

INNERTUBE WATERPOLO Rules & Regulations

**The University of Akron
Student Recreation & Wellness Services
Intramural Sports**

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.

All team representatives, including players, substitutes, replaced players, coaches, trainers, spectators and/or other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of Officials assigned to the game as well as the Site Supervisor.

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, physical copy, University of Akron ZipCard. **NO ID, NO PLAY!**
- All games will be played in the Ocasek Natatorium (ONAT) pool.
- Following two (2) weeks of regular season play, teams will advance to a single elimination playoff bracket, provided their sportsmanship rating maintains a minimum average of 9.
- Each team will consist of six (6) players; a minimum of four (4) is required to avoid a forfeit.
 - Teams may be comprised of any combination of males/females.
- A player may only play on one (1) team in any given league (i.e.: one single-gender team, and one co-rec team).
- Each team shall designate to the Officials a player as the court captain. This person is the only player who may communicate with the Officials.

EQUIPMENT:

- Intramural Sports will provide a game ball, and one (1) warm-up ball for each team to use prior to the game.
- Appropriate swimwear must be worn by all participants. All ONAT Pool regulations must be followed in order to participate.
- Shoes (of any kind) are not permitted, and players may not wear hats/headwear.
- **All jewelry must be removed, and can NOT be taped over.**
 - Only Medical Alert bracelets and/or necklaces will be permitted, and must be taped to the body, leaving vital information visible.

GAME FORMAT:

- All games will consist of two (2) 16-minute halves, with a three (3) minute halftime.
 - The clock will run continuously, and there will be no timeouts.
- A coin toss, called by the Visiting Captain, at the beginning of the match will determine the choice of which goal to defend.
 - Teams will change sides of the court between the first and second half.
- Each half will begin with all players touching the wall of the pool in their own end. The official will sound the whistle to begin play, and toss the ball into the center of the pool.
- At the official's signal, players may move to secure the ball. Pushing off the wall with a player's own hands or feet is legal to start play only.

GAME PLAY:

- Players must remain seated in their inner tube, with both legs on top of the tube. A player may not make contact with the ball if he/she is not properly seated in the inner tube.

- Each team will advance the ball toward the opponent's goal by throwing, carrying, or pushing the ball. Players control the ball by pushing it in the water, or holding it with **ONE HAND ONLY**. The ball may not be held in a player's lap, against their body, or against the inner tube.
- The ball may not be dunked, held or submerged underwater at any time.
- The ball may be caught with both hands, but must then be carried with only one hand. In the event of a simultaneous catch by the offense and defense, the ball will be awarded to the defense at that spot.
- For any pass, shot attempt, or throw, **the ball may only be released with one hand.**
- **NO CONTACT** may be made with any other players, or players' inner tubes, whatsoever.
 - Penalty for contact during a shot attempt results in a penalty throw.
- The ball may be swatted from an opposing player's hand, provided no contact is made.
- No kicking or swinging of the legs to kick or hook an opponent is permitted.
- Play must be continuous. Any team attempting to stall (judged by the official) shall first be given a verbal warning. The official will then begin a 10-second count, during which time a shot or pass must be attempted.
- During game play, a player may not hold onto, or push off the sides of the pool and/or lane dividers. **Exception: the wall may be used only to aid a player getting back into the tube.**

SUBSTITUTIONS:

- Substitutions will be unlimited, and must be made from the team's goal area and may be made during a live or dead ball.
- A goalkeeper may only be replaced during a dead ball, and must notify the Official before being substituted.

BOUNDARIES:

- The ball is out when it has been deflected outside of the pool, or touched the uppermost portion of the pool deck.
- The ball is put back into play with a throw-in, at the spot nearest where it went out, by a member of the team who did not touch the ball last. The thrower must use **one hand**, while maintaining contact with the side of the pool with his/her other hand. If a throw-in is illegal, the throw-in is then taken by the opposing team.
- If the ball completely crosses the end line, it will become the goalkeeper's ball at that end, regardless of which team touched it last.

SCORING:

- **No shot may be attempted from within the crease**, as indicated by pylons on the pool deck.
- A goal is scored when the ball completely crosses over the end line and into the goal.
- **Any goal scored by a female will be worth two (2) points.**
- After each goal is scored, the ball is put back into play by the goalkeeper.
- **Mercy Rule** – With five (5) minutes left in the second half, if a team is leading by ten (10) or more goals, the game shall be over.
- Any games ending in a tie during the regular season, shall remain a tie.
- During playoffs, any games ending in a tie will enter into a two (2) minute overtime period. Play will start with a normal center throw in.
- Overtime periods will continue until one team is declared the winner.

