

FlippaBall

Rules

OFFICIAL



FlippaBall
branded
**SIZE 2
BALLS**
(available
from WPA)



Any depth

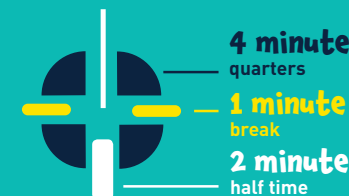
If players can touch the bottom, they may not walk while touching the ball or jump off the bottom in attack or defence



Players in the water



All players to get equal playing time across all positions in a game



Aim of the game

While protecting the ball from the other team, try to score the most amount of goals



Attempt to shoot or steal the ball from the other team.



Only use one hand to touch the ball



Avoid deliberately touching another player



Avoid pushing the ball fully under water

Pass the ball three times before a shot a goal



Don't hold onto the ball for too long



A referee will issue a 'free throw' if any of these rules are broken.

A free throw means that all other players must move at least 1m away from the person with the ball until they pass it (you cannot shoot a goal off a free throw)



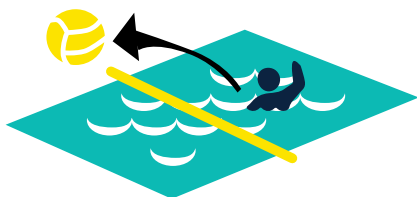
To Start the game / each quarter:



One player from each team swims from their goal line to the middle to reach the ball first then pass to their team

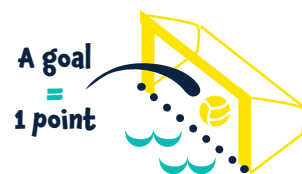
If the ball goes OUT of the pool

The team who did not touch the ball last gets the ball back in line with where the ball first went out



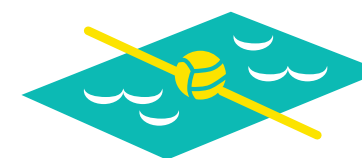
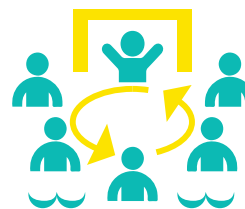
To score a goal

A goal is scored by the whole ball crossing the goal line



After a goal is scored

After a goal is scored, all players must rotate, including as goal keeper



To re-start after a goal

The team that did not score the goal re-starts with the ball lined up at half-way

If the **SCORE GAP** reaches 10 goals or greater, the trailing team may add one additional field player until the score gap becomes less than 10 goals.

