



Inner Tube Water Polo



“An Aggie does not lie, cheat or steal, or tolerate those that do.”

General Procedures

1. Each player **MUST** bring their current TAMUG student ID to each game and present it to the official in order to participate.
2. Player additions may be made at any time during the regular season.
3. Players may play for only **one** Men's/Women's team **AND one** Co-Rec team. Participants are allowed to choose how they wish to identify (male/female), but must play as their declared gender on IMLeagues. Female participants can choose to play in a men's league, but not both a men's and women's league.
4. Players may not switch from one team to another after participating in a game for a team.
5. **Discriminatory and offensive language will not be tolerated and will result in a free throw for the opposing team.**
6. **Game time is forfeit time.**
7. Teams are expected to notify the Intramural and Club Sports Coordinator if they are going to forfeit a game.
8. Any player that is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before the player can continue. If there is blood on any clothing or jersey, it must be changed before the player resumes play.
9. Game officials shall eject from the game any player who commits a flagrant foul or displays any type of poor sports conduct.
10. Sports Conduct Rankings – Teams will be given a sports conduct ranking between 1 – 5 after each contest by the officials.
11. Teams need to average a 3.5 or higher sports conduct ranking during league play in order to advance to the playoffs.
12. **TOBACCO USE** at intramural contests is **PROHIBITED**.
13. Team captains are responsible for knowing all rules on the rule sheet and in the Captain's Handbook and relaying that information to all players on their team.

PLAYERS:

- Teams will consist of 6 players. Teams may start with as few as 4 players. If a team is reduced to less than 4 players at any point during the match, the match will be forfeited.
- Below are the allowed male – to – female ratios; however, a team is allowed to play with more than the required number of females in place of male participants.

Water Polo	Male/Female Ratio	
	Male	Female
Total		
6	3	3
5	3	2
4	2	2

EQUIPMENT:

- No jewelry, hats, bandanas, or hard plastic hair ties can be worn during play.
- Players 5'2" in height or under will be allowed to use the small inner tube.
 - If multiple players under 5'2" are present on both teams, the small inner tubes will be divided evenly amongst both teams.

THE GAME:

- Games will consist of two fifteen-minute halves with a 3 minute halftime. Each team is allowed one timeout per half. The clock will run continuously during both halves.
- Tie Game: In the event of a tie, there will be a shootout with each team's 6 players having one shot at the opposing goalie from 10 feet out (female shootout goals are worth 1 point).
- Mercy Rule: If a team is ahead by 10 goals with 5 minutes or less remaining in the 2nd half, the game will be stopped and ruled a victory for the team ahead.

BASIC RULES:

- The game begins with each team in their tubes at opposite ends of the pool. They must be holding onto the wall of the pool. The period begins when the official blows the whistle and throws the ball into the center of the playing area and both teams both teams propel their tubes toward the ball.
- Players must have shoulder blades touching inner tube at all times with tube flat in the water. The ball may only be played from the inner tube.
- Exception: The goalie may leave the inner tube to block a shot, but may not play the ball again until returning to the inner tube.
- Substitutions: Must occur on team's defensive half within 3 ft of the wall and may not create an advantage.
- Goal Box: Only the goalie is allowed within the goal box. Defined as the width of the goal and extending 2 yards from the front of the goal.
- The ball must be carried outside of the inner tube at all times.
- The goalie cannot throw the ball past the center line at any time.
- Defensively a team can:
 - Move in front of an advancing player
 - Seize the ball
 - Knock the ball from a player's hands
- Free throws will be awarded after minor infractions. A non-violating team player nearest the spot of the infraction puts the ball into play by passing to a teammate. The opposing team may not touch,

impede, or interfere with an attempt to pass the ball. One pass must be made before any attempted goal.

- Minor infractions:
 - Holding onto the pool wall, other than to begin a period.
 - Pushing off the wall with the feet.
 - Throwing the ball across the center line by the goal tender.
 - Failure to remain in the inner tube while passing or shooting.
 - Starting play prior to the official's signal.
 - Playing the ball while out of the inner tube.
 - Intentionally splashing an opponent.
 - Delay of game (including stalling).
 - Holding the ball underwater
- A penalty shot is awarded after a major infraction.
 - Major infractions:
 - Violation of goal box rule.
 - Fouling an offensive player in the 5 yard penalty area.
 - Holding, pushing, kicking, striking, or dumping an opponent.
 - Committing a minor foul to prevent a goal.
 - Unsportsmanlike conduct.

METHOD OF SCORING:

- One point is awarded for each successful goal.

CO-REC MODIFICATIONS:

- Two points are awarded for each successful goal and penalty shot by a female.
 - Shootout goals scored by a female are worth 1 point.