

Flippa Ball Rules:

1. **SIX PLAYERS:** A team consists of 6 players in the water at one time – 1 goalie and 5 field players. A team can have up to 4 substitutes 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 5 field players in play per team at all times.
2. **GAME DURATION:** A game is made up of 2 halves of 7 minutes each with teams switching ends at halftime. The break at halftime is approximately 2 minutes, but will start if teams are ready before the 2 minutes is up.

For Semis and finals, games will be 2x10 min Halves

3. **STARTING PLAY:** To start the game, players line up along their respective goal lines. 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.
4. **GOALS:** A goal is scored when the whole ball crosses the line of the front 2 posts (the ball does not need to touch back of 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.
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.
6. **FREE THROW:** Minor foul or infringements below will result in a free throw being awarded by the referee. The free throw must be taken from the 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 at goal after receiving a foul and defenders cannot interfere with the taking of the free throw.

All of the infringements below will result in a free throw being awarded by the referee.

- 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 ball with a closed fist
- A player cannot swim on or over an opponent's legs
- the ball (hit it out of the attacker's hand) but as soon as they come in contact with the attacking player, even if it is by accident, a free throw will be awarded.
- An offensive player cannot fend away a defensive player
- Offside play

7. **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 referee.
8. **GOAL THROW:** If an attacking player takes a shot and it is blocked and goes over the goal, it is then the goalies free pass (whether the ball was touched by the goalie, attacker or defender).
9. **ONE HAND ONLY:** Players can use only one hand only to catch, pass, shoot or defend the ball. The exception to this is the goalie, who may use both hands.
10. **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.
11. **WALKING AND SWIMMING:** The pool is shallow. This allows players to stand on the bottom of the pool. Players 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.
12. **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. 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.
13. **OFF-SIDE:** An attacker will be deemed offside if the attacker enters the attacking zone marked by the red cones, if they are not holding or following the ball. If the ball carrier enters this zone, other attackers are then allowed to enter as long as they remain behind the line of the ball carrier. A Goalie is deemed offside if they enter their attacking half.
14. **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 a player on their team.
15. **HOLDING 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.
16. **TEAM:** Players not in game are to sit or stand in their designated bench area; Which will be behind the goal line so that the referees can walk along the side of the pool. Players are not to wear items such as jewellery, goggles, glasses or anything that could cause harm or injury to another player or yourself.

17. **SPECTATOR OR COACH BEHAVIOR:** Flippa Ball is a game for the kids to learn heaps, become water confident, promote water safety and have FUN so please keep this in mind when you come to coach or watch your child. The referees are also learning and developing so they do the best they can. Only the Coach and manager are allowed pool side, all spectators are to be in the grandstand.