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## FLIPPABALL RULES

### General

- Flippaball is 25 minutes long – 2 x 12 minute halves with 1-minute half time.
- Teams swap playing ends of the pool at half time.

### Aim

- The team's aim is to take the ball forward towards the opponent's goal with the aim of scoring a goal.

### PLAYERS

- There are seven players in the water from each team at any one time. One of who is a goalie.
- **A player may only play for one team for the entire Flippaball League. Any exceptional cases must be referred to the league Co-ordinator, Rhiann Collins, before the game begins. Any team who fields an illegitimate player will immediately be asked to remove the illegitimate player. If there are not enough players to continue the game, the game will be defaulted.**

#### *Substituting*

- Players can be substituted after a goal has been scored or from the corner when your team has possession. All substitutions enter the game area from the corner of the pool.
- Players substituting players must in corner ready to exit the game area before the new player enters the water.
- Substitute players who are waiting to go on must not interfere with the game – they must be right in the corner of the pool, sitting on the side of the pool. They are not to touch the ball in play.

### **Goalie**

- A player may guard the goalie at the 2-metre line.
- The goalie cannot go past halfway.
- The goalie can catch and pass with 2 hands.

### TO START

- To start play, players must line up along the goal line, one hand on inflatable or wall. At a signal from the referee players swim or wade towards half way where the referee has thrown the ball. The player that reaches the ball first must pass it backward to team mates.

### PASSING, HOLDING AND DRIBBLING THE BALL

#### *Passing*

- YEARS 4, 5 & 6 Players may use two hands to catch the ball but must only use one hand to pass the ball.
- YEARS 7 & 8 Players must use only hand to catch and pass the ball.
- It must be clearly obvious to the referee that one hand is being used.

### ***Holding***

- A player must not hold onto the ball for more than 5 seconds
- The ball may be knocked out of a player's hand provided that the player is not contacted.
- A player must not hold the ball when dribbling
- No player may take or push the ball under water.

### ***Dribbling***

- A player can swim with the ball by pushing it along in front of them (dribbling), the ball can be stolen from a player who is dribbling the ball, provided that player is not contacted.
- Players may stand on the bottom of the pool, but may not step or walk, hop or step along the bottom while holding the ball.

### **Ball goes out of court**

- If the ball is knocked out of play, a free pass is given to the opposing team.
- If the ball is knocked out of play by the goalie off a shot at goal, the opposing team gets a free throw from the corner.
- If the shot at goal goes out without touching the goalie, the goalie gets a free throw.
- Yrs 7/8 if the shot at goal hits the goal and bounces back into play, the ball goes back to the goalie.

### **Penalties and infringements**

#### ***Contacting***

- Contacting another player is not allowed – this includes any under water contact. A definition of contact includes
- Hitting of another player's body part – head, arms, hands
- Tackling another player with the penalty for tackling a player shall be exclusion from the game until the next break in play (either a goal or the end of a quarter)
- Swimming over an opponent's legs.

#### ***Non Fair play antics***

- Abusive language and aggression are prohibited and the penalty will be exclusion for the remainder of the game with a substitute. (Aggression is defined as deliberately striking or attempting to strike another player)

#### ***Other infringements***

- No player is allowed to enter the opponent's two-metre area unless the player has the ball or the ball is in front of the player, otherwise the player is offside
- No player is allowed intentionally splash another player

#### ***Free throw***

- An infringement of the rules results in a free throw, signalled by a whistle from the referee. The referee will signal this by pointing his/her arm in the direction that the attacking team are travelling.
- The free throw may not be interfered with by the opposing team. The opposition's arm must be 1 metre away.
- Players cannot shoot directly for a goal off a turnover, a pass must be made.
- Held ball will be called if a player holds the ball at a penalty pass for longer than 5 seconds without passing the ball.

## Scoring

- A goal is scored when the ball completely passes over the front of the goal line (it does not have to touch the back wall). The goal line is indicated by a black line around the goal mouth in the YEARS 4, 5 & 6 grade.
- A goal shot from inside the 2-metre area will not be counted.
- A goal shot outside the 2-metre line, with a player of the same team inside the 2 metre area will not be counted.
- The ball carrier can only shoot once in the attacking half of the court. It is not permissible to shoot from one's own half.
- After a goal has been scored the players return to their own halves and a member of the team who did not score the goal takes a throw from half way. The ball must be passed back to a team member. The pass may be interfered with by the opposing team. The team with the pass off needs to get rid of the ball quickly.

## Referee

- Referees call is final. No arguing with referee is permitted during play.
- Complaints should be made to Controller.
- Referees have all been through training.

## General

During play all coaches are to remain behind the 2m line of the goal end they are defending.

Spectators are to remain behind the referee at all times.

At half time teams are to move to opposite ends quickly (half time is only 1minute long)

Players are to exit pool under the inflatables.

Yrs. 7 & 8 when the play goes out of play you are to swim under the lane ropes to retrieve it (not over)