



# NU Intramural Sports

## Inner-Tube Water Polo Rules

### GENERAL RULES:

1. **All players must present their valid Northeastern University Photo ID to play.** No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.
2. **Jewelry is not allowed to be worn by any participant during an Intramural event.** Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.
3. **GAME TIME IS FORFEIT TIME!** The minimum number of players must have their Husky Cards turned in, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team's IDs and registering their uniform numbers with the IM staff.
4. **3 Unsportsmanlike Penalties** will result in a team disqualification regardless of the score. 2 Personal Unsportsmanlike Penalties will result in the player leaving the game. Only a team's designated Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.
5. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.

### OBJECT:

- To throw the ball into the opponent's goal, from behind the goal line, while maintaining balance on ones inner tube.

### METHOD OF PLAY:

1. The game consists of two 20-minute halves, with a running clock. Teams are allotted one time out per half. The clock will only stop for an injury.
2. Team s consist of 7 players, 3 men and 3 women and a goalie (either male or female). Substitutions may be made during half time, time-outs, and after goals, but the referee must be notified before entering the pool.
3. Play begins, each half, with the teams lined up at opposite ends of the pool. The referee will then blow their whistle and toss the ball into the center of the pool. The two teams are then free to advance towards the ball.
4. Scoring consists of 1 point for a male and 2 points for a female. A shot on goal is dead once the ball hits the water. The ball must hit the netting of the goal, before the water to be counted. The defending team may retrieve any shot falling inside the goal area. After a goal is scored, the ball is put back into play by the goalie of the scored on team.
5. To prevent a player from advancing the ball, a defender may:
  - Move in front of the advancing player.
  - Knock away or seize the ball from an opposing player, avoiding physical contact.
  - Force the player with the ball out of their inner tube by grabbing, shaking, or dunking that player's inner tube.
  - Splashing the person with the ball, excluding the goalie.

**MINOR FOULS:**

1. Holding onto the pool ledge while in possession of the ball, including the goalie, or holding the ball under water will result in the ball being turned over to the nearest player on the opposing team.
2. Offensive player inside the goal area will result in the ball being given to the goalie of the defensive team.
3. Goalie throwing the ball over the center line, or holding onto the ball for more than 10 seconds will result in the ball being given to the opposing goalie.
4. Any player involving oneself in any play when not inside one's inner tube will result in the ball being given to the nearest player on the opposing team.
5. Holding, pushing, hitting, jumping on, or dunking an opposing player not in possession of the ball will result in the ball being given to the nearest player on the opposing team.

**MAJOR FOULS:**

- A major foul will result in a penalty shot for the opposing team. The penalty shot must be taken by a female and all players except the goalie and the shooter must leave the penalty area until the shot is taken. No player may be within 3 yards of the thrower and the ball is in play once the shot is taken.
- Major fouls include all of the following:
  - Committing a minor foul in an attempt to stop a goal from being scored.
  - Excessive roughness or language.
  - Intentionally delaying the game for the clear advantage of the stalling team.
  - Jumping on, physically dunking the head/body of a player.

**General Participant Play**

Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.

**A PLAYER COMMITTING SUCH A FOUL MAY BE REMOVED FROM  
THE GAME FOR ITS DURATION AND MAY NOT BE SUBSTITUTED FOR!**