

# Florida Gulf Coast University Campus Recreation

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## Inner-Tube Water Polo Rules (Revised 9/30/2007)

Each collegiate division player must present a valid University ID before each contest to be eligible to participate. No Exceptions. Open division players must present a valid government-issued ID prior to each contest.

All participants are responsible for their own medical expenses. Any participant unsure of their physical condition should check with their family physician or the Student Infirmary before participating.

Game time is forfeit time.

Officials who are in absolute control of the game will do the officiating. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a penalty, ejection or forfeiture of the game. Spectators must also remain in the area designated by the officials. The official shall have the power to make decisions on any matters or questions not specifically covered in the rules.

This is a rule Addendum to the NIRSA Inner-Tube Water Polo Rules. All rule changes are highlighted. The NIRSA Inner-Tube Water Polo Rules will govern play for any rules not mentioned in the following intramural rules. NIRSA Rules are referred to in parenthesis as (1-1-1) being rule 1, section 1, article 1.

### **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:

- Hats, caps, or visors
- Any type of padding containing sole leather, fiber or metal, even if they are covered with padding
- Casts of any material
- Jewelry
- Sun glasses

### **Referees:**

A referee crew of two officials will referee every game and will have complete authority in the pool. Only the team captain may speak to the referees.

### **Game Time:**

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Games will consist of two 12 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. The team has 15 seconds to bring the ball over half after the goalie puts it into play.

## **Ball Out of Play:**

The ball is out when:

- A. It has been thrown out of bounds
- B. 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 may block a goal attempt within ten feet of the goal.

## **Fouls & Misconduct's:**

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

- A. 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.
- B. In the case of dual possession the person who initially had the ball will retain possession
- C. Dumping of a player will result in change of possession
- D. A defender blocking a goal attempt other than the goalie within ten feet of the goal will result in loss of possession

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

- A. Constantly hanging on the walls, buoy lines or starting blocks of the pool
- B. Roughness of a player from the opposite team
- C. Dumping a player from the opposing team out of their tube
- D. 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:

- A. Persistently infringing on rules of the game
- B. Unsportsmanlike conduct
- C. Arguing with officials
- D. 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 field area include:

- A. Rough play
- B. Flagrant unsportsmanlike conduct
- C. 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 and Playoff Qualifications:**

- A. During regular season play, all games ending in ties will NOT play overtime. The tie will stand for record keeping purposes.
- B. In the playoffs, games ending in a tie will go immediately to a five-minute sudden death play off.
- C. The top two teams in each division will qualify for the playoffs.

**All final decisions to eligibility rules will be at the discretion of the Intramural Director.**