

Inner Tube Waterpolo Rules 2015

Players

1. 4 players + 1 goalie can be in play at a time, with at least one of each gender playing out.
 - a. If the team is short a player, they can play down
 - b. If a team is playing down a player, the other team can still play a full line
2. Substitutions can be made at any time
3. The goalie must be female for one half of the game, and male for the second half

General Rules

1. The game will start with all players against the wall on their defensive side. The referee will throw the ball and whistle to signal the start of the game, and 1 player from each team will race to get the ball (it will be females race one half, and males race the other)
2. Play will consist of two 20 minute halves, in which the final minute of each half is stop time
3. Players must remain in their tube the whole time that they are in play
4. Penalty shots will be taken directly after a penalty is given out
5. Each team is allowed 1 time out per half with a 30 second maximum
6. The crease is defined by pylons 5 feet away from the net
7. If there is simultaneous possession during the game for more than 3 seconds, the ball will follow an alternate possession rule in which the team that lost drop ball at the start of the game will receive the ball first, and alternate after that.

Scoring

1. Goals must completely past the “goal line” in order to count
2. The goal must be scored with two hands on the ball when shooting
3. The player and their inner tube must be completely outside the crease when shooting
4. The player must remain in their tube until after the ball has left their hands in order for it to be a legal shot.

Shot Clock

1. A team has 30 seconds to shoot once they pass half
 - a. If a shot is taken and hits either the a) goalie or b) the post/crossbar and is recovered by the offensive team the clock resets
 - b. Failure to shoot within shot clock time will result in a turnover
2. A team has 30 seconds to cross half from the time the ref blows their whistle following a goal, or from when they recover possession after a defensive stop
 - a. Failure to pass within time will result in a turnover

3. When a player is inbounding the ball after the ball is tipped out of bounds, the inbounding player has 8 seconds to do so.
 - a. Failure to pass within time will result in a turnover

Halfway Line

1. Once a team passes the halfway line and the 30 second shot clock starts, the ball cannot go back past half unless it is last touched by the other team, however the shot clock will remain active.
2. A goalie cannot throw past half. This will result in a turnover if the team fails to follow this rule.
 - a. If the ball is tipped without gaining control before half, the ball can past half without resulting in a turnover
3. After a goal is scored, the team that scored has 30 seconds to return to their side
 - a. Failure to follow this will result in a turnover

Infractions/Penalties

- Goalie interference
 - Will result in a turnover
- Pushing off the wall, an opponents tube, or an teammates tube with arms or legs
 - If on defense, it will result in a reset of the shot clock
 - If on offense, it will result in a turnover
- Attempting to force someone off their tube or causing it to flip using your arms or legs
 - If you are on defense it will result in a reset of the shot clock
 - If on offense, it will result in a turnover
 - If it is while someone is making a shot, it will result in a penalty shot
- Hitting a players arm (including hand) while they are attempting to pass
 - You can attempt to knock the ball, but no physical contact is allowed
 - Will result in reset of shot clock
- Hitting a players arm (including hand) while they are attempting to shoot
 - This will result in a penalty shot
- Trying to steal the ball from another player's lap
 - This will result in a rest of the shot clock
- Holding the ball underwater
 - Result in a turnover
- Holding on to the wall during play
 - Results in a turnover

Forfeits

- Forfeits will result in a score of 10-0.
- Stats will still be counted if the teams choose to play.
- Forfeits will occur if there is less than 2 males and 2 females there.