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## Flick Footy - Rules

### Format

An AFL simulation table top dexterity game.

### Equipment

4 x goal posts, 4 x behind posts, 24 x player pieces, 2 x halos, 1 x centre circle, 1 x ball piece, 2 x The Bont and 2 x tweezers.

### Objective

1. Timed: To score more points than the other team within a pre-agreed time period.
2. Score: To be the first to score a pre-agreed number of points.

### Field

Any flat surface. A round table is ideal. The location of the boundary line, 50m arcs and goal squares is to be agreed by players. These need not be physically marked out on the field.

## **Scoring**

6 points (goal): Ball goes through the goal posts without first touching a post or player piece.

1 point (behind):

1. Ball goes through the centre goal after touching a post, player piece or the Bont.
2. Ball goes through either side goal regardless of whether it touches a centre goal post or player piece.
3. Ball touches either goal post.

## **Set up**

Place the centre circle in the centre of the field and erect the goal posts.

Place ball in the centre of the centre circle. Each player decides which way they are running and places a player piece (i.e ruckman) on either side of the ball on the centre circle. Players then take turns to place their player pieces on the field.

Player 1 places 1 x player piece on the field. Player 2 and player 1 then take turns to place 2 x player pieces on the field until all of player 2s player pieces are on the field. Player 1 then places his/her final player piece on the field.

There must be 4 x player pieces inside each 50m arc (8 x player pieces in total) and 4 x player pieces in the midfield (including the ruckman).

## **Centre bounce**

The centre circle is spun. Whoever's ruckman lands nearest to the ball is the attacker. The attacker takes his/her first attacking turn from where the ball lies.

If the ball stays on the centre circle, the ball is held between the rucks and bounced onto the centre circle until the ball leaves the circle.

## **Attack**

The attacker may kick and handball the ball:

1. A kick is performed by flicking the ball with a held player piece.
2. A handball is performed by flicking the ball with a held player piece against the handball side of The Bont.

If an attacker kicks or handballs the ball into his/her own team's player piece without first hitting an opposition player piece he/she must take another attacking turn.

The attacker must pick up and hold the player piece that the ball hit before taking his/her next attacking turn. A held player piece can only be returned to the table as part of a defensive turn or after a goal is scored.

When it is the attacker's turn and he/she holds no player pieces, he/she may pick up a player piece from anywhere on the field to take an attacking turn.

A dispute about which player piece the ball touched first is to be resolved by a ball up.

### **Defence**

Except after a deliberate out of bounds (see below), before each attacking turn a defender that holds a player piece must take a defensive turn by placing a held player piece down on the field.

Defensive player pieces cannot be placed:

1. so that they are touching the ball; or
2. within the protected area unless they are touching an opposing player piece.

### **Change in possession**

If an attacker does not score a goal or hit his/her own team's player piece with an attacking turn, there is a change in possession. The new attacker may take an attacking turn with any player piece that he/she picks up from the field or with any held player piece.

### **Shots in the attacking 50**

An attacker whose player piece receives a kick/handball inside the attacking 50 may attempt a snap shot on his/her next attacking turn by kicking the ball through the goals with a held player piece.

An attacker whose player piece receives a kick inside the attacking 50 may attempt a set shot by doing either of the following:

1. **Drop punt:** place the ball on the felt section of The Bont and launch the ball through the air with a held player piece (think tiddlywinks); or

2. **Banana:** use the tweezers roll the ball on its edge down the banana side of The Bont for a banana kick.

### **Defending a drop punt**

When an attacker elects to take a drop punt, the defender may place The Bont on the mark with the shank side of The Bont facing the attacker.

### **Out of bounds**

The ball is out of bounds if it:

1. leaves the field; and/or
2. touches either behind post regardless of whether it subsequently goes through any of the posts.

If:

1. the ball goes out of bounds without first touching another player it is out of bounds on the full; and
2. an attacker sends the ball out of bounds deliberately or shows insufficient intent to keep it in bounds it is a deliberate out of bounds.

### **Restarting play after an out of bounds**

If:

1. the ball is out of bounds, there is a change in possession and the new attacker restarts play with the ball placed anywhere on the edge of his/her defensive goal square;
2. the ball is out of bounds on the full, there is a change in possession and the new attacker may start with the ball anywhere on his/her defensive 50m arc; and
3. there is a deliberate out of bounds, the new attacker restarts play with the ball placed anywhere on the attacking 50m arc.

The attacker must choose the player piece with whom he/she intends to take an attacking move before the defender puts down a defensive player piece.

### **Restarting play after a behind**

After an attacker scores a behind, there is a change in possession and the new attacker restarts play with the ball placed anywhere on the edge of his/her defensive goal square. The attacker must choose the player piece with whom he/she intends to take an attacking move before the defender puts down a defensive player piece.

### **Restarting play after a goal**

After a goal is scored, the ball is returned to the centre circle. The goal scorer and the person that conceded the goal then take turns to return their ruckmen and all held player pieces to the field (with the goal scorer placing 1 x player piece on the field and then the players taking turns to place 2 x player pieces on the field with the person that conceded the goal going first). Play recommences with a centre bounce.

### **Ball up**

Each player picks up his/her player piece involved in the dispute. The ball is placed between the two player pieces and all three pieces are dropped onto the table together. Whoever's player's piece lands nearest the ball is the new attacker.

### **Injuries**

A player piece that travels outside the field or lands on its back is injured and may not re-enter the game until after the next goal is scored.

### **Scoreboard, Gameplay Video and Detailed Rules**

An online scoreboard, gameplay video and detailed rules are available at:

<https://flickfooty.com/>

## **Advanced rules**

### *Spoils*

A defender may block a handball by placing The Bont on the field outside the protected area with the spoil side of The Bont facing the attacker.

### *Full field stacking*

A defender may place his/her held player piece on top of an opposing player piece creating a stack. An attackers kick/handball ball that hits a stack:

1. with a defender's player piece on top results in a ball up between 2 opposing player pieces from the stack from where the ball hit the stack; and
2. with the attacker's player piece on top results in the attacker retaining possession.

After a stack is hit, all player pieces still in the stack become held players.

A player piece on top of a stack is treated as a held player piece.

### *Goal square stacking*

A defender's player piece can be stacked on an attacker's player piece in the goal square. An attacker who kicks/handballs to a stack with his/her player piece on top retains possession.

A player on top of a stack is treated as a held player.

### *Star players*

Before the first centre bounce, each player must place a halo around one player piece from his/her team.

A halo around an attacking player piece forms part of the player piece and is picked up and held with any held player piece after a successful kick/handball. A halo around a defending player piece does not form part of the player piece.

An attacker/defender may place a held halo around any player piece from his/her team before his/her turn.