

TABLE FOOTBALL

BOOK OF CASES APPLIED TO THE SPORTS RULES OF TABLE FOOTBALL (Issue 4.0 of 26 June 2005)

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Federation of International Sports Table Football (FISTF) Sports Rules of Table Football

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Part I. LEXICON AND DEFINITIONS

1. Base

The bottom part of a playing figure. The base of a playing figure allows it to slide or move forward on the playing surface.

2. Body

In these rules, any reference to the body of a player shall mean the physical body of that player including his or her clothing.

3. Field playing figure

All playing figures of a player excluding the spare-goalkeeper.

4. Figure

The figure is the upper part of a playing figure that is firmly fixed to the playing figure's base and shall represent a human body.

5. Goalkeeper

The goalkeeper consists of a specific figure, and usually a base, firmly fixed to the end of a rod equipped with a handle, and used for goalkeeping by the player.

6. Match

In a match of sports table football, two players or teams face each other by following the FISTF rules and regulations. At the end of an individual match between two players, the player who has scored more goals than his/her opponent wins the match. At the end of a match between two teams, the achieved points and if necessary the accumulated goal difference determine the final result.

7. Passing a line

The ball or the playing figure has completely passed a line when the referee is able to see green between the ball or the playing figure and the line when viewed from directly above.

8. Player

The physical person who plays an individual match of sports table football.

9. Playing area

The area of the playing surface inside the goal- and touchlines.

10. Playing board

The playing board consists of hardboard or similar material with a playing surface and two goals properly fixed, and is surrounded by a fence or other barrier.

11. Playing figure

Playing figures are used for flicking by the player and consist of a figure and a base. There are two types of playing figures: field playing figures and spare-goalkeepers.

12. Playing surface

A rectangle of smooth pitch cloth with the defined printed lines to play sports table football.

13. Referee

The physical person appointed to enforce the rules of the game and arbitrate the disagreements between the players during an individual match.

14. Spare-Goalkeeper

A playing figure additional to the field playing figures, and that may on occasion replace the goalkeeper.

15. Team

A team consists of four players playing four individual matches against the same number of players of another team on the same number of playing boards.

16. Type

A defined and distinct model of ball, playing figure or goalkeeper. New types of balls, playing figures and goalkeepers must be homologated to be authorized for use in a match.

17. Rules of Construction

In case of any conflict between the FISTF Statutes and any section of these rules, the provisions of the FISTF Statutes shall prevail.

If any provision of these rules or its applicability to any person or circumstance is held invalid, the invalidity shall not affect other provisions or application of these rules which can be given effect without the invalid provision or application, and to this end the provisions of these rules shall be severable.

The rights and obligations herein contained shall inure to the benefit of, and be binding upon, FISTF, member national associations, registered players and registered clubs and their respective executors, administrators, successors and assigns.

Any forbearance of FISTF, member national associations, registered players or registered clubs to exercise any right or remedy to which he is entitled to herein shall not be construed as a waiver of, or preclude the exercise of, any right or remedy.

As used herein, words in the masculine gender shall mean and include corresponding neuter words or words in the feminine gender and viceversa, words in the singular shall mean and include the plural and viceversa, and the word "may" gives sole discretion without any obligation to take any action.

Any case not provided for herein shall be in first instance resolved by the match referee or the competition head referee. It shall later be referred to the FISTF Board of Directors, which shall issue a final, binding and conclusive ruling on the case.

Part II. SPORTS RULES OF THE GAME

Rule 1: Manipulation of the playing figures

1.1. Flicking

1.1.1. A playing figure shall be propelled by placing the index or middle finger of either hand next to the playing figure and flicking with the nail of the finger against the playing figure's base.

1.1.2. Playing figures may not be knocked, pushed, nudged or scraped along nor may any leverage be gained other than from the playing surface. The flicked playing figure shall instantaneously leave the nail of the used finger. The player's hand and lower forearm may not move during the flick. Propelling the figure without touching the playing figure's base is not allowed.

When the offense occurs:

Referee's expression: Incorrect flicking - free-flick

Punishment:

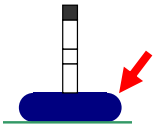
- a. Free-flick from where the offending player has flicked incorrectly. See rule 11.
- b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

1) Is it possible to flick the figure instead the base?

NO, it is necessary to flick the base (rule 1.1.1).

2) If a player does a correct flick, is it possible to flick the BASE everywhere?

YES. Since the base is all the lower part of the playing figure, the base can be flicked side (in the point typically called "wall") but also from the top as shown:



A typical example is when there are 2 playing figures close and a player wants to flick one of them in the point of shortest distance between them. Not being able to put his finger between them because in this way he touches either doing a foul, the player can flick the base at the top (in the point typically called "smooth"). It is important that the player does a correct flick (Rules 1.1.1 and 1.1.2) and that he doesn't touch the other playing figure.

3) If a player does a flick by a finger raised from the playing surface, he does a foul?

NO

4) Is it foul even if the incorrect flick is done by the defender?

It is common use to call "back", even if the 1.1.2 Rule does not distinguish between attacker and defender.

5) Is it foul even if the incorrect flick is done when a player does a positional flick or a tick-flick?

NO, it is back.

1.1.3. Handicapped people with no adequate index or middle finger may use any other finger to flick.

1.1.4. A flick shall be considered taken if a player has touched any part of any playing figure.

1.2. Illegal flicking

Neither player may flick a playing figure if they are not allowed to take a flick or if the playing figure is lying down or is entangled.

When the offense occurs:

Referee's expression: Illegal flicking - free-flick

Punishment:

- a. Free-flick from where the offending player has flicked illegally. See rule 11.
- b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

1.3. Position of the player

1.3.1. The players may touch the playing board's barrier in order to keep balance. However, neither player may:

1.3.1.1. Put both hands on or above the playing-area at the same time.

6) Attacker supports himself to one of the board's barrier with the right hand and he is flicking by the left hand. If with the right hand he touches the playing surface (the "green", not the playing area), would it be foul?

NO, because he isn't putting the 2 hands above the playing area (area included in the white lines).

7) Corner kick. Is it possible to flick with the left hand holding the right hand on the playing area to be prepared for a possible shoot?

Despite the fact that the attacker keep out his hand from the playing area (including fingers) when he does the corner-flick, it is common to don't allow this type situation, so it is sanctioned with a foul.

1.3.1.2. Lean on or push the playing board so as to destabilize it.

When the offense occurs:

Referee's expression: Physical foul position - free-flick

Punishment:

- a. Free-flick from where the ball is positioned at the moment of the offense. See rule 11.
- b. Free-flick from the penalty-spot if the ball has been positioned in the penalty-area at the moment of the offense. See rule 11.1.

1.3.2. The players may use the goalkeeper and flick at the same time.

1.4. Polishing of playing figures

1.4.1. The playing figures' bases may be polished with any desired means. The playing figures may be polished before the game or during the half-time break.

1.4.2. Providing the game is not interrupted or delayed, the playing figures may be polished also during the game in situations where a player may pick up playing figures for goal-flick, flick-off, flick-in, free-flick, corner-flick, penalty-flick or if a playing figure has fallen off the playing board. To polish playing figures during the game on the defined occasions, it is recommended to attach the polish cloth to the player's belt.

1.4.3. Between the end of full time and the beginning of the sudden death extra-time, the referee shall allow the players to polish their playing figures briefly. No extensive polish procedure is allowed.

When the offense occurs:

Referee's expression: Time wasting - free-flick

Punishment: See rule 10.

1.5. Number of playing figures

Each player shall use a maximum of 10 field playing figures, one goalkeeper and one spare-goalkeeper.

When the offense occurs:

Referee's expression: Illegal playing figure number - free-flick

Punishment:

a. Free-flick from the penalty spot of the offending player. See rule 11.

b. If a player uses more than 10 field playing figures the referee shall immediately interrupt the game in order to reduce the number of the offending player's field playing figures for the rest of the match by twice the number of field playing figures exceeding the limit. Thereby, the referee shall remove the field playing figures that are closest to the ball. Then, the referee shall give the signal for the game to continue by stating: "play!"

Rule 2: Placing, raising and substituting of playing figures

2.1. Placing playing figures that passed a line of the playing area

2.1.1. Placing playing figures that left the playing area, but not the playing surface

2.1.1.1. A playing figure that has passed the touch- or goal-line without leaving the playing surface stays where it stopped and remains in play. The figure may be played at any time.

2.1.1.2. If the playing figure remains at 21 mm or less from the line, which is less than the diameter of the ball, it is possible to force a flick-in, corner flick or goal flick on this figure. If the playing figure is at 22 mm or more from the line, it is not possible to force any flick-in, corner flick or goal flick on this figure.

2.1.1.3. In order to be absolutely sure if it is possible to force or not, the attacker, providing the ball is stationary, *may* ask the referee if a defending playing figure may be forced upon. In that case, the following procedure has to be followed:

Referee's expression: Verifying forcing possibility!

Referee's action

- a. The referee interrupts the game and allows an untaken block-flick to be taken.
- b. He measures the distance between the figure and the line with a reserve ball or a special card 22 mm wide, then inform the players if it is possible to force or not on the regarded playing figure.
- c. The referee shall give the signal for the game to continue by stating: "play!"

2.1.1.4. If the attacker did not ask if it was possible to force on a playing figure before trying to do so, *and* if the referee has the slightest doubt on the fact that it was possible to force, he shall decide against the attacker.

8) The defender's playing figure D1 is declared as "can be forced". The attacker plays the ball: the ball goes out of the line and, AFTER having gone out, touches the defender's playing figure D1. Is it flick-in for the attacker or for the defender?

For the defender, because, even if D1 is declared as "can be forced", the ball goes out before it touches the defender's playing figure.

2.1.2. Placing playing figures that left the playing surface, but not the playing board, without touching the barriers

2.1.2.1. A playing figure that has left the playing surface and remains on the playing board without hitting the barrier shall be placed by the referee *on the internal limit of the playing surface*, off the nearer touch- or goal-line level to where it has come to rest, as soon as the ball is stationary.

2.1.2.2. After it has stopped out of the playing surface, a playing figure is not in play and may not be used again until it has been positioned by the referee as described above.

2.1.2.3. A figure is considered as having left the playing surface as soon as any part of its base touches the playing board.

2.1.2.4. Temporarily leaving the playing surface by a playing figure is accepted if it does not rebound off the barriers. The figure may then be played normally.

2.1.2.5. The following procedure shall be followed immediately when the ball becomes stationary:

Referee's expression: Placing!

Referee's action

- a. The referee interrupts the game and places/raises the playing figures.
- b. The referee allows an untaken block-flick to be taken.
- c. The referee shall give the signal for the game to continue by stating: "play!"

9) If the goalkeeper touches the ball (I.E. for a save) and if there is at least one playing figure to be placed, does the referee have always to interrupt the game?

NO, first of all, the referee has to wait that the ball is stopped! Only after the ball is stopped, the referee calls "Placing!" to place the playing figures and to grant the defender to do the block-flick in the case in which this last block-flick has not already done by him.

Extend this case to all situations in which it is necessary to do a placing.

10) If the attacker flicks when the ball is moving and if there is a playing figure to be placed, when the ball is stopped, does the referee have to grant the block-flick to the defender?

IT DEPENDS: The referee has to be sure that the defender, in the meantime, has not done the block-flick. If the defender has already done the block-flick related to last attacker's flick, the referee only stops the game for placing the playing figure; in contrary case, the defender has the right to do the block-flick.

It is clear that, when the ball is stopped, the defender will have the right to do only the block-flick related to the LAST flick of the attacker.

11) After the referee called "Stop" for the placing, does the defender have a block-flick for every playing figure placed?

NO, the defender has the right to do one (and only one) block-flick even if there are more than one playing figure to be placed.

2.1.2.6. If either player violates the above mentioned procedure:

When the offense occurs:

Referee's expression: Illegal flicking - free-flick

Punishment:

- a. Free-flick from where the offending player has flicked illegally. See rule 11.
- b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

2.1.2.7. As the playing figure is placed at more than 21 mm from the line, it is not possible to force any flick-in, corner flick or goal flick on this figure.

12) If a playing figure that left the playing surface has to be placed nearer of 2,2 mm to the line because of the redoubts dimensions of the playing surface, is it possible to force a flick-in?
NO.

2.1.3. Placing playing figures that rebound off the barriers, but do not leave the playing board

2.1.3.1. A playing figure that has rebounded off the barriers shall be placed by the referee *on the internal limit of the playing surface*, off the nearer touch- or goal-line level to where it has come to rest as soon as the ball is stationary.

2.1.3.2. After rebounding off the barriers, a playing figure is not in play and may not be used again until it has been positioned by the referee as described above.

2.1.3.3. After rebounding off the barriers, a playing figure may not interfere with play and touch any playing figure and/or the ball before it has been placed correctly.

When the offense occurs:

Referee's expression: Rebound - back / free-flick

Punishment:

a. Back for touching a stationary playing figure and/or the stationary ball. If back is claimed the referee shall replace all affected playing figures and/or the ball to their previous positions and allow an untaken block-flick to be taken. Then, the referee shall give the signal for the game to continue by stating: play!

b. Free-flick from where the illegally rebounded playing figure has touched a moving playing figure and/or the moving ball. See rule 11.

c. Free-flick from the penalty-spot if the illegally rebounded playing figure has touched a moving playing figure and/or the moving ball in the penalty-area. See rule 11.1.

13) Situation:

- **Attacker's playing figure A1 plays the ball, and A1 continues its run**
- **Attacker's playing figure A1 touches the defender's playing figure D1**
- **D1 leaves the playing surface and, after it touches a barrier, returns on the playing area and it touches the ball in movement.**

It is free-flick (rule 2.1.3.3), but for who?

It is free-flick for the defender, because, despite his playing figure has bounced against a barrier, the rebound has been caused by an attacker's flick.

2.1.3.4. If a rebounded playing figure comes to rest on the playing area and is touched by the ball before it could have been placed correctly, possession of the ball shall not be interfered as the playing figure is considered to be a neutral object.

2.1.3.5. The same procedure as point 2.1.2 has to be used to place the playing figure.

2.1.3.6. As the playing figure is placed at more than 21 mm from the line, it is not possible to force any flick-in, corner flick or goal flick on this figure.

2.1.4. Placing playing figures that left the playing board

2.1.4.1. Providing the ball is stationary, a playing figure that has left the playing board shall be placed by the referee *on the internal limit of the playing surface*, off the touchline on the side where it has left the playing board, at the height of the middle-line.

2.1.4.2. The same procedure as point 2.1.2 has to be used to place the playing figure.

2.1.4.3. As the playing figure is placed at more than 21 mm from the touchline, and as the figure is not completely in a zone, it is not possible to force any flick-in on this figure.

2.2. Placing of playing figures in the goal-area

2.2.1. Providing the ball is stationary, a playing figure positioned in the goal-area, goal-mouth or touching the goal-area lines shall be placed by the referee 1 mm off the goal-area forward in the penalty-area perpendicularly to the goal-line.

2.2.2. Playing figures shall remain positioned in the goal-area when the goalkeeper of that specific goal-area is replaced by the sparegoalkeeper. However, if a playing figure is positioned completely in the goal-mouth the referee shall place it 1 mm off the goal-area forward in the penalty-area perpendicularly to the goal-line.

2.3. Placing of playing figures that should be put at the same place on the playing surface

If some kind of obstacle does not allow placing a playing figure in accordance with the positioning rules, this figure shall be placed 1 mm off this obstacle, in the direction of its own goal, or in the direction of the corner if the figure had to be placed off the goal-line.

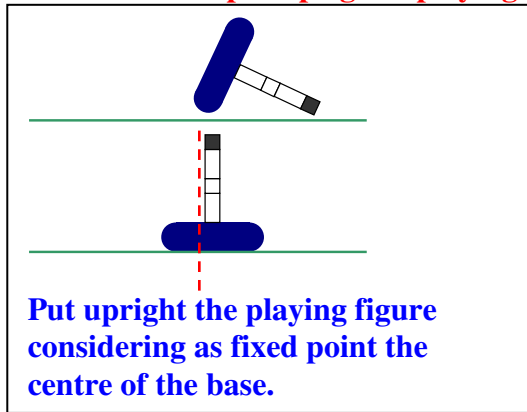
2.4. Raising playing figures

2.4.1. Providing the ball is stationary, a playing figure lying down shall be put upright by the referee. To put a lying playing figure upright the junction of the lying playing figure's base with the playing surface shall be used as a fixed point when standing up the playing figure.

2.4.2. The same procedure as point 2.1.2 has to be used to place the playing figure.

2.4.3. Providing the ball is stationary, entangled playing figures shall be taken apart and placed by the referee 1 mm next to each other.

14) How has the referee to put upright a playing figure lying down?



15) What happens if, putting upright a playing figure, it would be placed above another playing figure or above the ball?

The referee has to apply the 2.3 rule: "this figure shall be placed 1 mm off this obstacle, in the direction of its own goal, or in the direction of the corner if the figure had to be placed off the goal-line."

16) The attacker's playing figure falls and doesn't touch the ball. Putting the playing figure upright, it would go touch the ball. Would the attacker maintain therefore the possession of the ball?

NO, it is "change" and the attacker's playing figure has to be putted upright by the rule 2.3.

17) What happens if, when there is a free kick, a flick-in or a corner flick, the referee should move a defender's playing figure to apply the "distance" and it should be putted on another playing figure?

The referee has to use the 2.3 Rule, considering that the playing figure cannot be placed more than 4 cm (9cm for corner) from the ball.

2.5. Substitution of playing figures

2.5.1. Damaged or broken playing figures may not be used and shall be substituted. During playing time maximum 3 playing figures may be substituted as long as the replacement playing figures are equally coloured and of the same type.

2.5.2. Playing figures may only be substituted at the occasion of a goal-flick, corner-flick, flick-in, free-flick, or penalty-flick, or if a goal has been scored.

Procedure:

Player's expression: Substitution!

Referee's action: The referee checks if the replacement playing figure fulfills the defined regulations and places it at the last position of the substituted playing figure's base. Then, the referee shall give the signal for the game to continue by stating: play!

2.5.3. The referee shall add lost time caused by the substitution of playing figures as extra time at the end of the regarded interval.

2.5.4. A player may also substitute all his playing figures at half-time. The colour and type of the playing figures may be different from the ones used in the first half, but must still fulfill the requirements of rule 4.1 and the Equipment Regulations.

2.6. Distance

2.6.1. On the occasions of a free-flick, corner-flick, or flick-in the offended player (now the attacker) may claim "distance" if any defending playing figure is positioned too close to the ball after all the positional flicks have been taken. In this case, only the defending playing figures shall be put at distance.

2.6.2. On the occasion of a penalty-flick or goal-flick, the referee shall of his or her own initiative place the playing figures at the required distance.

