



2024 Coed Inner Tube Water Polo Rules

OBJECT: The object of the game is to throw the ball into the opponent's goal. As a player advances the ball toward the goal, one or more defensive players try to prohibit this advance.

Methods allowed preventing the advancement of the ball:

- A. Moving in front of an advancing player to inhibit the progress. (You may inhibit the movement of their innertube by placing your innertube against it, but you may not push or hold onto their innertube with any part of your body.)
- B. Seizing the ball from the player holding it.
- C. Knocking the ball from the hands of the player and causing it to float free.

TIME: The game consists of 2 18-minute half's. (3) Minutes at the half. The game will begin a jump ball. The other team (goalie) will receive the ball the second and fourth quarters. Teams exchange goals at the end of the half. Each team will be allowed 1 (30 Sec.) time out (one per half). Time-outs may be taken during any dead ball or may be called by a player in the pool whose team is in possession of the ball.

Timing is continuous: The clock does not stop for a ball out of the pool, a substitution, or a violation. Time is stopped however, for a penalty shot and does not begin again until the penalty shot is completed and the ball is in the possession of the goal keeper and ready to be put back in play.

SCORING: Goal (1 point by male) (2 point for female) - The ball may be thrown at the goal from any point outside of the restraining line. Points are scored when the ball is thrown fully across the goal-line within the goal points.

After the goal is scored the defending goalkeeper will put the ball into play. Any ball that falls inside the restraining area shall be retrieved by the goalkeeper and put into play by him/her. The goalie must release the ball within 10 seconds. Should the ball be blocked in a goal attempt and bounce back over the restraining line, any player may retrieve it and play it. Any person scoring a goal must maintain their balance on the innertube until they have released the ball. It is not a violation if the goalie falls out of his/her innertube after he/she blocks the ball on an attempted goal. But, if the goalie pushes off the bottom in an attempt to block, or is out of the tube then the goal automatically counts.

FOULS:

- A. Tipping over a player with or without the ball.
- B. Kicking or striking an opponent or their innertube. (i.e., offense may not push defense player's hand away; defense may not reach out and touch offensive player.)
- C. Holding onto innertube (feet, hands, etc.)
- D. Pinning a tube and player to the wall.
- E. Repeatedly wasting time (delaying the game) in the judgment of the officials or supervisor.
- F. Intentionally splashing a player.
- G. Face Guarding: Blocking opponent's vision with hands (threatening the eyes).