

Bucknell University Recreation Services Intramural Inner Tube Water Polo Rules



Format

- Each participant is responsible for checking in with the Official. All participants must bring their current Bucknell University ID to each game. Participants without proper identification will not be allowed to play.
- Length of game - Two 12 minute halves (running time), 3 minutes between halves. Game clock stopped for injuries and time-outs.
- Timeouts- One 1-minute timeout per half, called by the person in control of the ball
- Teams will consist of 7 players (including 1 goalie). CO-REC: At least 3 females in the pool. Five players must be present to begin (three male and two female or three female and two men).
- Scoring- each goal will count as 2 points. Penalty shots will count as 1 point.
- A coin toss will determine possession.
- No player may leave their tube at any time.

Rules

- There must be 2 Offensive players and 2 Defensive players and a goalie at all times. Players cannot cross their respective half court line, with the exception of 2 minutes or less in a half.
- All players must be sitting with their butts in the tube at all times. “In the tube” is defined as sitting on top of the tube with your butt in the hole.
 - The only players who don’t need to have their butts in the tube are the goalies. Goalies must have at least one part of their body in or on the tube at all times. A goalie may have their butt in the tube, lie on their stomach, kneel on the tube, keep one leg or an arm inside the tube.
- No player may leave his tube and touch or maneuver the ball; otherwise nearest opponent takes a free pass. If tipped out of the tube, the player may not touch or control the ball until back in the tube.
- Substitutions: Only during timeout, halftime or after a goal is scored.

- Goalie Zone extends 5 feet from end of pool and no part of any offensive player's body/tube is allowed in that zone.
- One pass must be made/attempted before shooting a goal.
- A goalie cannot throw the ball further than half the pool.
- A ball that is deflected off of a wall, tube, player or the water and enters the goal will count as a good goal assuming that it does not go out of bounds prior to entering the net.
- Pushing another player's tube, stealing the ball, and splashing will be allowed.
- Tie ball occurs if opposing players have equal possession of the ball or when opposing players simultaneously knock the ball out of bounds. Tie ball goes to team on defense.
- OVERTIME: Sudden Death (First team to score will win). A coin toss will determine who has first possession.

Penalties

- A player will shoot penalty shots from half court. Only the goalie will be allowed to stop the penalty shot. All other players must be within 5 feet of the side of the pool.
- If there is change of possession due to a penalty, out of bounds or goal, the referee will hand ball to opposing player who must pass the ball inbounds. Inbounding player cannot shoot a goal on the inbounds pass. No defensive player can be within 2 feet of inbound pass.
 - Out of Bounds Ball - A free pass from the same point the ball went out taken by opposing team.
 - A ball deflected out of bounds by the goalie will be awarded to the offensive player as a corner throw.
- If a penalty shot is missed, the ball is live. If made, the referee will hand ball to goalie who inbounds the pass to a defensive player.
- The following penalties result in a change of possession:
 - Offensive player entering the goalkeeper's area.
 - Touching or holding the side of the pool with hands or feet.
 - Holding the ball underwater.
 - Goalie throwing the ball more than half the length of the pool.
 - Goalie holding onto goal or side of pool while catching or passing the ball.
- The following penalties will result in a penalty shot for the opposing team:
 - Unnecessary roughness
 - Illegal contact: making contact with opposing player's head, neck or face.
 - Knocking opposing player from tube
 - Holding another player's tube, legs, arms or any other body part.
 - Incidental contact with the arms will be allowed.
 - Holding, pushing, hitting, jumping on, tackling, dunking, or dumping an opponent player not holding the ball.
 - Leaving the inner-tube
- Unsportsmanlike Conduct will result in automatic ejection and the opposing team will be awarded 1 point.
 - Includes: Attacking, striking or kicking a player in a violent matter

