

FLIPPA BALL RULES



Rule	Description
1. Seven Players	A team consists of 7 players in the water at one time- 1 goalie and 6 field players. A team can have up to 6 substitutes (but we recommend 3) who can either be interchanged after a goal has been scored and before play has started again OR at any time from their corner of the pool, but only when the player being replaced has reached his/her corner of the pool, so as to ensure there are only 6 field players in play per team at all times.
2. Game Duration	A game is made up of 2 halves of up to 10 minutes each with teams switching ends at half time. The break at half time is approximately 1 minute.
3. Starting Play	To start the game, players line up along their respective goal line. At the referee's whistle, the referee drops the ball in the middle of the pool and players move to the centre line. Position is granted to the team who reaches the ball first. The first pass must be backwards to a team mate. (Refer to Official Hand Signal- Fig. 7).
4. Goal	A goal is scored when the whole ball crosses the line of the front 2 posts (the ball does not need to touch the back of the net). The ball carrier can only shoot when they are in the attacking half of the court. It is not permissible to shoot from one's own half. (Refer to Officials Hand Signal- Fig. 1)
5. After a Goal	To start play after a goal is scored, players from each team must return to their own half. The ball starts at halfway with a player from the team who did not score the goal. On the referee's whistle, the player with the ball must pass backwards to a team mate and then the game will continue. (Refer to Officials Hand Signals- Fig. 1)
6. Corner Throw	A corner throw (taken from beside the red 2 metre cone) will be awarded if the ball is knocked out of play by a defending player or goalie.
7. Free Throw Infringements	<p>Minor foul infringements below will result in a free throw being awarded by the referee. The free throw must be taken from where the foul occurred or an area not closer to the attacking goal of the team awarded the foul. The player taking the free throw cannot shoot a goal after receiving a foul and defenders cannot interfere with the taking of the free throw. (Refer to Officials Hand Signals- Fig. 2).</p> <p>All of the infringements below will result in a free throw being awarded by the referee.</p> <ul style="list-style-type: none"> • A player cannot contact the ball with 2 hands (exception being the goalie) • A player cannot take the ball under the surface of the water • A player cannot walk or run with the ball • A player cannot hit the ball with a closed fist • A player cannot swim on or over an opponent's legs • A defensive player cannot contact an attacking player • An offensive player cannot fend away a defensive player • Offside play
8. Major Foul	Major foul infringements will result in a free throw awarded to the attacking team by the referee and the defending player excluded to his/her team's corner of the pool for a period of either 20 seconds or when the referee signals the player back into the court of play. (Refer to Officials Hand Signals- Fig. 4-5, 8-13).

9. Exclusion Infringements	Aggressive play and use of abusive language are prohibited in the game of Flippa Ball and the penalty will be exclusion for the remainder of the game with a substitute entering play on signal from the referee (aggression is defined as deliberately striking or attempting to strike a fellow player). (Refer to Officials Hand Signals – Fig. 4-5, 8-13).
10. Team	Players not in game are to sit on the team bench or designated bench area. Players are not to wear items such as jewellery, goggles, glasses or anything that could cause harm or injury to another player or yourself.
11. Coaches	During the game coaches must be situated in the corner of the pool where their team is located and can only move between that corner of the pool (up to the 2m cone) and the goal that his/her team is defending.
12. One Hand Only	Players can use only one hand to catch, pass, shoot or defend the ball. The exception to this is the goalie, who may use both hands. (Refer to Officials Hand Signal – Fig 16).
13. No Ball = Walk; Ball = Swim or Pass	The pool is shallow, (approximately 1 metre) allowing player to stand on the bottom of the pool. Player are permitted to walk along the bottom if they do not have the ball. However, if in possession of the ball the player must swim or pass. (Refer to Official Hand Signal – Fig. 6).
14. Ball Under	A player cannot take the ball under the surface of the water. Note that the player whose hand is closest to the ball will be the player deemed to have taken the ball under. (Refer to Officials Hand Signal- Fig. 14).
15. No Contact	A player cannot swim on or over an opponent's legs, a defensive player cannot contact an attacking player, an offensive player cannot fend away a defensive player – if this occurs, a minor foul/ free throw is awarded. NO Splashing, sinking, holding or pulling back- or a major foul/ exclusion for 20 seconds will be enforced. No aggressive play (striking or attempting to strike another player) or use of abusive language – this results in exclusion for the remainder of the game with a substitute at the referee's signal. (Refer to Officials Hand Signal – Fig. 2, 4-5, 8-13).
16. Off- Side	An attacker will be deemed offside if the attacker enters the attacking 2 metre zone if they are not holding or following the ball. If the ball carrier enters the 2-metre zone, other attackers are then allowed to enter as long as they remain behind the line of the ball carrier. A goalie is deemed off-side if they enter their attacking half. (Refer to Officials Hand Signals- Fig 15)
17. Neutral Throw	When 2 players simultaneously gain possession of the ball, the referee will signal a neutral throw. The 2 players involved face the referee, close to the side of the pool, same side as their goalie, the referee then blows the whistle and throws the ball high in the middle of the 2 players, who attempt to gain possession by jumping and tapping the ball to the player on their team. (Refer to Officials Hand Signal – Fig 3).
18. Holding the ball under the elbow when tackled	Holding the ball under the elbow (or in the crook of the arm) when tackled by a defender, is a foul with possession being awarded to the opposing team. (Refer to Officials Hand Signal – Fig.17)
19. Spectator or Coach Behaviour	The league coordinator will have the right to warn coaches or spectators about abusive behaviour and, if the behaviour continues, request the person to leave the pool facility.

