

**TOWSON UNIVERSITY**  
**INTRAMURAL SPORTS**  
**2009-2010 INNER TUBE WATER POLO RULES**

INNER TUBE WATER POLO IS A CONTACT SPORT, AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN GRAY.

THE GAME WILL BE PLAYED ACCORDING TO FOLLOWING RULES:

STARTING THE GAME:

1. **START TIME:** Teams are to be at the court and signed in before the official game time. If any team is not at the court at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring their current valid Towson University identification card to the pool area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with a supervisor before entering the game.
3. **SCORING:** An Intramural Program Assistant will keep the official game score.
4. **TEAMS:** Five (5) players constitute a team. Teams may start with as few as four (4) players.
5. **DIVING:** There is no diving in the pool. Players who dive into the pool will be warned. If a player dives into the pool after being warned, that player will be ejected from the game.
6. **GAME EQUIPMENT:** Towson University Intramural Sports will provide inner tubes and a game ball.

PLAYING THE GAME

7. **GAME TIME:** A game will consist of two (2) halves of twelve (12) minutes. The clock will only stop for timeouts.
8. **TIE GAMES:** All games ending in a tie score during the regular season will be recorded as a tie in the win/loss record. During the playoffs, a sudden death playoff will determine the winner.
9. **TIMEOUTS:** Each team is granted one (1) timeout per game. A timeout is one (1) minute in length.
10. **STARTING A HALF:** Each team shall line up at their end of the pool, with one hand touching the wall. Play begins when the official throws the ball into the center of the pool.
11. **PLAYERS IN TUBES:** All players must sit on top of the tube or lay flat across it. Players may not put their feet through the tube or swim with the tube around their arm. Penalty: free throw for the opposing team.
12. **SUBSTITUTIONS:** Substitutions must be made during a dead ball. Substitutions must report to the referee before entering the water.
13. **SCORING:** If a shooter falls out of his/her inner tube when attempting to score, the goal will be disallowed.
14. **AFTER A SCORE:** Play will be restarted after each goal by the goalie that was scored upon.

15. **PLAYERS:** A player must stay in his/her tube to play the ball. If a player falls out of his/her tube, the player must get back in the tube before touching the ball. Penalty: free throw for the opposing team.
16. **PLAYERS:** Teams must pass the ball towards the goal while attempting to score. Players (except the goalie) may only hold the ball with one (1) hand, and may not hold the ball under the water. Penalty: free throw for opposing team.
17. **PLAYERS:** No player may enter the goal area (two (2) yards from the goal). Defensive players may not throw the ball back to their own goalie. Penalty: free throw for opposing team.
18. **GOALIE PLAY:** Any player may play the goalie position. The goalie may not throw the ball more than one half the length of the pool at anytime. The goalie must sit in their inner tube, and may not leave it to make a play. The goalie may not hold the ball for more than five (5) seconds. If a goalie leaves the crease, he/she becomes a normal player.
19. **PERSONAL FOULS:** Personal fouls include holding, pushing, dunking, tackling, or splashing opponents at anytime. Any player receiving three (3) personal fouls will be ejected from the game.
20. **FREE THROW:** After minor infractions, a team is awarded a free throw from the nearest spot of the infraction. The thrower shall not be guarded, but the ball must touch at least one (1) person before it can be scored.
21. **PENALTY SHOT:** A penalty shot is awarded to the offensive team if they are fouled inside the penalty area (within four (4) yards of the goal). The player who is fouled must take the penalty throw. Penalty shots are taken from outside the penalty area, and the shooter may not be guarded. During the penalty throw, only the goalie may be in the goal area. If the ball stays inbounds following an unsuccessful attempt, the ball remains live and in play.
22. **POOL EDGES:** No players (including goalies) may use the edge of the pool as leverage in attempting to make a play on the ball or to take a better position. This includes, but is not limited to, a player pushing him/herself up on the edge of the pool to catch or block a shot. Penalty: free throw for opposing team.
23. **OUT OF BOUNDS:** Any ball leaving the pool is out of bounds. Penalty: free throw for the opposing team.

### SPORTSMANSHIP

24. **UNSPORTSMANLIKE CONDUCT:** Any unsportsmanlike conduct including, but not limited to, arguments with officials by any player, coach, manager, or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.
25. **UNSPORTSMANLIKE CONDUCT FOUL LIMIT:** If two (2) players from the same team are ejected from a game, that game will be ended and that team will receive a loss and 0 sportsmanship rating, regardless of the score and the time.
26. **BENCH CONDUCT:** All substitutions, coaches, and spectators must adhere to Intramural Sports and Burdick Hall rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.
27. **DRUG, ALCOHOL & TOBACCO POLICY:** Teams and fans are not permitted to bring alcohol and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products in Burdick Hall. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the supervisor.

28. INTRAMURAL POLICES: Team captains are responsible for making sure that all members of their team are aware of all Intramural Sports polices and rules. Captains are responsible for their teams; sportsmanship, and may be held accountable for the actions of individuals on their team.
29. IM SPORTS EQUIPMENT: Equipment provided by Intramural Sports is very expensive; therefore, any unnecessary abuse will result in the team being charged replacement costs for new equipment and must be paid before the team may continue to play.