2.6.3. The following are the required minimum distances when viewed directly from above:

Phase Minimum distance

- Flick-in 40 mm between defending playing figures and the ball Free-flick 40 mm between defending playing figures and the ball
- Corner-flick 90 mm between defending playing figures and the ball
- Penalty-flick All playing figures except the penalty taker and the goalkeeper are to be positioned off the regarded penalty area and its semi-circle.
- Goal-flick The playing figures are to be positioned with a minimum distance of 20 mm between any defending and attacking playing figure. All playing figures except the goalkeeper and the goal-flick taker are to be positioned outside the penalty area where the goal-flick is being taken.

2.6.4. The referee shall move the playing figures from the ball by following the axis of the playing figures' position to the ball. However, the playing figures should not be moved off the playing-area more than 1 mm or into the goal-area or to touch the goal-area line. See rule 2.1.1 and 2.1.2.

2.6.5. If, before playing figures are put at distance, an attacking playing figure was in offside position, the referee shall move the playing figures in such a way that the attacking playing figure shall remain in offside position.

2.6.6. Conversely, if before playing figures are put at distance, an attacking playing figure was not in offside position, the referee shall move the playing figures in such a way that the attacking playing figure shall not be put in offside position.

18) Free-flick for A (A = attacker) that is in his defensive quarter (where the A's goalkeeper is in). A claims "distance". Could the referee put in offside any D's playing figure (D = defender)?

YES, because the rule 2.6.6 tells about "ATTACKING playing figures". In the quoted case, the free-flick is in the defensive quarter of the attacker and a defender's playing figure ends in offside taking distance from the ball.

A defensive miniature can likewise be removed by the offside, because also the rule 2.6.5 tells only about ATTACKING playing figures.

19) Free-flick for A (A = attacker) because D1 is in offside. The attacker claims "distance". Where the referee has to place the defender's playing figure D1?

In this case, the ball should be placed in the same position where D1 is, so the referee cannot apply the 2.6.4 Rule, because the centre of the ball and the centre of D1 are in the same point.

First of all, the referee has to apply the 2.3 Rule, placing D1 in the direction of D's own goal, then he can apply the 2.6.4 Rule.

20) There is a free-flick caused by the impact between a defender's playing figure and an attacker's one. The two playing figures are closely near and the point of impact (where the ball must be placed) is in the point of contact of the 2 playing figures. How does the referee have to place the ball?

The ball must be placed so that the centre of the ball is in the point of impact. According to do this, the 2 playing figures will be placed at 1 mm from the ball as the 2.6.4 Rule says.



21) After the referee has called "Stop" for placing any playing figures, the defender, if he hasn't already done his block-flick, has the right to do it. Could the attacker play as soon as has this block-flick has been done (also with defensive playing figure still in movement)?

NO, the attacker can play only AFTER the referee calls "Play!". The referee has to grant the necessary time to the defender to do the block-flick and has to grant to the defender to position himself. Only at this time the referee calls "Play!"

Rule 3: Duration of the game

3.1. Match time

3.1.1. A match shall consist of two periods of fifteen minutes each. The half time interval shall be 3-5 minutes. The referee shall be the sole match timer, keeping track with his own watch.

3.1.2. The players may use their individual time device. Each player's time device shall not interfere with or disturb the match by sound or position. The referee shall give no importance to a player's time device, and has the right to ask the player(s) to remove it if he thinks it could disturb the game.

3.2. Added time

3.2.1. In case of substitution of a playing figure or goalkeeper, a delaying interruption of the match, or in case of time wasting by either player, the referee shall add lost time at the end of the affected period. See rule 10.8.

3.2.2. At the end of normal time, the referee shall announce how long extra time shall last. Thereby, it may occur that the extra time is extended based on occurrences during the extra time.

3.2.3. The referee shall add time at the end of a period to allow a penalty-flick to be taken. See rule 12.

22) Few seconds to the end of match. The attacker tries a fast entrance in the shooting area. The defender, voluntarily or less (the referee decides it) does a foul. The time expires. How does the referee have to do?

The referee, in case he considers that the defender voluntarily did a foul, first of all admonishes the defender using the cards, then he will grant enough time (I.E. 20-30 sec.) to the attacker to flick the free-flick and to try to shoot for a goal. If the defender does a further fault, the referee has the faculty to admonish the defender again, to write a report for an anti-fairplay behaviour and to grant the time to the attacker to flick the free-flick and to try to shoot for a goal.

3.3. Sudden death / shoot-out

3.3.1. Individual competition

3.3.1.1. If in knock-out competitions the score of a match is drawn at the end of full time, one period of ten minutes sudden death shall be played. The sudden death shall start immediately after full time with a flick-off. See rule 4. The match shall end when one player has scored.

3.3.1.2. If, after sudden death, the match is still drawn a shoot-out shall take place immediately. See rule 17.

3.3.2. Team competition

3.3.2.1. If a knock-out game between two teams is drawn at the end of full time, the cumulated goal difference of all four matches shall decide on the winner. If the score and the cumulated goal difference are equal, one period of ten minutes sudden death shall be played on all four tables. The sudden death shall start immediately after full time with a flick-off. See rule 4. The match shall end when one of the players on the four different tables has scored.

23) In case of 2 goals contemporarily marked and in the case in which referees can't define which of the two has been marked before, what happens?

The game must continue.

3.3.2.2. If, after sudden death, the match is still drawn a shoot-out shall take place immediately. See rule 17.

Rule 4: Flick-off

4.1. Definition

4.1.1. Prior to the start of the game or extra time the referee shall choose a player to call and toss a coin, and the winner shall have choice of flick-off or ends. For the second half the players shall change ends and the flick-off shall be taken by the player who did not start the game.

4.1.2. If two players meet with identically or similarly coloured or painted bases, a coin shall be tossed by the referee and the player losing the call shall exchange his playing figures. The designated player shall not use more than 2 minutes to exchange his playing figures.

When the offense occurs:

Referee's expression: Misconduct

Punishment: See rule 10.1. Of course, no free flick may be awarded.

4.2. Procedure for taking a flick-off

4.2.1. The playing figures of each player shall be positioned completely in their own half of the playing-area with the defender having no playing figure positioned inside the centre-circle or touching the centre-circle line.

When the offense occurs:

Referee's expression: Illegal position!

Punishment: The referee shall immediately correct any offending position of any playing figure.

4.2.2. The attacker has to place his playing figures first, but not the playing figure taking the flick-off. After the attacker has completed the placing of his playing figures he may not change their positions again, and the defender is to place his playing figures as required.

When the offense occurs:

Referee's expression: Illegal manipulation - change of flick-off right

Punishment: The right for taking the flick-off changes to the opponent.

4.2.3. The ball shall be placed on the centre-spot and, at the referee's signal to play, it shall be propelled forward into the opposing half by the designated playing figure.

When the offense occurs:

Referee's expression: Illegal flicking - replay / change of flick-off right

Punishment:

a. The flick-off shall be retaken.

b. The right for taking the flick-off changes to the opponent, if after retaking the flick-off the ball has still not been propelled forward by crossing the centre-line.

4.2.4. The playing figure taking the flick-off may not be flicked again until:

- a. The ball has been played by another attacking playing figure.
- b. Another attacking playing figure has been touched by the ball.
- c. Possession of the ball has changed.

When the offense occurs:

Referee's expression: Illegal flicking - free-flick

Punishment:

- a. Free-flick from where the offending player has flicked illegally. See rule 11.
- b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

4.2.5. After scoring a goal the game shall be continued with a flick-off taken by the player conceding the goal. No more than 10 seconds shall be given to the players to position the playing figures for flick-off.

When the offense occurs:

Referee's expression: Time wasting - change of flick-off right

Punishment:

- a. If the player who has conceded a goal violates this rule, the referee shall decide on an immediate change of the flick-off right.
- b. If the player who has scored a goal violates this rule, see rule 10.

24) A goal is scored, so there is a flick-off. A player forget one of his playing figure in the other half playing-area. The referee sees it only after that the flick-off is taken. What happens?

If few seconds are passed from the flick-off, the referee has to repeat the flick-off and he has to add the lost time at the end of the period.

If, instead, pass some time (at least 30-40 seconds), then the referee has to leave the playing figure in the position where it is and he hasn't to stop the game.

4.3. Ball in or out of the game

4.3.1. The ball remains in the game at all times after flick-off, unless the referee interrupts the game.

4.3.2. The referee shall interrupt the game when the ball has completely passed a goal- or touchline.

4.3.3. The referee shall interrupt the game when an offense is committed and the offended player does not request to play on.

25) The defender causes a back or a foul. If the attacker wants to play-on, should he wait for the block-flick of the defender?

NO, because the referee stops to play only if the attacker decides to accept the back or foul.

So, if the attacker decides to "play-on", the defender, if he hasn't already done the block-flick related to the last flick of the attacker, could do the block-flick, but he HASN'T THE RIGHT to do it as in the cases contemplated by the rules 4.3.4 and 6.2.3. The attacker hasn't to wait that the goalkeeper is ready to save.

4.3.4. The referee shall also interrupt the game as provided by the rules in the following situations:

- a. Rule 2.1: Placing and raising of playing figures.
- b. Rule 5.4: Limited flick.
- c. Rule 8.3: Substitution of the goalkeeper.
- d. Rule 9.2.2: Removing of the spare-goalkeeper.
- e. Rule 10: Foul-play and misconduct.

4.3.5. The referee shall interrupt the game at the end of the duration of the game as defined in Rule 3.

Rule 5: Attacking

5.1 Attacker

5.1.1. The player in possession of the ball shall be deemed the attacker.

5.1.2. Possession of the ball shall remain with the attacker unless:

- a. The flicked attacking playing figure has missed the ball.
- b. The ball hits a stationary defending playing figure or the defender's goalkeeper. A playing figure lying down may not gain possession of the ball and is considered to be a neutral object.
- c. A flick-in, free-flick, corner-flick, goal-flick, flick-off or penalty-flick is awarded to the defender.

Action to take:

Referee's expression: The referee shall immediately indicate any change of possession of the ball by stating: "change!"

26) The attacker plays the ball and the ball touches a defender's playing figure (flicked by a block-flick) that is lying down. What happens?

If the defender's playing figure that is lying down is still in movement, then defender does a foul, because the ball is moving.

If the defender's playing figure that is lying down is stationary, then the possession of the ball remains to the attacker and there isn't foul: a stationary lying down playing figure is neutral (5.1.2 – b).

27) Situation:

The player A (attacker) is not behind his goal;

The player A flicks, but he misses the ball;

The referee calls "Change"

Must the player B, that now is the attacker, wait that the player A comes back behind his goal to be ready to save?

NO. The player B COULD wait that the player A is positioned for fair-play. In every case any foul cannot be sanctioned against to the player B if he plays without waiting that player A comes back behind his goal and uses his goalkeeper.

In every case the player in possession of ball can play the ball as soon as the referee calls "Play!", without having to wait for positioning of the opponent. The referee has to verify that there are the conditions to call "Play!".

5.1.3. At the time one of the events described in 5.1.2 occurs, the defender shall become the attacker, and the attacker shall become the defender.

5.2 Attacking

5.2.1. The attacker may play a moving or stopped ball, but may not play the ball with the same attacking playing figure more than *three* times in succession until:

- a. The ball has been played by another attacking playing figure or the attacker's goalkeeper.
- b. Another attacking playing figure has been touched by the ball.

c. Possession of the ball has changed.

28) The attacker has done 3 consecutive flicks by the same playing figure. Could he do a fourth flick by the same playing figure even if it doesn't play the ball? According to the rule 5.2.1 would seem yes, because the attacker's playing figure doesn't play the ball.

NO, because the referee has to apply the 5.2.3 rule, according to which "ANY flick of an attacking playing figure, except tick-flicks and positional flicks, shall be assumed to be an attempt to play the ball". So the fourth flick done by the same miniature is irregular.

29) Situation:

1) The attacker's playing figure A1 plays the ball

2) While the ball is moving, the attacker's playing figure A2 tries to play the ball, but it overcomes the ball (missing it) and A2 stops

3) The ball continues its run and touches the stationary playing figure A2.

What happens?

At 2) there is a "change" because A2 misses the ball;

At 3) there is another "change" because the ball touches a stationary playing figure;

Between 2) and 3) the possession of the ball is of the opponent player, that, if he is fast, could play the ball.

5.2.2. However, if the played attacking playing figure flicks the ball onto a defensive playing figure (*not* the goalkeeper), and from there it rebounds back to the played attacking figure, the requirement of change of possession is not fulfilled in order to regain three consecutive flicking opportunities.

When the offense occurs:

Referee's expression: Illegal flicking - free-flick

Punishment:

a. Free-flick from where the offending player has flicked illegally. See rule 11.

b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

5.2.3. Any flick of an attacking playing figure, except tick-flicks and positional flicks, shall be assumed to be an attempt to play the ball.

30) The attacker shoots on goal, the goalkeeper saves and the ball touches the attacker's playing figure (that shot) again. Whose is the possession of the ball?

If the attacker's playing figure is stationary and it is lying down, then the team to which the goalkeeper belongs has the possession of the ball, considering that a stationary lying down playing figure is "neutral".

In other cases the player that shot on goal has the possession of the ball. Besides the attacker's playing figure that shot on goal still has 3 flick (considering that the touch of the goalkeeper caused a "change") and the defender hasn't a block-flick, because the goalkeeper's save caused a "change".

31) Situation:

- The attacker flicks his playing figure A1 and plays the ball

- While the ball is moving, the attacker flicks the playing figure A2

- Before A2 touches the ball, the ball touches the opponent's goalkeeper

- While the ball is still moving, A2 touches the ball

What happens?

It is foul in advantage of the team to which the goalkeeper belongs. There is “change” in the moment in which the goalkeeper touches the ball and, according to the rule 5.1.3., the defender immediately becomes attacker and the attacker immediately becomes defender. Even if the playing figure A2 is flicked in regular way, it touches the ball in movement when it hasn’t the possession of the ball.

32) The attacker’s playing figure A1 plays the ball and then A1 hits the stationary defender’s playing figure D1. D1 touches the ball. What happens?

It is “change”, even if the ball is moving.

5.3. Foul play by the attacker

5.3.1. An attacking playing figure flicked at the ball may not touch any stationary playing figure or goalkeeper, or the defender’s body, before hitting the ball.

When the offense occurs:

Referee’s expression: Foul play - free-flick / penalty-flick

Punishment: Free-flick from where the attacking playing figure has fouled any playing figure, goalkeeper, or the defender’s body, before hitting the ball. See rules 11 and 12.

33) The attacker flicks and his playing figure touches the post before plays the ball. Is it foul?

NO, because the post is neutral.

5.3.2. However, if the defender has deliberately positioned his body in the way of the attacker’s flicked playing figure, a free-flick shall be awarded to the attacker.

When the offense occurs:

Referee’s expression: Finger Foul - Free-flick

Punishment:

a. Free-flick from where the defender’s body was touched by the attacker’s playing figure. See rule 11.

b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

5.3.3. After having touched the ball, the attacking playing figure may touch any playing figure, goalkeeper, or the defender’s body before coming to rest.

5.3.4. An attacking playing figure which has missed the ball may not touch any playing figure or the defender’s body before it comes to rest.

When the offense occurs:

Referee’s expression: Change - back

Punishment: If back is claimed by the offended player the referee shall replace all affected playing figures and/or the ball to their previous positions. Then the referee gives the signal for the game to continue by stating: “play!” Possession of the ball changes to the defender, whether back is requested or not.

34) The ball is moving. The attacker’s playing figure A1 misses the ball and hits a stationary playing figure. It is clear that is back against A. The defender becomes attacker and accepts the “back”. Where does the referee have to place the ball?

The ball is left in the point where it stops.

35) Situation:

- 1) the defender D is using the spare-goalkeeper;
- 2) the attacker A does a “slow” correct shoot on goal ;
- 3) D does a block-flick by D1 and his playing figure stops in the goal-area;
- 4) A sees that the ball runs toward the defender’s playing figure D1;
- 5) while the ball is still moving, the attacker does a further flick, but his playing figure overcomes the ball and it strikes the defender’s playing figure D1 moving it from the trajectory of the ball;
- 6) The ball goes in goal.

What happens?

D gains a goal-flick.

36) Situation:

- The ball is moving
- The attacker’s playing figure A1 misses the ball and touches another stationary playing figure
- The stationary playing figure hits the defender’s hand.

What happens?

It is “back” in advantage of the defender. The possession of the ball goes to the defender, both that he accepts or not the “back”. The ball, not involved in the “back”, has to be left in the point where it stops.

5.3.5. If the stationary ball is touching simultaneously an attacking playing figure and more playing figures of either player, possession shall remain with the attacker. However, with the next attacking flick the ball must be played out of this position so that no more than one playing figure touches the ball when it is next stationary.

When the offense occurs:

Referee’s expression: Blocked ball - free-flick

Punishment:

- a. Free-flick from where the stationary ball has been blocked illegally. See rule 11.
- b. Free-flick from the penalty-spot if the stationary ball has been blocked illegally in the penalty-area. See rule 11.1.

This rule shall be applied to avoid “scrimmaging” the ball forward. If however, the ball is played out of a position where more than one playing figure were touching the ball simultaneously, and the attacker’s clear intention was to avoid “scrimmaging” with his next flick, and accidentally the ball comes to rest again by touching more than one playing figure simultaneously, the referee shall not decide on “blocked ball”.

37) The ball stops touching simultaneously 2 playing figures of different teams. Who has the possession of the ball?

The 5.3.5 Rule says that the possession of the ball remains with the attacker, so it remains with the player that PLAYS the ball.

If there is a touch by the goalkeeper before that the ball stops touching simultaneously 2 playing figures of different teams, then the possession of the ball remains with the team to which the goalkeeper belongs.

38) Similar to case “37”. The ball is played by A1; the ball hits the stationary defender’ playing figure D1 (there is a “change”) and then stops touching simultaneously 2 playing figures of different teams. Who has the possession of the ball?

The possession of the ball remains with the attacker. It is necessary to clarify who is the attacker. Even if the 5.1.2-b Rule says that the possession of the ball changes when the ball touches a

stationary defender's playing figure, in this case the possession of the ball remains with the player that PLAYS the ball, so the player to which A1 belongs.

39) An attacker's playing figure and a defender's one contemporarily touch the ball, therefore the possession of the ball remains to the attacker, which, with the following flick, has to play the ball out of this position. If the ball is "shootable", is it possible to shoot on goal?

YES.

5.4. Limited flick

5.4.1. If the attacker, when attempting to flick a playing figure at the ball, needs to take up a position behind the playing board that requires the defender to move out of convenient reach of the goalkeeper, the referee shall allow the attacker to make his/her flick, then allow the defender time to take his/her block-flick.

5.4.2. It must be clear that the concept of limited flick may not be extended to other situations where the attacker does not hinder the goalkeeping of the defender. There shall never be a limited flick when the attacker is not physically positioned behind the defender's goal-line, or when the attacker is not actually hindering the goalkeeping of the defender.

