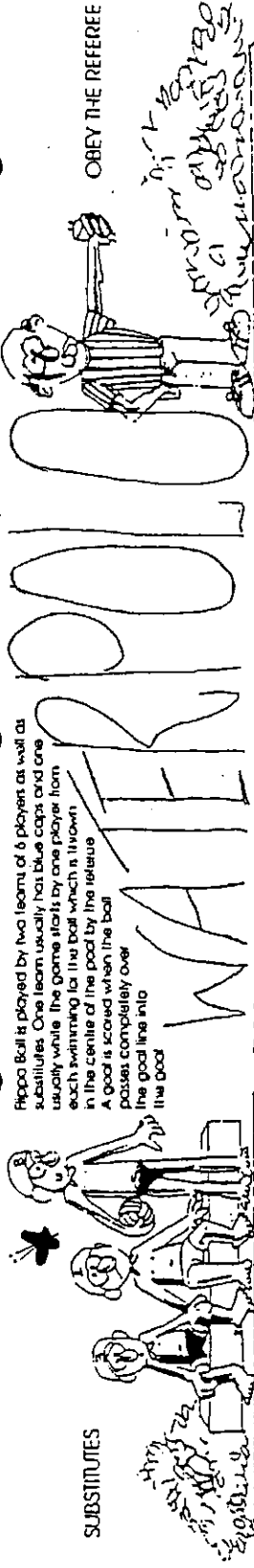
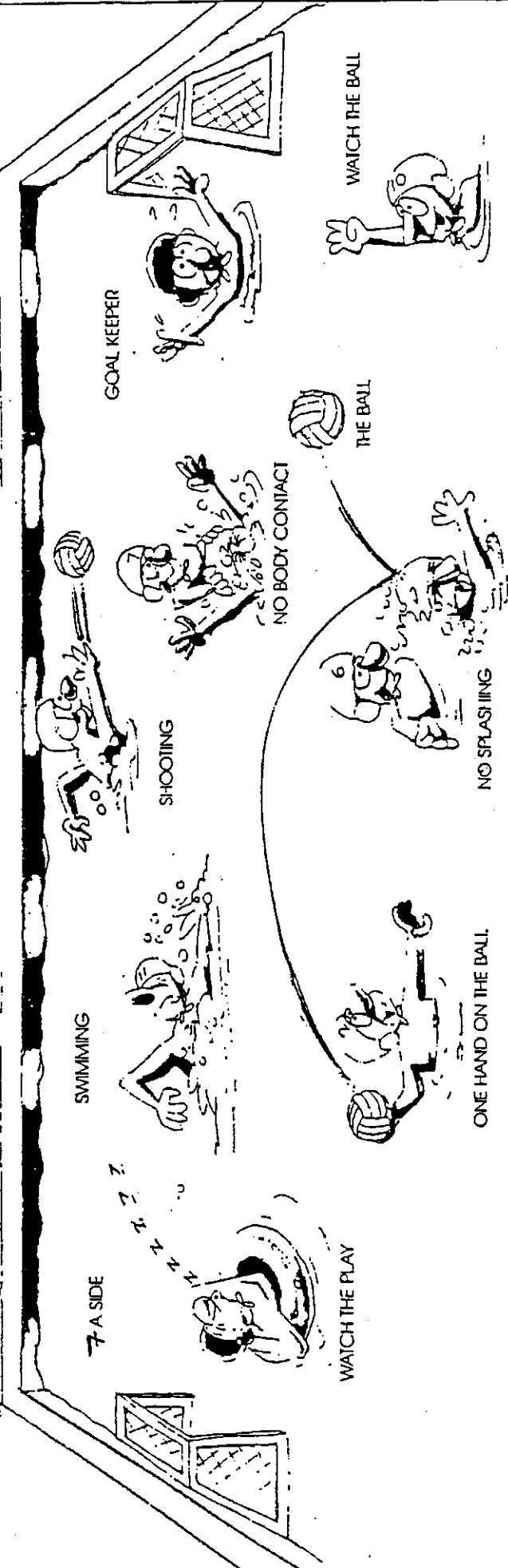


It's Skilful, It's exciting, It's new, It's good for your swimming, It's ...

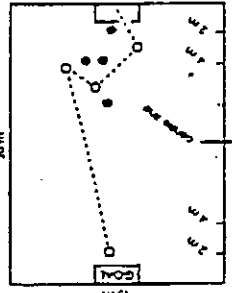


Hippo Ball is played by two teams of 6 players as well as substitutes. One team usually has blue caps and one usually white. The game starts by one player from each swimming for the ball which is thrown in the centre of the pool by the referee. A goal is scored when the ball passes completely over the goal line into the goal.



# FLIPPABALL

(MODIFIED RULES WATER POLO)  
 REFeree: 2 people must touch the ball before a goal can be scored.  
 The purpose of the game is to get a free player in front of goal for a free throw but must swim back to the goal to keep the player advantage of 2 equal to 3 against 2.



## BASIC RULES

- 1 After a goal is scored, the players must line up behind the centre line and the opposing team restarts the game with the ball.
- 2 Ball can be touched with 2 hands but must be thrown with one and must not be taken underwater.
- 3 Any body contact or swimming on the legs of an opponent is a free throw.
- 4 You cannot shoot directly at goal from a free throw but must pass first to a team mate.
- 5 If the goalie hits the ball out of play, a canoe throw, is by the attacking team on the 2 metre mark.
- 6 Normal playing time is 45 minutes and any player may be substituted after a goal is scored or at quarter time.

AUSTRALIAN WATERPOLO IS PROUDLY SPONSORED BY ... AUSTRALIAN AIRLINES

THE AUSTRALIAN SPORTS COMMISSION endorses FLIPPABALL

Keep it Simple and Have Fun **SPEDA**

# OFFICIALS

Goal



Judge

5m

SECRETARIES



REFEREE

\* THE REFEREE IS IN ABSOLUTE CONTROL OF THE GAME ...

