

Flickerball

History

Flickerball was originated in 1949 at the University of Illinois. It is a combination of basketball and football and is played with a regulation football on a field that is 80 yards by 30 yards. The outdoor game is played by two teams of seven players, but any number may play. The object of the game is to score a goal with an overhand pass thrown from at least 15 yards away.

RULES

- The game is started with a jump ball.
- A player may not run with the ball toward her goal. If a player catches the ball on the run, she has 3 steps to stop. A violation of this rule results in loss of possession. The other teams gets the ball at that spot.
- A player cannot hold the ball for more than five seconds. A violation of this rule results in loss of possession.
- All forward passes and shots on goal must be made with a one hand over-hand pass. The ball may be handed or tossed in any manner backwards or laterally.
- Any time the ball is fumbled or a pass is incomplete it is a free ball.
- After a goal is scored the ball is in-bounded under the goal. A player has five seconds to in-bound the ball.

FOULS

- A personal foul occurs when any player causes personal contact with an opponent. Pushing, bumping, tripping, etc. are all fouls. Penalty for any foul is a free throw from the free throw line.
- A technical foul will be awarded for intentionally kicking the ball.

SCORING

- A goal counts 3 points and is scored by an overhand throw which enters the basket.
- A board shot counts 1 point and is scored when the ball hits the backboard.
- A free throw which enter the basket scores 3 points.
- A free throw which hits the backboard scores 1 point.