INNERTUBE WATER BASKETBALL RULES

National Intramural-Recreational Sports Association rules will be used.

*Italic print indicates special rules for UNC-Chapel Hill Intramural and/or Co-Recreational play only.*

Each player is responsible for presenting a current UNC ONE CARD or valid government issued ID at game time.

**TEAM REPRESENTATIVES/CAPTAINS:**

Only the captain may speak to the officials. The captain is responsible for notifying his/her team of all rules as well as anything discussed in the captain’s meeting with the officials prior to the start of the game.

**THE GAME:**

The game shall be played between two teams of four [4] players. Any team not having a minimum of three [3] players present at game time shall receive a forfeit.

**SPECIAL CO-RECREATIONAL RULES:**


**TIME FACTORS:**

- A game shall consist of two ten [10] minute halves. Teams change ends at the end of each half.
- The clock shall run continuously except during time-outs, and injuries. There will be a three [3] minute halftime.
- Each team is allowed one [1] timeout per game plus one additional timeout per overtime. Timeouts are one [1] minute in length. Timeouts not used during regulation play, will not carry over into the overtime period.
- In case of a game ending in a tie score, a three [3] minute overtime shall be played. The clock stops in the last minute of the period on all dead ball situations (only in overtime). Overtime shall only occur during the playoffs. 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.

**SUBSTITUTIONS:**

Substitutions may be made during timeouts or after a whistle is blown for a violation. A substitute who wishes to enter the game shall remain on the pool deck until the official beckons him/her to enter the pool.
METHOD OF PLAY:

No player may leave his/her innertube and touch or maneuver the ball; otherwise, they will be assessed a personal foul and a free throw or penalty throw is awarded to the nearest opponent. Also, if tipped out of the tube, a player may not touch or control the ball until back in the tube. Players are to pass, catch, and throw the ball to team members or toward the basket in an attempt to score. Teams shall attempt to score baskets as in regular basketball.

SUPERVISION:

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

CAPS/JERSEYS:

Players on each team wear jerseys of contrasting colors.

PLAYING AREA:

- **Full Court Game**: The Playing area shall be the entire width of a standard six-lane pool.
- **Width of Playing Area**: The playing area sidelines shall be between the silver poles.

SCORING:

- **Field Goals**: Field goals are scored as two points.
- **Fouls**: After a team commits any three fouls, every foul thereafter will result in giving the other team one point per offense.
- **Player Control**: A player must be seated in the innertube when the ball is released in order for a field goal to be counted. They shall not gain any assistance from another player, another tube, or the wall.

FREE THROWS, THROW-INS, AND JUMP BALLS:

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

- **Throw-ins**: Are when the ball is at the disposal of the player. The player has five seconds to release the ball.

- **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 other reasons.**

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

A player shall NOT:

1. Touch, hold, or pass the ball while not in the innertube.
2. Cause the ball to go out-of-bounds. Pool edge 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 to gain an advantage.
6. Remain in continuous control of the ball for more than five [5] seconds. A player is considered to be in control once he/she has gained possession and the ball is within an arm’s length of that player.
7. Advance the ball with his/her feet (kick) or in any manner other than by passing, pushing, swimming or carrying the ball.
8. Violate any of the other basic rules of the game of basketball.

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

FOULS:

PERSONAL FOULS:

A player shall NOT:

1. Hold, push, hit, dunk or dump an opponent.
2. Hold, push, tip, or jump onto an opponent’s innertube (incidental contact is not considered a foul).
3. Splash an opponent.
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 team foul then the opposing team receives possession of the ball and is awarded one point.

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.
3. Delay the game.
5. Participate after having been disqualified.

Penalty: Opposing team receives possession of the ball and is awarded one point.