REFEREE

... AND ALL DECISIONS ARE FINAL



TIMEKEEPERS

5m

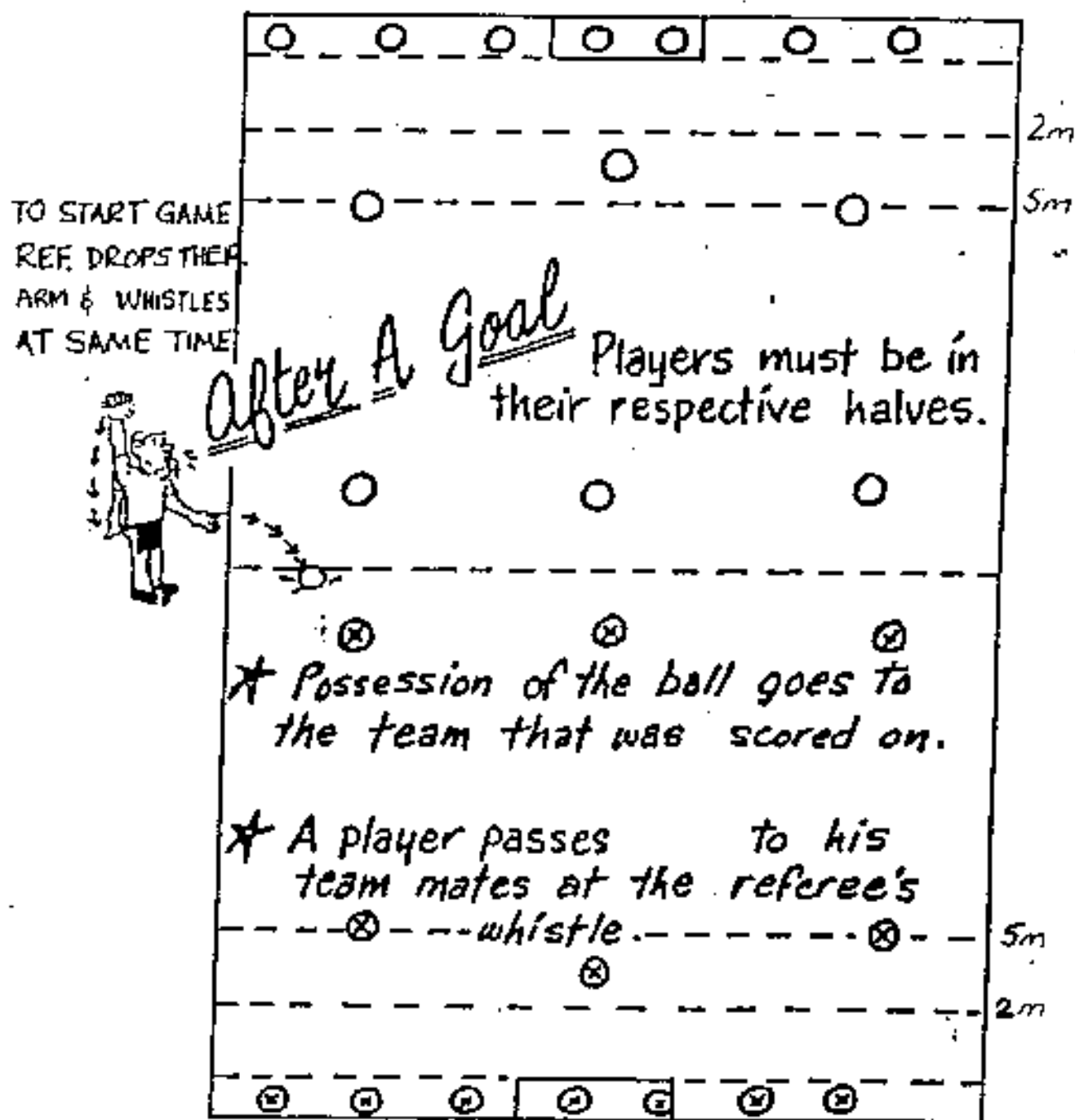
2m

Goal



Judge

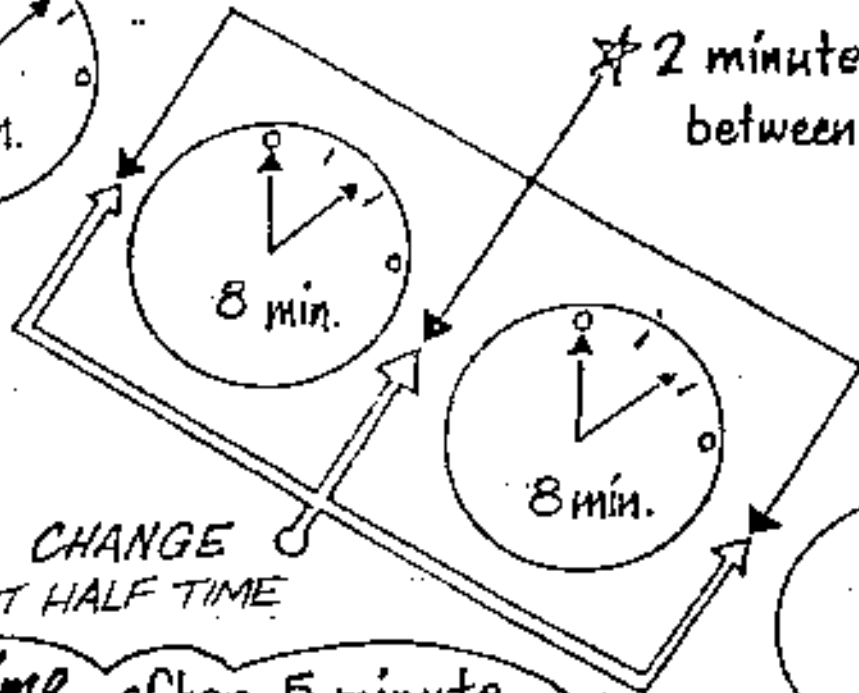
## STARTING - Line Up Behind Goal Line



# TIME

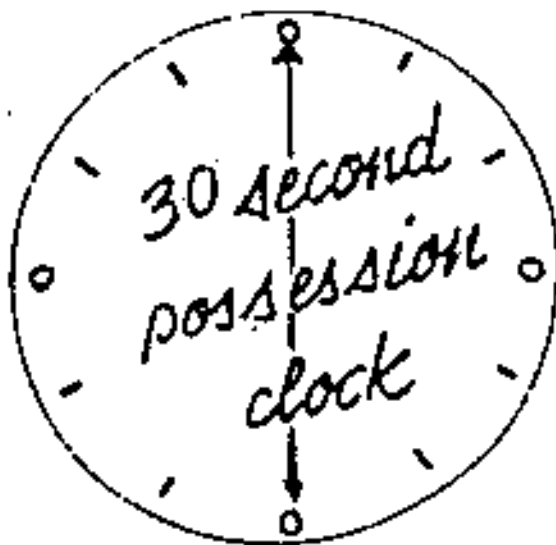
4-8 minute quarters with

\* 2 minute intervals  
between quarters



TEAMS CHANGE  
ENDS AT HALF TIME

Overtime - after 5 minute  
interval - play 2 periods of 3 min  
each - with an interval of 1 min.



# GOALKEEPER

within  
the 5m.  
area the  
goalkeeper  
can:



STAND, WALK or JUMP  
ON BOTTOM OF POOL

strike ball  
with a  
clenched fist

TOUCH BALL WITH  
TWO HANDS.