Procedure:

Referee's expression: Limited flick!

Punishment: The referee allows the attacker to take his flick and then interrupts the game by stating "block-flick" to allow the defender time to take his defensive flick. Then the referee declares the match to continue by stating: "play!"

5.4.3. After a limited flick, the attacker shall allow the defender to take his block-flick.

When the offense occurs:

Referee's expression: Illegal flicking - free-flick

Punishment:

- a. Free-flick from where the offending player has flicked illegally. See rule 11.
- b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

40) The attacker A needs to take up a position behind the playing board that requires the defender to move out of convenient reach of the goalkeeper. The referee declares "Limited flick". The attacker plays the ball forcing a flick-in or a corner-flick. After that the ball goes out from the playing area, the player B could do the block-flick.

NO. The referee, after a limited flick, has to stop the game only when the ball stops. In this case the ball stops when is already outside from playing area.

The player B could flick one of his playing figures before the ball goes out from playing area.

41) The attacker needs to take up a position behind the playing board that requires the defender to move out of convenient reach of the goalkeeper. The referee declares "Limited flick". Since the referee stops the game only when the ball is stopped, could the attacker do more than one flick maintaining the ball in movement?

NO. The attacker can do only one flick. After that he has to wait for the defender's block-flick.

42) The player A uses the spare-goalkeeper and loses the possession of the ball. The player B, that now has the possession of the ball, wants to flick and needs to go behind the table to the position where the player A should move his goalkeeper or he puts his hand in front of the opponent's goal. Does the referee have to call "Limited flick!" to allow the defender to do a block-flick?

Consider that:

- The rule defines goalkeeper = "goalkeeper with a rod" and spare-goalkeeper = "additional playing figure that can replace the goalkeeper".
- The spare-goalkeeper, when it is used, is considered a regular playing figure (rule 9.1.4).
- The rule 5.4 tells about of "Limited flick" because of the impossibility to adequately move the goalkeeper.

So, the referee hasn't to stop playing, because there isn't the "standard" goalkeeper.

Rule 6: Defending

6.1. Defender

6.1.1. The player not in possession of the ball shall be deemed the defender.

6.1.2. The defender obtains possession of the ball when:

- a. The flicked attacking playing figure has missed the ball.
- b. The ball hits a stationary defending playing figure or the defender's goalkeeper. A playing figure lying down may not gain possession of the ball and is considered to be a neutral object.
- c. A flick-in, free-flick, corner-flick, goal-flick, flick-off or penalty-flick is awarded to the defender.

Action to take:

Referee's expression: The referee shall immediately indicate any change of possession of the ball by stating: "change!"

6.1.3. At the time one of the events described in 6.1.2 occurs, the defender shall become the attacker, and the attacker shall become the defender.

6.2. Defending - block-flick

6.2.1. After each touch of the ball by a flicked attacking playing figure or the attacking goalkeeper, the defender may flick a playing figure for defensive purpose - block-flick. The defender may not take his block-flick before the attacker has touched the ball.

When the offense occurs:

Referee's expression: Illegal flicking - free-flick

Punishment:

- a. Free-flick from where the offending player has flicked illegally. See rule 11.
- b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

43) The attacker defender puts his hand on the playing area ready to flick. The defender thinks that the attacker has flicked, so he does a block-flick: the defender does an illegal flick. What happens? It's back. The defensive playing figure returns where it was.

44) The defender puts the finger behind his playing figure D1, ready to do a block-flick. The attacker plays the ball by A1, then A1 continues its run and hits D1, which touches the finger of the defender and it stops. Is it obstruction (10.6) or is considered as a block-flick already done by the defender?

If the referee considers that the defender puts voluntarily his hand on the playing area to obstruct the attacker, then the defender does a foul.

If the attacker wants to "play on" or the referee DOESN'T consider that the defender puts voluntarily his hand on the playing area to obstruct the attacker, then is considered as a block-flick already done by the defender.

If the defender does another block-flick it is back, because the defender does an illegal block-flick (block-flick already done).

NB The same decisions has to be taken if the defender's hand is hit by A1 after that A1 played the ball.

45) The attacker's tries to play the stationary ball by his playing figure A1, but he misses it and then A1 continues his run. In the meantime the defender does a block-flick by D1 and hits A1 (still in movement). What happens?

- If the block-flick by D1 is relative to the attacker's flick in which A1 misses the ball, the referee has to consider:

1) if the block-flick was done BEFORE that A1 misses the ball, then the defender's does a foul because a block-flick cannot be done before the attacker's playing figure touches the ball.

2) if the block-flick was done AFTER that A misses the ball, there is a "double change of possession of the ball", then the possession of the ball remain with the attacker.

- Supposing, instead, that the block-flick of D1 is correct (relative to the preceding flick of A and done before that A1 misses the ball), then it is "change" (the possession of the ball passes to defender) and "back" for A1.

46) The attacker flicks, but his playing figure doesn't reach the ball or it doesn't touch it. The referee doesn't have the time to call "change!" and the defender, that didn't see that the attacker didn't reached or missed the ball, does a block-flick. What happens?

The block-flick is considered as an offensive flick, considering that it has been done after the attacker missed the ball. The referee cannot assign a free-flick to the attacker for the fact that the block-flick has done before the attacker touches the ball, because the block-flick happens AFTER that the attacker has not reached or has missed the ball.

47) The attacker A shoots on goal, the goalkeeper of B saves and the ball touches a stationary A's playing figure. Could B do a block-flick?

NO. In fact there is a "double change of possession of the ball" and the block-flick (related to the shoot on goal) cannot be done.

48) Situation:

1) The attacker flicks by A1 and hits the ball. The ball begins its run.

2) The defender does a block-flick by D1.

3) The ball is still moving and the attacker does another flick by A2.

4) D1, still in movement for the block-flick of the point "2"), strikes the running ball or the attacking playing figure A2 already in movement.

5) The ball stops and the referee assigns a free-flick to the attacker.

6) The attacker asks for "play-on".

Could the defender do a block-flick for the second flick of the attacker (point "3")?

The defender, not having still done the block-flick related to the last flick of the attacker, could do the block-flick, but he **HASN'T THE RIGHT** to do it as in the cases contemplated in rules 4.3.3 and 6.2.3.

This case is the **ONLY ONE** in which, after a defender's foul, the defender **COULD** do a defensive move. In all the other cases, the defender **NEVER** can do any block-flick after an his foul.

NB A very large part of players, as defenders, **SYSTEMATICALLY** do a block-flick every time that they do a foul, especially in presence of inexperienced referees. This is clearly an incorrect behaviour that is necessary to sanction with the yellow, orange and red cards.

49) Situation:

The attacker flicks by A1 and touch the ball. The ball begins its run.

2) The defender does a block-flick by D1.

3) The ball is still moving and the attacker does another flick by A2.

4) D1 still in movement for the block-flick of the point "2"), strikes the running ball: it is clearly free-flick for the attacker.

5) The ball doesn't stop and the attacker flicks again by A3 and plays the ball.

Is all correct?

YES. Usually in these cases the referee hasn't enough time to call "free-flick". In every case, both that the referee calls or not "free-flick", the attacker, even if he doesn't say "play-on", can correctly play.

50) The attacker flicks by A1 and plays the ball. After that, the defender does a block-flick by D1 while the ball is still moving.

The ball ends its run touching a stationary defender's playing figure D2.

Whose is the possession-ball?

The possession of the ball is in advantage of the player that was "the defender". In fact the block-flick was done before the "change!". If the block-flick was done after that the ball touched the stationary defender's playing figure D2, then the referee has to consider it as an offensive flick.

51) Situation:

1 – The attacker flicks by A1.

2 – The defender flicks by D1.

3 – While the ball is still moving, the attacker flicks A2, but it misses the ball.

4 - While the ball is still moving, D1 (already in movement) touches A2 that is still moving after it missed the ball.

What happens?

It is "change of possession of the ball", but there is a back in advantage of the player that missed the ball (A2). If he accepts the "back", the ball will be left in the position where it stopped.

52) Situation:

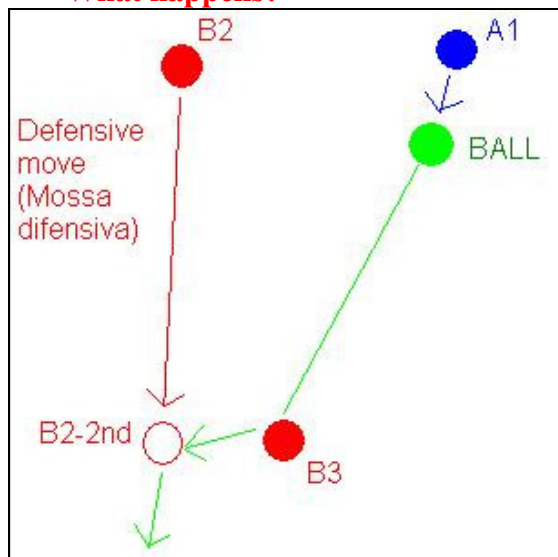
The attacker flicks by A1 and plays the ball

The defender does a block-flick by B2 while the ball is still moving.

The ball touches a stationary defender's playing figure B3 and continues its run.

B2, strikes the ball (that is still in movement) → B2-2nd.

What happens?



In accordance with the rules 5.1.2 and 5.1.3 the possession of the ball is in advantage of whom was the "defender" (red). In fact the block-flick was done before the "change" (the change happened when the ball touches the stationary defender's playing figure B3). If the block-flick was done after the "change", then it is considered as an offensive flick done by the B player.

53) The ball is stopped and the defender has already done his last block-flick. The attacker tries to play the ball by A1. If the attacker misses the ball, could the defender play the ball by D1 before that A1 is stopped?

YES, but the defender's flick by D1 has to be done AFTER that A1 misses the ball. The defender could play the ball because the possession of the ball is changed.

If the defender flicks by D1 BEFORE that the attacker misses the ball, then the defender does a foul, because he cannot do a block-flick before that the attacker touches the ball.

54) If the attacker's playing figure A1 doesn't reach the ball because of a "short" flick, could the defender play the ball before A1 ends its run?

NO, it is a defender's foul because surely the defender did the block-flick BEFORE the attacker's playing figure A1 reaches/misses the ball.

55) Situation:

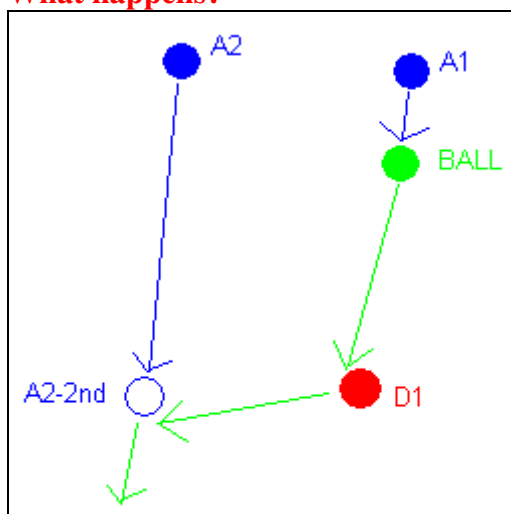
The attacker plays the ball by A1.

While the ball is moving, the attacker flicks by A2.

The ball touches a stationary defender's playing figure D1 and it continues its run.

The attacker's playing figure A2 strikes the ball in movement (A2-2nd).

What happens?



For rules 5.1.2 and 5.1.3 is foul done by A2, because, when the ball touches D1, the possession of the ball is changed in advantage of who was the defender (red). The possession of the ball change when the ball touches D1.

If A2 strikes the ball when it is already stopped, is back against A2 ad in advantage of the red player.

56) The attacker plays the ball by A1 and the defender does a block-flick by D1 while the ball is moving.

While the ball is moving, D1 touches another stationary defender's playing figure D2.

D2 stops and, subsequently, the ball touches D2 (that is already stopped).

What happens?

It is free-kick in advantage of the attacker in the point of impact between D1 and D2. If the attacker choose to "play on" it ISN'T "change".

57) The defender has done his last block-flick.

The attacker flicks his playing figure A1.

While A1 is moving, the defender does a block-flick by D1.

The attacker doesn't touch the ball and the defender doesn't touch it too.

What happens?

IT DEPENDS.

- If the defender does the block-flick BEFORE that A1 misses the ball, then the defender does a foul, because he flicks before that the attacker touch the ball.
- If the defender does the block-flick AFTER that A1 misses the ball, then it is "double-change", so the possession of the ball remains to the attacker.

Ex. 1 - the attacker flicks A1 and, while A1 goes toward the ball, the defender does a block-flick by D1: foul.

Ex. 2 - the attacker flicks A1, A1 misses the ball and, while the ball is still moving, the defender does a block-flick by D1: “double-change” (the ball remains therefore to the attacker).

Ex. 3 - a difficult situation: the attacker flicks A1 and A1 stops to few millimetres from the ball and, at this time, the defender does a block-flick. The referee has to understand if the block-flick was done before A1 stopped (foul), or after A1 stopped (double change). This last case is probably the most frequent situation and, considered that the two flicks are simultaneous, referee has to call “double change”.

58) Situation:

- The ball is stationary and the defender HASN'T already done the block-flick on the last attacker's flick.

- The defender does the block-flick with his playing figure D1

- While D1 is moving, the attacker flicks his playing figure A1 to play the ball.

- A misses the ball and, subsequently, D1 strikes A1 while both are moving.

What happens?

It is change of possession of the ball (the defender D becomes attacker), but the referee has to call back against D.

6.2.2. A block-flick taken by the defender after the attacker has missed the ball is considered an attacking flick.

6.2.3. The attacker does not have to wait for the defender to take a block-flick. However, in the following situations, the referee shall allow the defender time to make a block-flick.

6.2.3.1. Rule 2.1: Placing and raising of playing figures: If the referee interrupts the game and places playing figures according to the rules (when the ball is stationary), he shall allow the defender time to make an untaken block-flick.

6.2.3.2. Rule 5.4: Limited flick: If the attacker, when attempting to flick a playing figure at the ball, needs to take up a position behind the playing board that requires the defender to move out of convenient reach of the goalkeeper, the referee shall allow the attacker to make his/her flick, then allow the defender time to take his/her block-flick.

6.2.3.3. Rule 8.3: Substitution of the goalkeeper: A broken or damaged goalkeeper may be substituted at any time during the match providing the ball is stationary. After the player has announced his intention to substitute the broken goalkeeper, the referee interrupts the game and shall control if the replacing goalkeeper fulfills the defined regulations, then allows the defender to take an untaken block-flick.

6.2.3.4. Rule 9.2.2: Removing of the spare-goalkeeper: After the sparegoalkeeper has been removed from the playing area, the referee interrupts the game and allows the defender to take an untaken block-flick.

6.2.3.5. Rule 13.4: Procedure for taking a tick-flick: When the referee has given the attacker permission to take a tick-flick, he shall allow the defender to take an untaken block-flick before the tick-flick is taken. After the attacker has taken the tick-flick, the referee shall allow the defender to take another block-flick.

6.2.3.6. Rule 14.2: Procedure for taking a flick-in: Before the attacker may proceed with attacking after a flick-in, the referee shall allow the defender to take a block-flick.

59) If the defender does a foul and the attacker chooses to “play-on”, must the attacker wait the defender’s block-flick or the positioning of the goalkeeper or, however, that the defender is “ready”?
NO, because the Rule 6.2.3 DOESN’T provide that the referee has to stop the game when there is a foul.

60) The rule 6.2.3 say that “the referee shall allow the defender time to make a block-flick” in the quoted cases. In these cases the attacker has to wait only that the defender flicks his playing figure or that it is also stopped? In other words: if the defender’s playing figure is still moving, could the attacker play?

Then, After having let the defender making the movement, the game you/he/she is taken back.

NO, the referee has to wait until the defender’s playing figure is stopped. The referee, BEFORE to call “Play!”, has to allow the defender to position himself (ready to play).

NB the case 6.2.3.6 (flick-in) is the only one for which the referee doesn't have to call "Block-flick!" and "Play!". Also in this case the attacker has to allow the defender to position himself (ready to play) before the attacker plays.

6.2.4. A block-flicked playing figure may not touch the ball or any playing figure of either player.

When the offense occurs:

Referee’s expression: Function of the case

Punishment: a. The ball is stationary:

- (1) The defending playing figure touches a stationary playing figure: back (i).
- (2) The defending playing figure touches the stationary ball: back (i).
- (3) The defending playing figure touches a moving attacking playing figure: obstruction - back (iv).

b. The ball is moving:

- (1) The defending playing figure touches a stationary playing figure: case (ii).
- (2) The defending playing figure touches the moving ball: free flick (iii).
- (3) The defending playing figure touches a moving playing figure: free flick (iii).

(i) If back is claimed the referee shall replace all affected playing figures and/or the ball to their previous positions. Then, the referee shall give the signal for the game to continue by stating: play!

(ii) For violating a stationary playing figure, a free-flick (iii) shall only be awarded if the violated playing figure has been prevented to be used to play a moving ball. Otherwise a back shall be applied as mentioned under (i).

(iii) Free-flick from where the offending playing figure has committed the offense. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.

(iv) If back is requested by the attacker, the referee shall replace the offending playing figure and the eventually affected ball to the previous position. The referee shall position the offended attacking playing figure where the offense took place and give the signal for the game to continue by stating: “play!” Thereby, the attacker gains some

distance and keeps the number of flicking opportunities with the regarded playing figure. See 5.2.

61) The rule 6.2.3 say that “the referee shall allow the defender time to make a block-flick” in the quoted The ball is moving. The defender does a block-flick by D1 and hits a stationary playing figure that is in the zone where the ball is: rule 6.2.4. situation b-(1) that brings to the case (ii). Is it foul?

When the defender does a block-flick with the ball in movement and his playing figure hits a stationary playing figure (of any team), the referee has to consider how is the course of the action.

- If the referee considers that the defender’s block-flick (with the impact between D1 and another stationary playing figure) influences the action, then the defender does a foul.
- If the referee considers that the defender’s block-flick (with the impact between D1 and another stationary playing figure) DOESN’T influence the action, then the defender does an infraction punished by a back.

62) Situation:

1 - The attacker plays the ball by his playing figure A1.

2 - The defender doesn't flick the block-flick.

3 - When the ball is already stopped, the attacker flicks another playing figure A2.

4 - While A2 goes toward the ball, the defender does the block-flick (related to the attacker’s flick by A1 at point “1”) by his playing figure D1 and D1 strikes A2. It is clearly “obstruction-back”.

There are 2 cases:

a) A2 stops in an advantageous position for the attacker WITHOUT having touched the ball and the attacker asks “play-on”.

b) A2 stops in an advantageous position AFTER having touched the ball and the attacker asks “play-on”.

In this 2 cases, how many flicks could the attacker do by the playing figure A2? Could the defender do a block-flick?

In both cases, if the attacker asks for the back, the referee has to move A2, D1 and the ball in the positions indicated in the Rule 6.2.4-iv.

