RULE 1  THE GAME, PLAYERS, EQUIPMENT, AND PLAYING AREA

Section 1  GENERAL PROVISIONS

1. **The Game – Full Court.** The game shall be played between two teams of six players, three women and three men, while sitting in innertubes.

2. **Player Limits.** A team may play with fewer than six players providing that the established maximum number of women/men players does not change, i.e., no more than three of either sex. When a team has the required minimum number of players present to start a game (4), the game shall begin at that time. Players not available at the start of the game may enter the game under normal substitution rules.

3. **Supervision.** The game shall be played under the supervision of one or two officials.

4. **Method of Play.** Teams shall attempt to score baskets as in regular basketball. Players may advance the ball by passing, pushing, or carrying the ball while seated in innertubes as governed by the rules.

Section 2  EQUIPMENT

1. **The Ball.** The official ball shall be a regulation size rubber basketball.

2. **Innertubes.** Tubes shall be fully inflated passenger or light truck size rubber innertubes of varying sizes.

3. **Caps.** Players on each team shall wear water polo caps of contrasting colors.

4. **Goals and Backboard.** The goals and backboards shall be regulation equipment secured at a height of 5 feet from the surface of the water in the pool.

Section 3  PLAYING AREA

1. **Full Court Game.** The playing area shall be the entire width of a standard six-lane pool.

2. **Width of playing area.** The play area shall be thirty feet between sidelines.
RULE 2 PERIODS, TIME FACTORS, AND SUBSTITUTIONS

Section 1 THE START OF EACH PERIOD

1. Each half shall start with each team at the sides of the pool which they will be defending. Players must be in contact with the wall of the pool. The clock starts and the game begins when the official tosses the ball into the center of the playing area and blows his/her whistle.

Section 2 GAME TIME

1. Playing time and intermissions. Playing time shall be two ten minute halves. There shall be a three-minute intermission between periods and a one-minute intermission in the case of an overtime period.

2. Overtime Period (Playoffs Only). In case of a game ending in a tie score, a three-minute overtime period shall be played. This period is an extension of the regulation game, i.e., Teams are not entitled to extra time-outs, personal fouls, etc. The clock stops in the last minute of the period on all dead ball situations. If the score remains tied at the end of this period, a sudden death period will be played and the first team to score shall be declared the winner.

3. Running clock. The clock will start when the official puts the ball in play at the beginning of each period. It will run continuously for the first eight minutes (two minutes in overtime) unless it is stopped for a team time-out or an official’s time-out.

4. Final Two Minutes. During the final two minutes of each half (one minute of overtime) the clock will stop for a:

   a) Foul
   b) Held ball (jump ball)
   c) Violation
   d) Time-out

Section 3 TIME-OUTS

1. Team Time-out. Each team is entitled to two time-outs per game. A team may only request a time-out when it is in control of the ball or when time has already been stopped.

2. Length of Time-out. A time-out requested by a player shall not exceed 45 seconds.

3. Official’s Time-out. An official may declare an official’s time-out for any contingency not covered by the rules, for repair or replacement of equipment, or when a player is injured.
Section 4  SUBSTITUTIONS

1. A substitute who wishes to enter the game shall report to the official and shall remain on the pool deck until the official beckons him/her to enter into the pool.

2. Substitutions are allowed during dead ball intervals, time-outs, or between periods. Exception: injury substitutions may take place at anytime acknowledged by an official.

RULE 3  SCORING REGULATIONS

Section 1.  Field Goals.  Field goals are scored as two points and must be made by a female player and a male player alternately.

Section 2.  Fouls.  After a team commits any three fouls, every foul thereafter will result in giving the other team one point per offense.

Section 3.  Player Control.  A player must be seated in the innertube when the ball is released in order for a field goal to be counted.

RULE 4  FREE THORWS, THROW-INS, AND JUMP BALLS

Section 1  FREE THROWS

1. Free throws are not awarded to players after a personal foul; fouls are counted to three and then any foul after the third team foul the opposing team is awarded one point.

Section 2  THROW-IN ADMINISTRATION

1. The throw-in begins when the ball is at the disposal of the player entitled to the throw-in. The player has five seconds to release the ball.

2. The throw-in shall take place at a designated spot nearest a violation or from anywhere along the baseline edge of the pool after a goal is scored.

3. Defensive players must remain an arm’s length distance from the tube of the player putting the ball in play.

Section 3  JUMP BALL ADMINISTRATION

1. A jump ball shall be called when opposing players have equal possession of the ball, when opposing players simultaneously hit the ball out-of-bounds, or when the official cannot determine team possession for any other reason.

2. In all jump ball situations the teams will alternate taking the ball out of bounds for a throw-in.
3. The official shall hand the ball to the team throwing it in at the spot nearest where the jump ball occurred.

**RULE 5 VIOLATIONS AND PENALTIES**

Section 1 VIOLATIONS. A player shall NOT:

1. Touch, hold, shoot, or pass the ball while not sitting in the innertube.

2. Cause the ball to go out-of-bounds. Pool ledge is considered to be in play.

3. Push off of or use the side of the pool to gain an advantage.

4. Hold the ball under water.

5. Touch the bottom of the pool while catching, passing, holding, or shooting the ball.

6. Remain in continuous control of the ball for more than five seconds. A player is considered to be in control once he/she has gained possession of the ball, which includes holding the ball in your hands or in your lap.

7. Advance the ball with his/her feet (kick) or in any manner other than by passing, pushing, swimming or carrying the ball. Kicking the ball up to yourself is allowed.

8. Violate any of the other basic rules of the game of basketball.

Section 2 PENALTY: The ball is awarded to a nearby opponent for a throw-in at the out-of-bounds spot nearest the violation.

**RULE 6 FOULS AND PENALTIES**

Section 1 PERSONAL FOULS. A player shall NOT:

1. Hold, push, hit, dunk, or dump an opponent.

2. Hold, push, tip, or jump upon an opponent’s innertube (incidental contact is not considered a foul).

3. Splash an opponent unless he/she has possession of the ball.

4. Corner or impede the movement of an opponent by double-teaming.

PENALTY: Offender is charged with one foul and the offended player is awarded possession of the ball.

1. If it is the offender’s fourth personal foul, or if it is their first flagrant foul, they are disqualified and the opposing team receives possession of the ball.
2. If it is the fourth (or greater) team foul then the opposing team receives possession of the ball and is awarded one point.

Section 2  TECHNICAL FOULS. A player shall NOT:

1. Enter the pool unless by permission of an official.

2. Grasp the basket, dunk, or attempt to dunk the ball at any time (including during warm-ups).

3. Delay the game.


5. Participate after having been disqualified.

PENALTY: Opposing team receives possession of the ball and is awarded one point. The offender will be disqualified and must leave the pool area immediately.

**NOTE:** Any rule and/or play interpretation not discussed in the above rules shall be covered by the National Federation of State High School Associations Basketball Rulebook.