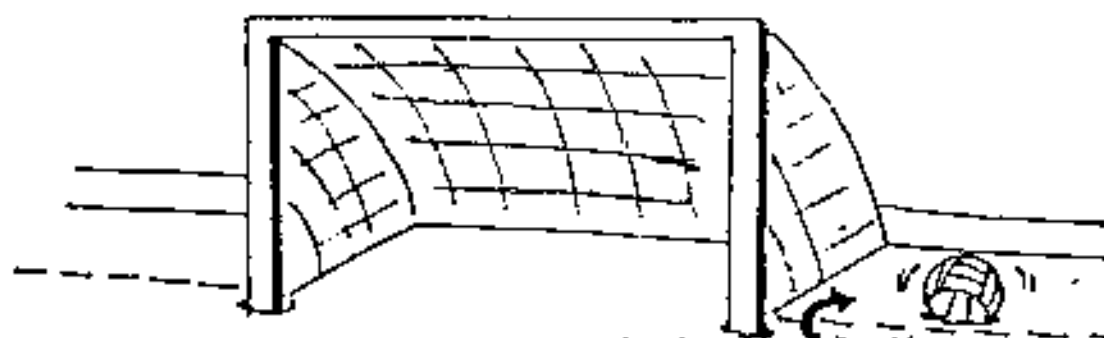
GOALKEEPER  
CANNOT ...

SWIM BEYOND  
CENTRE

hold onto or push off  
net ...

... or end of pool.

**GOAL THROW** The referee must signal BY WHISTLE immediately the ball crosses the goal line.

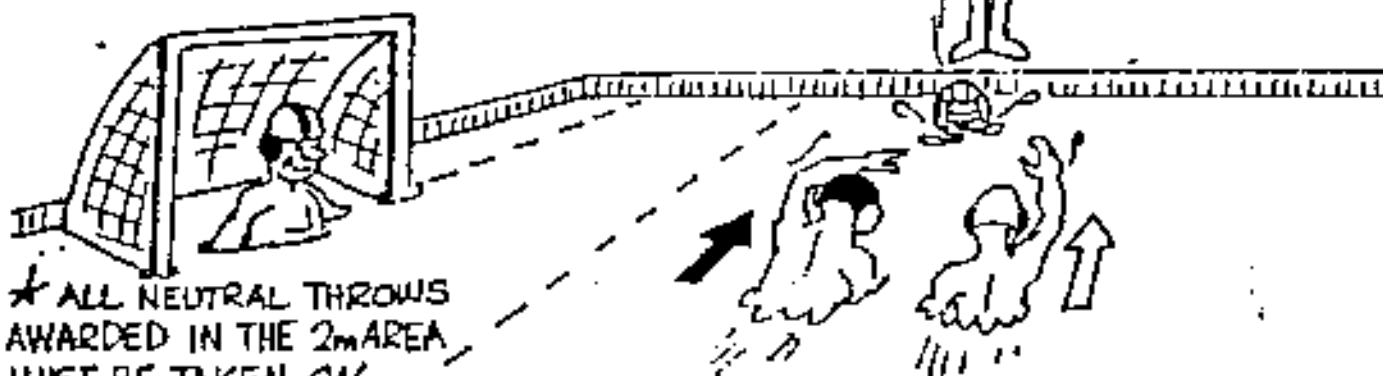


When entire ball PASSES OVER the goal-line, excluding the portion between the goal posts, having last been touched by the attacking team; a GOAL THROW is awarded the goal keeper (taken anywhere in 2m area)

- A GOAL THROW TAKEN IMPROPERLY - MUST BE RE-TAKEN.

## NEUTRAL THROW

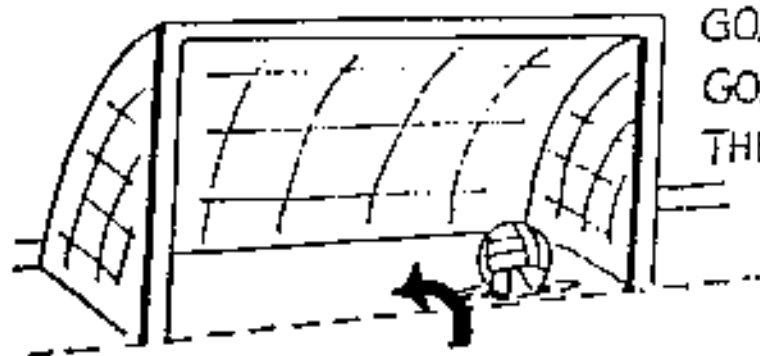
★ WHEN ONE OR MORE PLAYERS OF EACH TEAM COMMIT A FOUL AT THE SAME MOMENT (Ref. can't tell which was first) - REF. MUST TAKE BALL AND THROW IT INTO THE AIR CLOSE TO PLACE WHERE INCIDENT OCCURED - in such a manner that both players have an equal opportunity to reach the ball.



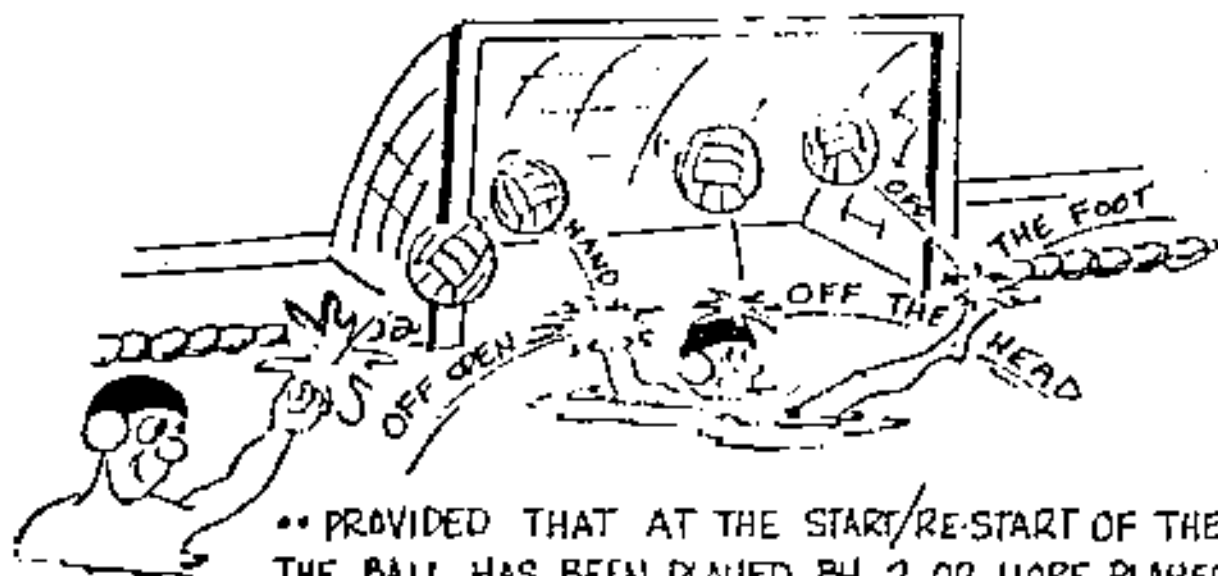
★ ALL NEUTRAL THROWS AWARDED IN THE 2m AREA MUST BE TAKEN ON THE 2m. LINE

★ IF A REFEREE FEELS ONE TEAM HAD AN ADVANTAGE - HE MUST TAKE THE THROW AGAIN

A GOAL IS SCORED BY THE BALL PASSING FULLY OVER THE GOAL LINE, BETWEEN THE GOAL POSTS AND SUBJECT TO THE FOLLOWING CONDITIONS:



