FLIPPER FOOTBALL FLIPPER FOOTBALL **Team Name: Team Name: Player Names Player Names** Quarter Quarter 1st 1st 2nd 2nd 3rd 3rd 4th 4th Total: Total: FLIPPER FOOTBALL FLIPPER FOOTBALL **Team Name: Team Name: Names Player Names** Player Quarter Quarter 1st 1st 2nd 2nd 3rd 3rd 4th 4th

Total:

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Flipper Football Game Play & Rules

Game play: The mechanics of this game is more like shuffle board. Flipping the footballs horizontally across the board. As opposed to Paper Football where you are flipping a triangle through uprights.

2 - Player Rules. When playing head to head one against another player.

A Game is playing 4 Quarters (4 flips per player per quarter)

Each player takes 4 turns flipping their 4 individual footballs from the orange launch pad. The footballs have to be more than 50% of the ball inside the white boundaries of any given score zone.

Note: It's up to you if you want the players alternate shots but its easier to score just having each shoot four total score then other player shoots.

Each flip is totaled together for a total score for a single quarter.

After each player has taken their first flips and points awarded. That concludes the quarter, then a new quarter each player again flips their footballs and totally points. This repeats for each quarter.

The Player with the hight total at the end of the 4 quarters is the winner.

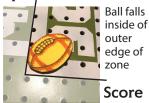
Multiple players 3-4 or more.

Game rules for 2 player apply just each player keeps their own point total and again after 4 quarters the player with the highest number of points is the winner.

Team Play

Divide the number of players into two teams. Each team player then only gets two flips per quarter the teams players total their individual scores together for a over all team score. Continue play through 4 quarters. The team with the highest total wins the game.

Special rules:









The ball is splitting two zones so its a score. The zone that has more ball in it would be awarded.

Tough Call

Out of Bounds: If a ball is flipped off the board it's considered out of bounds and the player forfeits that shot and or shoots their remaining shots if any.

Interference: If a flipped ball rolls or lands on the side or end rails this is considered Interference and the ball is removed from the game-board until other shots are completed, If any. And an extra shot is given to the opposing player.

Flag on the Play: If a football is flipped over it. Its all yellow on the back side making it look like a Yellow Flag on the play. A Flag on the play means a player loses a shot during his turn.

Questionable Calls: It's important to have an impartial referee. To make close calls where its hard to tell if football is in or out 50%. Oh an Referee's decisions are final!!

