

## FLIPPA BALL GUIDELINES

### 1. Teams and Players

A team consists of 6 players: 1 goalkeeper and 5 field players. A team may have up to 5 substitutes (NZWP recommends no more than 3) which may replace a player after a goal prior to the restart of play OR at any time during play from the re-entry area on the goal line in front of the team bench. The player being replaced must arrive to the re-entry area before a substitute can enter the game. There must be no more than 6 field players in play for a team at any time. This is dependent on the size of the playing field; if the playing field is smaller than the usual field size, the organization running the competition may decide limit the field player numbers further.

Players are to remove any item likely to cause injury to themselves or others. This shall include, but is not limited to: goggles, glasses, rings, bangles or anklets. Players shall keep their finger and toe nails trimmed to a level where they cannot scratch another player.

### 2. Team Benches

Players not in the game are to sit on the team bench or designated bench area. Coaches may only walk between the team bench and the 2m cone, along the long side of the field and only on the side of the team bench. Any other team official(s) (assistant coach, manager) must remain seated and shall not move away from the team bench except to change ends at the half.

### 3. Game Duration

The duration of the game shall consist of two halves. It is up to the organization to determine how long each game is, however New Zealand Water Polo suggests halves of 8 minutes, up to 10 minutes. The clock shall run continuously from the start of the period until the end of play. There shall be a one-minute interval between the two halves. The teams, including the players, coaches, and managers, shall change ends before the start of the second half.

Any visible clock shall show the time in a descending manner (for example, counting down from 10:00 - 00:00).

### 4. Referees

The role of the referee is to ensure the safety of the players and to apply the rules fairly and equally for the benefit of both teams. The decisions of the referee are final, and their interpretation of the rules shall be obeyed throughout the game. The referee shall not make any presumption as to the facts of any situation but shall interpret what they observe to the best of their ability.

The referee shall whistle to start and restart the game and to declare goals, goal throws, corner throws, neutral throws, any infringement of the rules, and to indicate the expiration of time at the end of a half. The referee shall use the signals attached to these rules. The referee may alter a decision provided it is done before the ball is put back into play.

### 5. Start of Play

At the start of each half, players shall line up on their respective goal lines. When the referee is satisfied that the teams are ready, the referee shall blow the whistle to start and throw the ball into play on the half distance line. The teams then race to the ball in order to establish possession. (**Refer to Official Hand Signal- Fig. 7**).

If at the start of play the ball is thrown giving one team a definite advantage, the referee shall call for the ball and award a neutral throw on the half distance line.

## 6. Method of Scoring

A goal shall be scored when the entire ball has passed fully over the goal line, between the goal posts and underneath the crossbar. A player may only shoot when they are in the defending teams half of the field of play. It is not permissible to shoot from one's own defending half. (Refer to Officials Hand Signal- Fig. 1)

## 7. 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).

## 8. Taking Part While Standing on the Floor of the Pool

No Ball = Walk; Ball = Swim or Pass. Flippa Ball is played in a shallow pool, (approximately 1 metre deep) allowing players to stand on the floor. Players are permitted to walk if they do not have the ball. However, if in possession of the ball, a player must swim or pass without touching the bottom of the pool. Players are not allowed to catch a pass while jumping off the bottom (Refer to Official Hand Signal – Fig. 6).

## 9. 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).

## 10. No Contact

Flippa Ball is a no-contact sport. If the referee deems that there has been physical contact, a foul will be awarded. (see 17. Ordinary Fouls)

## 11. Offside

An attacking player is offside if they enter the attacking 2 metre area in front of the defending teams goal without the ball. If a player in possession of the ball enters the 2m area, other attacking players are then permitted to enter as long as they remain behind the line of the ball. (Refer to Officials Hand Signals- Fig 15)

## 12. 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 and 17. Ordinary Fouls)

## 13. Restarting After a Goal

After a goal has been scored, the players must return to their own half. The ball returns to the half distance line. On the signal from the referee, a player from the team not having scored shall pass the ball backwards to one of his/her teammates and the game shall continue. (Refer to Officials Hand Signals- Fig. 1)

## 14. Goal Throw

A goal throw results when the ball crosses the goal line (outside of the goal) having last been touched by a player of the attacking team. The first pass from the goalkeeper cannot be intercepted by the opposition (see 17. Ordinary Fouls)

## 15. Corner Throw

A corner throw results when the ball crosses the goal line (outside of the goal) having last been touched by the defending goalkeeper of the defending team.