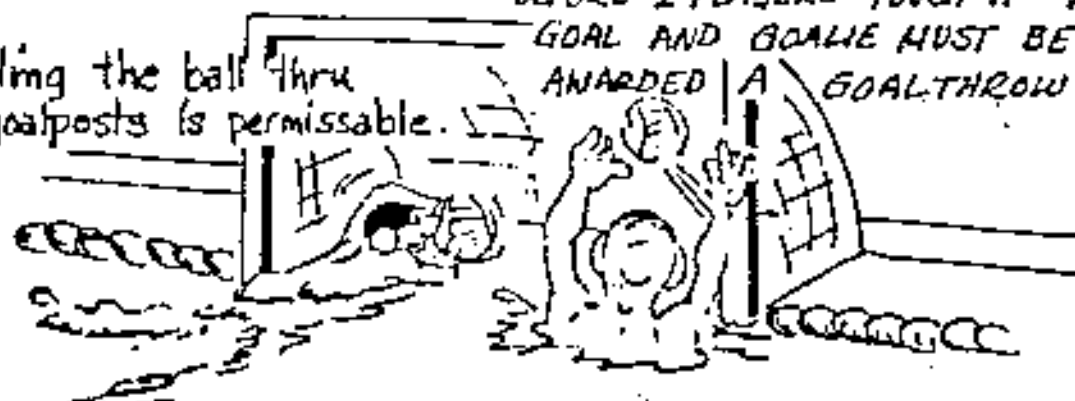
A GOAL MAY BE SCORED BY ANY PART OF THE BODY - EXCEPT A CLENCHED FIST:



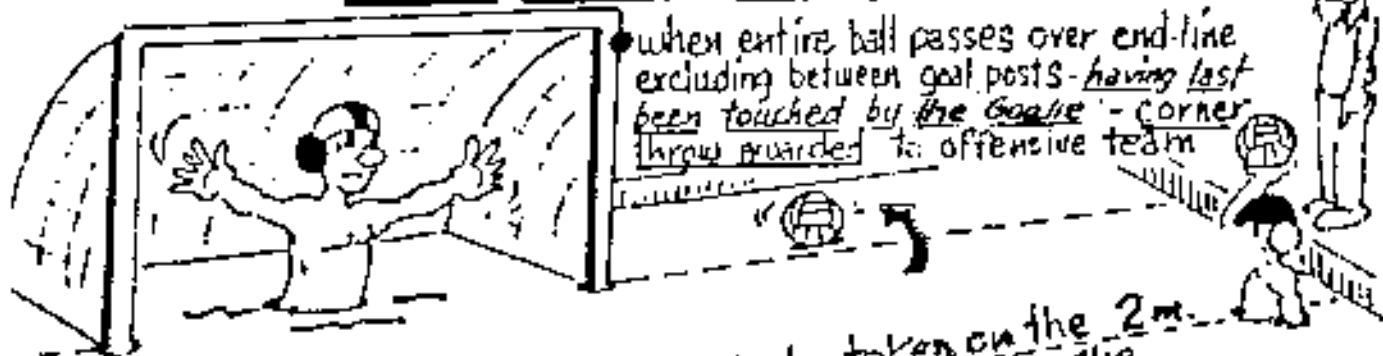
•• PROVIDED THAT AT THE START/RE-START OF THE GAME THE BALL HAS BEEN PLAYED BY 2 OR MORE PLAYERS (from either team) •••••

IF BALL CROSSES THE GOAL LINE BEFORE 2 PLAYERS TOUCH IT - NO GOAL AND GOALIE MUST BE AWARDED A GOALTHROW -

dribbling the ball thru the goalposts is permissible.



# CORNER THROW



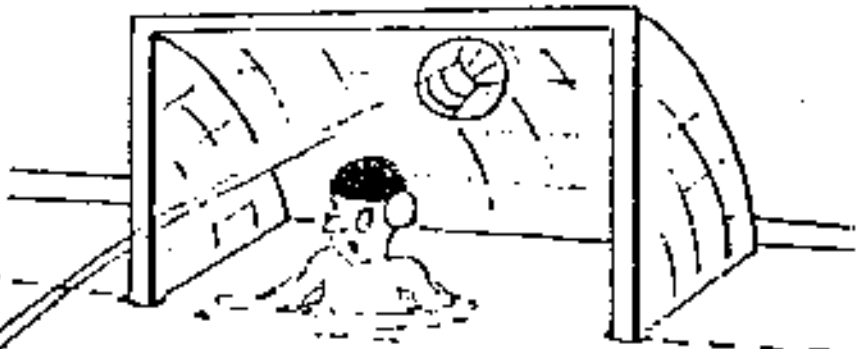
• when entire ball passes over end-line excluding between goal posts - having last been touched by the Goalie - Corner throw awarded to offensive team

WHEN A CORNER THROW IS TAKEN, NO PLAYER (except defending goalkeeper) MAY BE WITHIN THE 2M. MARK.

• to be taken on the 2m. line on the side the ball went out.

- IF GOALKEEPER IS OUT OF H<sub>2</sub>O - ANY OTHER PLAYER MAY TAKE UP HIS POSN ON THE GOAL LINE - WITHOUT HIS PRIVILEGES
- IF A GOALKEEPER, TAKING A FREE or GOAL THROW, releases the ball, and no one else touches it - regains possession and allows it to pass thru his own goal, a CORNER THROW MUST BE AWARDED

A CORNER THROW TAKEN IMPROPERLY MUST BE RE-TAKEN.

