .500 or better will be eligible for playoffs, provided that they team has no forfeits on the season.
- Playoff games could be played at any one of the regular season league times.
- Teams can check their record at the schedules and brackets section of the Intramural website (www.zipsrec.uakron.edu). Team captains will also be notified via phone, if that information is available on the team entry form.