Regarding the two cases:

a) If the attacker asks to “play-on”, the defender, since A2 hasn’t touched the ball, cannot do any block-flick. The attacker could do three flicks by A2.

b) If the attacker asks to “play-on”, the defender could do (NOT “Have the right to do”) a block-flick, since the ball has been touched after the infraction (this infraction hasn’t to be considered, because the attacker asks to “play-on”). The referee HASN’T to stop the game to allow the defender to do this block-flick, because this isn’t provided from the 6.2.3 Rule.

63) Situation:

1- The attacker plays the ball by his palying figure A1

2- The defender doesn’t flick the block flick

3- While the ball is moving, the attacker flicks his playing figure A2

4- The defender does a block-flick by D1 and hits A2 (that is moving) before that A2 touches the ball. It is foul done by the defender. The attacker asks to “play-on”.

There are 2 cases:

a) A2 stops WITHOUT touching the ball

b) A2 stops AFTER having touched the ball.

In this 2 cases, how many flicks could the attacker do by the playing figure A2? Could the defender do a block-flick?

a) The defender, since A2 hasn’t touched the ball, cannot do any block-flick. The attacker could do three flicks by A2.

b) The defender could do (NOT “Have the right to do”) a block-flick, since the ball has been touched after the infraction (this infraction hasn’t to be considered, because the attacker asks to “play-

on”). The referee HASN'T to stop the game to allow the defender to do this block-flick, because this isn't provided from the 6.2.3 Rule.

64) Situation:

- 1- The ball is outside from the shooting area.
- 2- The attacker flicks A1, plays the ball and tries to bring the ball inside the shooting area.
- 3- While the ball is moving, the defender does a block-flick by D1, moving D1 between A1 and the ball
- 4- While the ball is moving and D1 is still moving, the attacker flicks again by A1 and strikes D1. D1 strikes the ball.

What happens?

It is clearly foul done by the defender. If the attacker asks to “play-on” and the ball is moving, then the attacker can play normally.

If the ball stops, the referee has to evaluate where the ball ends his run:

- a) If the ball stops in the playing area: the game continues normally.
- b) If the ball goes in the defender's goal: goal. NB: it is goal both the ball, when is hit by D1, is inside or outside from the shooting area: it is “own goal” as specified in the 7.3.1 Rule.
- c) If the ball exits from the playing area across the goal line: corner kick. See rule 16.1.2
- d) If the ball exits from the playing area across a touchline: flick-in for the attacker. NB the referee has not to consider the rule regarding the field-quarters (Rule 14.1.2), because the defender, doing an infraction, plays the ball across a touchline (Rule 14.1.4).

65) The attacker's playing figure A1 plays the ball. After that A1 touched the ball and while the ball is still moving, the defender does a block-flick by D1 and it strikes A1 that is still moving..

What happens?

It is free-flick for the attacker in the point of impact between A1 and D1, even if the foul happened after that A1 touched the ball.

66) The ball is stopped. The defensive playing figure D1 hits another playing figure (doesn't matter if a defender's one or an attacker's one) and then D1 hits the ball.

What happens?

It is back. Only the attacker does a foul when, while the ball is stopped, hits a playing figure and then the ball.

67) The defender's playing figure D1 hits the ball while it is moving, and the ball is not completely inside the defender's penalty area. The point of impact between D1 and the ball is inside the defender's penalty area.

What happens?

It is free-flick from the penalty spot. It is fundamental that the referee considers the point of impact, which is the point of the foul.

68) Situation:

- 1- The attacker plays the ball by A1, the ball stops
- 2- The defender does a block-flick by D1
- 3- The attacker flicks A2
- 4- It's clear that A2 CANNOT touch the ball (ex. A2 falls and rolls far from the ball)
- 5- D1 hits A2, while A2 is moving.

What happens?

It is back for A2, but the possession of the ball changes. The referee has to be SURE at 100% that A2 CANNOT touch the ball.

If there is even a little possibility that A2 can touch the ball, then is obstruction-back done by the defender.

6.2.5. A block-flicked playing figure may not touch any part of the attacker's body so as to hinder the attacker's next flick. In this case, if, after the block-flicked playing figure has come to rest, that figure hinders the attacker's next flick, the attacker may ask for back or free-flick.

When the offense occurs:

Referee's expression: Obstruction - back / free-flick

Punishment:

- a. Back for touching any part of the attacker's body while the ball was stationary. If back is requested, the referee shall replace all affected playing figures and/or the ball to their previous positions, and the block-flick is lost. Then, the referee shall give the signal for the game to continue by stating: play!
- b. Free-flick from where any part of the attacker's body has been touched by a block-flicked playing figure while the ball was moving. See rule 11.
- c. Free-flick from the penalty-spot if any part of the attacker's body has been touched in the penalty area by a block-flicked playing figure while the ball was moving. See rule 11.1.

Remark: Please see rule 10.6.

69) If the attacker has his hand positioned on the playing surface behind one of his playing figure, he flicks it and the defender, with his block-flick, hits the attacker's hand, then is back or foul (see Rule 6.2.5) against the defender. If the attacker asks for back or asks to "play-on", can the attacker change the playing figure to flick? If the attacker asks for back or asks to "play-on", can the attacker get in a different position to flick his playing figure (for example changing the side of the table from which he flicks)?

First of all if the attacker intentionally puts his hand on the playing surface behind one of his playing figure to prevent a defender's block-flick, then the attacker does a foul ("Obstruction", Rule 10.6).

If the attacker puts his hand behind one of his playing figure that he WANTS to flick and his hand is hit by a defender's playing figure, and if the attacker asks for back or to "play-on", then the attacker CANNOT change the playing figure to flick and/or CANNOT get in a different position to flick his playing figure (for example changing the side of the table from which he flicks).

This is to avoid that the attacker, even if unintentionally, can prevent the defender's block-flick, putting his hand on the playing surface without being about to flick.

The attacker may also change a little his hand position to flick.

70) Situation:

- 1- The attacker plays the ball by A1
- 2- The defender does a block-flick by D1 and, while the ball is moving, hits the ATTACKER'S PLAYING FIGURE A1 that is still moving (after that A1 touched the ball)
- 3- The ball touches a stationary defender's playing figure and then ends its run in a convenient position for the attacker

It's clear that that the defender did a foul, but if the attacker asks to "play-on", whose is the possession of the ball?

If the attacker asks to "play-on", the possession of the ball remains with the attacker, because the defender cannot gain the possession of the ball doing an infraction.

71) Situation like "70", but with a little change:

- 1- The attacker plays the ball by A1
- 2- The defender does a block-flick by D1 and strikes the BALL in movement

3- The ball touches a stationary defender's playing figure and then ends its run in a convenient position for the attacker

It's clear that that the defender did a foul, but if the attacker asks to "play-on", whose is the possession of the ball?

If the attacker asks to "play-on", the possession of the ball remains with the attacker, because the defender cannot gain the possession of the ball doing an infraction.

6.2.6. However, if the attacker has deliberately positioned his body, or deliberately kept his hand on the playing board, in the way of the defender's block-flick, a free-flick shall be awarded to the defender.

When the offense occurs:

Referee's expression: Finger Foul - Free-flick

Punishment:

- a. Free-flick from where the attacker's body was touched by the defender's playing figure. See rule 11.
- b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

6.2.7. The right to take a block-flick ends when:

- a. The attacker has touched the ball with the next attacking flick - no accumulation of block-flicks.
- b. Possession of the ball has changed to the defender.
- c. The ball has completely crossed the goal- or touchlines.
- d. A free-flick has been awarded and the offended player does not request to play on.

72) Up to when can the defender do a block-flick?

Up to when the attacker has not already touched the ball with another flick. If the attacker accelerates to play, then the defender needs to move before the attacker touches a second time the ball, otherwise the defender "loses" the block-flick. The Rule 6.2.7-a says that the block-flicks are not cumulative, then, if the attacker succeeds in doing two flicks quickly and the defender on the first one is amazed, then the defender could do the block-flick only on the second attacker's flick.

Rule 7: Scoring a goal

7.1. Correct scoring

7.1.1. A goal is scored if the ball has completely crossed the goal-line between the goal posts and under the crossbar providing:

- a. the ball has been shot from completely inside the opposing shooting-area, regardless of the shooting playing figure's initial position. See rule 9.1c.
- b. the ball has been shot before the signal to end the game has started.

7.1.2. The referee shall immediately announce if the ball has completely passed the shooting-line and is positioned inside the shooting-area by stating: "shootable!"

7.1.3. The referee shall immediately announce a correctly scored goal by stating: "goal!"

7.2. Incorrect scoring

7.2.1. A goal-flick shall be awarded if a goal is scored not according to rule 7.1. See rule 15.

7.2.2. The goalkeeper may try to save or stop a shot not according to rule 7.1 without the risk of scoring an own goal by deflecting the ball. A goal-flick shall be awarded instead if the goalkeeper deflects an irregular shot into his own goal. See rule 15.

73) The attacker shots by A1 when the ball is out of the shooting area. The goalkeeper saves and A1, that is still moving, strikes the ball (without any attacker's flick) in goal. Is it goal?

No, because the action starts with an irregular shoot

74) The attacker shots by A1 when the ball is out of the shooting area. The goalkeeper saves and the ball exits from a touchline. Whose is the flick-in?

The flick-in is ALWAYS for the attacker, for every filed-quarter where the ball exits.

NB The flick-in is for the attacker even if the defender is not using the goalkeeper.

7.3. Own goal

7.3.1. A player may score an own goal from anywhere on the pitch regardless of the playing figure's and the ball's position.

7.3.2. However, the attacker may not score an own goal directly from a free-flick, corner-flick, flick-in, goal-flick or penalty-flick. A corner-flick shall be awarded to the opposing player instead. See rule 16.

75) The defender, doing a block-flick, strikes the ball and sends it in his goal. Is it "own goal"?

Yes, independently from the fact that the ball is stationary or is moving and independently from the fact that the ball is inside or outside the shooting area.

76) The defender, doing a block-flick by D1, strikes the attacker's playing figure A1. A1, hit, strikes the ball and the ball goes in the defender's goal. Is it "own goal"?

Yes, independently from the fact that the ball is stationary or is moving and independently from the fact that the ball is inside or outside the shooting area.

7.3.3. If the ball rebounds directly off the post or crossbar after a regular shot at the opponent's goal and passes the attacker's goal-line, a goal-flick for the attacker shall be awarded. See rule 15.

77) Rule 7.3.3 tells about a "regular" shot. If it is an irregular shot, for example done when the ball is outside the shooting area, what happens?

In this case it is corner-flick against the attacker that shot, even if the ball goes in the attacker's goal.

78) The attacker does a "regular" shot and strikes the opponent's crossbar. The ball crosses all the pitch, it touches the attacker's goalkeeper and it passes the attacker's goal-line or enters in the attacker's goal. What happens?

It is a goal-flick for the attacker.

Rule 8: Goalkeeping

8.1 Manipulation

8.1.1. The goalkeeper shall be placed under one of the back bars of the goal and protrude with its rod from the rear of the goal.

When the offense occurs:

Referee's expression: Illegal manipulation - free-flick

Punishment: Free-flick from the penalty spot. See rule 11.

8.1.2. The goalkeeper may not be moved rapidly to and from before the attacking playing figure has touched the ball.

When the offense occurs:

Referee's expression: Illegal manipulation - free-flick / penalty flick

Punishment:

a. Free-flick from the penalty spot for the goalkeeper's first offense. See rule 11.

b. Penalty-flick for each of the goalkeeper's following offenses or if the law has been broken intentionally. See rule 12.

79) In the rule 8.1.2 is written "to and from": What does it mean?

That the goalkeeper cannot be moved rapidly up, down, right, left, ahead or back from his position while the attacker is preparing to shot. The defender could do very little movements by the goalkeeper, but not continuous movement to deceive the attacker.

8.1.3. Every touch of the ball by the goalkeeper is considered as playing the ball, even when the goalkeeper deflects a shot from the attacker. The goalkeeper is thus never considered as a passive playing figure. However, a goal-flick shall be awarded to the goalkeeper's player if the goalkeeper deflects an irregular shot into his own goal (see 7.2.2.), or behind the goal line (see 15.1.1.).

8.1.4. Every uninterrupted touch of the ball by the goalkeeper, even when the goalkeeper simply deflects a shot, allows the defender to take a block-flick. See rules 6.2.

8.1.5. The goalkeeper may not touch the ball more than three times in succession until:

a. The ball has been played by another attacking playing figure.

b. Possession of the ball has changed.

When the offense occurs:

Referee's expression: Illegal manipulation - free-flick

Punishment: Free-flick from the penalty-spot of the offending player. See rule 11.1.

8.1.6. The goalkeeper's rod is an integral part of the goalkeeper and may be used to save or play the ball.

80) When the goalkeeper saves, the player that shot (he was the attacker, after the save he becomes the defender) has always the RIGHT to do a block-flick?

NO, the defender COULD do it. The referee doesn't have to call "Stop", unless the ball is stopped and there are some playing figures to be placed (Rule 6.2.3)

81) The attacker A shoots by A1, the D's goalkeeper saves and the ball touches A1 again. What happens?

- If A1, when hit by the ball, is stationary and is lying down, then the ball-possession remains with D, because a playing figure that is lying down is considered as a neutral object (Rule 5.1.2-b).
- If the ball touches A1 that is still moving (even if it "rolls") or is stationary (not lying down), then the possession of the ball is with A. D cannot do a block-flick because the touch of his goalkeeper caused a "change". In this case A1 has still 3 flicks, considering that there were 2 changes of the possession of the ball: the 1st when goalkeeper saves and the 2nd when the ball touches A1.

8.2. Positioning

8.2.1. Before, during and after a shot at goal the goalkeeper may be held in any desired position in attempt to play or save the ball within the goal-area. However, no part of the goalkeeper may go past the line of the goal-area or to touch the goal-area line.

When the offense occurs:

Referee's expression: Illegal manipulation - free-flick / penalty-flick

Punishment:

- a. Free-flick from the penalty spot for the goalkeeper's first offense. See rule 11.
- b. Penalty-flick for each of the goalkeeper's following offenses or if the law has been broken intentionally. See rule 12.

The referee shall decide on illegal manipulation in any case the goalkeeper went past the line of the goal-area or touches the goal-area line in attempting to save the ball even if thereby the goalkeeper does not touch the shot ball.

82) Before the attacker shots on goal, the referee sees that the goalkeeper goes past the line of the goal-area or touches the goal-area line. What happens?

The Rule 8.2.1 has an ambiguity: in its first it says that no part of the goalkeeper may go past the line the line of the goal-area or touch the goal line, but in its second part it says only that "in attempting to save the ball".

In this case, it is necessary to consider "common use" and "good sense":

If the referee sees that, while the ball is stationary, the goalkeeper goes past the line of the goal-area or touches the goal-area line before an attacker's shot, then the referee has to stop the game, obliges the defender to position correctly his goalkeeper, then allows the attacker to shot. It is clear that, in this case, even if the game is stopped, the defender CANNOT do any block-flick, even if he has the possibility to do it.

It is also clear that, if the referee sees that the defender systematically violates this rule (for example the third time that the referee points out this infraction to the same player), the referee has to apply the rule and assigns to the attacker a free flick from the penalty spot and a penalty-flick for any following offenses.

Finally it is clear that, if the goalkeeper saves while going past the line of the goal-area or while touching the goal-area line, the referee has to punish immediately the defender (even if it is the first time that he violates this rule) with a free-flick from the penalty spot for the goalkeeper's first offense and with penalty-flick for each of the goalkeeper's following offenses.

8.2.2. The goalkeeper may not touch any stationary playing figure that is positioned in the goal-area or touching the goal-area line. See rule 2.1.2.

When the offense occurs:

Referee's expression: Keeper-foul - free-flick

Punishment: Free-flick from the penalty spot. See rule 11.

8.2.3. The goalkeeper may not hinder the attacker in attempting to flick an attacking playing figure across the goal-area.

When the offense occurs:

Referee's expression: Keeper-foul - free-flick

Punishment: Free-flick from the penalty spot. See rules 5.4, 11.

83) The attacker shots on goal by A1. A1 and the ball go towards the defender's goal and the goalkeeper touches both. It seems, reading the 8.2.3 Rule, that the referee has to assign a free-flick from the penalty spot against the defender. What does the 8.2.3 rule mean?

The Rule 8.2.3 has to read in this way: "The goalkeeper cannot hinder any attacker's playing figure that goes across the goal-area TO TOUCH THE BALL".

8.3. Substitution

8.3.1. The goalkeeper may be temporarily replaced by the sparegoalkeeper. See rule 9.

8.3.2. A broken or damaged goalkeeper may be substituted at any time during the match providing the ball is stationary. If the goalkeeper is not damaged or broken it may be substituted only at the occasion of a goal-flick, corner-flick, flick-in, free-flick, penalty-flick or after a goal has been scored.

Actions to take:

Player's expression: Substitution!

Referee's action: The referee shall check if the replacement goalkeeper fulfills the defined regulations, then gives the defender time to take an untaken blockflick. Then the referee shall give the signal for the game to continue by stating: "play!"

8.3.3. During playing time an unbroken goalkeeper may be substituted only once during a match. However, there is no limit to substitute broken goalkeepers.

Rule 9: Spare-goalkeeping

9.1. Application

9.1.1. To enter the game, the spare-goalkeeper shall be positioned by the player completely inside the goal-area or behind the goal-line within the extension of the goal-area lines.

When the offense occurs:

Referee's expression: Illegal manipulation - free-flick

Punishment: Free-flick from the penalty-spot. See rule 11.

9.1.2. The spare-goalkeeper may be used under the following conditions:

- the spare-goalkeeper's player is in possession of the ball; and
- the goalkeeper has been removed from the goal and is kept by the relevant player in one of his hands (or put on the playing board, outside the playing area in order not to hinder the game); and
- an untaken block-flick has been taken by the defender.

When the offense occurs:

Referee's expression: Illegal manipulation - free-flick

Punishment: Free-flick from the penalty-spot. See rule 11.

84) After a save by goalkeeper, if the attacker wants to use his spare-goalkeeper, how many flicks could he do by it? 3?

NOT 3, but 3 less the flicks done by the "goalkeeper with rod".

Ex. 1) The goalkeeper saves: if the attacker uses the spare-goalkeeper, he can do only 2 consecutive flicks by it.

Ex 2) The goalkeeper saves (1st touch) and the ball stops in the goal-area; the "goalkeeper with rod" touches again the ball (2nd touch). If the attacker wants to use his spare-goalkeeper, he can only do ONE flick by it.

NB The save, even if it is done touching the ball more than one time (ex. The goalkeeper saves, the ball touches the post and then the goalkeeper again), it has be counted as one touch.