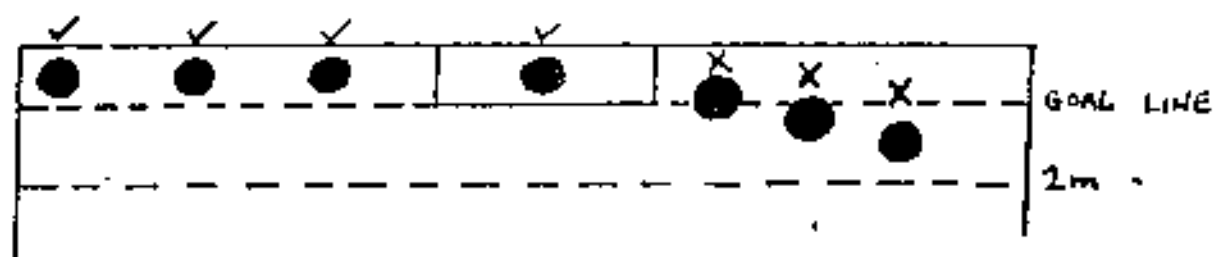


If a player taking a free throw passes the ball towards his own goal-keeper - and before any other player has touched it...

- THE BALL CROSSES THE GOAL LINE or ENTERS THE NET...
- A CORNER THROW MUST BE AWARDED

## IT IS AN ORDINARY FOUL TO:

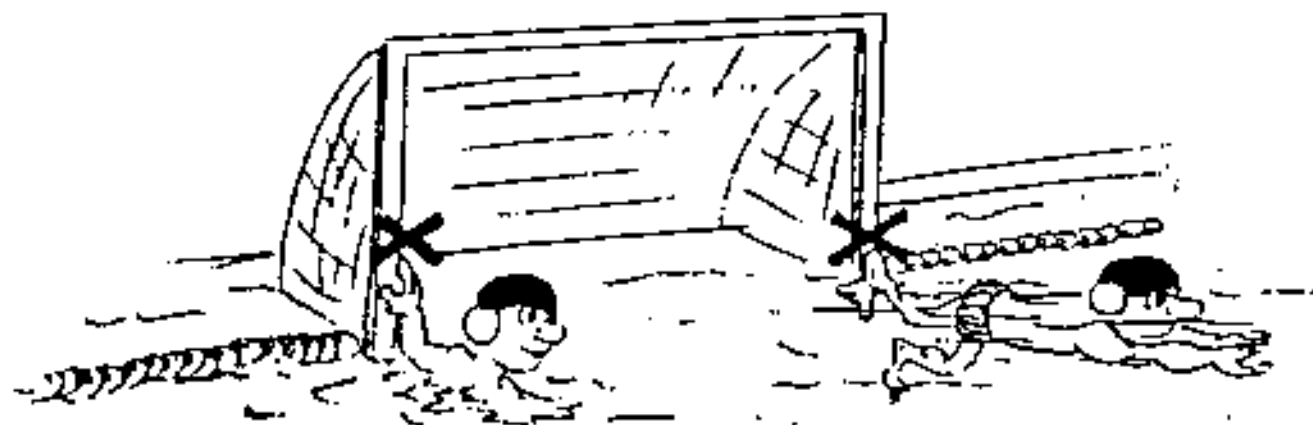
- ADVANCE BEYOND THE GOAL LINE (start/re-start) BEFORE THE REFEREE HAS GIVEN THE SIGNAL.



- ASSIST A PLAYER AT THE START-RE-START



- HOLD ONTO/PUSH-OFF GOALPOSTS (or their fixtures)  
(hold onto rails - hold onto/push-off sides/ends during play)



ITS A FOUL ...



- TO TOUCH BALL BEFORE IT TOUCHES H<sub>2</sub>O WHEN THROWN IN BY THE REFEREE, EXCEPT NEUTRAL THROW.

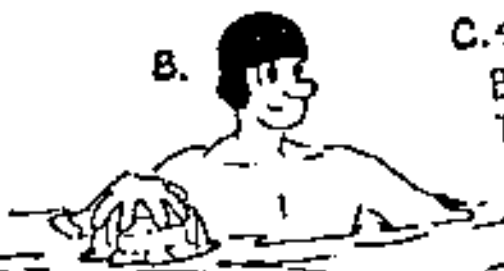


- TO JUMP FROM THE FLOOR OF THE POOL TO PLAY THE BALL & TACKLE AN OPPONENT.

- Deliberately to IMPEDE or prevent the free movement of an opponent unless HE IS HOLDING THE BALL ••



A. ABOVE THE HEAD.



B. SWIMS WITH BALL IN HAND, OR MAKES CONTACT WITH BALL ON SURFACE

C. SWIMMING WITH THE BALL - IS NOT CONSIDERED TO BE HOLDING





YOU CAN'T STAND  
OR WALK WHEN  
PLAY IS  
IN PROGRESS



YOU CAN'T TAKE/HOLD THE BALL  
UNDERWATER WHEN TACKLED  
(if his hand holding the ball  
is pushed under with the ball - opponent  
gets the ball)



YOU CAN'T STRIKE AT  
THE BALL WITH A  
CLENCHED FIST.

NO SPLASHING OF WATER  
IN YOUR OPPONENTS FACE.



## IMPEDING:

a player swimming with the ball is most often impeded by an opponent swimming over his legs.



a player with one hand on ball tries to force opponent away to obtain space for his own play



A player in possession of the ball may push his opponent backwards with his head.

if a player doesn't touch a floating ball - yet he impedes by blocking his opponent with his body or with his arms flung open.



- YOU CAN'T TOUCH THE BALL WITH BOTH HANDS AT THE SAME TIME.



- YOU CAN'T PUSH or PUSH OFF FROM AN OPPONENT OR TO SIMULATE BEING FOULED

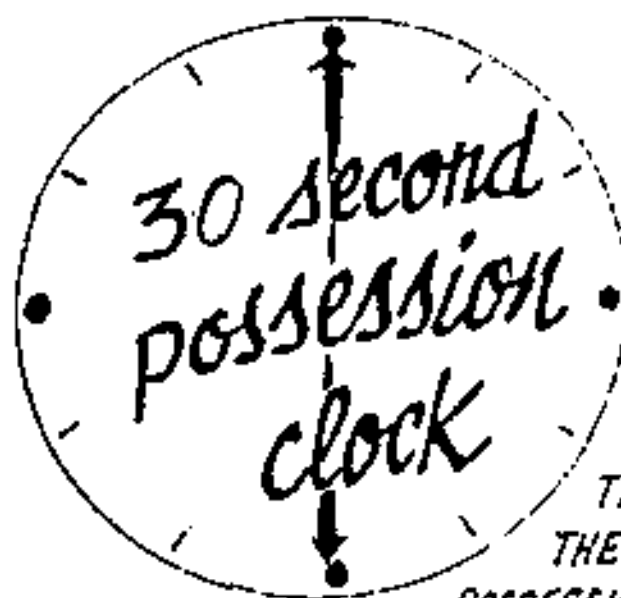


The foul of PUSHING is most often committed by DEFENDERS - PUSHING OFF is most usually committed by ATTACKERS -

IT IS IMPORTANT TO DISTINGUISH IF THE HAND OR FOOT DOES THE PUSHING or PUSHING OFF - punishment by hand is a FREE THROW - TO KICK IS A MAJOR FOUL It is important for the ref. to distinguish between pushing with the foot or KICKING WITH THE FOOT

YOU CAN'T BE WITHIN THE OPPONENTS 2m. LINE AHEAD OF THE BALL unless you have swum the ball over the 2m - then passed to a team-mate outside the 2m & haven't

been able to get back out before your team-mate shoots.



