

FLICKER BALL

History

Dr. H. E. Kenny and Dr. Armond H. Seider invented Flicker Ball in the fall of 1948. It is played with a football and the object of the game is to advance the ball by passing to a position from which a goal may be attempted. Any player on either team is allowed to handle the ball at any time. The ball may be advanced toward the goal only by means of passing. The player in control of the ball is not allowed to advance toward the goal while in possession of the ball. **NO** contact is allowed in this game. Lightning – quick passes, sudden starts and stops, and rather close man-to-man defensive plays are important ingredients of the game.

A novel feature of Flicker Ball is any attempted goal results in loss of ball possession. The goals are situated out of bounds with the specific intent of forcing the shooting team to throw the ball out of bounds and thus loss of possession. After a goal attempt, the defensive team puts the ball in play by throwing the ball in bounds from behind its own end line

Another interesting feature is the fact a loose ball that remains on the field of play is a free ball, which may be played by any player.

Flicker Ball Rules

A. *Number of Players* - The game shall be played by two teams consisting of seven players each. However, in Physical Education Class this may be different.

B. *General Rules* – No one is permitted to advance toward the goal while the ball is in their control.

1. If a player gains control of the ball while advancing toward the goal he is allowed a maximum of two steps in which to stop.
2. If a player is called for traveling, the referee will immediately blow the whistle. Offending player must place the ball on the ground in order for the nearest opponent to immediately put the ball in play.
3. When the ball goes out of bounds, an opponent of the player who last touched the ball in bounds will be given possession at that point, out of bounds.
4. All attempted shots for score must be thrown with a one handed overhand forward pass.
5. No player is allowed to retain possession of the ball for more than 5 seconds – Penalty – loss of ball on the spot of infraction.
6. Lateral passes (tossing the ball underhand and sideways) to team members are allowed.

C. Incomplete Passes

1. If the offensive team attempts a forward pass which is incomplete through no interference of a defensive player (i.e. if pass is poorly aimed or receiver drops the ball) whistle will be blown and possession of the ball will be given immediately to the nearest player of the defensive team, who will put the ball in play as soon as he is able, from the spot on which he gets control of the ball. (Ball may be put into play on the playing field, if that is where the defensive player picks up the ball.)
 2. If a forward pass is incomplete because a defensive player is the cause of the incompletion (Bats ball out of hands of passer or receiver, or out of the air) the ball remains a free ball and may be played by either team, unless, it rolls out of bounds.
- D. When a team is given possession of the ball out of bounds, they will be given 5 seconds to put the ball into play. Penalty for violation is loss of ball at approximately the spot the ball went out.

Scoring

- A. A goal is scored by firing the ball into the hole, or striking the face of the backboard.
1. A goal shot, which passes through the hole, scores 3 points.
 2. A goal shot, which strikes the face of the board, scores 1 point.
- B. Any attempt on part of the defensive team to goal tend in the dead ball area (i.e. deliberately bat out an attempted goal) shall result in award of 3 points to shooting team.
- C. Free throws count the same as field goals.

Fouls

- A. A personal foul occurs when any player causes personal contact with his opponent. Players committing a personal foul must leave the game and cannot return to the field of play until any team scores any field goal.
- B. For personal fouls, the offensive team will be given possession of the ball on the spot of the foul and will put the ball in play as soon as the offending player leaves the field. Out of bounds rules apply.

Equipment

- A. A regulation leather or rubber football will be the official ball.
- B. The goal shall be 4' X 5' rectangle, with a 2' X 3' rounded rectangular hole in it. The height of the lower edge of the rectangular hole shall be exactly eight feet from the ground.