85) The attacker ENTERS in the game (NB NOT "uses") the spare-goalkeeper, but he hasn't removed the goalkeeper from the goal, then he violates the Rule 9.1.2-b. The free-flick from the penalty-spot has to be taken leaving in the game the spare-goalkeeper or with the "goalkeeper with rod" in the game?

With the "goalkeeper with rod" in game.

86) The attacker USES the spare-goalkeeper to play the ball, but he hasn't removed the goalkeeper from the goal, then he violates the Rule 9.1.2-b. The free-flick from the penalty-spot has to be taken leaving in the game the spare-goalkeeper or with the "goalkeeper with rod" in the game?

With the spare-goalkeeper in the game.

87) Situation:

- The defender has the spare-goalkeeper in the game , but he lost the possession of the ball;
- The defender lefts his "goalkeeper with rod" in game;
- The attacker doesn't see that the defender's "goalkeeper with rod" is in game and he shots on goal
- The ball hits the defender's "goalkeeper with rod"

What happens?

According to the rule 9.1.2-b the removed “goalkeeper with rod” cannot hinder the game in any way. Then if it hinders the game, the player that left it in that position suffers the consequences of it. The referee hasn’t to remove the goalkeeper, but he only has to judge what happens in the game.

In the case in matter:

- If the referee judges that the ball was destined to go in the goal, he has to assign the goal to the attacker.
- If the arbiter judges that the ball was not destined to go in the goal is free-flick from the penalty-spot with the spare-goalkeeper in game.

88) Situation like the “87”:

- The defender has the spare-goalkeeper in the game , but he lost the possession of the ball;
- The defender doesn’t left his “goalkeeper with rod” in game, but he leaves it inside his goal;
- The attacker doesn’t see that the defender’s “goalkeeper with rod” is in game and he shots on goal by A1
- A1 runs faster than the ball, hits the “goalkeeper with rod” and hits the ball before it goes in goal.

What happens?

According to the rule 9.1.2-b the removed “goalkeeper with rod” cannot hinder the game in any way. Then if it hinders the game, the player that left it in that position suffers the consequences of it. The referee hasn’t to remove the goalkeeper, but he only has to judge what happens in the game.

In the case in matter:

- If the referee judges that the ball was destined to go in the goal, he has to assign the goal to the attacker.
- If the arbiter judges that the ball was not destined to go in the goal is free-flick from the penalty-spot with the spare-goalkeeper in game.

89) Situation:

- The attacker A shots on goal, the D’s goalkeeper saves and, while the ball is still moving, D flicks his spare-goalkeeper (that D positioned near his goal) to play the ball.

What happens?

Whether the spare-goalkeeper touches the ball or not, the player D violates the Rule 9.1.2-c, because he uses the spare-goalkeeper when the player A hasn’t already done his block-flick.

Whether the player D succeeds or not in removing the goalkeeper before he flicks the spare-goalkeeper. He has to be punished by a free-flick free-flick from the penalty-spot with the D’s spare-goalkeeper in game.

9.1.3. If the spare-goalkeeper is not in play it shall be positioned at all time off the playing-area.

When the offense occurs:

Referee’s expression: Illegal playing figure number - free-flick

Punishment: Free-flick from the penalty spot of the offending player. See rule 11.

9.1.4. When the spare-goalkeeper has entered the playing-area from within the goal-area it is considered a regular playing figure. See rule 1. However, by entering the playing-area, the sparegoalkeeper may not score a regular goal with its first flick.

90) Is it possible taking a free-flick, a flick-in or a corner-flick by the spare-goalkeeper?

YES, even if it is not already in game, because it doesn't contradict the conditions of the rule 9.1.2

91) The player A enters the spare-goalskeeper in game and, doing the first flick by it, he misses the ball hitting a D's playing figure: change of possession of the ball and back for D. If D asks for back, could A exit the spare-goalskeeper from the game and use the goalskeeper?

NO, the spare-goalskeeper has to be positioned in the goal-area, in the point where it started.

9.2. Removing

9.2.1. The spare-goalskeeper may be taken off the playing-area any time to reinstall the goalskeeper provided the ball is stationary and the spare-goalskeeper's player is in possession of the ball. If the spare-goalskeeper's player has lost possession of the ball, the spare-goalskeeper remains in the game and the goalskeeper may only be reinstalled providing:

a. Possession of the ball has been regained by the sparegoalskeeper's player. However, if the played attacking figure flicks the ball onto a defensive playing figure (*not* the goalskeeper), and from there it rebounds back to an attacking playing figure, the requirement of change of possession is not fulfilled in order to remove the spare goalskeeper.

b. The ball has crossed either touch- or goal-line.

c. A free-flick or penalty-flick is awarded to the sparegoalskeeper's player and that player does not request to play on.

d. A penalty-flick is awarded against the spare-goalskeeper's player and that player does not request to play on.

92) The player A has already declared to remove the spare-goalskeeper, putting his "goalskeeper with rod" in his goal. After some flicks the referee sees that the spare-goalskeeper is inside the playing-area: the free-flick has to be taken leaving the spare goalskeeper in the game or with the "goalskeeper with rod" in the game?

With the "goalskeeper with rod" in game.

93) In case of penalty-flick with the spare-goalskeeper in game, what happens?

The spare-goalskeeper can be removed from the game and the defender can use the goalskeeper.

9.2.2. When the spare-goalskeeper is removed, the referee shall allow the defender time to take an untaken block flick. Then the attacker may proceed with attacking.

When the offense occurs:

Referee's expression: Illegal flicking - free-flick

Punishment:

a. Free-flick from where the offending player has flicked illegally. See rule 11.

b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

9.2.3. The spare-goalskeeper may only be used again when the ball has been played by another playing figure or goalskeeper.

When the offense occurs:

Referee's expression: Illegal flicking - free-flick

Punishment:

- a. Free-flick from where the offending player has flicked illegally. See rule 11.
- b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

Rule 10: Foul-play and misconduct

10.1. Yellow card

In case of intentional or continuous violation of the rules the referee has the authority to give the offending player a warning: yellow card.

10.2. Orange card

10.2.1. If a cautioned player continuously or intentionally violates the rules, the referee shall give him an orange card.

10.2.2. The orange card implies that the referee shall remove the offending player's spare-goalkeeper from the playing board.

10.3. Red card

10.3.1. In case of serious misconduct, the referee shall give the offending player a red card that implies the immediate disqualification from the match by losing with a minimum of 0-3. If the score of the interrupted match was higher, the actual score shall be kept.

10.3.2. The disqualified player may suffer from additional disciplinary sanctions defined by the competition's head referee or FISTF.

10.4. Finger-foul

10.4.1. A player may not touch any stationary playing figure with any part of his body, except the playing figure which is to be flicked.

When the offense occurs:

Referee's expression: Finger-foul - free-flick / penalty-flick

Punishment: Free-flick from where a player has touched the playing figure. See rules 11 and 12.

10.4.2. The case of a player touching moving playing figures is covered by Rules 5.3.2 and 6.2.6.

94) If, before flicking, a player touches any other playing figure, is it foul?

If the attacker flicks, he does a foul whether his playing figure plays the ball or not.

It is common use to call "back" if this infraction is done by the defender.

If a player DOESN'T flick, but only touches another playing figure, then it is considered as "flick already done".

10.5. Handball

10.5.1. A player may not touch the ball in play with any part of his body.

When the offense occurs:

Referee's expression: Handball - free-flick / penalty-flick

Punishment: Free-flick from where the ball has been touched. See rule 11./12

10.5.2. If the attacker shoots deliberately the ball at any part of the defender's body on the playing-area to force an offense, a freeflick shall be awarded for the defender instead.

10.6. Obstruction

10.6.1. A player may not obstruct his opponent physically on or off the playing-area with any part of his body in order to *prevent* a flick from being taken.

When the offense occurs:

Referee's expression: Obstruction - free-flick

Punishment:

- a. Free-flick from the position of the ball at the moment of the offense. See rule 11.
- b. Free-flick from the penalty-spot if the ball has been positioned in the penalty-area at the moment of the offense. See rule 11.1.

10.6.2. Examples of offenses:

10.6.2.1. The attacker prevents a block-flick being taken by keeping or putting his hand on the playing pitch without actually flicking a playing figure.

10.6.2.2. The defender obstructs the attacker's view of the area where the playing figure or the ball is going to be played.

10.6.2.3. The defender physically hinders the attacker's play in order to make his block flick.

10.6.3. The case of a player hindering a flick *after* the flick has been taken is covered by Rules 5.3.2 and 6.2.6.

95) The attacker puts his hand on the table ready to flick his playing figure A1. The defender, by his block-flick, hits the attacker's hand by D1. The attacker asks for back. Can the attacker changes his mind and decides to flick another playing figure A2?

NO, if the attacker changes the playing figure to flick, he does an obstruction. In fact the attacker could ask a back because he is actually flicking A1. If the attacker changes the playing figure to flick, shows that he putted his hand on the table without being about to flick A1.

96) The attacker puts his hand on the table ready to flick his playing figure A1. The defender, by his block-flick, hits the attacker's hand by D1. The attacker asks for back. Can the attacker clearly changes the position of his body (for example changing the side of the table) to flick?

NO, if the attacker clearly changes the position of his body, he does an obstruction. In fact the attacker could ask a back because he is actually flicking A1 in that position. If the attacker clearly

changes the position of his body (for example changing the side of the table) to flick, shows that he putted his hand on the table without being about to flick A1.

97) The attacker plays the ball by A1. The defender puts his hand on the table near D1. The attacker, even if is in an inconvenient position with his body, wants to flick A2 (that is on the other side of the table) and bumps by his hand (voluntary or involuntary) against the defender's hand. The defender, bumped, touches D1 without wanting to do it and he does his block-flick. Can the attacker change the playing figure to flick or clearly change the position of his body to position himself in a more convenient position to flick A1 (for example changing the side of the table)?

If the attacker changes the playing figure to flick, he shows that he didn't the movement by his hand to flick, then he does an obstruction, because he prevents the defender to do his block-flick.

If the attacker clearly changes the position of his body to position himself in a more convenient position to flick A1 (for example changing the side of the table), he shows that he didn't the movement by his hand to flick, then he does an obstruction, because he prevents the defender to do his block-flick. In this second case the attacker could slightly modify the position of his hand to flick A1.

98) The attacker has his playing figure A1 very close to the ball and he wants to flick A1 to touch the ball and then to hit the defender's playing figure D1. In this way the attacker could force an opening in the defensive-line. The defender understands the attacker's purpose and voluntary puts his finger behind D1 in the way that D1, bumped by A1, is blocked by his finger (D does his block-flick). Could the defender do it?

NO, the defender does an obstruction, because, VOLUNTARY blocking D1 and doing his block-flick, physically hinders the attacker's play in order to make his block-flick (Rule 10.6.2.3).

10.7. Misconduct

10.7.1. During the two fifteen minutes periods, extra-time, sudden death and shoot-out the players may not speak or make exaggerated gestures. The players may not comment on the match, criticize or influence the referee's decisions or influence the opponent, the referee or the spectators.

10.7.2. The players shall strictly follow the referee's decision and the only occasions for a player to speak during a match are:

10.7.2.1. The offended player informs the referee on playing on: "play on", or of accepting the awarded sanction in case of any infringements by the opposing player.

99) There is a back and the attacker decides to "play-on". What happens in the cases of stationary ball and ball still in movement?"

- Stationary ball: the attacker has to declare that he plays-on and he could play immediately, without having to wait that the referee calls "play!", because Rule 6.2.3 doesn't provide that the referee, if there is a foul, has to stop the game to allow the defender to do a block-flick.

- Ball still in movement: the attacker could play without declaring "play-on".

100) Situation:

1- The attacker flicks A1.

2- The defender flicks D1 for a block-flick.

3- The attacker flicks again by A1 and D1, still in movement on the block-flick at the point “2”, strikes the ball, which stops in a convenient position for the attacker. It is free-flick for the attacker and the defender has not already done the block-flick related to the 2nd flick of A1.

4- The attacker decides to “play-on”.

Does the referee have to allow the defender to do a block-flick?

There are 2 cases:

- 1- By the 2nd flick (point “3”), A1 touched the ball: the defender could do the block-flick before the attacker continues to play, but the referee hasn’t to stop the game to allow the defender to do it, because there isn’t a block-flick as the Rule 6.2.3 says.
- 2- By the 2nd flick (point “3”), A1 didn’t touch the ball (because of the defender’s foul): the defender cannot do any block-flick, because A1 didn’t touch the ball by his flick (Rule 6.2.1. “After each TOUCH OF THE BALL...”)

10.7.2.2. The attacker may ask for distance in accordance with Rule 2.6: “distance!”

10.7.2.3. Both players may ask the referee to remove the ball and the nominated playing figure in order to take a positional flick before a flick-in, corner-flick or free-flick. See rule 11.2.2.

10.7.2.4. The attacker shall ask the referee for permission to take a tickflick and to announce that it is being taken: “Offside? - Tick!”

10.7.2.5. Both players may announce the substitution of a playing figure or the goalkeeper: “substitution!”

10.7.2.6. Both players shall declare their readiness in case of a shoot-out when shooting or goalkeeping: “ready!” See rule 17.

10.7.2.7. Mutual communication between the two players to outvote the referee in a questionable situation.

When the offense occurs:

Referee’s expression: Misconduct - free-flick

Punishment:

- a. Free-flick from the position of the ball at the moment of the offense. See rule 11.
- b. Free-flick from the penalty-spot if the ball has been positioned in the penalty-area at the moment of the offense. See rule 11.1.

10.7.3. The player may not communicate verbally with his coach or supporters. The player’s coach may only advise his player in moderate voice and frequency. In case of inappropriate behaviour by a coach, the relevant player shall be punished.

10.8. Time wasting

10.8.1. The players may not use more time to proceed with playing than it seems adequate to the referee.

When the offense occurs:

Referee’s expression: Time wasting - free-flick

Punishment:

- a. Free-flick from the position of the ball at the moment of the offense. See rule 11.
- b. Free-flick from the penalty-spot if the ball has been positioned in the penalty-area at the moment of the offense. See rule 11.1.

10.8.2. When shooting at goal, the attacker may prepare for the shot, but may not take more than 10 seconds to shoot.

10.8.3. Notwithstanding Rule 10.8.2, taking any flick which is not a shot at the goal may not take more than 5 seconds.

10.8.4. Tactical time wasting by keeping possession for as long as possible shall not be punished providing the defender is given a fair chance to regain possession of the ball.

101) In the Rule 10.8.4, what does it mean "providing the defender is given a fair chance to regain possession of the ball"?

There are some symbolic cases:

a) The attacker surrounds the ball by 3 or 4 of his playing figures so that between them cannot pass any playing figure. In this situation:

- The attacker continues on passing the ball from a playing figure to the other.
- The attacker flicks a different playing figure from the 3-4 used for surrounding the ball.

In both cases it isn't provided the defender to regain the possession of the ball.

b) The attacker continues to keep the possession of the ball (without trying to score a goal or to enter in the shooting area) long before the match ends. This "keeping of the ball" has to be allowed in the last 2-3 minutes of the match, but has not to be allowed if done 5-10 minutes before that the match ends: it's a no-fair-play action.

10.8.5. The referee shall note wasted time and add it as extra time.

10.9. Illegal behavior

When a player takes up position to shoot, by placing his/her hand on the table behind the shooting playing figure, there may not be any feigning of a shot in order to provoke a reaction from the goalkeeper, nor may the shooting player remove his/her hand from the playing board until the shot has been completed.

When the offense occurs:

Referee's expression: Illegal behavior - free-flick

Punishment: Free-flick from the position of the ball at the moment of the offense. See rule 11.

Rule 11: Free-flick

11.1. Definition

11.1.1. All free-flicks are to be taken indirectly. Please consider Rule 12 in the case of a penalty-flick.

102) Free-flick in the shooting area. If the attacker shots against another playing figure and scores a goal, would it be correct?

NO, because the free-flick wasn't taken indirectly. It is indirect only when there is at least another flick.

11.1.2. Playing figures off the playing-area can be fouled. The free-flick is then to be taken from the nearest point on the goal- or touchline.

11.1.3. A free-flick for an offense in the penalty area, on or off the goal-line within the extension of the penalty-area, or on any line of the penalty area shall be taken from the penalty-spot.

11.2. Procedure for taking a free-flick

11.2.1. The player taking the free-flick shall nominate the playing figure to take the free-flick before the positional flick is made. The playing figure to take the free-flick shall be placed as desired by the ball.

When the offense occurs:

Referee's expression: Illegal manipulation - change of free-flick right

Punishment: The right to take the free-flick changes to the opponent.

11.2.2. Each player may proceed with one positional flick with the attacker flicking first. The ball and the playing figure nominated to take the free-flick may be removed from the playing-area by the referee to allow the positional flick to be taken by either player. A positional flicked playing figure may not touch any other playing figure.

When the offense occurs:

Referee's expression: Back

Punishment: If back is claimed by the offended player, the referee shall replace all affected playing figures to their previous positions. The faulty positional flick may not be retaken.

11.2.3. The offended player may claim "distance" in accordance with Rule 2.6, if any opposing playing figure is positioned within 40 mm away from the ball after the positional flicks have been made.

103) When the attacker asks for "distance", can the referee move defender's playing figures anywhere to pact that they remain on the playing surface?

NO, according to the Rule 2.6.4: "the playing figures should not be moved off the playing-area more than 1 mm or into the goal-area or to touch the goal-area line he miniatures".

The referee has to move the playing figures from the ball by following the axis of the playing figures' position to the ball.

11.2.4. The referee signals to proceed with the free-flick if players are ready by stating: "play!" Note that when taking a free-flick, the ball shall be played first before an attacking playing figure in an offside position may be flicked onside by a tick-flick. See Rule 13.

11.2.5. The playing figure taking the free-flick may not play the ball again until:

- a. The ball has been played by another attacking playing figure or the attacker's goalkeeper.
- b. Another attacking playing figure has been touched by the ball.
- c. Possession of the ball has changed.

When the offense occurs:

Referee's expression: Illegal flicking - free-flick

Punishment:

- a. Free-flick from where the offending player has flicked illegally. See rule 11.
- b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

Rule 12: Penalty-flick

12.1. Definition

12.1.1. The following offenses are punished with a penalty-flick providing the offending player commits the offense within his/her own penalty-area. Thereby, the penalty-area line and the section of the goal-line limiting the penalty-area are considered to be part of the penalty-area.

12.1.1.1. Foul play by the attacker. See rule 5.3.

12.1.1.2. Illegal manipulation of the goalkeeper. See rules 8.1.2 and 8.2.1.

12.1.1.3. Finger-foul. See rule 10.4.

12.1.1.4. Handball. See rule 10.5.

12.1.1.5. Incorrect tick-flick. See rule 13.4.3.

104) The attacker's playing figure A1 hits the defender's playing figure D1 that is inside the attacker's penalty area and then A1 touches the ball out of the attacker's penalty area. What happens?

