

Innertube Water Polo Rules:

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

Players: There can be 10 total on a team. There are 7 at a time on each team on the field. One goalie (either male or female) and 3 (Males) and 3 (Females). Substitutes can be put into play at any time. There is no stopping of the game for substitutes. Substitutes have to go off the field before a new player can go in the game.

Each player (including the goalie) MUST be sitting in the innertube at all times.

Officials: There will be two officials, officiating the game. One on each side of the pool. Official rules are final.

Time: The game consists of four (4) eight-minute quarters. There will be two (2) minutes between quarters and five (5) minutes at the half. The game will begin with a flip of a coin. The winner of the coin toss will receive the ball at their goalie position at the first and third quarters. The other team will receive the ball at the goalie at the second and fourth quarters. Teams will exchange goals at the end of the half. Each team will be allowed two-time outs, one per half of the game for one-minute for each time out. Time outs can be taken during any dead ball or called by the team player that possesses 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 possession of the goalkeeper and ready to be put back into play.

In the event of a tie game, the game will go into sudden victory. Teams will flip for possession of the ball, no game clock, first team to score wins.

Caps: Each team will have a cap to wear denoting their team. Caps will be provided by City of Ames Parks and Recreation Department.

Innertubes: Innertubes will be provided by City of Ames Parks and Recreation Department. There is no jumping or standing onto the innertubes. Players must remain seated. If they fall off, they must drop the ball and get back onto the tube immediately. They may not toss the ball to anyone while off their tube. Innertubes will be in play at all times with the handles down in the water.

Scoring: Goal= 1 point. 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 goalies 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 innertube after he/she blocks the ball on an attempted goal. But if the goalie pushed off the bottom in an attempt to block or is out of the tube then the goal automatically counts.

Methods allowed for defense:

- Moving forward 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.)
- Seizing the ball from the player holding it.
- Knocking the ball from the hands of the player and causing it to float free or be caught by another player.

Penalty Shot = 1 point. When a foul is committed, the offended team is given the ball at the restraining line and is permitted, at the referee's whistle, to attempt a goal. The penalty shot must be taken by the person fouled. The goalie can come at the discretion of the team of (male vs female). For example, if there is a female goalie and they do not feel comfortable to be the goalie with a male taking the penalty shot, they can substitute another player to be the goalie that is a male. The goalkeeper defends against the throw; however, he/she must give 3 feet in attempting to block the throw. The ball is not in play until the penalty shot is attempted, at which time the defending goalkeeper will put the ball into play whether the goal is made or missed. It is considered a violation to fake a Penalty Shot and will result in turning the ball over to the defending goalie. The person taking the shot must put the ball in throwing position on the official's command "Ball Up" and throw with only forward motion at the signal of the whistle.

Penalty shot/free throw: To determine whether a free throw or penalty shot is awarded, look at the position of the player who was fouled. If they are in their offensive end (not dependent on the ball position), a penalty shot is awarded. If in a defensive end, a not awarded.

Fouls rewarded by a Penalty Shot:

- Tipping over a player with or without the ball.
- Kicking or striking an opponent or their innertube. (i.e., offense may not push defense player/s hand away; defensive players may not reach out and touch offensive players.)
- Holding onto innertube (feet, hands, etc.)
- Pinning an innertube and player to the wall.
- Repeatedly wasting time (delaying of the game) in the judgement of the official.
- Intentionally splashing a player.
- Face guarding: Blocking opponent's vision with hands (threatening the eyes).
- Yellow Card: Can be issued and a warning by an official for unsportsmanlike conduct. Yellow cards are documented on the score sheets. Two yellow cards will indicate a RED Card on next occurrence of offense.
- Red Card: Unsportsmanlike or Misconduct. A penalty shot is awarded to the opposing team and the player is ejected from the game and/or pool area. Official's discretion. All Red Cards are documented on the scoresheets.
- Any player other than the goalkeeper, freely crossing over the restraining line. A violation will NOT be called if the tube crosses the line because some other player is forcing it across, as long as the person makes an attempt to return to legal play as soon as possible.

Free Throw: an unguarded throw to the player or team violated against at the point of infraction. A player has 5 seconds in which to put the ball into play, with all other players being at least 5 feet away. (If more than 5 seconds elapses, the ball will be turned over to the opponent at the spot.)

Violations:

- Starting play before the referee blows the whistle.
- Goalkeeper paddling across or throwing the ball across the center line. (i.e. other member MUST control the ball before sending it across the center line). The violation should result in a free throw awarded to the opposing team at half court.
- Intentionally holding all or part of the ball under water. Note: This included pushing the ball on the water for balance in a situation where the player is closely guarded by defense.
- Falling out of the innertube before ball leaves the hand when throwing the ball.
- Intentional (delay of game) in the judgement of the official. If it occurs repeatedly, an official may call a foul.
- Any player touching the side or bottom of the pool and if by doing so gains any kind of advantage (official's judgment). However, goalkeeper may push off the side of the pool with one hand or both hands or feet.
- Illegal substitution.
- Too many players, or wrong combination of players in the pool.
- Untied cap while playing the ball.

Restraining Line Rule Interpretations:

- If a player freely swims over the line (is NOT forced or pushed) then it is a violation, whether they are involved in the play or not.
- If a defensive player freely swims into the restraining area and a shot is being attempted, it is a delayed call. Note: if the shot is not interfered with and is a goal, play continues, no call is made. If the shot is missed a FREE THROW is awarded to offensive team at the center line. If the shot is interfered with, including an attempted block, an automatic goal is awarded.

Note: interference is a judgement call by the official. Even when a player is pushed into the restraining area he/she may not attempt to block the shot.

Ball out-of-bounds: A ball thrown or deflected out of the pool will be given to a player of the opposite team at the approximate point where it went out of bounds except when the ball goes out of bounds or deflected by the goalie; then the ball goes back to the goalie. In any case, the player given the ball makes a FREE THROW.

Goalie:

- Is allowed 10 seconds, from the time they have possession of the ball while sitting in their tube, to throw the ball.
- May swim to retrieve the ball if the ball is not within an arm's length of the restraining line.
- Must remain in or on tube at the time of the shot on goal, may use side of pool to his/her advantage, but not the bottom of the pool.

Substitutions:

Teams will be seated on their defensive end behind the restraining lines, back against the wall, away from the pool edge. Since time does not stop for substitutions, the player must substitute into the game without interfering with the game play and without causing interference of play in progress.

A player may substitute at any time, but the substituting player must wait until the player is completely out of the pool before he/she goes in. The substitute must enter the pool at the place where leaving player exits the pool. Illegal substitution will result in loss of the ball possession.

Tie Ball: If two opposing players tie up a ball, the defensive player will receive possession of the ball for a FREE THROW.

Jewelry: Jewelry is not recommended to have while playing this game.

Spectators: Should be seated on deck chairs/loungers away from the pool edge and are not allowed to enter any body of water in any basin.

Mercy Rule: If a team is losing by 10 or more points after three quarters of the game, the official will call the game to high scorer.

The decision of who plays which teams will be decided by the officials prior to the evening and announced at the beginning of the evening. Other teams will be spectators for the game. The other teams will still conduct themselves in a good sportsmanship manner away from the pool's edge and will not enter any body of water at any basin.

If a team does not have enough players to play a game, it is at the discretion of both teams playing to allow spectators from another team to play of the team that is short players to continue the game.

Please keep in mind that this is purely a recreational event designed to have fun.