Innertube Water Polo Tournament Rules

I. General Rules
- All participants must be current Emory University students, faculty, staff or WoodPEC affiliates. Emory ID or government issued ID cards will be checked prior to each team’s first game.

- There will be one “OPEN” division. All Men’s, Women’s, and Co-Rec teams will play within the same division.

II. The Playing Area
- The length of the field is approximately 30x40 meters.

- There will be a two meter line in which only the defensive team’s goalkeeper is permitted.

III. The Players
- Games will be played 7v7 within a minimum of 5 players needed to avoid forfeit.

- Free substitutions can take place at dead balls or during play so long as players substitute from their defensive corner.

IV. The Equipment
- Innertubes: Players may sit or lay on or through their innertube. Players may not, however, make a play on the ball if they happen to fall out of their innertube.

- Balls: Regulation women’s water polo balls will be used.

- Caps: Each team should wear contrasting colored caps.

V. Game Time & Scoring
- Games will consist of two 12-minute periods. Teams change ends at the end of each period. There will be a five minute break for halftime.

- If the score is tied at the end of regulation a five minute sudden death overtime period will take place.

- All goals scored are worth one point

VI. Start of Play & Out-of-Bounds
- Each team lines up at opposite ends of the pool at the start of play.

- Play starts when the official throws the ball into the center of the playing area and both teams propel their innertubes toward the ball.

- After each score, the ball is put in play by the goalie on the official’s whistle.

- A throw-in from the same point the ball went out-of-bounds is awarded to the opposing team.
- If a ball is deflected by the defense over their goaline the offense will obtain possession at the 2 meter line.

**VII. Infractions**

- Loss of possession and a 1-minute “kick out” will result in the following infractions:
  * Holding, punching, hitting, jumping, tackling, dunking, or dumping an opponent
  * Holding an opponent’s innertube
  * Pushing an opponent’s innertube who is not in possession of the ball
  * Anything deemed unsportsmanlike by the official

- Defensive players are permitted to bump or push an offensive player’s innertube as long as they are in possession of the ball.