It is penalty-flick, because the foul is done inside the penalty-area. The referee has to consider the point of impact between A1 and D1. NB if D1 is half in and half out of the penalty-area, it is necessary to consider the point of impact.

The same happens for other fouls. For Ex. the point of impact with the ball in the case of incorrect tick-flick has to be to the inside (or on the line) of the penalty-area to cause a penalty-flick.

12.1.2. A game shall be extended at half time or full time to allow a penalty-flick to be taken or retaken. The extension shall last until the referee has decided whether or not a goal has been scored. No other flicks by either player shall be made after the penaltyflick is taken, apart from the manipulation of the goalkeeper by the defender.

12.2. Procedure for taking a penalty-flick

12.2.1. The ball shall be placed on the penalty spot. A playing figure shall be nominated to take the penalty-flick and may be positioned as desired by the ball.

12.2.2. All playing figures, apart from the goalkeeper and the penalty-flick taker shall be placed outside the penalty-area and its semicircle. The referee shall move all other playing figures from the penalty-area on a line perpendicular to the goal-line 1 mm off the penalty-area and its semi-circle.

12.2.3. If, at the time a penalty-flick is awarded, the goalkeeper of the offending player was removed and his spare-goalkeeper was in play, the spare-goalkeeper may be taken off the playing-area and the goalkeeper reinstalled.

12.2.4. The goalkeeper may be positioned as required but with its figure not further forward than the goal-line and shall remain stationary until the shooting playing figure has touched the ball.

When the offense occurs:

Referee's expression: Replay!

Punishment: The penalty-flick shall be retaken. See rule 10.

12.2.5. The referee signals to take the penalty-flick if both players are ready by stating: play!

12.2.6. The playing figure taking the penalty-flick may not play the ball again until:

a. The ball has been played by another attacking playing figure or the attacker's goalkeeper.

b. Another attacking playing figure has been touched by the ball.

c. Possession of the ball has changed.

When the offense occurs:

Referee's expression: Illegal flicking - free-flick

Punishment:

a. Free-flick from where the offending player has flicked illegally. See rule 11.

b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

105) Before the attacker takes a penalty-flick, the defender continues to move his goalkeeper violating the Rules 12.2.4 and 8.1.2. What happens?

At the first and second time that the defender violates those rules, the referee has to warn the defender to don't move the goalkeeper and the referee has to repeat the procedure for taking a penalty-flick (from Rule 12.2.1 to 12.2.5). At the third time that the defender does this offence, the referee has to assign a goal to the attacker.

Rule 13: Offside

13.1. Definition

13.1.1. Offside Position

13.1.1.1. An attacking playing figure may not be positioned:

- a. within the defender's shooting-area; and
- b. nearer to the defender's goal-line than the ball; and
- c. if the goalkeeper has been removed, when one or no defending playing figure is nearer to the defender's goal-line than the attacking playing figure; or
- d. if the goalkeeper is in use, when no defending playing figure is nearer to the defender's goal-line than the attacking playing figure.

13.1.1.2. An attacking playing figure positioned as described in 13.1.1.1 is said to be in *offside position*.

106) If every defending playing figures are out of their defending field-quarter, could the referee calls offside for an attacking playing figure that is found over the defenders?

If the attacking playing figure is completely in the shooting area (the defender's field-quarter), the answer is YES.

If, instead, the attacking playing figure is not completely in the shooting area (the defender's field-quarter), the offside cannot be sanctioned.

107) The attacking playing figure A1 is in line with the penultimate defending playing figure D1. Is A1 in offside position?

NO, because the Rule 13.1.1.1 says that an attacking playing figure is in offside position when it is NEARER to the defender's goal line than the penultimate defending playing figure if the goalkeeper is in use or NEARER to the defender's goal line than the last defending playing figure if the goalkeeper has been removed.

12.1.2. Offside Declaration

13.1.2.1. An attacking playing figure in offside position shall be declared offside when the slightest part of the ball has passed the penultimate defending playing figure's base and the ball is positioned completely in the defender's shooting-area.

13.1.2.2. If the ball is already placed past the penultimate defending playing figure's base and positioned completely in the defender's shooting area, an attacking playing figure in offside position shall be declared offside when the ball is played *toward the defender's goal-line* by *another* attacking playing figure.

13.1.2.3. For an offside to be declared, the attacking playing figure must have been in offside position when the ball is touched by another attacking playing figure. Therefore, the defender cannot play an attacking playing figure offside after the ball has been touched.

When the offense occurs:

Referee's expression: Offside - free-flick

Punishment: Free-flick from where the playing figure was deemed offside.

Remark:

- a. If there are two or more playing figures deemed offside simultaneously the free-flick shall be taken from the playing figure's position nearer to the goal-line (deeper offside).
- b. Playing figures or goalkeepers positioned behind the goal-line are considered to be on the goal-line regarding an offside decision.

108) A1 isn't in offside position (D1, that the last defending playing figure with the goalkeeper in use, is nearer to the defender's goal-line than A1).

A2 plays the ball.

The defender, while the ball is still moving, flicks D1 and "puts A1 in offside".

Now D2 is the last defending playing figure and A1 is beyond D2.

If the ball, that is still moving, enters in the shooting area and passes D2, what happens?

It ISN'T offside, because in the moment in which the ball started, A1 wasn't in offside. In fact the referee calls "offside" when the ball, in the shooting-area, passes the last defending playing figure, but the evaluation of the offside must be done when the ball starts.

109) A1 is in offside.

A2 plays the ball.

A2, after having touched the ball, strikes a defending playing figure that, apparently, "puts A1 onside".

The ball continues its run and overcomes the "offside-line" (the line of the last defending playing figure, with the goalkeeper in use). What happens?

It is offside because the evaluation of the offside and of the "offside-line" must be done when the ball starts.

13.1.2.4. A playing figure in offside position is not declared offside nor punished for it when:

- a. The ball is played directly from a corner-flick, flick-in, goal-flick or a penalty-flick.
- b. The ball is played by the opponent.

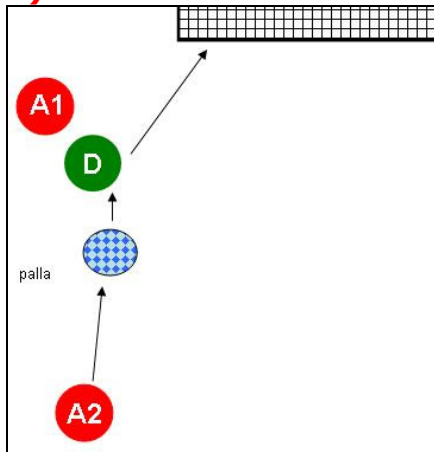
Note that in the above mentioned occasions the offside rule is again fully to apply with the next attacking flick. See rule 13.2 for passive offside.

110) The attacker plays the ball by A1.

The ball touches a stationary defending playing figure and after having overcome the last defending playing figure (with the goalkeeper in use), it touches an attacking playing figure A2 that is offside position. Could the offside be sanctioned even if there were 2 changes of possession of the ball?

It is offside because the ball ISN'T played by the defender.

111) Situation:



A1 is in offside position.

The attacking playing figure A2 plays the ball.

The ball touches the last defending playing figure D (with the goalkeeper in use) and then goes in goal. Is it offside?

YES, because the ball ISN'T played by D.

NB If the defender choose to play-on after the declaration of offside, it isn't goal, but it is goal-flick. It is goal-flick even if the ball crosses the goal-line.

13.1.2.5. An offside positioned playing figure may be used to play the ball.

112) When there is a free-flick for an offside, where the referee has to place the ball and the playing figure that was in offside?

The ball has to be placed where there was the playing figure in offside.

That playing figure in offside has to be placed as the 2.3 rule says: "If some kind of obstacle does not allow placing a playing figure in accordance with the positioning rules, this figure shall be placed 1 mm off this obstacle (in this case the obstacle is the ball, because the playing figure in offside and the ball should be in the same point), in the direction of its own goal, or in the direction of the corner if the figure had to be placed off the goal-line".

113) The attacker A has to play a free-flick.

The attacking playing figure A1 in offside position.

The defending playing figure D1 is very close to the ball.

A asks for the "distance".

Could the referee move D1 so that it is nearer to the goal line than A1?

NO. If A1 is in offside position before the referee applies the "distance", A1 has to be in offside position after the "distance".

114) Situation:



The attacker plays the ball backwards.

A1 stops where it touched the ball.

The ball touches A2 and goes toward the defender's goal-line.

Has the referee to call offside of A1?

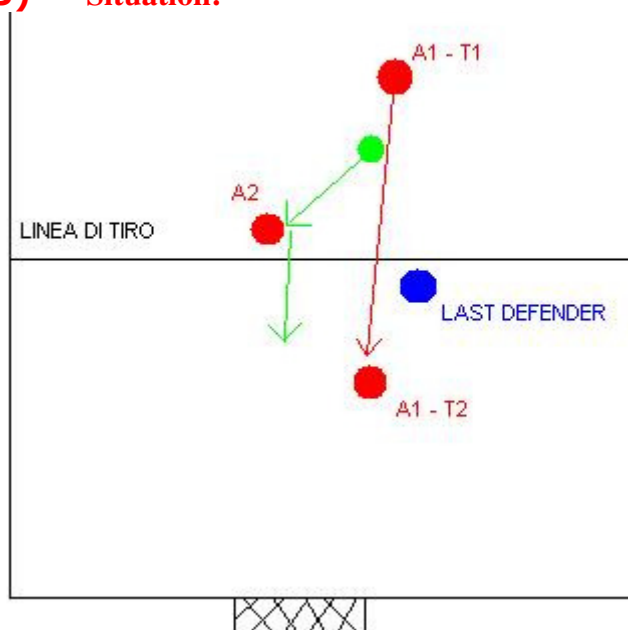
No, because A1 plays the ball, not A2.

The rule 13.1.2.2 says: "... an attacking playing figure in offside position shall be declared offside when the ball IS PLAYED toward the defender's goal-line by ANOTHER attacking playing figure."

Besides, if an attacking playing figure plays the ball (in this case A1), it is not possible to declare it in offside.

Example: the attacking playing figure A1 is nearer to the defender's goal-line than the ball and the last defending playing figure D1 (with the goalkeeper in use). A1 plays the ball backwards and the ball, because of the inclination of the playing surface, goes toward the defender's goal line. It isn't offside.

115) Situation:



The attacking playing figure A1 plays the ball (green) in the time "T1".

A1 continues its run overcoming the last defending playing figure (with the goalkeeper in use).

The ball touches A2 and then it continues to move overcoming the last defending playing figure.

Is it offside?

NO, because the attacker's playing figure A2 didn't play the ball.

116) The attacker A shots on goal and the D's goalkeeper saves.

One D's playing figure is in offside position.

The ball crosses all the playing area, overcomes the last A's defending playing figure (with the goalkeeper in use) and enters in the shooting area.

Is it offside?

YES, because when the D's goalkeeper saves, the goalkeeper PLAYS the ball.

117) The attacker A shots on goal and hits a post.

One D's playing figure is in offside position.

The ball touches a stationary D's playing figure D1 (change of possession of the ball), crosses all the playing area, overcomes the last A's defending playing figure (with the goalkeeper in use) and enters in the shooting area.

Is it offside?

NO, because D1 DOESN'T PLAY the ball. There isn't any flick by the D player.

118) The defender is using the goalkeeper. The attacking playing figure A1 is outside the playing area over the defender's goal-line. Is it in offside position?

First of all we have to consider the Rule 13.1.2.3, Remarks "a" that says that all the playing figures positioned behind the goal-line are considered to be on the goal-line regarding an offside decision.

In this case the "goalkeeper with rod" cannot be considered behind the defender's goal-line, because, for his nature, is inside the playing area.

Then:

- If there are at least 2 defender's playing figures behind the defender's goal-line, then A1 ISN'T in offside position.
- If there is only one or anyone defending playing figures behind the defender's goal-line, then A1 IS in offside position.

119) The attacking playing figure A1 is outside the playing area and is over a touchline. Could A1 be in offside position?

YES.

120) If the stationary attacking playing figure A1 is in offside position and it stops the ball before the ball enters in the shooting area (for example the attacking playing figure is 1 or 2 mm inside the shooting area in offside position), then A1 is in offside even if the ball doesn't enter in the shooting area?

YES, because, even if the ball doesn't enter in the shooting area as the Rule 13.1.2.1, A1, that is in offside, is "active" in the action.

121) If the stationary attacking playing figure A1 is in offside position and it stops the ball before the ball overcomes the offside-line in the shooting area (for example the attacking playing figure is 1 or 2 mm nearer to the defender's goal line than the last defending playing figure when the goalkeeper is in use) inside the shooting area in offside position), then A1 is in offside even if the ball doesn't overcome the last defending playing figure?

YES, because, even if the ball doesn't overcome the last defending playing figure as the Rule 13.1.2.1, A1, that is in offside, is "active" in the action.

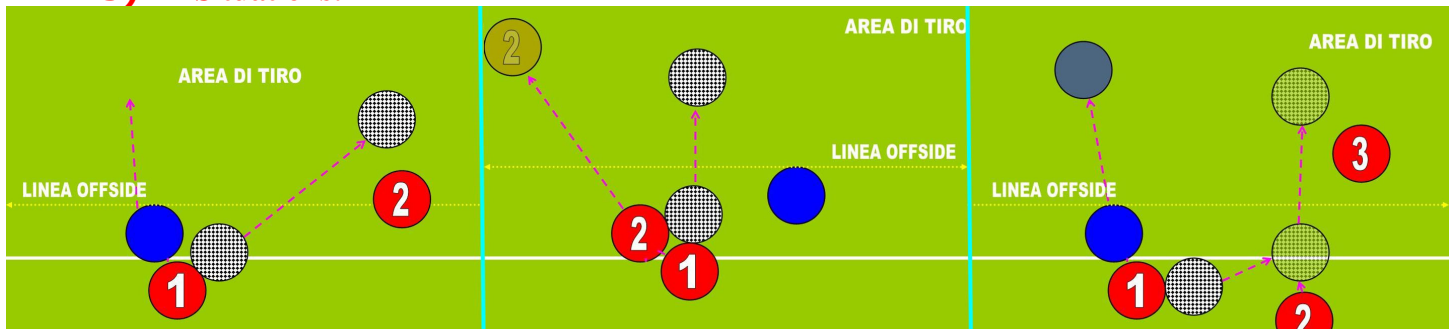
122) Situation:



A3 is in offside position. A1 plays the ball. The ball hits the defending playing figure D2. The ball continues its run and touches A3 while D2 goes in the D2-2nd position. Is it offside?

YES, because D2 DOESN'T play the ball and because the referee has to consider the position of A3 when the ball starts.

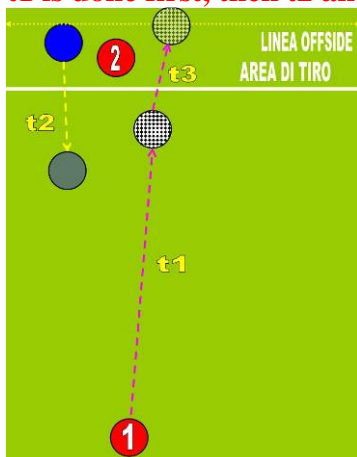
123) Situations:



AREA DI TIRO = SHOOTING AREA; LINEA OFFSIDE = OFFSIDE-LINE

- 1) Offside. "Red 2" is in offside, because it is in offside position before "Red 1" plays the ball.
- 2) NOT offside. "Red 2" wasn't in offside before "Red 1" plays the ball.
- 3) NOT offside. "Red 1" plays the ball passing it to "Red 2" and, contemporarily, "pushes" the defending playing figure over "Red 3". At this moment the ball isn't in the shooting area and, however, it doesn't overcome the offside-line, essential condition to declare the offside. The defending playing figure miniature (blue) puts in game "Red 3". At the following flick of "Red 2" the ball is played towards "Red 3" that is in NON-offside position.

124) AREA DI TIRO = SHOOTING AREA; LINEA OFFSIDE = OFFSIDE-LINE
t1 is done first, then t2 and finally t3:



t1: "Red1" plays the ball. The ball doesn't overcome the line of the shooting area.

t2: The defending playing figure "Blue" is flicked as in figure.

t3: "Red 1" plays the ball as in figure. The ball overcomes the offside-line.

Is it offside?

And if the ball doesn't stop its run after t1 (it remains always in movement, during all the action), the referee could call the offside for "Red 2"?

It IS offside. "Red 2" has to be considered in offside position at the moment of the 2nd flick of "Red 1" (time t3). The defending flick done at t2 as soon as after t1, puts "Red 2" in offside position, even if "Red 1" plays the ball while the ball itself is still in movement. The main reason is that t2 was done before t3.

NB: If, before t3, the ball has already passed "Red 2", then it ISN'T offside.

125) The player D uses the spare-goalkeeper (then the goalkeeper has been removed), but it misses the ball, then there is a change of possession of the ball. The spare-goalkeeper goes out from the shooting area and stops.

The player A has a playing figure A1 in the shooting area, with only a defending playing figure D1 between A1 and the D's goal line. Is A1 in offside position?

IT DEPENDS:

- If the ball is nearer to the D's goal-line than A1, it ISN'T offside.
- If A1 is nearer to D's goal-line than the ball, it IS offside, as the Rule 13.1.1.1-c says.

13.2. Passive offside

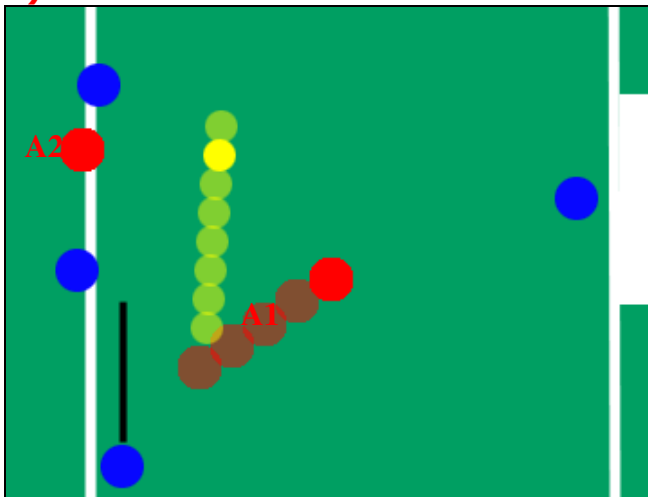
If, by an attacking move, the played playing figure moves from non-offside position into offside position, there shall be no offside for this playing figure as long as the ball is moving: passive offside. However, this playing figure may not play the ball again until the ball has stopped.

When the offense occurs:

Referee's expression: Offside - free-flick

Punishment: Free-flick from where the playing figure in passive offside was flicked before the ball has stopped.

126) Situation:



The attacking playing figure A1 plays the ball and goes in offside position. While the ball is still moving, A2 plays the ball forward. Is A1 in offside?

