



Innertube Waterpolo Rules

REFEREES

At least one referee/monitor will be provided for all matches. Officials are responsible for checking eligibility, attendance, controlling the game and keeping score. If an official fails to show, the teams will be responsible for scoring and calling their own games. Officials must be treated with respect. Each match is controlled by an official who has full authority to enforce the Laws of the Game in connection with the match to which he/she has been appointed to. The decisions of the officials concerning the play are final there will be **NO NEGOTIATIONS** made between teams.

EQUIPMENT/ATTIRE

It is the responsibility of all intramural participants to ascertain whether their own health conditions make it advisable to participate in a particular sport. The University of Guelph does not assume ANY RESPONSIBILITY. NO JEWELRY IS PERMITTED FOR ANY INTRAMURAL SPORT. Players must wear appropriate swimwear.

TEAM REQUIREMENTS

The number of players on a full waterpolo team is **6** in the water with a minimum of **4** necessary to avoid a default. There must be an equal number of males and females in the pool at all times. The ratio between males and females must be equal at all times, if there is an odd number of players then the additional player may be of either sex. However, there may never be more than one extra person of either sex out at one time (example: if two males show up, this means only three females may play, and an additional girl cannot take the sixth spot because then there is no longer an equal ratio as it would become 4 females – 2 males).

DEFAULTS/FORFEITS

A 10 minute default rule will apply. If the minimum numbers of players are not present 5 minutes after the scheduled game time the opposing team will be awarded one point. After the 5 minute mark the opposing team will be given one point every minute up until the 10 minute mark when the game will be officially a default and the official score will be 5-0. ***No Added Time Will Be Given***

THE GAME

Format

- Each game consists of two 18-minute halves.
- All players in the water must be sitting properly in their tube at all times (butt placed in the tube hole, feet and arms out of hole). **The exception** – the goalie may occupy the tube in any manner but must occupy the tube nonetheless to be a legal player
- The game will start only when both teams are touching their defending walls. The referee will throw the ball into the middle of the pool and blow the whistle
- The ball must be visible at all times. An intentional submersion of the ball will result in a foul
- Substitutions may be made at any time with the player exiting the pool on their team's defensive end and the player entering the pool also from their defensive end – provided the substitution does not interfere with play

- If the ball is knocked out of play by team 1:
 - In team 2's goal end because they missed a shot on net, team 2 goalie gets the ball
 - In team 1's goal end, team 2 gets the ball as a corner throw in at that end
 - Along the side of the pool, then team 2 gets a throw in at the place where the ball went out of play
- Pushing off pool walls is legal
- Pushing or holding back an opponent with or without the ball is a foul. Note – the person holding the ball may also be called on this infraction
- Intentional splashing will result in a penalty
- Teams will switch ends after halftime

Goaltender and Related Rules

- The goaltender may **not** throw the ball past the centreline
- The goaltender may **not** cross the centreline
- The goaltender is **not** allowed to hang from the net at any time; such action will be called a foul
- The goaltender may not dunk or attack a player with the ball; violation of this rule will result in a penalty shot
- Goaltender may not be dunked or attacked; any contact with the goaltender will result in a foul
- An opposing player who intentionally breaks the plane of the goal post will be called for entering the crease
- A player other than the goalie (but a member of that goalie's team) intentionally breaking the plane of the goal post will be called for goaltending resulting in a penalty shot

Dunking (knocking a player off their tube by dunking the tube)

- Players may not attempt to dunk another player **unless** that player has possession of the ball
- Players holding the ball may not attempt to block a dunk or push off another player
- Only one player may attempt to dunk the ball carrier at a time
 - A dunk may be performed with only one hand and only in a downward motion with a flat hand or with a fist
- **Players are not allowed to pull, push, lift, kick, or grab another player's tube unless as part of a proper dunk**
- Dunking may not occur within 1 meter of the wall. Due to this rule, no player may swim along the wall with the ball to avoid being dunked. If you are on the wall for longer than **3 seconds**, you will lose possession of the ball

Other

- Penalty shots shall be taken from 4 meters from the net by the impacted player. The official will blow their whistle and the player will have 5 seconds to throw the ball
- No player may attempt to grab the ball out of another player's hands. If this occurs, and a "tug-a-war" scenario occurs, possession will be given to the original carrier
 - Knocking the ball out a player's hand is legal but only as a clean blow to the ball. Contact to the arm is a foul
- A player impeding the movement of an opposing player will be called for blocking
- Players will be suspended for excessive roughness
- Any time the ball is entered after a stoppage, the player in possession must pass the ball to another player to begin play. They may not pass to themselves nor can they move until the pass has been made. They may not shoot at the net to open play. The pass must be made within the referee's silent-ten-count

- Opposing players **cannot** attack the person entering the ball
- Players must start on their defensive side of center after a goal
- If a player is moving along the wall in the offensive zone, they may not be dunked if doing so would cause harm to them. If a player is dunked when moving along the wall, and the referee deems it to be a dangerous play, possession will be awarded to the dunked player's team at half.

Fouls

- The referee will signal when a foul has been committed and play will continue as long as play is to the advantage of the fouled player
- Any foul within 4 meters of the goal that takes away a scoring chance will result in a penalty shot
- There is a graduated penalty system for Waterpolo. It consists of minor fouls, yellow cards, and red cards. It will be up to the referees discretion how severe the infraction was and what penalty to hand out
 - **Minor foul:** any normal violation of the rules above. A minor foul will result in a change of possession at the spot of the foul, unless otherwise indicated above
 - **Yellow card:** will be shown to a player in the result of a flagrant, or serious violation of the Waterpolo rules. This includes both verbal and physical abuse of a player, as well as any serious contact that occurs. The result of a yellow card will be an automatic penalty shot. Two yellow cards in the same game will result in a red card, and removal from the game.
 - **Red card:** will be shown if a player receives a second yellow, or if a severe infraction occurs. An automatic red card will be shown for abuse of any official. The result of a red card is immediate removal from the game of that player, and the team will not be able to substitute a new player in for that removed player

Playoffs

- Players must have played one-third of their team's regular season league games to be eligible for playoffs
- Any team members who show up after the first ten minutes are not permitted to play in the game
- All competitive teams are guaranteed at least one playoff match after the regular season. Playoff games are played in the same format as regular season games
- The games are still 40 minutes long, however they will be played in an hour time slot due to potential overtime (**playoff games cannot end in a tie**)
 - If the teams are tied then there will be a 5 minutes of overtime
 - If the game is still tied after the 5 minutes, the game goes into a shootout

Shootout Rules:

- Teams pick three players to shoot, must alternate between males and females, and both teams must choose the same genders (aka both teams must shoot either male-female-male or female-male-female)
- One player cannot shoot more than once in the first round of shootouts
- Must be five meters away from the net, the shootout occurs in the shallow end of the pool
- After both teams have made their three shots, the shootout is over and the score is recorded
- If the game is still tied then it is a sudden death shoot out occurs
 - Same as the first shootout except teams will send one player at a time
 - The shootout continues until one team scores → This IS NOT the first team to score, it means whoever has scored after both have taken their shot. So if they both score then the shootout continues