The Game, Players and Equipment

1. Each team will consist of six players (including one goalkeeper). Each team must have a minimum of five players present at game time to begin a game. Teams may consist of any combination of males and females.

2. All participants must wear appropriate swimwear. All participants must adhere to the Fike pool guidelines in order to participate.

3. All participants must be able to swim the length of the pool.

4. All players must play from an inner tube and must be seated in the inner tube with arms and legs over the side. A field player may not leave his or her inner tube during play.

Rules of Play

1. Each half will begin with all members of each team touching the wall by its own goal. The official will toss the ball into the center of the playing area and sound the whistle to begin play. At the official’s signal, players may move to secure the ball. Pushing off the wall to start is legal.

2. Players must remain seated in their inner tube with both legs on top of the tube. A player may not make contact with the ball if he or she is not properly seated in

Game Factors, Time and Length

1. Each game will consist of two 12-minute halves with a running clock. The clock will stop in the last minute of each half for timeouts, out of bounds, fouls and goals scored. The IM Sports supervisor will be responsible for keeping the game clock.

2. A coin toss at the beginning of the game will determine which team has the choice of a goal to defend. Between halves, each team will exchange goals.

3. Timeouts: Each team will be permitted two timeouts per game. No timeout will exceed one minute in length.

4. Overtime: In the event that the score remains tied at the end of regulation play, there will be a three minute sudden death overtime period in which the first team to score will be declared the winner. In the event that the score remains tied after this period, additional three minute sudden death periods will ensue.
his or her inner tube.

3. One point is awarded for each goal legally thrown into the opponent’s goal. Shots must clearly break the plane of the goal to score a goal. The attacking team must complete one pass before scoring a goal.

4. Players may not be dumped from their tube by defensive players. If accidentally dumped, a player must immediately release the ball and attempt to get back in his or her tube.

5. A team may not stall, and the goal must be attacked throughout the game. If the official determines that a team continues to stall after being warned, a violation will be assessed and possession will be awarded to the opponent.

6. A ball deflected out of the pool will be awarded to a player of the opposing team at the spot nearest where it left the pool.

7. Following each goal, the ball will be put back into play with a throw-in by the goalkeeper.

8. Fouls and violations will be signaled by the IM Sports supervisor. These include:
   a. Intentionally delaying the game, or stalling;
   b. Striking a ball in possession of an opponent;
   c. Contacting another player;
   d. Holding onto an opponent’s inner tube (unless they have the ball) so that they may not advance;
   e. Intentionally splashing another player;
   f. Seizing or knocking the ball from the possession of another player;
   g. Dunking or holding the ball under water; and
   h. Unsportsmanlike conduct

9. As fouls and violations occur, the ball will be awarded to the offended team at the spot nearest the foul or violation. The offended team will put the ball in play by passing the ball to a teammate. Opponents may not interfere with this attempt to pass the ball.

10. Any foul or violation that is blatant, dangerous or occurs in a nature that is detrimental to the spirit of the game will result in a penalty shot for the offended team. Any player is eligible to take this shot, which will take place 10 feet in front of the goal. If the shot is missed and the ball remains in play, it will be treated as a live ball.