

Flipper Ball Rules

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I want to do this! What's This?

Flipper Ball (more commonly denoted as "Flippa Ball") is a version of water polo that has more relaxed rules and regulations in a safer setting that permits younger players, usually between ages 5 and 9, to learn techniques and hone their skills required for the standard water polo game. There are several rules that differentiate flipper ball from water polo. Rules vary depending on the league, but some are more general.

Timing

1. Games are typically much shorter than standard Water Polo World League games. Flipper ball is usually divided into two 10-minute halves as opposed to standard water polo's four 8-minute periods.

One Hand

2. With the exception of the goalie, who can use two hands to catch the ball, all players on either team can only catch and throw the ball with one hand. This also applies to defending and shooting.

Shallow Pools

3. In standard water polo, players generally do not touch the bottom of the pool. In flipper ball, however, the standard pool depth is only one meter, or three feet, allowing players to stand. However, players can only walk if they are not in possession of the ball. Once a player has possession, they have the option to either move by swimming or passing/shooting the ball. No players may submerge the ball, and if the ball does go under, the player whose hand is closest to it will be charged with the foul.

Non-Contact

4. There is no contact allowed between any players. Defenders may not fend-off offensive players and vice versa. If so, a free throw will be permitted to the non-offending team. Splashing and dunking are fouls and could result in a 20-second exclusion while aggressive behavior like striking or cursing could result in exclusion for the rest of the game at the referee's discretion.

Number of Players

5. Seven players can be in the water for either team at the same time. This squad is made up of six field players and one goalie and up to six substitutes at a time.

Goals

6. Goals are awarded when the entirety of the ball crosses the line of the net's front two posts. A shooting player must be on the opposing team's side, as it is illegal to shoot from your own side. After a goal, the game resumes in the middle of the pool with possession on the side of the non-scoring team.