



Inner-tube Water Polo Rules

General IMS Policies and Procedures

All participants are required to complete a waiver of liability form each year. All participants in intramural sports activities assume the risk of injury. Rice University, its employees and agents shall not be liable for injury to person, loss or damage to personal property arising from or in any way resulting from participation in the intramural sports activities.

If you have any further rules questions, please contact ims@rice.edu.

Captains are required to read the general IM Rules and Eligibility, and inform their team of any changes to policies and/or procedures!

Players

A team can have a maximum of 7 players in the water at a time with a maximum of 4 players of either sex for co-recreation. A team must have at least 5 players to play. If a co-recreation team is unable to field 7 players the team may use 6 (3 men/3 women) or 5 (3 men/2 women or 3 women/2 men). Unlimited substitutions are allowed, when the official stops play.

Player Equipment

All players must wear appropriate swimming attire.

Illegal Equipment

Illegal Equipment consists of:

1. Hats, caps, or visors
2. Any type of padding containing sole leather, fiber or metal, even if they are covered with padding
3. Casts of any material



4. Jewelry
5. Sun glasses

Game Time

Games will consist of two 10 minute halves, running clock. There will be a two minute break at half time. ***Game time is forfeit time!***

Start of Play

A face-off will take place at the start of each game. Each team must stay on its own half of the pool against the wall. After a goal the team scored upon will be given the ball and the goalie will throw the ball back in to play. After half time the teams change ends and the face-off will start the second half.

NOTE: The goalie may not throw past half.

Ball Out of Play

The ball is out when:

1. It has been thrown out of bounds
2. The game has been stopped by the referee

Scoring

A goal is scored when the whole ball has passed over the goal line between the goal post and under the cross bar. A goal is worth 1 point. A goal may only be scored ***at least ten (10) feet*** from the goal. If a shot is attempted within ***ten (10) feet*** and goes in, it is considered no goal and is the goalies ball.

Throw-ins

When the ball has completely crossed the sideline it is put back into play by a throw in from the spot where it went out and by a player from the opposite team that last touched it. A goal cannot be scored directly from a throw in. Throws must be taken with both hands, straight over the top of the head.



Goalkeeper

The goalkeeper may not hold on to the sides of the pool. The ball cannot be passed over half the length of the pool by the goalie (*37.5 feet*). The goalkeeper is the only person that should participate within *ten feet* of the goal.

Fouls & Misconducts

Those situations in which a player may lose or keep possession:

1. The person who has the ball must be in their tube. If they fall out and are still holding onto the ball possession will be given to the opposing team.
2. In the case of dual possession the person who initially had the ball will retain possession
3. Dumping of a player will result in change of possession
4. A defender blocking a goal attempt other than the goalie within *ten feet* of the goal will result in loss of possession

Those situations in which an individual will be given a 1 minute penalty:

1. Constantly hanging on the walls, buoy lines or starting blocks of the pool
2. Roughness of a player from the opposite team
3. Dumping a player from the opposing team out of their tube
4. Continuous guarding of the ball (holding the ball against the body or underwater), or carrying the ball in the tube

Those situations in which individuals will be given a caution (yellow card) include:

1. Persistently infringing on rules of the game
2. Unsportsmanlike conduct
3. Arguing with officials
4. Any persistent use of vulgar or profane language



Penalty

A cautioned player shall be substituted immediately and not return until the next legal substitution opportunity.

NOTE - Only the Team Captain should speak to the referees during the game. A second caution is an automatic ejection (red card).

Those fouls in which individuals will be disqualified and will have to leave the pool area include:

1. Rough play
2. Flagrant unsportsmanlike conduct
3. Violent conduct

NOTE - A Team Caution is disciplinary action facing an entire team as a result of a violation(s) by a player(s) of that team. It is given at the discretion of the official at the time of cautioning a player.

Ties

Regular Season: Games ending in a tie will result in a tie game. Playoffs: Games ending in a tie will go immediately to a five-minute sudden death play off. If the game is still tied, additional 5-minute sudden death periods will be used until a winner is determined.

Please Note: All final decisions to eligibility and game rules will be at the discretion of the Assistant Director for Intramural Sports.

FURTHER QUESTIONS OR COMMENTS MAY BE DIRECTED TO:

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