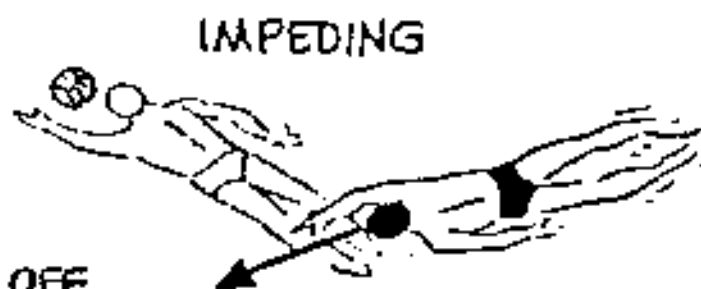
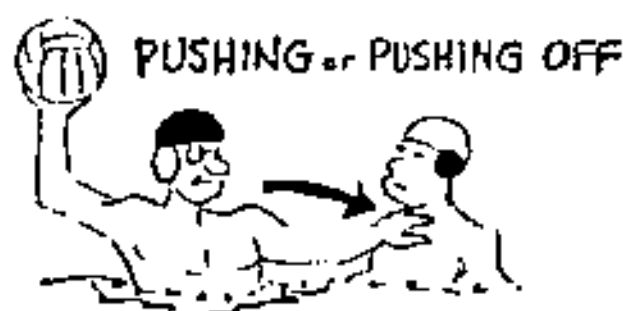
even if you have less players than your opponents you can't retain possession for more than 30 seconds without shooting at their goal.

TIME STARTS FROM 30 WHEN THE BALL COMES INTO THE POSSESSION OF THE OPPOSING TEAM.

AT THE EXPIRATION OF THE 30 SECONDS - THE FREE THROW SHALL BE TAKEN BY THE PLAYER NEAREST THE POINT AT WHICH THE GAME IS STOPPED!

## DEAD TIME

IF, BEFORE A FREE THROW, CORNER THROW, NEUTRAL THROW or PENALTY THROW IS TAKEN ...



or ... ANY  
MAJOR FOUL ...

.. IF ANY OF THE ABOVE ARE CAUSED BY A DEFENDER - HE WILL BE ORDERED FROM THE H<sub>2</sub>O FOR 20 SEC'S. (or until a goal is scored or there is a change of possession.)

...if it is caused by an OFFENDER, his team loses possession of the ball ...

**In** the defensive, a "PERSONAL FAULT" is recorded against the player who committed the offence.

\* A Free Throw Taken Improperly - Must Be Re-Taken!

## FREE THROW

THE REFEREE MUST MAKE SURE A FREE THROW IS TAKEN WITHIN A REASONABLE AMOUNT OF TIME *but does not have to be immediate* - but the throw must be taken by the player who is clearly in a position to most readily take it.



by dropping it on the water...

*there should be no delay - and other players must be able to see the ball leaving the hand of the thrower...*

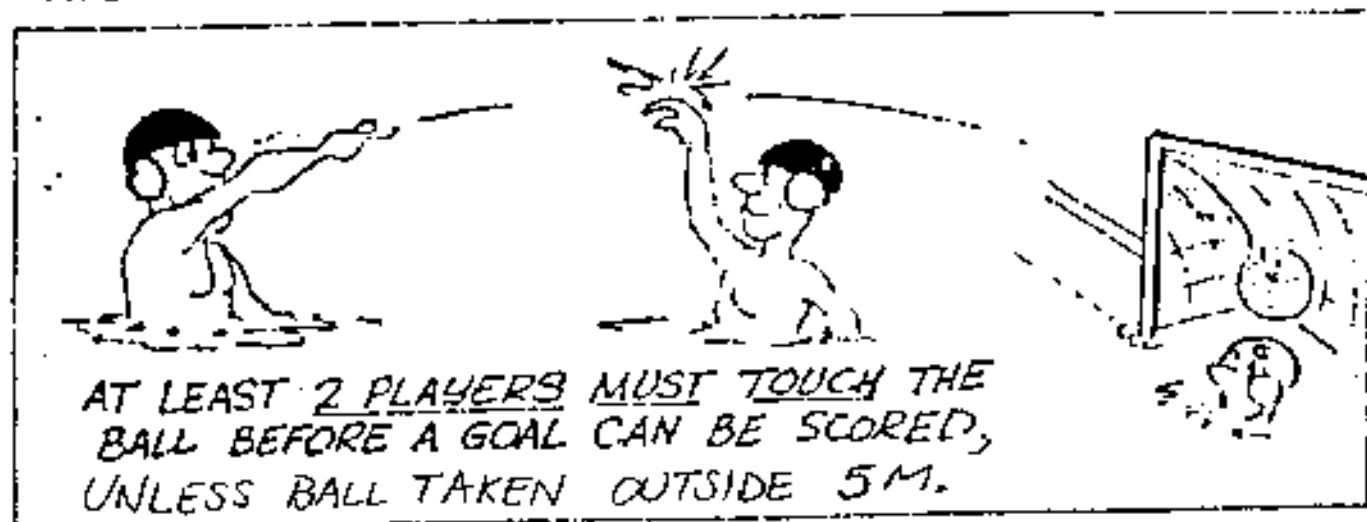


*or throwing it in the air...*



*...or dribbling the ball before passing*

**WHEN THE BALL LEAVES THE HAND - IT'S IN PLAY!**



**AT LEAST 2 PLAYERS MUST TOUCH THE BALL BEFORE A GOAL CAN BE SCORED, UNLESS BALL TAKEN OUTSIDE 5M.**

# MAJOR FOULS

## 1. TO HOLD



## 2. TO SINK



## 3. TO PULL BACK



## 4. SPLASHING

AN OPPONENT WHO IS NOT HOLDING THE BALL IS A MAJOR FOUL for which a FREE THROW is awarded and the player at fault is excluded for 20 sec. (or until a goal is scored or there is a change of possession.)

**IF**

ANY OF THE ABOVE HAPPEN WITHIN THE OPPONENTS 5m. AREA but for which a goal would probably have resulted A PENALTY THROW MUST BE AWARDED.