## 16. Neutral Throw

When one or more players of opposing teams commit an ordinary foul at the same moment, the referee shall signal a neutral throw and call for the ball. This will commonly be (but is not limited to) when a player of each team is in contact with the ball and the ball is taken underwater in such a manner that the referee is unable to distinguish which player offended first.

At the neutral throw, the referee shall throw ball into the field of play so as to allow the players of both teams to have equal opportunity to reach the ball. **(Refer to Officials Hand Signal – Fig 3).**

## 17. Ordinary Fouls

An ordinary foul shall result in a free throw being awarded to the opposing team. The free throw must be taken from the location of the ball. The ball must be passed to another player of the same team before a goal may be scored. A defender cannot interfere with the taking of a free throw, corner throw, or goal throw. **(Refer to Officials Hand Signals- Fig. 2).**

The following will result in a free throw being awarded to the opposing team:

- To play the ball with 2 hands\*
- To take or hold the entire ball under water
- To walk or run with the ball
- To hold the ball under the arm against the body when tackled (rugby style)
- To strike at or hit the ball with a closed fist\*
- To swim on or over an opponent's legs
- For a defending player to contact an attacking player
- For an attacking player to push off or hold a defending player
- To be inside 2m without or ahead of the ball (offside).
- To attack or make contact with the opposition's goalkeeper when the goalkeeper holds the ball
- To intercept a direct pass from the opposition's goalkeeper

\* This does not apply to the goalkeeper when they are inside their own 2m area

## 18. Coaches

Coaches may only stand/walk between the team bench and the 2m cone, along the long side of the field and only on the side of the team bench. The coach is permitted to pass instructions to their players during play. The coach must not direct negative comments to the referee or any opposing player or team official.

## 19. Spectator and Coach Behaviour

Flippa Ball is not a professional sport. This is a sport for kids, played by kids. In the event where a coach or spectator is misbehaving by shouting abuse directed at a referee, player, or any other person present, the league coordinator shall have the right to warn that coach or spectator about their abusive behaviour. Should the behaviour continue, the person will be requested to leave the pool facility.

### RULES WHICH APPLY, HOWEVER RARELY OCCUR WITHIN FLIPPA BALL

#### I. Exclusion Foul

An exclusion foul will result in a free throw being awarded to the opposing team. The excluded player may not participate in the play for 20 seconds and must move to the re-entry area on the goal line in front of their team bench. The player, or a substitute, shall be permitted to re-enter the game after 20 seconds or on the signal of the referee in the event of a change of possession.

The following may result in the exclusion of the offending player and a free throw being awarded to the opposing team:

- To splash an opposing player
- To attempt to sink, hold, or pull back an opposing player
- To interfere with the taking of a goal throw, corner throw, or free throw
- To throw the ball away following the awarding of a free throw to the opposing team
- To enter the game in an incorrect manner
- To use two hands to hold an opponent
- To commit a suspension foul

(Refer to Officials Hand Signals- Fig. 4-5, 8-13).

#### II. Suspension Fouls

A player guilty of Misconduct shall be suspended from the remainder of the game with substitution after 20 seconds. The suspended player must move to the re-entry area on the goal line in front of their team bench. Misconduct refers to aggressive or foul play, abusive or inappropriate language, and deliberately striking or attempting to strike an opposing player. (Refer to Officials Hand Signals – Fig. 4-5, 8-13).

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