



Flipperball Rules



- The game consists of two halves, of 10 minutes, Two minutes between periods to change sides.
- Teams should be ready to enter the water **five minutes before** start time.
- To start the game, players line up along the goal line, at the referees whistle players move toward the ball.
- After a goal, players return to their half and a member of the team takes the throw from halfway. The ball must be passed **backwards**.
- Players **may not walk while holding the ball**, they can only swim.
- Substitutes are allowed after each goal and at half time.
- **All players may only use 1 hand to block, catch and throw. Goalies excluded.**
- A goal is scored when the ball touches any part inside the goal or it crosses the goal line on the water.
- Players may not take the ball under the water.
- Players may not shoot from within their own half and in doing so will incur a free throw against them.
- The ball will be automatically given to the goal keeper if it touched either end of the pool behind the goals, regardless of who has touched the ball last.
- No player may 'tackle' another player whether in possession of the ball or not. The penalty for tackling a player is a free pass.
- Defenders may not defend from behind the player with the ball, only from the side or the front.
- A player may not hold onto the ball for longer then 3 sec, as a free pass will be awarded and the ball turned over.
- A free pass must be taken from where the foul occurred and by the player fouled.
- Pulling back/splashing an opponent whilst swimming is a major foul. The penalty for this foul is that he/she must go to the corner that his/her bench is situated until the referee advises
- The penalty for abusive language or aggression is exclusion from the remainder of the game without a substitute. Aggression is defined as "*deliberately striking or attempting to strike another player*" This includes abusive language or aggression directed at referees and spectators.
- The player or substitute may re-enter the pool on the referee's signal, or once a goal is scored.
- No one except coaches (maximum 2) and players maybe inside the marked area. Spectators and supporters must be behind the marked area beside the pool.
- The goal keeper is the only one allowed in the goal or goal mouth at anytime. If a defending player is caught within a meter of the goal mouth an obstruction will be called and a free pass will follow.
- Attacking players are not allowed to shoot within the red zone or approx 1 – 1.5 meters from the goal.

Scoring:

- 5 Points for a win, 2 for a draw and 1 for a loss
- A bonus point will be given to a team if they score more than 8 goals and/or they lose by 3 or less points of the winner. The maximum of 2 bonus points will be handed out per team per game.

- Best and fairest (3 points) will be judged on by the referee. The criteria for best and fairest will be the team that has shown the best attitude, played as a team and been supportive and encouraging to each other.

In a nutshell:

The 4 main rules are:

- 1. 1 hand only**
- 2. No contact**
- 3. Swim (not walk) with ball in hand**
- 4. Players cannot take the ball under the water**