GOALKEEPER RESTRICTIONS:

- The goalkeeper may be either male or female.
- The goalkeeper must release the ball within five (5) seconds of gaining possession. The ball may not be thrown or skipped beyond the halfway point of the pool, as designated by pylons on the pool deck.

- The goalkeeper must position themselves standing inside/through the tube.
- The goalkeeper may NOT use the side of the pool to aid them in defending the goal area.
- The ball **may** be passed back to the goalkeeper by a player on his/her own team.
- The goalkeeper may NOT touch the ball beyond the crease, while playing within goalkeeper restrictions.
- If the goalkeeper leaves the crease to either retrieve a ball or join an attack, they must sit on their tube, and will be considered a standard player and not allowed back in the crease until the next dead ball.

CREASE RESTRICTIONS

- The crease will be defined by the cones on the pool sideline and will be approximately ten (10) feet from the end line, running the width of the playing area.
- A player will be determined in the crease if any part of them, including their tube and the ball, is on or beyond the crease line.
- If a non-shooting offensive player enters into the crease, the defense will be awarded a free throw from the spot they entered.
- If a shooting offensive player enters the crease before releasing the ball, the shot will not count and the defense will be awarded a free throw from the spot they entered.
- If a defensive player enters into the crease, they need to get out as soon as possible.
- If a defensive player actively blocks a shot attempt while inside the crease, whether they make contact or not, the offensive team will receive a penalty throw.
- Only the goalkeeper is allowed to retrieve a ball from inside the crease.
- If an offensive player touches a ball on or beyond the crease line, the defense will be awarded a free throw from the crease line.
- If a defensive player touches a ball on or beyond the crease line, the offense will be awarded a free throw from the crease line.

FREE THROWS:

- Free throws are awarded for violations during the game. All free throws are indirect, meaning a goal may not be scored directly from a free throw, but must first be passed to another player.
- Free throws will be administered from the spot nearest the spot of the foul.
- A free throw will be awarded to the opposing team in the case of the following violations:
 - Illegal carrying of the ball
 - Holding the ball underwater
 - Releasing the ball with both hands
 - Stalling play
 - Attempting a direct shot at goal on a free throw
 - Holding onto or pushing off sides of the pool and/or lane dividers during regular play
 - Illegal contact by a player on a player or tube
 - Kicking

PENALTY THROWS:

- Penalty throws will be awarded for illegal contact on a person attempting a shot at goal.
- A member of the fouled team will have a direct shot attempt from the crease line.
- The goalkeeper may move horizontally or vertically, but may not move forward until the ball has been released. If this is violated, the thrower may take the result of the throw or attempt a re-throw.
- The ball will remain live and play will continue following a deflected penalty throw.

UNSPORTSMANLIKE CONDUCT:

- Minor fouls result from excessively rough play, such as excessive contact, pushing, kicking, dunking, OR unsportsmanlike conduct such as cursing, arguing with officials, and delay of game. All minor fouls result in a Yellow card, and a free throw for the offended team from the spot of the foul.
- Flagrant fouls refer to intent to injure another player through excessive force or aggression. All flagrant fouls result in a Red card, and **a goal is awarded to the offended team.**
- Any player receiving a Yellow card must be substituted for immediately. Any player receiving two (2) Yellow cards, will result in a Red card.
- Any player receiving a Red card is ejected from the game, and must leave the playing area immediately.
 - If a player is ejected by receiving two (2) Yellow cards, a substitute can replace the ejected player; however, if a player is disqualified by receiving one (1) Red card, a substitute shall not replace the ejected player.
 - The ejected player must meet with the Manager of Intramural Sports before he/she is allowed to participate in any intramural contest moving forward.
- **A team which reaches or exceeds the established limit for misconduct points (4) shall have the game immediately terminated and forfeited to the opponent. Teams will accumulate misconduct points for minors (1 point per yellow card) and flagrants (2 points per red card)**

AWARDS:

- The winning team in each division will receive Intramural Sports Champion T-shirts.

Updated 8/15/18