NO, because A1 is in passive offside.

127) The attacker's playing figure A1 isn't in offside position.

The attacker shots on goal by A1, the ball hits the post and goes backwards.

The attacking playing figure A1 goes in offside position.

The attacker, before that the ball exits from the shooting area and while the ball is still moving, shots on goal by another playing figure A2 and scores a goal

Is it offside by A1?

NO, because the ball is still moving and A1 moves from NON-offside position (Rule 13.2), then A1 is in passive offside.

128) The attacker's playing figure A1 isn't in offside position.

The attacker shots on goal by A1, the ball hits the post and goes backwards.

The attacking playing figure A1 goes in offside position.

The attacker, maintaining the ball in movement, plays the ball by A2, then shots on goal by A2 (the attacker flicks A2 two times) and scores a goal.

Is it off-side by A1?

YES, because the ball doesn't stop (Rule 13.2), then A1 is in passive offside.

129) The attacking playing figure A1, after having played the ball, passes over the last defending playing figure (with the goalkeeper in use) and it passes over the ball.
The ball stops and A1 is in offside position.

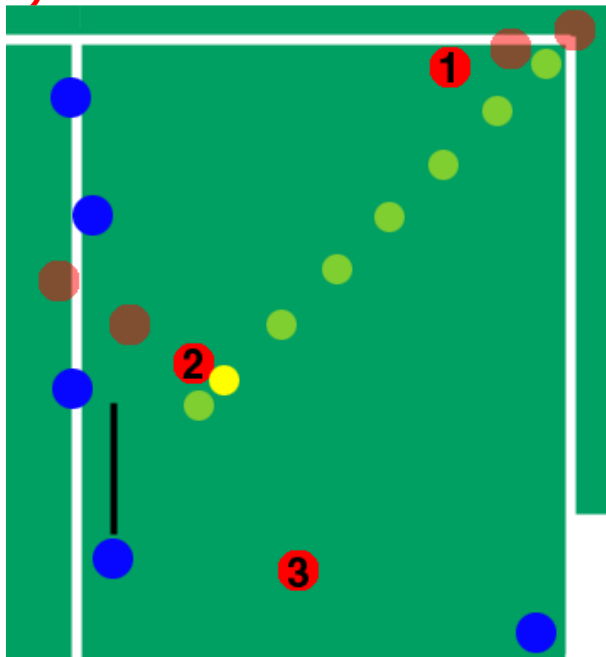
A1 play the ball backwards to the attacking playing figure A2 that plays the ball forward (it shoots) while the ball is still moving. When A2 shoots, A1 is in offside?

YES. When A2 plays the ball forward, A1, that played the ball backwards, is declared in offside because there aren't the conditions for the passive offside: in fact the attacking playing figure A1 doesn't move from a position of not-offside to a position of offside, but it plays the ball starting from a position of offside.

130) The Rule 13.2 (Passive Offside) says : “the played playing figure moves from non-offside position into offside position”. An attacking playing figure that takes a free-flick, a flick-in, a penalty-flick or a corner-flick, has to be considered in offside position or in non-offside position?

An attacking playing figure that takes a free-flick, a flick-in, a penalty-flick or a corner-flick, has to be considered in NON-offside position, because the Rule 11.2.4 (procedure for taking a free-flick) says that an attacking playing figure could be flicked onside by a tick-flick only when the ball is played. Then, when the game is stopped (before the attacker takes a free-flick, a flick-in, a penalty-flick or a corner-flick), the attacking playing figure that plays the ball hasn't to be considered in offside.

131) Corner-flick. Situation:



The attacking playing figure “Red 1” takes the corner-flick and passes the ball to “Red 2”. The attacking playing figure “Red 2” shots on goal while the ball is still in movement. Is it offside?

When “Red 2” plays the ball forward, "Red 1" isn't in offside because is the playing figure that played the ball, but “Red 3” is in offside.

If, instead, “Red1” pass the ball to “Red 3”, and the attacker shots on goal by “Red 3”, while the ball is still moving, then any playing figure is in offside.

The reason is that the Rule 13.2 (Passive Offside)

132) If the situation at case “131” isnt' a corner situation, but a “normal game situation”, is “Red 3” in offside when “Red 2” plays the ball?

YES, for the same reason.

Note that if this is a “normal game situation”, “Red 1” is in offside when “Red 2” plays the ball. In fact “Red 1” starts from an offside position.

13.3. Tick-flick

13.3.1. The attacker may attempt to flick a playing figure which is in offside position into onside position by taking a tick-flick. For each period of possession, the attacker may take three tick-flicks.

133) What is the “period of possession”?

It is the period between when a team conquers the possession of the ball and when the referee calls "change!" (therefore when the possession of the ball changes). It ISN'T the period between a touch of ball by a playing figure and the following one!

NB If the ball goes out of the playing area because the attacker forces a flick-in, a corner-flick or a goal-flick, the 3 tick-flicks are reset to 0, because there is a change of possession of the ball when the ball touches a defending playing figure.

13.3.2. However, if the played attacking figure flicks the ball onto a defensive playing figure (*not* the goalkeeper), and from there it rebounds back to an attacking playing figure, the requirement of change of possession is not fulfilled in order to regain three tick flicks.

When the offense occurs:

Referee's expression: Illegal flicking - free-flick

Punishment:

- a. Free-flick from where the offending player has flicked illegally. See rule 11.
- b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

13.3.3. A playing figure may be "ticked" more than once. After three regular flicks in succession with the same playing figure, a tick-flick does not interfere with rule 5.2.

13.4. Procedure for taking a tick-flick

13.4.1. The player must ask the referee for permission to take a tick-flick, and also state "tick" before the onside flick is taken.

When the offense occurs:

Referee's expression: Change!

Punishment: If a tick-flick is taken without the referee's permission or if the player does not state "tick", the flick is deemed as an attempt to play the ball.

13.4.2. A tick-flick may only be taken if an untaken block-flick has been taken and the ball and all playing figures are stationary.

When the offense occurs:

Referee's expression: Illegal flicking - free-flick

Punishment:

- a. Free-flick from where the offending player has flicked illegally. See rule 11.
- b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

13.4.3. There are no restrictions on where to flick the "ticked" playing figure. However, a "ticked" playing figure may not touch any other playing figure or the ball.

When the offense occurs:

Referee's expression: Back / free-flick / penalty

Punishment:

- a. Back for touching any other playing figure. If back is claimed, the referee shall replace all affected playing figures to their previous positions. Then, the referee shall give the signal for the game to continue by stating: play!
- b. Free-flick from where the "ticked" playing figure has touched the ball. See rules 11 and 12.

134) The attacker does a tick-flick by A1. A1 exits from the playing area, hits a barrier, returns in the playing area and strikes the ball. What happens?

It is foul done by the attacker in the point where A1 strikes the ball.

13.4.4. A faulty tick-flick may be retaken but reduces the attacker's three tick-opportunities by one for that specific period of possession.

135) The attacking playing figure A1 is in offside position and the attacker does a tick-flick. The attacker does an incorrect flick (rule 1.1.2) doing the tick-flick. What happens?

It is back, the tick-flick is considered as done by the attacker, and the defender can do a block-flick.

13.4.5. For each tick-flick the defender has the right to take a block-flick. See rule 6.2.

When the offense occurs:

Referee's expression: Illegal flicking - free-flick

Punishment: If the attacker does not allow the defender to take his block-flick:

- a. Free-flick from where the offending player has flicked illegally. See rule 11.
- b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

136) Is it possible to do more than a tick-flick consecutively without waiting for the defender's block-flick?

NO. Every tick-flick has to be followed by a block-flick.

13.4.6. A "ticked" playing figure may not play the ball until:

- a. The ball has been played by another attacking playing figure or the attacker's goalkeeper.
- b. Possession of the ball has changed.

When the offense occurs:

Referee's expression: Illegal flicking - free-flick

Punishment:

- a. Free-flick from where the offending player has flicked illegally. See rule 11.
- b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

137) Is it possible to do a tick-flick before playing a free-flick, a flick-in, a corner-flick or a goal-flick?
NO.

138) Could the attacker play as soon as the defender has done the block-flick related to a tick-flick?
NO, it is necessary that the referee calls “Play!” as the rule 6.2.3.6 says. The referee, before calling “Play!” has to wait that the defender is positioned.

Rule 14: Flick-in

14.1. Definition

14.1.1. If the ball has completely crossed the touchline, a flick-in shall be awarded to the player whose playing figure or goalkeeper was not last to touch the ball.

14.1.2. In order to force a flick-in, the ball, the deflecting defending playing figure and the forcing attacking playing figure or goalkeeper shall be positioned and played from completely inside the same field-quarter as the ball passes completely the sideline with its full size. All required elements considered positioned completely inside the same field-quarter if they are positioned past the regarded shooting-area line and/or the centreline.

14.1.3. A flick-in may not be forced off a playing figure that is positioned off the playing-area.

14.1.4. If the defender accidentally plays the ball across the touchline with his block-flick, the attacker may accept a flick-in.

14.1.5. A goal may not be scored directly from a flick-in. See rule 7.3.

14.1.6. If the goalkeeper touches the ball, it is always considered as playing it (see rule 8.1.3). Therefore, it is impossible to force a flick-in on the goalkeeper as described in rule 14.1.2. However, the goalkeeper may force a flick-in.

139) “A” shots on goal. If D’s goalkeeper does a save and the ball crosses a touchline without touching any A’s playing figure, is it always a flick-in for A?

YES. It is always flick-in for A.

140) “A” does an irregular shoot (done when the ball is outside from the shooting area). If D’s goalkeeper does a save and the ball crosses a touchline, who gains a flick-in?

It is flick-in for A.

141) “A” does a regular shoot by A1. The D’s goalkeeper does a save and the ball, before crossing a touchline, strikes an A’s playing figure A2.

Who gains the flick-in?

IT DEPENDS.

If A2 is in the same field-quarter of the D’s goalkeeper (in the shooting area) and the ball crosses a touchline in the same field-quarter, then D gains the flick-in.

In all the other cases, A gains the flick-in.

142) The attacking playing figure A1, the defensive playing figure D1 and the ball are in the same field-quarter. The defensive playing figure D2 isn’t in the same field-quarter.

The attacker plays the ball by A1; the ball hits D1, exits from the quarter, hits D2, returns in the field-quarter and exit from a touchline.

Who gains the flick-in? Is it different if the ball hits D2 and then D1?

D gains the flick-in, because the ball touches D2 that isn't in the same quarter in which the ball was played. It is indifferent if the ball hits D2 before D1.

14.2. Procedure for taking a flick-in

14.2.1. A flick-in shall be taken from the point where the ball has crossed the touchline.

14.2.2. The player taking the flick-in shall first nominate the playing figure to take the flick-in, before any positional flicks are taken.

When the offense occurs:

Referee's expression: Illegal manipulation - change of flick-in right

Punishment: The right to take the flick-in changes to the opponent.

14.2.3. Each player may proceed with one positional flick, with the attacker flicking first. See rule 11.2.2.

14.2.4. The playing figure to take the flick-in shall be placed off the playing-area as desired to take the flick-in. The ball shall be placed centrally on the touchline.

When the offense occurs:

Referee's expression: Foul flick-in - change of flick-in right

Punishment: Flick-in for the offended player.

143) There is a flick-in close to the corner.

The attacker place the playing figure chosen to take the flick-in (A1) over the goal-line.

A1 has to placed outside the extension of the touchline?

YES. A1 hasn't to touch the touchline or the extension of the touchline.

14.2.5. The attacker may claim "distance" in accordance with Rule 2.6, if any opposing playing figure is positioned within 40 mm of the ball after the positional flicks have been taken.

14.2.6. The referee signals to take the flick-in when both players are ready by stating: "play!"

14.2.7. The attacker takes the flick-in and shall then wait for the defender to take a block-flick (if it was not already taken) before the attacker may proceed with attacking.

When the offense occurs:

Referee's expression: Illegal flicking - free-flick

Punishment: If the attacker does not allow the defender to take his block-flick, see rule 1.2

14.2.8. The playing figure taking the flick-in may not play the ball again until:

a. The ball has been played by another attacking playing figure or the attacker's goalkeeper.

b. Another attacking playing figure has been touched by the ball.

c. Possession of the ball has changed.

When the offense occurs:

Referee's expression: Illegal flicking - free-flick

Punishment:

- a. Free-flick from where the offending player has flicked illegally. See rule 11.
- b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

144) The attacker does a flick-in in the shooting area (the opponent's defensive field-quarter).

The ball strikes a defensive playing figure and then crosses the goal-line.

Taking a throw-in (situation in which the attacker has to wait a defender's block-flick), is it possible to force a throw-in, a goal kick or a corner-flick (as in the situation above described)?

If yes, has the defender the right to do a block-flick even if the ball is already outside the playing area?

When the attacker takes a flick-in, he can force a throw-in, a goal kick or a corner-flick.

In this case it is corner-flick for the attacker.

The defender could do a block-flick only before the ball goes outside the playing area. In fact, if he does the block-flick before the ball hasn't already touched his playing figure, the flick is a defensive flick, while if the ball has already touched his playing figure, there was a change of possession of the ball and the flick is considered as an offensive flick.

When the ball exits from the playing area, the defender cannot do a block-flick.

Rule 15: Goal-flick

15.1. Definition

15.1.1. A goal-flick shall be awarded to the defender when:

15.1.1.1. The attacker plays the ball across the defender's goal-line.

15.1.1.2. The attacker plays the ball across the defender's goal-line by last deflecting off an attacking playing figure or the attacker's goalkeeper.

15.1.1.3. The attacker plays the ball that is not positioned in the defender's shooting-area across the defender's goal-line by last being deflected by any playing figure.

15.1.1.4. The defender's goalkeeper deflects an irregular shot from the attacker (when the ball is not originally positioned in the defender's shooting-area) in his own goal or behind the goal-line.

15.1.2. The attacker may force a goal-flick providing the ball is positioned completely inside his own shooting-area and has last been deflected by a defending playing figure positioned completely in the attacker's shooting-area before crossing the attacker's goal-line. See rule 7.2 and 7.3.

15.1.3. If the defender accidentally plays the ball across the attacker's goal-line with his block-flick, the attacker may accept a goal-flick.

15.1.4. A goal-flick may not be forced off a playing figure that is positioned off the playing-area.

15.1.5. A goal may not be scored directly from a goal-flick. See rule 7.3.

15.2. Procedure for taking a goal-flick

15.2.1. Both players may pick up their playing figures and place them under the following restrictions:

15.2.1.1. The attacker has to place his playing figures first, but not the playing figure taking the goal flick. After the attacker has completed the placing of his playing figures he may not change their positions again and the defender is to place his playing figures as required.

When the offense occurs:

Referee's expression: Illegal manipulation - change of goal-flick right

Punishment: The right for taking the goal-flick changes to the opponent.

15.2.1.2. No playing figure of either player may be placed within the attacker's penalty-area or touching the penalty-area line, apart from the goal-flick taker and/or the goalkeeper.

When the offense occurs:

Referee's expression: Illegal position!

Punishment: The referee shall correct any offending playing figures' position.

15.2.1.3. Attacking and defending playing figures shall be placed at least 20 mm away from each other in accordance with rule 2.6.

When the offense occurs:

Referee's expression: Illegal position!

Punishment: The referee shall correct any offending playing figures' position.

15.2.1.4. The attacker then places the playing figure taking the goal-kick as desired by the ball. The goal-flick shall be taken by placing the figure *and* the ball anywhere fully inside the goal-area. Any attacking playing figure, the spare-goalkeeper, or the goalkeeper may be used to take the goal-flick.

When the offense occurs:

Referee's expression: Illegal flicking - free-flick

Punishment: Free-flick from the penalty spot. See rule 11.

15.2.1.5. No more than 10 seconds shall be given to each player to place the playing figures.

When the offense occurs:

Referee's expression: Time wasting - change of goal-flick right

Punishment:

a. If the attacker violates this rule, the referee shall decide on an immediate change of the goal-flick right. See rule 10.

b. If the defender violates this rule, see rule 10.

15.2.2. The referee signals to take the goal-flick when both players are ready by stating: play!

15.2.3. When taking the goal-flick, the ball must completely leave the penalty-area.

When the offense occurs:

Referee's expression: Illegal flicking - replay / change of goal-flick right

Punishment:

a. The goal-flick shall be retaken

b. If after retaking the goal-flick the ball has still not left the penalty-area, the right to take the goal-flick changes to the opponent and shall be taken from the other end of the pitch.

15.2.4. The playing figure taking the goal-flick may not play the ball again until:

a. The ball has been played by another attacking playing figure.

b. Another attacking playing figure has been touched by the ball.

c. Possession of the ball has changed.

When the offense occurs:

Referee's expression: Illegal flicking - free-flick

Punishment:

a. Free-flick from where the offending player has flicked illegally. See rule 11.

b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

Rule 16: Corner-flick

16.1. Definition

16.1.1. A corner-flick shall be awarded if the ball has crossed the goal-line in the following situations:

16.1.1.1. The attacker may force a corner-flick providing the ball is played from inside the defender's shooting-area and the ball has last been deflected by a defending playing figure or the defending goalkeeper before passing the defender's goal-line.

16.1.1.2. A corner-flick is awarded to the defender, if the attacker plays the ball across his own goal-line. See rule 7.3.

16.1.2. If the defender accidentally plays the ball across his own goal-line with his block-flick, the attacker may accept a corner-flick.

16.1.3. A corner-flick may not be forced off a playing figure or a goalkeeper that is positioned off the playing-area.

16.1.4. A goal may be scored directly from a corner-flick. See rule 7.3.

16.2. Procedure for taking a corner-flick

16.2.1. The ball shall be placed within the quarter circle or centrally on the quarter circle line at the side of the goal where the ball has crossed the goal-line. The ball may be partly outside the quarter circle, but no more than half of the ball may be seen outside of it when observed directly from above.

16.2.2. The player taking the corner-flick shall first nominate the playing figure to take the corner-flick, before any positional flicks are taken. The playing figure to take the corner-flick may be placed as desired.

When the offense occurs:

Referee's expression: Illegal manipulation - flick-in for the opponent

Punishment: The offending player loses the right to take the corner-flick and the opponent takes a flick-in from the junction of the goal- and touchline. See rule 14.

16.2.3. Each player may proceed with three positional flicks, with the attacker flicking first. See Rule 11.2.2.

16.2.4. The attacker may claim "distance" in accordance with Rule 2.6, if any opposing playing figure is positioned within 90 mm of the ball after the positional flicks have been taken.

16.2.5. The referee signals to take the corner-flick when both players are ready by stating: “play!”

16.2.6. The playing figure taking the corner-flick may not play the ball again until:

- a. The ball has been played by another attacking playing figure or the attacker's goalkeeper.
- b. Another attacking playing figure has been touched by the ball.
- c. Possession of the ball has changed.

