

**Princeton University
Intramural Sports
Open Inner tube Water Polo Rules**



I. EQUIPMENT/UNIFORM/ELIGIBILITY

- a. All players must present their Princeton University ID card in order to participate.
- b. Inner tubes will be supplied by the Intramural Supervisor and should be checked out by the team captains.
- c. T-shirts or jerseys may be worn to avoid scratches from the tubes.
- d. Teams should wear the same color T-shirts or check out pinnies from the Intramural Supervisor.
- e. No watches, jewelry, or hats with brims are allowed to be worn during play.
- f. Players are only allowed to play for **ONE** team!
- g. All players must play in at least **ONE** regular season game in order to be eligible for playoffs.
- h. Varsity Water Polo players are not eligible.

II. NUMBER OF PLAYERS/GAME TIME/FORFEIT PENALTY

- a. 6 players constitute a team, 5 and a goalie. This will be an open league where there will not be a gender ratio required.
- b. A minimum of 5 players must be present to start and continue a game.
- c. A team that does not have a minimum of 5 players within 10 minutes of the game start time, will forfeit/default the contest. A default loss is only awarded if the teams agree to scrimmage, and utilize the space reserved for this game. If a scrimmage does not occur, the game will result in a forfeit and \$25.00 will be charged to that team.
- d. Games are two 15-minute halves of running time with a 3-minute halftime break.
- e. The clock is only stopped for injuries and time-outs.
 - Each team will be allowed 1 time-out per game with a 1 minute duration.
 - Clock will stop in the last 2 minutes of the second half only for violations and out of bounds.

III. GENERAL RULES AND REGULATIONS

- a. Inner tube Water Polo is self-officiated by players. Teams must abide by rules provided by the Intramural Office to ensure safety and consistency within the league. Intramural Supervisors are on-site to supervise game play, handle emergencies, and address concerns of participants.
- b. **Substitution** – Free substitution, but players leaving the game must be getting out of the pool before a sub may enter. Substitutes may also enter after a goal is scored or at halftime.
- c. **Goal Keeper Area** – From end of pool out one yard and entire width of player area. No offensive player or his/her tube is permitted in this area (a cone on the sideline of the pool will designate the keeper's area).
- d. **Scoring** – All goals count as one point.
- e. **Free Pass** – After minor infraction, non-violating team member nearest spot of infraction puts ball into play by passing the ball. Opponents may not touch, impede or interfere with attempt to pass the ball. One pass must be made before an attempted goal.
- f. **Out of Bounds Ball** – A free pass from the same point the ball went out taken by opposing team.
- g. **Penalty Area** – 4 yards from end of pool and entire width of pool.
- h. **Penalty Throw** – Awarded to offensive team if player is fouled inside the penalty area while controlling the ball.

- All players except the goal keeper must leave the penalty area until the throw is taken.
- No player may be within one yard of the thrower.
- The throw is taken from the penalty line directly in front of the goal and must be taken in one uninterrupted movement by the thrower.
- Should the penalty throw be missed, the ball is in play on the rebound.

IV. BEGINNING GAME/METHOD OF PLAY

- a. Each team lines up at opposite ends of the pool against the wall with backs facing center of the pool.
- b. Play begins when IM Supervisor throws the ball into the center of the playing area and both teams propel their inner tubes toward the ball.
- c. After each score, the ball is put in play by the IM Supervisor at the pool center. Both teams start on their half of the pool as far up as the center line.
- d. No player may leave his tube and touch or maneuver the ball; otherwise nearest opponent takes a free pass. If tipped out of the tube, the player may not touch or control the ball until back in the tube. "In the tube" is defined as sitting on top of the tube over the opening.

V. BALL OUT OF PLAY

- a. A ball deflected or thrown out of the pool will be awarded to the opposing team at the approximate point where it went out of bounds. A ball deflected out of bounds by the goalie will be awarded to the offensive player as a corner throw.
- b. Ball striking pool wall or gutter is still in play.

VI. INFRACTIONS

Penalty – losing possession of the ball; other team – free pass

- a. Holding onto the pool wall while in possession of the ball, including the goalie.
- b. Holding the ball under water.
- c. Goal tender throwing the ball more than half the length of the pool.
- d. Offensive player within the goal keeper's area.
- e. Goal keeper holding onto goal or side of pool while catching or passing the ball – If goalie is defending the goal while holding on, then the shot automatically scores.

VII. PERSONAL FOULS

Penalty – as under "infractions"

- a. Holding, pushing, hitting, jumping on, tackling, dunking, or dumping an opponent player. **NO DUNKING OF AN OPPONENT AT ANY TIME!!**
- b. Creating any kind of dangerous situation to any player. Ex. There is no dunking by grabbing the head or neck. This penalty is up to the IM Supervisor's discretion to enforce.
- c. Players persistently repeating a minor infraction, even after the IM Supervisor has given warnings. Ex. Constantly holding an opponent's tube.
- d. Intentionally pushing or forcing someone over the goal keeper area line.
- e. Kicking an opponent at any time.
- f. Excessive splashing for the purpose of distracting or blinding an opponent.

VIII. TIE GAMES

- a. Regular Season – Remains a tie
- b. Playoff Games – 5-minute sudden death periods will be played – first team to score a goal wins. If still tied then repeat the 5-minute sudden death periods until a goal is scored.