

Southwestern University  
**INTRAMURAL SPORTS**  
**INNERTUBE WATERPOLO**

**General Rules:**

1. Players: Play will be six on six. A minimum of four players must be present to avoid forfeit. In Co-Rec you may play the following combinations: 3men-3women; 3men-2women; 2men-3women, 2women-2men
2. The game will consist of (2) twelve-minute halves and a two-minute half time (running clock). The player in control of the ball is required to call the timeout.
3. Each team will be given one (1 min) time-out per half.
4. Mercy Rules: If a team is ahead by 40 points at anytime during the second half the game will be stopped.
5. **Substitutions** may only be made during a timeout, after a goal is scored, or between halves.

**CO-REC RULES** – A female must touch the ball at least once before a goal is scored.

**Start Play:**

- At the start of each half, teams line-up at each end of the pool with one hand on the far wall. The ball will be tossed into the middle of the pool. On the official's whistle, both teams may propel their innertubes towards the ball. Pushing off the wall to start is legal

**Ball In and Out of Play:**

- Players must sit horizontally in their tubes with rear end in the middle of the tube and arms and legs over the side. No player may leave his/her innertube. The ball may not be touched or maneuvered when a player is out of his/her innertube. Handling the ball while not in a tube is a penalty resulting in a free throw for the opposing team. The only thing you can do when not in your tube is get back in.
- Players dribble the ball by pushing it in the water, holding it between their knees, holding it with 2 hands, holding it with 1 hand in the air, holding it against their body, or holding it in their lap. One or both hands may be used to pass, catch, or throw the ball. The ball may not be held completely underwater.
- Contact with the opponent's body is NOT permitted. The defensive player may seize or knock the ball from the possession of the player holding the ball.

- A teammate can not use a teammate to leverage them self to gain an unfair advantage.
- Each basket will count for two points if shot is in the front court, 3 pts if shot is behind the half-court line.
- If a player falls off of his/her tube (following the throw and prior to the ball entering the basket), the basket will count.
- Following each goal, the ball must be touched by a player touching the baseline.
- A ball deflected outside of the pool will be awarded to a player of the opposing team that touched it last.
- Possession of the ball is a judgment call by the referee. Possession is defined as having control of the ball or the ability to maneuver the ball. Examples of possession include:
  - A player in contact with the ball
  - A player's tube in contact with the ball
  - The ball is close proximity of the player's tube
  - A player is maneuvering the ball behind them as they paddle alone

**-A free throw** is awarded to the opposing team from the same point where the ball went out of bounds.

**-A Participant must remain in his/her tube at all times.** If he/she gets dumped out, he/she must attempt to get into the tube immediately. No movement in the pool or touching the ball is allowed if a player is not sitting in his/her tube. A player must advance the ball towards his/her goal by passing or paddling towards the goal. If a player is stopped, he/she has five seconds to move the ball.

**-Dumping:** Dumping is the act of trying to dump a player out of his/her tube while in possession of the ball. In order to legally dump someone from their tube a defensive player must use one motion down or one motion up to dump them out of the tube. A defensive player may not hang on to a tube and try to pull a person out from under their tube. Penalty: Free throw from the spot. Exception: No player may dump someone from his or her tube in the outside lanes.

## 8. PENALTIES:

- Holding on to the pool wall while in possession of the ball.
- Holding the ball under water
- Holding, pushing, dunking, or dumping an opponent not possessing the ball.
- Attacking, striking, or kicking an opponent in such a manner, as in the opinion of the Referee, to endanger another person.