When the offense occurs:

Referee's expression: Illegal flicking - free-flick

Punishment:

- a. Free-flick from where the offending player has flicked illegally. See rule 11.
- b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

Rule 17: Shoot-out

17.1. Definition

17.1.1. If a knock-out match in an individual or team competition is drawn after sudden death also regarding the accumulated goal difference between the two teams, a shoot-out shall take place. In a team match, the team captain shall nominate one of the 4 last performing players to represent his team.

17.1.2. The referee shall decide which goal to use and shall then toss a coin and ask one of the players to call. The player who wins the toss may opt to shoot or to keep goal first.

17.1.3. Five shots per player are taken alternately, starting from the side of the pitch chosen by the referee, from the following positions:

17.1.3.1. The ball shall be placed completely in the shooting-area, as near to the shooting-line and touchline as possible, without touching them.

17.1.3.2. The ball shall be placed completely in the shooting-area, as near to the shooting-line as possible without touching it and so that a line drawn by extending the side of the penalty-area would pass through the centre of the ball.

17.1.3.3. The ball shall be placed completely in the shooting-area, as near to the shooting-line as possible without touching it and so that a line from the centre of the goal-line drawn through the penalty spot would pass through the centre of the ball.

17.1.3.4. As position 17.1.3.2, but on the other side of the pitch.

17.1.3.5. As position 17.1.3.1, but on the other side of the pitch.

17.1.4. If after five shots no winner has been determined, sudden death shots continue from position 17.1.3.1. If after an even number of shots taken one player has scored more goals than the other, then that player is the winner.

17.2. Procedure for each shot

17.2.1. The referee shall place the ball according to the above definitions.

17.2.2. The attacker shall place his playing figure to shoot and confirm that he is prepared to proceed with the shot by stating: "ready!". If the attacker is not ready after 10 seconds the referee shall regard the shot as being taken unsuccessfully. If the attacker changes the position of the prepared playing figure after he has announced his readiness, the shot is considered as being taken unsuccessfully.

17.2.3. The referee then asks the goalkeeper to be ready. The defender may not go forward of the goal-line with any part of his body for any reason. The defender is given maximum 10 seconds to confirm that he is prepared to proceed with goalkeeping by stating: "ready!" If the goalkeeper is not ready after 10 seconds the referee shall regard the shot as being taken successfully.

17.2.4. The referee signals for the shot to be taken by stating: "play!"

17.2.5. The attacker shall proceed with his shot within 10 seconds. If the attacker has not taken the shot within 10 seconds the referee shall regard the shot as being taken unsuccessfully.

145) The attacker flicks his playing figure A1 to do a shoot-out. Is it goal in the following cases?

- 1) **The attacking playing figure A1, after it played the ball, runs and touch the ball a second time and the ball goes in goal.**
- 2) **The attacking playing figure A1, after the goalkeeper did a save (then the goalkeeper touches the ball), runs and touches the ball a second time and the ball goes in goal.**
- 3) **The attacking playing figure A1, after the ball touched a post or the crossbar, runs and touches the ball a second time and the ball goes in goal.**

YES, in all 3 cases, because the attacker does ONLY ONE flick.

146) Before the attacker takes a shoot-out, the defender continues to move his goalkeeper violating the Rules 12.2.4 and 8.1.2. What happens?

At the first and second time that the defender violates those rules, the referee has to warn the defender to don't move the goalkeeper and the referee has to repeat the procedure for taking a shoot-out (from Rule 17.2.1 to 17.2.5). At the third time that the defender does this offence, the referee has to assign a goal to the attacker.

Part III. EQUIPMENT REGULATIONS

Rule 1: Playing board

1.1. Playing surface

1.1.1. The playing surface shall be properly fixed to hardboard or similar material. It shall be a maximum 90 cm, minimum 70 cm above floor level. The board shall be level.

1.1.2. The playing surface and the playing board shall extend outside the playing-area for 4-10 cm from the touch- and goal-lines. The playing board may not extend more than 10 cm behind the back of the goal.

1.1.3. The playing board shall be surrounded by a fence of 2-10 cm in height and a maximum of 10 cm in width. Centrally behind each goal there shall be a gap of 15-25 cm in the surround.

1.1.4. There shall be at least 100 cm of free space around the table for the players, the referee and linesman to perform.

1.1.5. The pitch cloth shall be smooth and free of any disturbing particles and shall allow a precise sliding of the playing figures and a straight run of the ball.

1.1.6. The lines printed on the pitch cloth shall not be more than 3 mm in width and not interfere with the game by affecting the run of the ball and/or the sliding of the playing figures.

1.2. Playing-area

1.2.1. The *playing-area* of the pitch shall be a rectangle. The length shall be marked by touchlines of maximum 140 cm, minimum 90 cm. The width shall be marked by goal-lines of maximum 100 cm, minimum 60 cm. However, the width of the playing area shall always be at least 30 cm smaller than its length. The playing-area shall be divided into two equal halves by a centreline parallel to the goal-lines. There shall be a centre-spot on the centre-line equidistant from each touchline and a centre-circle of radius 6-12 cm, concentric to the centre-spot.

1.2.2. Each half shall be divided into two equal zones by a shooting-line, parallel to the goal-lines. The zone between the shooting-line and the goal-line shall be called the *shooting-area*.

1.2.3. In each shooting-area there shall be a *penalty-area* adjacent to the goal-line. Each penalty-area shall be formed by two parallel lines, 12-18 cm long and 30-48 cm apart, which are equidistant from the centre of the goal-line. These lines shall be at

right angles to the goal-lines and joined at their ends to form rectangles. There shall be a penalty spot in each penalty-area, 8-14 cm from the goal-line and equidistant from each touchline.

1.2.4. In each shooting-area there shall be a *goal-area* adjacent to the goal-line. Each goal-area shall be formed by two parallel lines, 5-7 cm long and 22-26 cm apart, which are equidistant from the centre of the goal-line. The vertical goal-area lines may extend behind the goal-line to allow a more precise positioning of the spare-goalkeeper.

1.2.5. In each corner of the playing-area there shall be a quarter circle of radius 2-3 cm concentric to the junction of the touch- and goal-lines.

Rule 2: Goals

2.1. A *goal* shall be placed centrally on each goal-line so that the front posts are on the line. The goals shall be solidly constructed and produced of solid material that does not bend or break under any playing conditions. The goals shall be fixed mechanically to the playing board.

2.2. A goal shall consist of two posts, one crossbar, two side bars on each side, a back bar and a net, which shall be firmly fixed to the posts and the bars.

2.3. The posts shall be upright and parallel, 6 cm long and 12.5 cm apart. The crossbar shall be fixed to the top of the posts. The back bar(s) shall be positioned parallel to the crossbar. The posts and the bars shall not be thicker than 5 mm. The distance from the goal-line to the back bar shall be 6-9 cm.

Rule 3: Ball

3.1. The ball shall be an empty plastic sphere of 2.2 cm in diameter and 1.5 g in weight.

3.2. The balls that are currently homologated are the *Subbuteo* balls that satisfy the above criteria, and the *Zeugo* balls.

3.3. If the players cannot agree on a ball, a white Subbuteo "Tango" ball shall be used.

3.4. A painted or marked ball may only be used if both players agree. The referee shall replace a broken ball immediately when the ball is stationary.

3.5. It is necessary to ask for homologation of new ball type to the F.I.S.T.F. Board of Directors before any player might use it in a game. The applicant shall send a sample of his products, with a memorandum of understanding of the conditions of points 3.6 and 3.7.

3.6. To be successfully homologated, a new type of ball must be industrially produced and distributed in sufficient quantity to supply any required order.

3.7. Homologation is granted purely on sports grounds, and FISTF expressly disclaims any obligation or warranty, express or implied, including, without limitation, any implied warranty arising from course of performance, course of dealing or usage of trade, all other obligations and liabilities whatsoever whether in contract, warranty, tort (including without limitation, negligence, active, passive or imputed liability or strict liability), by statute or otherwise, strict liability or product liability of any nature whatsoever, and intellectual property rights, related to the homologated products, either towards the applicant or any third party.

Rule 4: The playing figures

4.1. Dimensions

The playing figures shall consist of a round base and a figure which shall be firmly fixed to the base by fulfilling the following standards:

4.1.1. The base shall be maximum 0.7 cm, minimum 0.5 cm in height and maximum 2.1 cm, minimum 1.6 cm in diameter.

4.1.2. The figure fixed to the base shall be maximum 1.3 cm, minimum 0.6 cm at its widest point and maximum 0.6 cm in thickness. The figure shall symbolize a human body.

4.1.3. The maximum height of the playing figure including its base shall be 3.9 cm, the minimum height shall be 2.7 cm.

4.2. Composition

Each player shall use ten field playing figures, one spare-goalkeeper and a goalkeeper. Each playing figure of a set shall be of the same type. All figures shall be painted equally and the bases shall have the same colour, excepting the spare-goalkeeper's base that shall be different in colour from all other playing figures.

4.3. Homologation

4.3.1. It is necessary to ask for homologation of new types of playing figures to the F.I.S.T.F. Board of Directors before any player might use them in a game. The applicant shall send a sample of his products, with a memorandum of understanding of the conditions of points 4.3.3 and 4.3.4.

4.3.2. The following types of playing figures are approved by FISTF. Any further design of a playing figure is to be presented to FISTF and authorized before it may be used in any competition.

4.3.2.1. *Flat* playing figures: (produced since 1940s): 17-18 mm diameter of the base, 35-39 mm height of the playing figure inclusive the base. There are the different homologated playing figures styles: English style, Subbuteo style, Swiss style, German style, and Newfooty style.

4.3.2.2. *00-scale* playing figures made by Subbuteo: 18-21 mm diameter of the base, 28-31 mm height of the playing figure including the base: “molded” type (produced in 1960/70s: The figure and the plate is made out of one mould), “walking-figure” type (produced in 1950/60s: The figure and the plate is made out of one mould. The figure shows a walking man.), “bar-figure” type (produced in 1960/70s: The figure is fixed on a bar that is put in the base.), “plug-figure” type (produced since 1980s: The figure is fixed on a knob that is put in the base.).

4.3.2.3. *Sports* playing figures (produced since 1993): 21 mm diameter of the base, 35-37 mm height of the playing figure inclusive the base.

4.3.2.4. *Toccer* playing figures (produced since 1994): 21 mm diameter of the disk shaped base, 34-36 mm height of the playing figure inclusive the base.

4.3.2.5. *Profibase* bases (produced since 1995): that are similar to 00-scale or Toccer bases and may be used with 00-scales figures.

4.3.2.6. *Woodentop* figures (produced since 1995): consisting of a wooden figure of 30-32 mm height (without base) to be used on 00-scale, Profibase, or Sports bases.

4.3.2.7. *Zeugo* figures (produced since 1998): similar to the 00-scale figures.

4.3.3. To be successfully homologated, a new type of playing figures must be industrially produced and distributed in sufficient quantity to supply any required order.

4.3.4 Homologation is granted purely on sports grounds, and FISTF expressly disclaims any obligation or warranty, express or implied, including, without limitation, any implied warranty arising from course of performance, course of dealing or usage of trade, all other obligations and liabilities whatsoever whether in contract, warranty, tort (including without limitation, negligence, active, passive or imputed liability or strict liability), by statute or otherwise, strict liability or product liability of any nature whatsoever, and intellectual property rights, related to the homologated products, either towards the applicant or any third party.

Rule 5: Goalkeeper

5.1. Dimensions of the goalkeeper figure

The goalkeeper shall consist of a figure or of a figure with a base. The goalkeeper shall be firmly fixed to a rod, have a three dimensional defending contents of maximum 2700 mm³ excluding the rod, and restricted by the following regulations by fulfilling the following standards:

5.1.1. Maximum height of the goalkeeper: 39 mm

5.1.2. Maximum thickness of the goalkeeper figure: 6 mm

5.1.3. Maximum width of the goalkeeper: 21 mm

5.1.4. The goalkeeper shall symbolize a human body

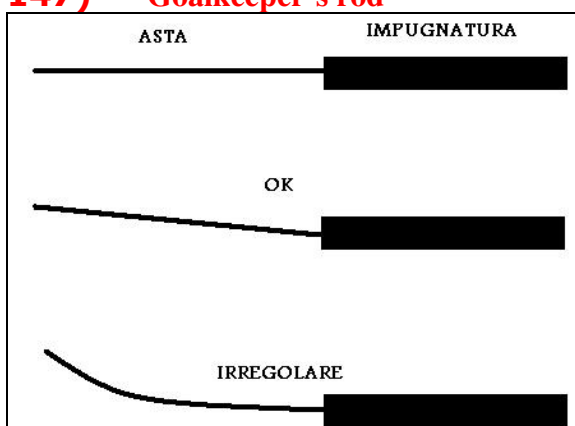
5.2. Dimensions of the goalkeeper-rod

The rod is fixed to the goalkeeper figure or the base and is part of the goalkeeper by fulfilling the following standards:

5.2.1. The goalkeeper's rod shall be a straight rod up to 15 cm in length and 4 mm of maximum width, excluding the handle.

5.2.2. The handle may not exceed 10 cm in length.

147) Goalkeeper's rod



The first and the second drawings are correct, while the third is irregular.

Note that the rule doesn't say anything about the angle between rod and handle.

5.3. Homologation

5.3.1. It is necessary to ask for homologation of new goalkeeper type to the F.I.S.T.F. Board of Directors before any player might use them in a game. The applicant shall

send a sample of his products, with a memorandum of understanding of the conditions of points 5.3.3 and 5.3.4.

5.3.2. The following goalkeeper figures are approved by FISTF. Any further design of a goalkeeper is to be presented to FISTF and authorized before it may be used in any competition.

5.3.2.1. The following *flat* goalkeeper styles: English style, Subbuteo style, Swiss style, German style.

5.3.2.2. *00-scale* jockey goalkeeper exchangeable or not exchangeable, *00-scale* goalkeeper with stretched arms, *00-scale* goalkeeper with bended body. Metal and plastic versions of the goalkeeper figure are accepted.

5.3.2.3. *Sports* figure goalkeeper, consisting of a Sports playing figure with a rod protruding from its base. Wooden and polystyrene versions of the goalkeeper figure are accepted.

5.3.2.4. *Toccer* goalkeeper, consisting of a special *Toccer* figure without base, with a rod protruding from its feet. Metal and plastic versions of the goalkeeper figure are accepted.

5.3.2.5. *Woodentop* goalkeeper, consisting of a *Woodentop* figure mounted on a *00-scale* base with a rod protruding from it.

5.3.2.6. *Zeugo* goalkeeper, similar to the *00-scale* goalkeepers.

5.3.3. To be successfully homologated, a new type of goalkeeper must be industrially produced and distributed in sufficient quantity to supply any required order.

5.3.4. Homologation is granted purely on sports grounds, and FISTF expressly disclaims any obligation or warranty, express or implied, including, without limitation, any implied warranty arising from course of performance, course of dealing or usage of trade, all other obligations and liabilities whatsoever whether in contract, warranty, tort (including without limitation, negligence, active, passive or imputed liability or strict liability), by statute or otherwise, strict liability or product liability of any nature whatsoever, and intellectual property rights, related to the homologated products, either towards the applicant or any third party.

Part IV. REFEREE'S GUIDE

Rule 1: Referee's obligations

1.1. A referee shall be appointed to monitor each game of an F.I.S.T.F. competition event. He shall be in total control of the game for the duration, including the half time intervals. He shall announce any breach of the rules and give swift and clear instructions according to the international sport table football rules and by applying the international referee's vocabulary.

1.2. The referee shall enforce the rules of the game but may refrain from penalizing in case the offending player requests to play on. The offended player may not accept an awarded sanction subsequently after having played on.

1.3. The referee shall interrupt the game on the occasions defined by the rules and whenever he assumes it to be necessary in order to clarify or verify a specific or unclear situation. If in case of a questionable situation, the attacker keeps on playing without giving the referee the opportunity to interrupt the game in order to clarify or verify the regarded situation, the referee shall decide in favour of the defender.

1.4. The referee's decision is final. In case of uncertainty, the referee may interrupt the match and ask the head referee for advice.

1.5. Before flick-off the referee shall verify the identity of the performing players and control the conformity of the used equipment with FISTF regulations.

1.6. The referee shall be the sole match timer, keeping track with his/her own watch. In case of delaying interruptions of the match or in case of time wasting by one or the other player, the referee shall consider lost time to be played at the end of the regarded time interval.

1.7. The referee shall fill out the match-report form and hand it back to the head referee immediately after the match has been finished.

1.8. The referee shall wear the official referee's uniform or a tracksuit during the match. The competition organizer has the competence to oblige referees to perform in sports shoes.

Rule 2: Linesman

A linesman may be appointed to assist the referee. He may draw the referee's attention to any breach of the rules and may support the referee with other requested assistance.

Part V. ADDITIONNAL INDOOR SPORTS TABLE

FOOTBALL PLAYING RULES

1. The duration of the game is 2 times 7 minutes.
2. Five playing figures and a goalkeeper are used to play. There is no spare-goalkeeper required.
3. *Placing the playing figures:*
 - 3.1. A playing figure that left the playing board shall be placed on the touch- or goal-line level to where it has left the playing board.
 - 3.2. If a playing figure is positioned within the goal-area or goal-mouth, it shall be moved forward to 1 mm inside the penalty-area.
 - 3.3. If a figure is positioned across the touchline and is closer to the barrier than the touchline, it can be placed on the touchline to be played.
4. The playing board's barriers can be used with either the playing figures or the ball to rebound off.
5. The attacker may play a moving ball. However, if the ball has stopped, the attacker *must* allow the defender to take a block-flick. While the attacker is playing a moving ball, the defender is not allowed to interfere.
6. After a save by the goalkeeper, the ball must be stationary before the attacker may continue to play.
7. There is no offside and therefore also no tick-flicks required.
8. *Flick-in:*
 - 8.1. For a flick-in, the ball must leave the playing board on one or the other side.
 - 8.2. A flick-in can be forced off any playing figure or goalkeeper that is positioned on the playing board. However, the ball must leave the playing board in the same half as the forcing and deflecting figures.
9. *Goal-flick:*
 - 9.1. For a goal-flick the ball must leave the playing board on one or the other side of the goal.
 - 9.2. A goal-flick can be forced off any playing figure or goalkeeper that is positioned on the playing board.
10. *Corner-flick:*
 - 10.1. For a corner-flick, the ball must leave the playing board on one or the other side of the goal.

10.2. A corner-flick can be forced off any playing figure or goalkeeper that is positioned on the playing board. However, the ball must leave the playing board in the same half as the forcing and deflecting figures.

11. By taking a flick-off, flick-in, corner-flick or goal-flick, the ball must become stationary and the defender may take a block-flick before the attacker can proceed with his attack.

12. The standard size of the playing area is 60 x 90 cm.

13. Except when mentioned above, the playing rules of point II are also applicable to Indoor sports table football.

Indoor rules by Willy Hofmann