## TO KICK



## or TO STRIKE

or make disproportionate movements with that intent.

# TO KICK or STRIKE (offensive or defensive)

IF EITHER OF THE ABOVE RESULTS IN A SERIOUS INJURY  
THE PLAYER AT FAULT MUST BE PUNISHED BY EXCLUSION  
FOR FOUR (4) MINUTES OF THE GAME and he  
MUST NOT BE SUBSTITUTED! (BRUTALITY!)  
(brutality can be against a player, official or between periods of play)



if any player (including goalie) pulls  
down or pushes away the goal,



if any player (except goalie) plays  
the ball with both hands,



or with a clenched fist..

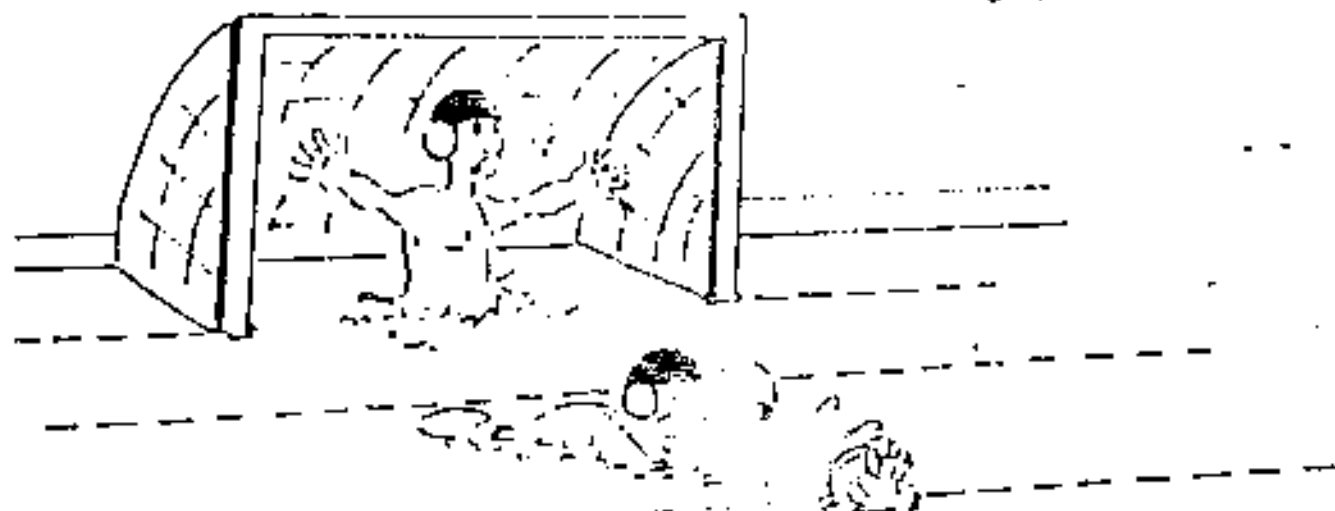


a defensive player or goalie to take the ball underwater  
within the 5m. area to prevent a goal being scored.

A PENALTY THROW MUST BE AWARDED.

## TO PERSIST IN ANY ORDINARY FOUL

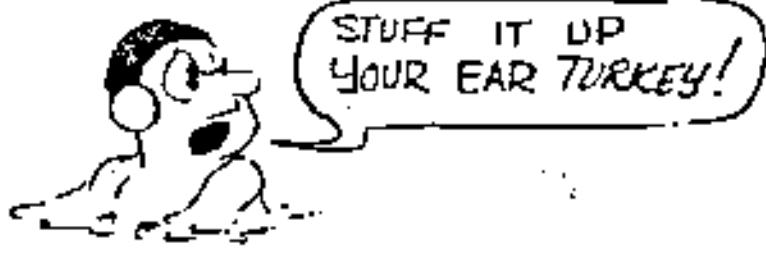
This refers to the same player having persisted



and usually happens "in the hole"

THEN  
THE OFFENDER IS EJECTED & A PERSONAL FAULT  
IS RECORDED AGAINST HIM!

## TO REFUSE OBEDIANCE TO, OR SHOW DISRESPECT FOR THE REFEREE



TO BE GUILTY OF MISCONDUCT (misconduct  
is violence, use of foul language, persistent  
foul play, etc.)

## TO INTERFERE WITH THE TAKING OF A FREE, GOAL, CORNER or PENALTY THROW

ie: deliberately throw ball away to prevent normal progress of game,  
attempt to play the ball before it leaves hand of thrower



BLOCKING DIRECTION OF THE THROW



disturbing the actual  
movement of thrower.

MOST COMMONLY FOR A PENALTY SHOT IS A *KICK!*

## AN EXCLUDED PLAYER MUST NOT REENTER:

1. Without permission of the Secretary or Referee.
2. By jumping or pushing off the side or wall, or
3. from any other place than prescribed after expulsion.

IF THEY DO (other than waiting for a 20 sec. expulsion) THEY  
WILL BE EXCLUDED FOR REMAINDER OF THE GAME.

**AFTER** an accident or injury or after a goal has  
been scored, a substitute may enter from  
any point outside the field of play!

# THE PUNISHMENT FOR A MAJOR FOUL IS:



THE OFFENDING PLAYER MUST BE ORDERED FROM THE WATER FOR 20 SECONDS ACTUAL PLAY (or until a goal is scored or there is a change of possession.)

FREE THROW TAKEN BY NEAREST OPPONENT AFTER THE EXCLUDED PLAYER HAS COMMENCED TO LEAVE THE WATER AND THE REFEREE HAS SIGNALLED THE FREE THROW TO BE TAKEN

*The penalty period starts upon the taking of the free throw*

IF THE PLAYER LEAVING THE H<sub>2</sub>O INTENTIONALLY INTERFERES WITH THE PLAY - IT CONSTITUTES ANOTHER MAJOR FOUL and a penalty throw shall be awarded.

**SIMULTANEOUS  
FOULS**

BY MEMBERS OF BOTH TEAMS - THE OFFENDING PLAYERS SHALL BE EXCLUDED AND A NEUTRAL THROW TAKEN.

IF AN EXCLUDED PLAYER DOES NOT HAVE 3 PERSONAL FAULTS RECORDED AGAINST HIM - and a substitute enters for him at the end of the exclusion - THE 1<sup>st</sup> PLAYER NOT THE SUB. WILL BE OUT FOR THE REMAINDER OF THE GAME - but the sub will be excluded for 20 sec's. (or until a goal is scored or there is a change of possession.)

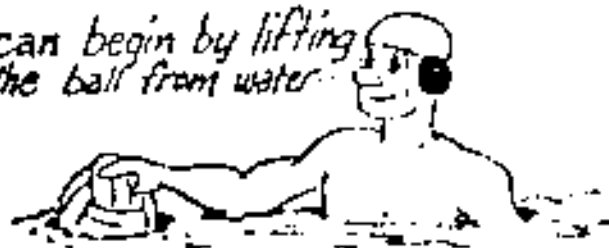


1. A PLAYER COMMITTING A MAJOR FOUL (offensive/defensive) shall be awarded a PERSONAL FAULT - after being awarded a 3<sup>rd</sup> PERSONAL FAULT - excluded from remainder of game - SUB. may enter at own goal line after 20 sec's. (or until a goal is scored or there is a change of possession.)

2. IF 3<sup>rd</sup> FAULT RESULTS IN A PENALTY THROW - the sub. may enter before the PENALTY SHOT - OFFENSIVELY - sub allowed immediately

# PENALTY THROW

can begin by lifting  
the ball from water:



.. or with ball  
held in raised hand



A PLAYER FOULED INSIDE OPPONENTS  
5m. LINE (kick, strike, brutality or goal is  
pulled down, player 'punches' or uses two hands to stop goal) A  
**PENALTY THROW MUST BE AWARDED**. Referee must announce  
the offenders' number to the secretary.

**WHEN A PENALTY THROW IS AWARDED - THE OFFENDER  
SHALL BE ORDERED FROM THE WATER ONLY IF THE  
OFFENCE IS SERIOUS ENOUGH TO JUSTIFY ORDERING FROM  
THE WATER FOR THE REMAINDER OF THE GAME**

A Penalty Throw may be taken by any member of the team to  
which it was awarded (except goalie) and the player taking the  
throw may elect to do so from any point on the 5m line.

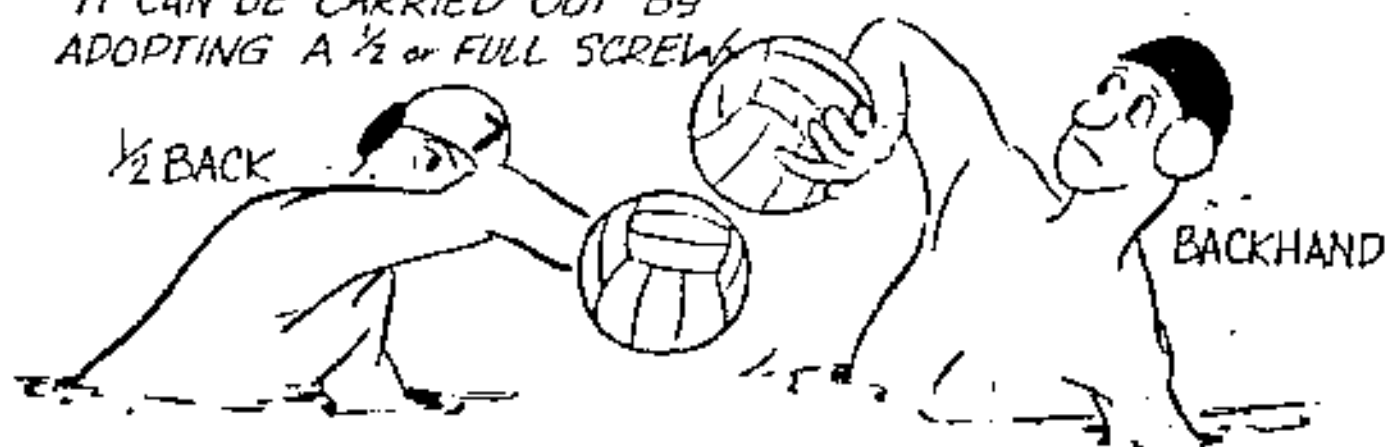
## PENALTY THROW SEQUENCE

1. PLAYER WAITS FOR REFEREE SIGNAL
2. WHISTLE + SIMULTANEOUS LOWERING OF ARM
3. BALL MUST BE THROWN WITH AN  
UNINTERRUPTED MOVEMENT

SHOULD THE BALL REBOUND OFF POSTS OR CROSS-  
BAR - IT REMAINS IN PLAY.

## PENALTY THROW (cont.)

IT CAN BE CARRIED OUT BY ADOPTING A  $\frac{1}{2}$  or FULL SCREW



•• WITH THE THROWER POSITIONED WITH HIS BACK TO THE GOAL

IF THE REFEREE'S WHISTLE IS SIMULTANEOUS WITH THE EXPIRATION OF 30 SEC'S, AT AN INTERVAL OR FULL TIME, THE PENALTY SHOT MUST BE TAKEN (ball dead after shot)



GOAL-KEEPER POSITIONS HIMSELF ANYWHERE ON THE GOAL LINE  
NO PART OF HIS BODY AT WATER LEVEL MAY GO BEYOND GOAL LINE  
(if goalie out of H<sub>2</sub>O - any player can take his place - but  
without the privileges and limitations of a goal-keeper)

IF A PENALTY THROW IS INTERFERED WITH - or the  
goalie isn't on the line, or players won't leave the 5 m. area -  
THE OFFENDERS MUST BE PUNISHED FOR REFUSING TO SHOW OBEDIENCE  
OR DISRESPECT AND MUST BE EXCLUDED FOR THE REMAINDER OF  
THE GAME (sub. may enter after 20 sec. or when a goal is scored  
or there is a change of possession.)

## OUT OF PLAY

- IF BALL GOES OUT OF THE FIELD OF PLAY or REBOUNDS FROM THE SIDE (above H<sub>2</sub>O level) A FREE THROW IS AWARDED TO THE OPPOSING TEAM. (taken where it went out)
- IF IT HAPPENS BETWEEN THE GOAL LINE AND 2m LINE IT WILL BE PUT INTO PLAY ON THE 2m LINE.
- If ball strikes or lodges in an overhead obstruction it will be put back into play with a neutral throw.

## LEAVING THE WATER & SUBSTITUTES

- A player must not leave the water or sit or stand on the steps or side of the pool except:
  1. During an interval,
  2. In case of illness or accident, or
  3. By permission of the Referee.

If a player infringes on this rule - GUILTY OF MIS-CONDUCT.

▶ IN THE CASE OF CRAMP - LEAVE H<sub>2</sub>O AS QUICKLY AS POSSIBLE - NO SUB!

- a player who retires thru accident may be replaced immediately

**otherwise**

### A PLAYER MAY BE SUBSTITUTED ONLY:

- a. if he's excluded for oil, dangerous objects, disobedience, 3<sup>rd</sup> fault,
- b. during the interval between periods,
- c. after a goal has been scored,
- d. before the start of extra time, or
- e. when another player swims to the bench.